Generic Hentai World
Version 1.4

In case the title didn't make it clear this is a porn jump. Lewd things lie within, mostly a lot of different ways to make your jumpchain a lot more NSFW than even most of the existing harem and fanservice jumps will allow for.

We're going to do things a little differently this time. First, take these **+1000 CP**. Next, choose any jump you can legally take that you want to make a lot sexier. We're going to call this the Base Jump. Any perks you purchase through this document will now apply to the Base Jump, like a supplement. Your CP pools have to remain separate and can only be spent on bonuses from their respective jumps. Or you can just use this doc as its own generic jump, in which case you'll use the setting options below.

Note: Most of the wording of this document assumes a male jumper pursuing female partners purely for personal preference. This should not be taken to be some kind of exclusion: all perks and mechanics presented in this document will function the same regardless of you or your partner's gender, age, or sexual orientation.

Age
Age is as per the Base Jump or your choice if used without one.

Gender
Choose whatever fits your fancy. Male, female, futa, trap, doesn't matter. No charge. This overrides the Base Jump.

Setting
If you intend to use this document as a generic jump roll 1d8 to determine what kind of setting you'll be making or pay 50 CP to choose. If you intend to use it as a supplement to play in a specific setting, skip this section.

1. Realistic
2. Modern Fantasy
3. Traditional Fantasy **or** Asian Fantasy (including Wuxia and Xianxia)
4. Sci-Fi
5. Superheroes **or** Magical Girls
6. Western
7. Steampunk
8. Free choice

Origin

Choose one of the following options:

Hedonist - For those who just want lots of lewdness without any attachments involved. The Hedonist's approach revolves around scoring with people you'd otherwise have a hard time with and generally just having lots of no-consequences fun.

Romantic - The quality over quantity option. Romantics focus on their relationship with a single partner above all others and become a perfect match for their waifu or husbando. Romantics will work together better with their partner, always know what their partner wants and needs, and will be able to tell immediately if their SO is in some kind of danger.

Harem Protagonist - These unnaturally popular boys and girls get around a lot and worm their way into the hearts (or at least the pants) of many spouses, whether accidentally or deliberately. They tend to be team players, able to herd cats and get their harems to overcome their differences, and can be more openly lewd than Romantics without negative repercussions.

Scoundrel - Harem Protagonists like the girls, but the girls really like the bad boy! Scoundrels are masters of the art of the forceful seduction and know how to make the ladies swoon whether those ladies are willing to admit it or not. Given time they can sway almost anyone into falling for them, all the while pushing the boundaries to the limit and being thanked for it.

Monster - Hey, I'm not gonna judge. You may or may not be a literal monster but either way you're not the gentle and caring type. Rapists, demons, NTR fetishists, and anyone else who likes their sex with a side of cruelty will find lots to enjoy here. Make no mistake, this is the non-con path. Scoundrels may be all about bringing out the reluctant desire in others but Monsters simply don't *care* about the feelings of others, *they're* the only person who matters.

Discount Rules

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

Perks

General

Porn Physics (Free)
This probably goes without saying but hentai likes to take liberties with how sex actually works. Massive cocks, cervical penetrations, men ejaculating buckets of cum and girls lactating at the drop of a hat, etc. Well with this perk all that stuff and more is perfectly possible for you and your partners because sex works however you want it to work. The only limitation is that this perk's benefits are strictly cosmetic: you might be able to cum literal buckets, but you can't make your jizz nutritious enough to live off of. In addition, just because I'm feeling nice, this perk also makes STDs just plain not exist and gives you perfect control over your fertility. For girls this includes eliminating periods. What's more, if you dial your fertility down to 0% your partner will treat sex with you as if you were using perfect birth control whether she knows about the perk or not.

Makeover (Free)
What kind of lewd protagonist would you be if you weren't satisfied with your appearance? You get a free one-time cosmetic body resculpt to the idealized self-image that you may or may not have consciously known you wanted, along with a chance to tweak it however you wish before finally accepting it. This perk's benefits are strictly cosmetic and this perk cannot give you an appearance outside the normal genetic range of possibility for your species, though since this *is* a hentai jump feel free to go nuts with your hair and eye colors.

Going Commando (Free)
What's the point of making everyone sexier if they're going to cover up those fabulous bods? This perk allows you to selectively rewrite the local dress code at the start of each jump if you want, normalizing skimpier or more revealing outfits and making those outfits commonplace wherever appropriate. Space suits become skin-tight plugsuits, schoolgirl outfits lose a few inches off the skirt length, and the chainmail bikini is in vogue this year. This has no effect on the practicality of these outfits; suits of armor will (somehow) provide just as much protection as they normally would, and any built-in features or enchantments will still function as normal.

Sexual Prodigy (Free)
All these other perks are all well and good but there's only so much you can accomplish if you don't know how to insert tab A into slot B. This perk resolves that problem; whether via comprehensive skills or just natural talent you are now good enough at sex to guarantee your partner enjoys the ride. You also have a decent grounding in any extra knowledge required for the enjoyment of your fetishes, such as knowing how to tie knots and apply ropework if you're into bondage.

Furthermore, this perk acts as a training booster for sexual endurance and skills; it takes you significantly less time than average to adapt to your partner's individual quirks and preferences with repeated encounters or improve your stamina or technique. If you take the **Like A Virgin** Drawback this perk does not grant you any of the skills, talent, or fetish knowledge until after the Jump is over but *does* keep the training booster; you will not remain hopeless at sex once you actually start having some but you'll need to either find an experienced teacher or figure everything out via trial and error.

Changing Preferences (Free/100 CP)
As you go through your chain you'll live many lives and not all of those will have quite the same tastes, or needs, as you do. At the start of this jump you can make a one time alteration of your sexual preferences, libido, fetishes, memories of sexual experiences prior to the Jump, and similar. These changes are as immutable or changeable as any other part of your personality, but never impede with future decisions to take or use this perk again.

For 100 CP you can invoke this change at the start of each future Jump (or, post-chain, at will). Additionally, while doing so you can make minor retroactive alterations to the history and memories provided by your Background or Origin to provide appropriate memories and experience.

The More the Merrier (100 CP)
If sex with one person is fun then sex with two or three people must be that much better, right? You'd think so but it's a lot harder to pleasure several girls simultaneously than the doujins make it look. Not for you though! This perk enhances your ability to multitask, allowing you to run multiple trains of thought or action simultaneously with no loss of performance. Eating out one girl, fingering two others and fucking a fourth all while hitting four different sets of paces and erogenous zones is no more difficult than doing it for one girl. Add in extra limbs or superpowers and you can get really nuts with this. Ever wanted to fuck a dozen girls with a dozen dildos? Get yourself some telekinesis and try it out!

Nice View (Free/100 CP)
It wouldn't be a porn jump if we didn't do something to improve the scenery, now would it? This perk doesn't turn every single person in the world into a hunk or a supermodel, nor does it substantially change the appearance of the "main characters", but both the average and the minimum attractiveness level of everyone you meet will be raised 1-2 points on the 1-10 scale. This perk is free for the duration of this jump but can be applied to the rest of your chain for 100 CP.

Schrodinger's Catgirl (Free/200 CP)
Popular media doesn't often delve into the particulars of their characters' kinks and intimate attributes. Sometimes things can be inferred, but rarely will it be outright stated that character X has inverted nipples or an exhibitionism fetish or is secretly gay. Now you can make that decision yourself; unless such traits are expressly detailed or denied somewhere, you can resolve any such ambiguity in your favor for any characters you choose. This perk is free for the duration of this jump and can be applied to the rest of your chain for 200 CP.

General (Superpowers)

These perks don't give you any superpowers that you don't already have. You can't use any of these perks with powers or energy types that you don't yet possess, so no manipulating ki if all you have is magic.

