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A **Neromashin** Jump by SpiritualStill
Version 1.0



Welcome, Jumper, to a strange little fantasy. Ten years ago, the barbarians of the northern lands of Ludmer attacked the Kingdom of Hateria, searching for fertile lands. As a result of rivalries between aristocrats, the kingdom couldn't properly mobilize, allowing the barbarians to gain a foothold in the north, and kick off a period of war and heroes.

You will be spending ten years here, and arrive a month before Roseria, Princess of White Roses, plans her daring battle against the barbarians, and winds up getting captured. Take these with you:

+1000 Hero Points (HP)

Origins

You may start anywhere around the world, along with choosing your sex, gender, and age. The only restriction being that it has to be compatible with your origin. Additionally, both alignments may be used as a Drop-