Dress Break! (100 CP)
Your powers are more effective than usual when used against armor and clothing. You'll find it very easy to cause incidental clothing damage in a wizard's duel or pierce through heavy armor in a martial arts competition. Items that are specifically hardened against magic or similar effects can resist this effect somewhat but don't erase it entirely.

Power Perversion Potential (200 CP)
Of *course* you learned magic so you could use it for sex, who in their right mind wouldn't? You can easily repurpose existing spells or techniques for lewd purposes and invent new powers with a fraction of the time and effort it would take another person to do the same as long as those powers are intended primarily for sexual purposes.

That's My Fetich! (200 CP)
Why do magical rituals the boring way when you can do them the fun way instead? This perk allows you to substitute lewdness for exotic ingredients, rituals, and so on, either for magic or other powers that allow for this sort of thing. For example rather than ritual chanting you could perform a ritual orgy, or use a virgin's cum as a substitute for a virgin's blood. The rarity of the ingredients must be relatively similar however: if all you need is magical energy then some tantric sex is fine for providing it, but if you need something like a god-forged diamond from the heart of a star then expect to go questing for something like the crystalized girl-cum of a virgin succubus or something equivalently-rare.

Sexual Healing (200 CP)
You have learned a technique to generate energy through sex with one or more partners and can use this power to heal or recharge both your own and your partner's health and energy reserves. The more sex you have the more power you'll get out of it; a quickie or a blowjob will only give you back a small amount of energy, but an hour-long power fuck can top off the reserves of even the most powerful of jumpers.

Hot for Teacher (200 CP)
Sex now counts as training for purposes of refining your supernatural abilities. By including a sexual component, any training you perform will be tripled in effectiveness after all other modifiers are applied. You can also train others this way. Trying to teach a foxy young kunoichi better chakra control? Make her practice with a couple of vibrators in her and she'll get massive gains.

Kiss of the Succubus (200 CP)
You have gained the ability to drain and absorb energy from your partners through sex. Each time you bring a partner to orgasm you can choose to drain energy from them to either refill your immediate reserves or bolster your overall power by a very small amount, with a soft level cap of whatever your partner's overall power level is. Energy drained in this way must be in a form that you have the ability to use. If the energy you're draining is affiliated with the target's health or stamina in some way it is possible to seriously weaken or kill your partner through sex. You always have an accurate sense of whether or not this is possible and how much draining a target can safely withstand. "Death by snu snu" cannot happen accidentally with this perk, you have to *really* want it for that to happen.

Hedonist

Bedpost Notches (100 CP)
It seems that, at least in terms of getting laid, success breeds success for you. Each sexual encounter you have with a different individual fractionally improves your seduction skills. Similarly for each different individual you have performed a specific sexual act with, everyone else becomes a fraction more amenable to the same thing once you have seduced them. The bonuses from this perk reset with each jump except for the effects on those characters who join you as followers or companions.

Sexy Time (100 CP)
You can always find time for a quickie or a roll in the hay. This perk makes time move at the speed of convenience whenever you're up to something sexy, be it taking your girlfriend(s) on a date or getting a quick blowjob between classes. As long as you're *intending* to be fast, time bends to make sure you finish on time. Longer time periods can accommodate longer sessions, so you can take your harem on a date, finish with an orgy, and still have them home by dinner.

That Sort of Reputation (200 CP)
Sometimes people, jealous people, try to disparage the reputation of a Hedonist like you but their efforts are in vain. Your reputation can never be tarnished by your legal and consensual sexual activities, its spread will only ever paint you in a positive light. Those who attempt to slander you as a manwhore or a loose woman or who *falsely* accuse you of rape find their attempts backfiring as people either see through their deceptions or become unwillingly impressed, intrigued, or in awe of your prowess. This perk also ensures there are no hard feelings over breakups or one-night stands save for extreme cases like the dreaded yandere.

Friends With Benefits (200 CP)
Any sex or intimacy you have with someone who is already friendly towards you (or at least is faking it) never has a negative effect on emotional and social relationships so long as there is no desire on your part to change the relationship. Conversely, the closer you are emotionally and socially to someone, the less bothered they will be by the idea of 'helping' in sexual matters. This can include things like your married friend letting you blow off a little steam by practicing blowjobs on him or, if you're a guy, getting a chance to test out that fucking machine on your lesbian BFF.

"Nice Boots. Wanna Fuck?" (400 CP)
Subtlety is overrated. You can reduce an evening, or longer, of slow seduction with a straightforward question to the same effect. Not only does this save time but by being so open to your target (or targets) about your desire to fuck them you gain a boost to your chances based on your sexual prowess.

A Homerun From Outta the Strike Zone (400 CP)
Sometimes gentlemen prefer blondes and other times a woman isn't interested in a man. This can cause issues when someone you're interested in isn't interested in people 'like you', but with this perk you can avoid all that. Other people's preferences and prejudices (be those based on gender, skin colour, nationality, social status, or anything else) never impede your ability to seduce or pleasure them. This does nothing to change their sexuality or whatever the impediment is, you're just an exception to the rule no matter what the rule is. Moreover the stronger and more unreasoning that aversion would be, the greater the boost there is to how good the sex is. You will not become addicted to this, but the same may not be true of a sufficiently bigoted partner.

Legend In Her Own Bedroom (600 CP)
Legends of your prowess have spread far and wide and you are known across the land as a legendary lover. Wherever you go it seems that your reputation precedes you and people are often quite willing to know whether the real thing lives up to the stories or not. Thankfully you're not the sort to disappoint: your sexual prowess is leagues beyond any ordinary mortal and borders on the supernatural, allowing you to perform incredible feats such as supporting a woman's weight entirely with your cock or bringing her to orgasm on command. Your skills only grow sharper as your legend spreads farther, and you'll find it easier and easier to convince people to spend a night or three with you the more well-known and well-regarded you are.

Pay Me Not In Gold (600 CP)
Money is all well and good but you prefer different sorts of repayment. When someone attempts to pay or reward you, you can cause them to repay you in a sexual manner instead. Conversely if you are owed by someone who is either unwilling, or unable, to pay you in the normal fashion then you gain a similar sexual 'payment' in exchange for putting off the debt temporarily. You can still negotiate the exact terms of payment, and any perks that enhance the rewards you receive from a job apply to this perk's effects as well. In either case the exact repayment will be based on a combination of the amount due, your preferences, your ability at seduction, and the potential problems the alternative payment would cause. As a waiter being tipped, a kiss might be the most you should expect, but if you saved a kingdom then the widowed Queen might be bending over for you for months or offering you her hand in marriage.

Romantic

Star-Crossed Lovers (100 CP)
Nothing can get in the way of your relationship. Be it politics, family, race or social status, all things fall away in the face of your love. This perk helps the people around you to be more open-minded when you pursue a relationship that is considered taboo for one reason or another, be it moral reasons like a student-teacher or incestuous relationship or more mundane concerns like the race, gender, nationality, etc. of you or your spouse. It may not eliminate such problems completely but you'll find yourself facing far fewer complications as a result of pursuing your relationship. In addition to this, whether the relationship is taboo or not, your spouse's friends and family will tend to warm up to you very quickly.

Love at First Sight (100 CP)
It's said that every journey begins with a first step, and whether that step is a good one or not can set the tone for the whole trip. This is no less true for relationships than for anything else. Luckily, you have a gift for starting things off on the right foot: whether you're starting a new job or making new friends or meeting a destined lover for the first time, everything just seems to go *exactly* the way you need it to in order to make a good first impression on people. You'll never fumble your words or trip over your own shoelaces ever again (unless you meant for that to happen, some girls are into cute clumsy dorky guys after all)… at least, not at first. After step one it's all on you to maintain that positive impression.

Crossed Swords (200 CP)
The best lovers are the ones who work together perfectly. You and a single sexual or romantic partner can naturally fall into a rhythm with each other in any activity you're sharing. On the battlefield you perform complex team attacks requiring split-second timing and coordination as easily as breathing, in the bedroom you know exactly how to bring each other to a screaming orgasm, and your musical duets will be the stuff of legend. This perk doesn't make up for a lack of talent if one of the two doesn't know how to do what you're doing, but it does allow the more skilled partner to pick up the slack for them and cover any mistakes they make.

If you took **Like A Virgin** this perk still works to give you and your partner a great time, even the first time. True Love is that powerful. Of course, you still have to *get* to that first time...

Never Truly Parted (200 CP)
Even when you and your beloved are apart from each other you remain together in your hearts, always there to support each other no matter the circumstances. You are immune to any ill-effects of separation from your spouse, and isolation in general, while benefiting from a general knowledge of them as though they were present and occasionally giving you advice whenever needed. If either you or they have some ability to communicate over long distances, such as telepathy, then you can do so effortlessly, ignoring any factors that might hinder or jam your communications.

Better Than Death (400 CP)
Death is a very final thing so almost anything is better than that final separation from your beloved. If an enemy has a reasonable chance of capturing, and keeping captured despite their own efforts, either you or your love then there will be a significant chance of them doing so rather than immediately killing either of you. This specialised form of plot armor manifests as a combination of a mental inclination towards that end and recognisable opportunities cropping up which would make it advantageous for them to do this. However the protection by this perk offers fails while you are in the presence of your love. In addition, if an enemy is truly intent on death then, at best, this perk can delay that for a time by making them more likely to 'play'.

True Love Conquers All (400 CP)
True love is not so easily conquered by such petty things as violence and jealousy. You now have a sixth sense that warns you in advance when some danger is about to befall your significant other, giving you time to find them and be present to help. Much like one particularly famous masked jewel thief defending his destined princess, you'll always arrive in the nick of time to prevent catastrophe as long as you don't ignore your instincts. But this perk covers more types of danger than the strictly physical: it will also warn you when your love is being threatened by less obvious threats, such as the neighborhood pervert trying to blackmail her for sex, or a terminal illness silently eroding her health from within. Be warned though, this perk won't solve these problems for you, only ensure you know about them far enough in advance to be able to do something about them. The act of defending your love and how you go about doing so is still down to your own efforts.

For Her Sake (600 CP)
Sometimes, despite your best efforts, something stands between you and the one who is the other half of your heart that it seems that you can't overcome. Sometimes it is as though love isn't enough... but you reject that notion. So long as you are actively striving to rescue, reunite with, or avenge your singular true love there will be a way and you will find it if you keep trying hard enough. Training and preparation for your rescue attempt proceeds at ten times it's normal pace (stacking multiplicative with other effects). In addition, once per Jump you can find a way to achieve a single impossible feat if that would be necessary as part of your task. An immortal can die at your hand, time can bend, indestructible walls will break, or you will find a path between the living and the dead allowing you to resume your Chain. Anything to be together.

In Sickness and in Health (600 CP)
The end goal of all Romantics is to wed their beloved and spend the rest of their lives together. That means something very different for an immortal jumper than for most other people though. Does your love for your partner, and theirs for you, have what it takes to last for all eternity? What kind of stupid question is that, of course it does! You and your spouse will never grow tired of each others' presence, and the passing of years will only make you grow more fond of each other. Further, your partner immediately becomes a Companion if they weren't already. In future jumps you may choose to either pay nothing to import them and donate your own CP to them at a 1:1 ratio or use a jump's existing import options and gain all related benefits instead. If you successfully complete an Endjump Scenario then Jump-chan will reward your partner with a Spark of their own in honor of your enduring love for each other. This perk can only ever benefit a single person regardless of all other factors.

Harem Protagonist

A Bottomless Heart (100 CP)
For an ordinary person it may be enough to only have one other person to spend your life with, but there's nothing ordinary about you, is there? Love and emotional attachment comes to you easily and you find it more difficult than most to let go of those you care about, to the point that choosing one woman over another when you love them both is unthinkable to you. Luckily, this is not without its benefits. You have a perfect photographic memory for information about people you care about, no matter how many of those people you might have. You'll never forget their birthdays, favorite meals, erogenous zones, etc. and can easily keep track of their needs and desires without even thinking very hard about it.

Chick Magnet (100 CP)
Fate and destiny seem to conspire to bring a Harem Protagonist together with the girls of his dreams, often putting him in just the right place at just the right time to meet a new waifu. Thanks to this perk that isn't just a plot contrivance, it's actually happening! At the start of each jump you can choose to designate a handful of characters you would like to meet during that jump. Circumstances will then conspire for you to meet those characters several times under positive circumstances, and if possible they'll arrange for you to remain in close proximity afterwards. For example if you're transferring to a new school then you'll probably be assigned to share a class or a dorm room with at least a few of the girls you're interested in.

Social Scientist (200 CP)
Some especially hapless heroes struggle to deal with other people, the opposite gender especially. They can't tell that a girl has feelings for them even when it's blindingly obvious, or their attempts at giving compliments just get them slapped for saying the wrong thing. Luckily you don't have this problem: your mind has an excellent grasp of social nuances, subconsciously analyzing and digesting any pertinent knowledge that you possess and filtering all possible responses down to a handful of the best suggestions. Whether you need to raise a flag with a cute girl, let her down gently without hurting her feelings, or talk her dad into putting down the baseball bat, you can pull it off without sticking your foot in your mouth, accidentally saying something insensitive, or just plain tripping over your words.

Hilarity Ensues (200 CP)
At times it seems like the gods are conspiring to get a Harem Protagonist laid. You have a blessing of good luck that causes lewd or sexy accidents to happen in your immediate vicinity and in ways that bring you and your harem closer together in intimate ways. Bathroom doors unlock themselves, sudden gusts of wind flip skirts, and so on. These situations are always *obviously* accidents to any onlookers but they always seem to turn out in your favor, exposing your best charms to whoever would find them the most attractive and only exposing others if you find them attractive. You can toggle this perk on and off.

Herding Cats (400 CP)
The larger a harem grows the more likely there is to be conflict within it. Diverse personalities and clashing egos will cause untold chaos within a harem unless you step up and take charge of it, and take charge you will. You have an uncanny knack for getting diverse groups of people to put aside their differences and work together as a team. This doesn't negate things like jealousy and obsession but you can more easily convince people to put their personal grievances aside in the name of pursuing a common goal, and fall naturally into a leadership position within any team that forms from these efforts. Pursue it enough and you can plant the seeds of more positive relationships: under your watch bitter enemies may become friendly rivals, and existing friendships may deepen or take a turn for the romantic.

Bonds of Sisterhood (400 CP)
A true harem is more than just a collection of people you have sex with: it's a family, and family hangs together through thick and thin even if they don't like each other. Your harem is empowered by the strength of that bond, and the tighter the bond the tighter the harem will be in turn. This perk helps your haremettes cooperate with each other more effectively: given two girls whose only relationship is with you, they'll find it much easier to make their individual efforts click together and support each other instead of tripping their partner up. Take the same two girls and make their relationship as strong with each other as it is with you, whether as friends or lovers or romantic rivals, and they'll laugh off mind-control or even the most insidious attempts to turn them against each other. This works for all group activities, from singing a duet to cooking a meal to group sex.

Battle Harem (600 CP)
Jumpers inevitably face many challenges during the course of their chains, and anyone who hopes to join them on their journey needs to be able to keep up and contribute something to both their spouse and their harem sisters. By pooling their efforts with either each other or with you, the members of your harem can achieve results much greater than the sum of their separate abilities. Two warriors creating a combo attack will strike with significantly more power than either could alone, a hacker and thief working together could crack hardened security systems with ease, and a scientist and wizard could create revolutionary magitech together. The effects of this perk scale with the number of teammates contributing to a single effort but is capped by the teamwork of all involved participants. Woe to the enemy stupid enough to draw the ire of your entire harem at once.

The Golden Ending (600 CP)
This is it Jumper, the happily ever after that every Harem Protagonist dreams of achieving. You've reached the "marry them all" stage in your journey where your entire harem is in love with you (and possibly each other) and everyone is happy to share, or if you haven't yet then you will eventually. Once you've reached this ideal state nothing short of deliberate abuse or neglect on your part can make the members of your harem break up or fall out of love with you or with each other. New girls will be welcomed into the fold by their elder sisters rather than shunned or rejected, though this doesn't guarantee a lack of personality conflicts. Even if you vanish into a Gauntlet for a hundred years or do a stint as an evil overlord they'll all continue to love and support you, if perhaps from a distance, until you return to them.

Scoundrel

Bodice Ripper (100 CP)
People lie to themselves about what they really want. They'll insist that something is "wrong" or "deviant" or "improper" even as the idea sends a thrill down their spine that they're too proud or embarrassed to admit to. But Scoundrels can easily see through such facades whenever they encounter them. You have an accurate sense for the subtle tells a person gives when "no" actually means "yes" as well as vice versa. As long as you heed this unspoken consent your partners will never treat sex with you as rape after the fact, regardless of whatever half-hearted protests they make as you ravish them.

Balls of Steel (100 CP)
Knowing that a girl is only pretending that she's not into you is one thing, but do you have the guts to step up and sweep her off her feet? Hell yeah you do! You now have a bottomless well of courage to see you through tough situations, and acting assertively and confidently is second nature to you. While you can still feel fear and anxiety when the situation calls for it you can easily push those feelings aside and act with confidence and swagger, whether you're facing down some horrible monster or propositioning the most popular girl in school in front of a crowd.

Scoundrel's Charm (200 CP)
A Scoundrel lacking in wit and charisma is hardly a scoundrel at all. How do you expect to charm the girls out of their panties without a silver tongue? You've mastered the fine arts of seduction and smooth talking and can make yourself even more appealing to your preferred gender than you would normally be, both in and out of the bedroom. If a person has any positive interest in you then you already have a foot in the door to convincing them to give you a discount, spend some quality time with you, or even try something they've never done before, like a new fetish. While you're not quite persuasive enough to turn a hard "no" into a "yes" with this perk alone, turning a "maybe" into an "oh god yes please more!" is child's play.

Smooth Criminal (200 CP)
Despite their loose morals and cheerful disregard for social norms a good Scoundrel is rarely lacking for romantic interests. The old adage about all girls loving bad boys has some truth to it for you because you can even seduce girls who dislike you, even if you've given them good reason to do so! You could cheat on your girlfriend, blackmail someone into dating you, or conquer a kingdom and claim the princess as your concubine, and yet when you turn on the charm your "victims" are no less likely to fall for you than anyone else. They might act cold or tsundere towards you at first but be patient and inevitably you'll win them over even against their better judgement. Just take care not to push your luck: you're a Scoundrel, not a Monster, and if you're too cruel to your partners you'll lose this perk's protection.

The Power of Lust (400 CP)
Romantics and Harem Protagonists might win the hearts of their partners with the power of love but a Scoundrel gets much more mileage out of raw lust and naked desire. For you the surest way to win a woman's heart is to tame her body first. You can choose to use any kind of sexual contact with another person to train that person's body and mind to become more erotic; stoking their libidos, making their bodies more sensitive to pleasure, training them to enjoy new and exciting fetishes, or even making minor cosmetic adjustments, like making their tits and asses grow round and full. With a few weeks of daily encounters you could train a virgin schoolgirl into a perpetually-horny sex addict and get her hooked on all of your favorite fetishes. However this perk only works with *consensual* sex; your partners have to genuinely desire you before you can start feeding that desire.

Ruined for Marriage (400 CP)
Once your lovers have had a taste of the pleasures you can offer them, nothing else will ever satisfy their desires again. Your raw sexual prowess simply puts other partners to shame, and leaves your lovers all but addicted to your cock. Sexual acts between you and another person can now reduce or eliminate the pleasure your partner can feel from any potential rivals and even sever their existing relationships. You can toggle this effect on and off and also indicate specific targets ranging from one individual to entire genders, allowing you to literally ruin your conquests for other men, or perhaps just for one particular man if you're feeling vindictive. However a greater amount of pleasure is required to overcome stronger existing ties: a smouldering kiss can be the last nail in the coffin of a fragile or abusive relationship, but a lengthy affair and a great deal of cuckolding might be needed to break apart a star-crossed romance.

Leader of the Pack (600 CP)
All Scoundrels are charming and fearless in pursuit of their conquests but some stand apart from their peers like kings among peasants. You have the confidence and charisma of a natural leader, an aura of dominance if you will, and more importantly you've got the raw sexual skill to back up that confidence. Those who have weak wills or submissive desires submit eagerly or fold like wet paper before you, their bodies becoming putty in your hands as you bring them to orgasm after orgasm. Even those who are made of sterner stuff know better than to cross you without a very good reason, and those who dare to do so anyways can be brought to their knees and trained into more obedient pets once you've given them the pleasure of your company for a few nights.

Love Slaves (600 CP)
Though his methods are... *unconventional* compared to the Romantic or the Harem Protagonist, at the end of the day a Scoundrel's ultimate goal is still winning his love interest's heart. But the heart can be tamed and dominated just like the body, and by doing so you can bind your partners to your side in chains of unconditional love and submissive lust. Love and dominance are now two sides of the same coin for you: when you exert dominance over a person you can choose to train them to fall in love with you as well, and those who already love you can be easily taught the pleasure of submission. This process is gradual and does not work on those who have no positive feelings for you at all, but as long as the tsundere is at least a little bit -dere for you then you can bring her to her knees and make her admit her true feelings for you. Even those who are naturally dominant can be made to fall for you with time and effort, though they will take considerably more effort to seduce than those who are naturally submissive.

Monster

Your Resistance Makes My Penis Harder! (100 CP)

You're a violent, forceful bastard and you get off on it… and so will they, whether they want to or not. Your already formidable sexual prowess and endurance is boosted even further by your darker emotions. Whether it be from fighting them in a fair duel to the death or from abusing a helpless victim, that little whiff of violence or that taste of their fear somehow makes everything just that much better. And when you finally get past the "foreplay" and it comes time for the main event all that delightful build-up of tension will be channeled back into your victim several times over, blowing their mind and forcing them to heights of pleasure no matter how disgusted they might be with themselves for being unable to hold out. They might not like you any better *after* the moment passes, but they'll be forced to admit that yet again you have conquered their resistance. It doesn't necessarily take *physical* violence to 'prime the pump'; any form of cruelty or coercion works equally as well, be it physical, mental, or other.

The one limitation of this perk is that it's only fun if they genuinely don't want it (having a love/hate relationship with the experience is fine, but if they're actually looking forward to it then it's not really "resistance"); consensual sex isn't any *less* satisfying for you but neither does it get any special 'charge'.

Hyper Weapon (100 CP)

What's this? The little bitch is getting turned on? She must want your cock after all! Well not really, not unless you've got a lot of Scoundrel perks under your belt, but *she* doesn't need to know that. This perk helps you wield sex as a weapon against your enemies: unless they've been trained specifically to resist pleasure as well as pain, getting a person turned on significantly impedes their ability to fight back and bringing them to orgasm is almost as effective as knocking them unconscious. This works best against enemies who are weaker than you and becomes much more difficult if they're your equal or superior, requiring much more effort and multiple orgasms to completely subdue.

Not in the Face! (200 CP)

You have an uncanny knack for pulling your punches just enough to avoid damaging your opponent excessively. From now on you can choose to eliminate cosmetic damage from the effects of a fight and/or knock an opponent unconscious without accidentally giving them any severe injuries, even if you hit them with a punch that could normally rip through a tank. Additionally, your attacks are much more effective at shredding cloth and destroying armor.

Proper Restraint (200 CP)

You can keep easily keep a victim pinned or restrained, adjusting your grip or their bonds and position as necessary, as you have your way with them without this making it any easier for them to escape. Indeed the more, and more often, you have your way with them the harder they will find it to escape your clutches either literally or in the sense of a location which you have confined them in.

Sexual Violence (400 CP)

Sex and violence are basically interchangeable these days and this perk makes that more literally true. In any situation where some amount of violence is expected and accepted, rape and sexual assault will now be treated the same. That is to say, groping or attacking someone on a bus will still get you arrested but do the same thing in a wrestling match or on a battlefield and nobody will so much as blink. In some situations, such as the aforementioned wrestling match, defeat by sex can be used as a substitute for defeat by knockout or other win conditions. The same rule applies to you though, so don't let your target turn the tables on you!

Slut Breaker (400 CP)
You find that, despite their feelings or intentions, even virgins act like sluts once you have gotten properly started on them. As you force pleasure upon, or take your own from someone, they find their attempts to resist you weakening. Progressively their body will cooperate no matter what their mind thinks, their hips grinding without prompting or their tongue swirling even though they wish to bite down. The more often you inflict this state on someone the easier they fall back into it and the longer it will last even while they are not being actively stimulated. Keep it up and you can see the hatred in their eyes even as they dress like a whore or dance for your pleasure.

Suffer in Silence (600 CP)
All it takes for evil to triumph is for good men to do nothing. Lucky for you, the good men are all out to lunch and the good women are too busy getting stuffed full of cock. You will generally face far fewer complications for evil actions than other people would. Blackmail victims give in rather than go to the authorities, bystanders ignore you as you molest a woman on a crowded train, and neighboring kingdoms turn a blind eye to the threat you pose as you conquer a nation and turn all its citizens into sex slaves. Beware heroic individuals though, as this perk has no impact on their ability to oppose you directly.

Taking Possession (600 CP)
The more sexual pleasure you bring someone, the more that which is theirs become yours instead. This is a progressive transfer of any assets which they could give to you or which you would receive or share while married to them, up to and including themselves once they have nothing else left to give. Whatever you gain is yours alone, legally and metaphysically, but you may choose to conceal the transfer from your lover and temporarily permit them continued access. If you do actually marry someone then the transfer is immediate and total, irreversible even by separation, from the moment the ceremony is complete. In such a case you also, for the duration of the marriage, are able to give or deny their legal and metaphysical consent for them despite their personal wishes.

Equipment

Jumpers gain 300 bonus CP to spend in this section.

General

Cosplay Collection (100 CP)

This item consists of a large assortment of outfits which automatically resize themselves to be a perfect fit for anyone who tries them on. Everything in this collection is a uniform of some sort: maid uniforms, school uniforms, school uniforms modified to look like delinquent cosplay, police uniforms, gimp suits, mecha pilot space suits, you name it, it's here. Each outfit comes with any appropriate accessories but they're just props, not functional gear. Each outfit also comes in both realistic and erotic variants, such as skimpy French maid and legitimate French maid uniforms. While great for cosplay purposes this item's true use comes to the fore when using them for roleplay, as each outfit subtly helps you slip into the uniform's designated role. Don an expensive business suit and you'll become subtly more charismatic and authoritarian like a CEO, while a maid uniform would make you slightly better at household chores. These effects end as soon as the clothes are removed.

Hedonist

Collection of Etchings (100 CP)
This small collection of etchings updates with each world you visit, but is always amusing and worth looking at. If kept for private viewing people will be inclined to do things they things they might not otherwise, such as follow you into an isolated room unless danger is apparent or do minor favours, for a chance to see them.

One Night Stand (200 CP)
You will almost always be able to find someone who is your type: be it a blonde model, a cute school girl who is 'curious', or a housewife who walks down dark alleys at night. This "item" is actually a role which is filled by someone in your vicinity when ever you go looking for a random sexual partner. So long as there could plausibly be someone who meets your sexual preferences in the area, and you may choose to lower your expectations, then you will encounter a generic person of that type who is available (for a given value of that term) for consequence-free sex. While you won't pick up a 'named' character in this way you can end, or resume, your 'relationship' at any point within the same Jump so long as you could again potentially meet or just look for someone new.

Frat Party Keg (400 CP)
This keg refills itself once per week and contains enough deceptively high-content beer to give everyone in a fraternity, sorority, or reasonable sized work department at least one drink each. Simply seeing the keg makes one more easily persuaded into partaking of its contents. In addition, anyone who has had at least one cup of this beer and still has it in their system processes alcohol differently than normal. They become 'happy' and 'horny' drunks with their intoxication only impeding them in regard to their judgement about sexual matters, exhibitionism, and further drinking. It also alleviates the consequences of drinking too much, such as hangovers and alcohol poisoning.

Bachelor Pad (600 CP)
A private residence with room for visitors. The exact form this residence takes changes from jump to jump but it will always be something appropriate to a reasonably wealthy single man or woman of the time period. It will also be reasonably private and the neighbors will never make any noise complaints, whether by having a large yard or a high outer wall or thick soundproof construction or some other means. It comes fully furnished, all rent, utilities, property taxes, etc. will automatically be taken care of, and the residence and grounds will conveniently tidy themselves up (without touching anything the owner doesn’t want touched) when no one is looking.

Romantic

Cupid's Calendar (100 CP)
Never forget a date, anniversary, or birthday ever again. This handy pocket calendar will automatically record dates of importance to you and your significant other and by brushing your hand over it you can be instantly reminded of the next day to remember. If you happen to have a cell phone or some other pocket-sized device you can merge this item with that one and have it manifest as an app or spell instead. In this form it will also send you periodic reminders to buy presents or make dinner reservations or whatever else you have in mind.

Romantic Reservation (200 CP)
As a romantic you'll certainly want to wine and dine your beloved(s), but sometimes where you want to take them needs advance booking. By presenting this card you can bypass normal reservations process for restaurants, cafes, hotels, etc so long as you are bringing at least one person you have romantic or sexual interest in along. They will bump out other reservations if need be without others complaining, assuming that the people in question aren't already there, but there still needs to a potential space and time for you and you'll still have to pay.

Special Place (400 CP)
At the start of each Jump, or within a week of changing where you live, you will discover the current manifestation of this special place. It may be as a quiet grove, a hidden spot on the school roof, a broom closet, or somewhere else but you will immediately recognise it for what it is. However it manifests this place heightens romantic (and sexual) feelings in others you bring there as well as providing privacy for at least a few hours at a time. Beware: while even screams won't breach the concealment more energetic things such as explosion will and there is no special protection for any items left here while you are absent.

The Rings (600 CP)
A pair of wedding rings custom-made to yours and your partner's exact specifications, these priceless symbols of holy matrimony can never be lost, destroyed, or even removed from the wearer without their permission under any circumstances. They are the ultimate symbol of the love that ties you and your partner together, so naturally they do a number of things to enhance that bond. So long as both rings are being worn you and your partner can always sense each others relative location as well as communicate telepathically across any distance and through any interference. But when you're together the true power of the rings springs to life: any power that you and your partner use together is enhanced by The Power of Love, boosting the effects of that power as though each of you had redoubled in strength. Minor cosmetic alterations to said powers such as ki blasts turning into heart-shaped beams of doom may or may not occur, so be on the lookout for outbursts of romantic silliness at dramatically-appropriate moments.

Harem Protagonist

The Perfect Gift (100 CP)
A gift wrapped package or fancy envelope containing some random innocuous trinket, card, flowers, or candy. Give this to a girl and it will invariably turn out to be something she would like to receive as a present appropriate to the circumstances. If you go the extra mile to research her preferences and pick out something specific and then use this item to gift-wrap it then the effect will be enhanced. After giving one of these away you can summon a new one to gift again to another girl you know, but you can't stockpile them. You are also protected from accidentally giving the same gift to more than one girl at a time, unless they'd actually like receiving matched sets.

Cool Threads (200 CP)
A collection of clothes that fits in your closet and are super-comfy, super-stylish, self-cleaning, come in a wide variety of designs, colors, etc., and can be tailored to any jump or social occasion. Also includes socks, shoes, neckties, and other little accessories. As a final bonus they are incredibly convenient for having sex in; somehow you're able to do pretty much anything with anyone without having to take them off first, just unzipping a little here or unbuttoning a little there.

Comfy Bed (400 CP)
Tempur-Pedic has nothing on this thing. This seemingly-innocuous bed comes in a variety of sizes ranging from single or twin to king-size or even larger. This is merely its cosmetic size however, as it's always large enough to squeeze in a few more warm bodies. And speaking of warmth, it's also temperature-controlled so you'll never wake up feeling smothered by the body heat of all those girls you're sleeping with. You're guaranteed to get a solid 8 hours of blissful rest with this bed regardless of the situation… even if you spent 7.5 of those hours having an orgy.

Harem Housing (600 CP)
Harem Protagonists are going to pick up a lot of girls as their chain goes on, and sooner or later you're going to need to think about living space. Similar to the Hedonist's Bachelor Pad, this house looks like an ordinary middle-class house on the outside and as long as it's just you and one or two other people living there that's all it'll be. But as more people start living there and more space is needed the house will expand to accommodate them, adding new bedrooms, bathrooms, and other necessities and growing in size so that the house never feels too cramped or too empty. Each member of your harem receives a private room (which they can combine if they want to share living space) as well as empty common space for any hobbies they might wish to pursue (within reason: some hobbies such as mecha or starship design will require additional facilities to properly support). There is no limit to the number of residents that this item can accommodate, it simply becomes bigger on the inside to greater and greater degrees.

Scoundrel

Big Ol' Box of Sex Toys (100)
A helpful aid for expanding the horizons of your partners and convincing them to try new things, this item consists of a large ornate chest full of self-cleaning and self-maintaining dildos, vibrators, onaholes, gags, collars, plugs, and many other kinds of sex toys as well as supplies of consumable aids like condoms and birth control. Nothing in this box will be magical or technologically-advanced by default, but if you find or create something that is you can toss it in with the rest and it'll become part of the package. What's more, this item's contents can be "equipped", allowing you to have a few toys hidden on your person. A condom might just happen to be in your wallet as soon as you need one, for instance.

Chad Thundercock's Workout Regimen (200 CP)
Sure you're hot stuff and the ladies love you but you're still not a real man until you get *swole*. This item is a set of workout gear consisting of weights, barbells, and all that stuff as well as multiple sets of workout uniforms like gym clothes, karate gis, school swimsuits, all that stuff. The uniform makes you look great when you're working up a sweat, but more importantly the training gear allows you to sculpt your body within the natural limits of your current race just by working out. You can choose whether your gains give you massive pecs or a swimmer's build or a massive cock (What do you mean "that's not a muscle"? Don't be silly, of course it is) or just maintain your current appearance. The weights also scale to your strength, allowing you to always get a decent workout from them.

Slave Collar (400 CP)
It may not be a wedding ring but for a Scoundrel it's probably even better. This fetching collar comes in a variety of forms, from stylish silk chokers to spiked leather dog collars, but all of them are meant to be worn by a well-trained slave. Regardless of its form, when worn by a consenting slave this item forms an empathic bond between slave and master, allowing the master to always be aware of his slave's status and location and for the slave to always know her master's desires. The collar also closes the slave off from unwanted external influences like mind control, rendering her immune to any effects besides her master's own influence unless the controller could also dominate the master's will as well as her own. Should you have several slaves you will find more collars in your possession, one for each of them.

Seat of Power (600 CP)
Other guys get houses but this place is more like a king's summer home! This luxurious mansion is a high-class home fit for the upper crust of society and comes with all of the amenities you might see on an episode of *Lifestyles of the Rich and Famous*, from the multistaged pool to the garage and motor pool to the sex dungeon, which naturally *also* comes fully-equipped with BDSM gear and utilities. Of course so much wealth needs to be well-protected from thieves so it's also defended by numerous security systems designed to capture unwanted intruders alive. What better way to get more use out of the sex dungeon, right? But by far the mansion's most important asset is the staff: a dozen highly-trained maids or butlers, your choice, all of whom are among the best in their fields and totally loyal to you. Best of all, if you find or train up any more servants willing to join their ranks you can recruit them into the mansion's staff and bring them with you to future jumps as followers, though they won't be able to leave the mansion grounds unless you pay to import them as companions.

Monster

Little Black Book (100 CP)
The polar opposite of Cupid's Calendar, this little black pocket notebook automatically stores a copy of any blackmail material you manage to dig up about your chosen targets and respawns in your possession after 24 hours if it or its contents are ever lost or destroyed. It also records any personal information you discover about your targets; their address, cell phone number, where they go to church, where they shop for groceries, etc.

Slut Wear (200 CP)
Regardless of the gender or size of your newest plaything there will always be something mortifying for them to wear in this wide and varied selection of clothing and accessories. However the more sex you have had with someone the easier it is to talk, or intimidate, them into wearing such things. People other than you who see someone wearing such whore-ish garb will assume that is the wearer is doing so willingly and is as slutty as the clothing makes them seem. In short order rumors or photographs will spread the wearer's reputation, and social relationships will adjust to match.

Succubus Venom (400 CP)
This is a recipe for a special liquid which adapts to your current Jump so that so that you alone can create a supply of it from commonly available supplies. It is an aphrodisiac, increases sexual sensitivity, and weakens the physical and mental ability to resist of anyone exposed to it. In males and futas it also eliminates the refractory period and causes erections. The venom can be administered as an incense, injected, slipped into drinks or rubbed on topically. Increased doses have heightened effects but it never becomes toxic regardless of the amount used. The venom is initially keyed to only affect those of your favoured gender, but with appropriate skills it can be modified or improved in various ways. Possibilities include affecting everyone except you, affecting only a single person, weakening females while making males horny, having lingering effects, etc.

Sex Dungeon (600 CP)
What kind of Monster would you be if you didn't have one of these? An inescapable prison for your defeated foes, this dreary room attaches to your Warehouse and can be imported into each jump as part of another owned structure such as the Bachelor Pad. Defeated enemies who you imprison here will find it all but impossible to escape without outside help. This room actively drains foreign energy such as magic and ki out of its interior (aside from yours of course), allowing you to imprison even superpowered foes with ease as long as you can get them into it in the first place. Any characters still occupying this dungeon get pulled along with you into the rest of your chain, but cannot be taken as companions unless you use an import option in a future jump.

Companions

Import (50 CP/300 CP)
You may import your companions to the base jump for 50 CP per person or 300 CP for a party of 8. Each companion gains 600 CP to spend on perks and items from this jumpdoc. Companions cannot purchase **In Sickness and in Health**.

Home Is Where The Heart Is (100 CP)
Family. They've got your back, and they're always there when you need them. Well, a good family at least. Anyways, pick two from your in-jump family members. Mother and father, wife and daughter, brother and sister, ex-wife and cousin, anything you can think of. They're now your companions. Their exact interest in you is currently undetermined, but they probably share your fetish, or at least enjoy it. They also share a companion slot.

Canon Companion (Varies)
Want to bring along a friend from the Base Jump but the jump doc won't let you? No problem! Choose any single character not covered by the Base Jump. That character is now your companion. Easy, right? The CP cost of this companion is equal to the nearest equivalent character among the Base Jump's existing options, so if it's 50 CP to take a random bystander and 100 CP to take the main character and you want his almost-as-powerful sidekick you're going to have to fork over 100 CP. If a jump doesn't have companion options, like the Pokemon jump, then the base price is 100 CP per companion.

The Harem (Varies)
There's an awful lot of harem anime jumps out there and a whole lot of best girls to take if you want them all. But what do you do if you don't have enough CP to take your harem with you; split them up and leave some of them behind? Ridiculous! This companion option offers you a work-around.

Choose any number of characters from the Base Jump, noting their CP costs as outlined in either the Base Jump or the Canon Companion option above. Any CP costs of these characters that you can't pay off with whatever CP you have in this jump becomes a debt that you owe to Jump-chan, and from now on you can use CP from future jumps to pay off that debt. As soon as the characters are paid off they will be summoned to join you in your current jump, either to an open companion slot or to the Warehouse according to your desires. The only limitation on this option is that you must convince all of those characters to join you as per usual. But that shouldn't be a problem for you, right lover boy?

Drawbacks

Self-Insert Wish Fulfillment (+0 CP)
This toggle allows you to insert yourself into the place of the either the protagonist of the Base Jump or a minor character of similar standing. It's up to you whether you actually self-insert into them and take over their body and backstory or just arbitrarily take their place in the story with your existing body/gender/age options but either way everyone else will treat you like you've always been there. Take note however: this option doesn't allow you to cheat your way into getting free perks or gear, and you must choose the origin that most closely resembles the character's backstory. If you choose to self-insert into Naruto Uzumaki in a Naruto jump you still have to purchase the Jinchuuriki perk in order to get any benefits from it. If you choose not to buy a "required" perk or choose a different one (Naruto with the Sharingan for example) then the jump effectively becomes a fanfic jump where something happened to cause the changes you chose.

Rule 34 AND 63 (+0 CP / +100 CP)
Use this toggle to selectively genderswap specific characters in the Base Jump. It can also, if you want, toggle a character's gender identity independent of their physical sex. Doing this will cause cases of gender dysphoria if their gender and sex don't match up, so think carefully about whether you want to do this to people. Doing it to yourself turns the toggle into a 100 CP drawback.

The Jailbait Wait (+0 CP)
Is your waifu just a little too young or too old for you, Jumper? Not anymore they're not! With this toggle you can adjust the ages of characters in the setting to your liking with the story details adjusting to match. That magical girl show now takes place when the girls are in college instead of elementary school, and as far as anyone in the setting is concerned they were always that age.

One rule about this toggle: no using it as an exploit to inflict age-related penalties on people. Getting rid of villains by turning them into babies or old men with dementia or similar such shenanigans is off-limits, although turning an old man villain into a hot young stud or an evil queen into an evil loli queen is perfectly legal.

You Gotta Fight For Your Right (+100 CP)
Whether it be overprotective brothers, angry fathers, jealous exes, or wannabe rivals who just don't accept that she's just not into them, sometimes you feel like this is the Trial by Combat World and not the Generic Hentai World. Basically, while it's not a *constant* thing you are still going to get in a lot of fistfights over the girls you are dating, were dating, or are contemplating the possibility of dating at some hypothetical future time. Mostly you will be fighting untrained civilians and you will never be fighting anyone who is actually an equal opponent, but it still is damned annoying, and if you're ever unlucky enough to lose you're going home with lots of bruises. Also, even though you can legitimately plead self-defense every time the authorities still tend to be suspicious about someone who gets in *that* many brawls.

The Nudifier (+100 CP)
Your clothes seem to be made of tissue paper, Jumper. Things that you wear seem to rip and fall apart at the slightest provocation. This won't permanently damage any items you acquire with CP, but expect to spend a lot of time replacing your wardrobe and dodging public indecency charges from the police.

Pointless Hentai Censorship (+100 CP)
Hey, what's this block of pixels doing messing up my dick pics? Looks like you picked the bane of hentai enthusiasts everywhere, Jumper: Japan's obnoxious censorship laws now apply to this jump and you won't be seeing any boobs or genitals for the next ten years, be they your own or others. This won't stop you from having sex, though not being able to see where you're sticking your dick is going to make some things a bit harder.

Wrong Genre Savvy (+200/+300/+400 CP)
You must have taken a wrong turn at Albuquerque or something because you're in totally different genre than you were expecting to be. Everyone here seems to have priorities that are totally at odds with yours; if you're a Romantic you'll find yourself with an unwanted harem, if you're a Hedonist you'll find that everyone is excessively prudish, and if you're a Monster you'll find you're actually the villain in a Romance where True Love *laughs* at people like you.

For an extra 100 CP this also affects the fetishes of the people around you, causing them to tend to be into things that are just weird or off-putting to you. For 100 CP more change that to things you find actively disgusting.

Someone Else's Fetish (+200/+300)
I hope you're feeling open-minded Jumper, because your appearance perks are getting turned against you. For the duration of this jump the effects of **Porn Physics**, **Schrodinger's Catgirl**, **Changing Preferences** and **Makeover** are being applied to you to turn you into *someone else's* ideal waifu or husbando rather than the changes you would apply to yourself. If you chose these perks they'll still apply to you in the way you want after the jump, but until then expect to be a Japanese schoolgirl in a tentacle hentai or a bimbo or something equally unpleasant. If you also took any tier of **Wrong Genre Savvy**, **Hunted**, or **Yandere-chan** then you're in for a *really* rough time, so take an extra +100 CP for a total of +300 for your troubles.

The Blue Thunder (+200 CP)
Good news, there's only one jealous romantic rival or obsessed suitor (your choice) you keep having to punch. Bad news, they're an *idiot,* and simply will not learn their lesson the first (or the second, or the tenth) time you beat it into their skull. Worse yet, they're a *strong* idiot; they might not be an even match for you but they're no pushover. Defeating them is a legitimate workout, every time. As with the eponymous Blue Thunder of Furinkan High this person is a particularly annoying combo of martial ability, obsession, and complete detachment from reality. You might eventually be able to get them to stop but it will take a *lot* of prolonged effort, whether at social-fu or kung-fu. Fortunately they're not a murderer or a rapist, merely a moron, so you shouldn't need the outright homicide solution and aren't really justified in using it in any event. Plus, the outright homicide solution wouldn't work; that would just bring their avenging relative onstage and you'd start all over again. Don't ask how large their extended family is. You could in theory just give in to their demands, and that would stop their constant attacks. Of course, that would require spending the remainder of the jump being pals with a walking case of histrionic personality disorder that didn't have the good sense God gave a carrot, so, you probably won't.

Have You People Ever Heard Of Knocking? (+200 CP)
Good luck finding a private place to get your freak on. People will regularly be forgetting to knock, walking into the wrong room, or just picking the absolute wrong moment to *have* to speak to you *right now*. And it's amazing how often door latches fail to lock or security systems are accidentally left in test mode or cell phones end up being left on “ring” instead of “vibrate”, if you were relying on that to keep people from interrupting. Furthermore, this will not happen on any kind of predictable schedule; one day you might get away clean with a quickie underneath the bleachers at the Super Bowl, the next week a random skydiver will get blown off course and accidentally land on your private picnic in the middle of the Alaskan wilderness. Any perks you have for getting away with public indecency still function normally, but the interruptions will always be a moment killer and it will take non-trivial amounts of effort and patience to get back in the mood.

But That's Dirty! (+200 CP)
People are prudes and getting anyone to have sex will be an uphill struggle every time. Even when you succeed it will be very vanilla and probably unsatisfying, although there are an awful lot of those disgusting hand-holding fetishists around for some reason. People will also be more careful not to put themselves in situations where they can be easily victimized or cornered by Scoundrels and Monsters. Be on the lookout for tasers, mace, overprotective friends and vigilant policemen.

Not If We Were The Last Two People On Earth! (+200/400 CP)
Oh dear God, why? You will regularly be harassed and propositioned by the absolute last people you’d ever want to think about in a sexual manner. No matter what your individual tastes are or how indiscriminate your lusts, whether it be their appearance or their behavior or just their smell they will still somehow completely fail to appeal. Seriously, we’re talking “get out the barf bag” territory at the mere thought of it. And they simply *will not* take a damn hint no matter *how* unsubtle your rejection is.

They have no special abilities at tracking you down nor do they actually reach yandere levels of dangerous persistence, but wherever you go there will always be at least one new person annoying you. Physical violence still works, but remember that without the right perks murder and assault might rapidly turn your jump into a prison movie experience and *yes* you will have cellmates who still qualify for this Drawback. Becoming a wilderness hermit also works, but you didn’t take this jump to *avoid* all human contact for ten years.

If you are actually insane enough to take **Have You People Ever Heard Of Knocking?** in conjunction with this Drawback, it will *always* be one of these unsuitable suitors who interrupts you and the moment-killing will be that much more powerful. Take an extra +200 CP if you take these two Drawbacks together.

Sex Addict (+300 CP, incompatible with Like A Virgin)
Look, we all know why you took this jump but there is such a thing as overdoing it. Your libido is now on overdrive for the duration of the Jump and your willpower and self-control perks are of no help in dealing with it. Furthermore, your luck is now skewed to where you will keep running into other horny people, sometimes under circumstances where 20/20 hindsight would say that you really should have kept it in your pants. If you planned on finishing any other substantial projects in this jump besides wallowing in ten years of Spring Break then you’re going to need a lot of cold showers and maybe a good friend or two to drag you away from the temptations.

Like a Virgin (+300 CP, incompatible with Sex Addict)
Hey it's okay, we've all been there. This drawback strips you of any sexual experience you may have, rendering you as pure as new-fallen snow. Any sex you have is going to be awkward and probably unsatisfying for your partner, at least until you relearn what you've forgotten. Until then it's probably better to let more experienced partners take the lead. In addition, until after you have finally lost that pesky virginity your social or manipulation perks will not help you with seduction; you're going to have to get past that first hurdle entirely on your own.

Yandere-chan (+600 CP, incompatible with Hunted)
Congratulations! You have an admirer! And she absolutely loves you to death! Other people's deaths, that is. You aren't remotely lucky enough for it to be your own. This drawback can be for a Yandere-kun instead of a Yandere-chan if you'd rather have a male admirer.

Yandere-chan has the entire Romantic perk tree except for **In Sickness and in Health**, oriented on you. And she is absolutely, completely, totally, and supremely obsessed with you to a degree that would have Yuno Gasai and the original Yandere-chan both high-fiving each other in approval. Worse yet, she's actually aware enough to understand that you don't like crazy girls and so *around you* she acts as normal as she possibly can. She's someone you already know in the jump and if you are not dating her already then she's one of the other very eligible girls around you, *and you do not know which one she is*.

Yandere-chan has no powers other than those already possessed by her if she imports into a canon character, a supreme poker face, a high amount of native cunning, the strength of her mad obsession, and a plot armor that could stop railgun rounds. But that's still more than enough to turn your life into a horror movie. Yandere-chan suffers no rivals for her affection, and even if you actually aren't seeing anyone else that only means she'll move on to *possible* rivals. Via stealth, manipulation, and flat-out bullshit plot contrivance she will endeavor to be The Only One in your life even if that means everybody else ends up accidentally cutting their own heads off in a tragic shaving accident while falling down a mine shaft.

It will take your best efforts at alertness, deduction, and paranoia to figure out who Yandere-chan is and stop her before it's too late. Any powers or perks you might have that would instantly short-circuit the entire plot are blocked by Jump-Fiat; this is a 600-point Drawback, which means you don't get to take the easy way. Furthermore, simply pinging everyone around you and looking for the "blank" spot doesn't work either; this is not Jump-Chan's first rodeo and she already knows that one. You signed up for a yandere murder mystery, and you're going to have to solve it.

You do not fail the jump if you fail to stop Yandere-chan, nor will she ever bring herself to actually hurt her senpai (save for one exception below). You'll 'merely' have to live with the knowledge that so many innocent people died simply so you could have a few hundred extra CP. And if you do successfully find and confront Yandere-chan with proof she will surrender on the spot and meekly go to prison, because anywhere is equally a prison to her now that her senpai knows the truth about her. The only trick is finding her and proving it.

The one exception to this rule is if you actually don't feel any remorse and approve of Yandere-chan's murder spree; the discovery that her "innocent" senpai is actually a murderous monster will break her heart and empower her with unholy rage, and at that point this drawback morphs into your standard 600 CP scaling enemy boss fight drawback. But at least her plot armor will deactivate for that one, you'll simply have to fight and defeat her on even terms.

Hunted (+600 CP, incompatible with Yandere-Chan)
Oh shit. Are you sure about this one? You have a stalker who's out to ruin your fun in this jump. They have all of the perks from the Monster tree and a general threat level appropriate to a major villain from the Base Jump. Effectively this option gives you your very own stalker and NTR villain all rolled into one for the duration of this jump. The only upside is that this person can't ignore the defensive qualities of the Romance perk tree despite being spawned by a drawback. The bad news is that unlike Yandere-chan they have absolutely no inhibitions against doing horrible, horrible things to you; in fact, that's the part they're most looking forward to. If you're lucky 'horrible things' *merely* means NTR-ing and mind-breaking all your partners and rubbing your nose in it. If you're not, we're talking about things involving basements and creative application of surgical implements and spending years in the dark before finally being given permission to die.

You are allowed to deal with them in a permanent manner; they aren't a respawning enemy. And their power level scales to the Base Jump, *not* to you. The problem is that virtually nothing short of permanent incapacity or lasting imprisonment *will* deal with them, because they have no 'better nature' to appeal to and they damn sure aren't giving up. However, remember that they have **Suffer in Silence** so the authorities will consider none of their actions to be illegal however blatant they might be. You won't be able to plead self-defense and you will need to be extremely subtle about how you 'take care' of them or else you'll be spending the rest of the jump in prison and trying to *avoid* sex. In addition, you have to find out who the enemy *is* first; they start out with their identity entirely unknown to you and could potentially be anyone, and they will not make any amateurish mistakes.

Supplement Mode:
Yeah technically this is a supplement jump so why does it need a supplement mode? In case you want to use it more than once, of course. You only get the free 1000 CP and the 300 CP item stipend once when using this document. Apart from that one time you'll start with 0 CP and have to earn it with drawbacks. You needn't take the 1000 CP the first time you use this supplement. As with most jumpchains you can only take drawbacks one time each, so if you take all of them and run out of CP you're SOL.

Each time you take this supplement you can choose to take a new origin for the duration of that jump or keep your old one. You can only have one origin per use of this supplement and if you choose a new one you lose any discounts you got from the previous one. All perks and items in this document (except The Rings) can be purchased multiple times, but multiple purchases of the same perk do not stack with themselves. The +0 CP drawback toggles can also be used as many times as you like.

Notes:

By Smuthunter and Merior
With support and ideas from the wonderful deviants on QQ. Thanks guys!

That's My Fetich! - Because people keep pointing it out: this isn't a misspelling, it's a pun. A fetich is an object with magical properties like something you'd use in a ritual. It's also an archaic spelling of fetish.

Change log:
1.3: Added change log. Added Hedonist origin, perks, and items. Changed Playboy origin into Harem Protagonist origin, overhauled pretty much the entire tree. Redesigned the **Heart-Shaped Crest** into a **Brand of Ownership**. Tweaked and clarified wording on multiple perks and items. Added a second 100 CP perk to every origin.
1.31: Updated **Brand of Ownership** back to Heart-Shaped Crest per QQ thread feedback. Tweaked font formatting, some wording of Harem Protagonist perks.
1.4: Major overhaul, I don't even remember all the changes I've made.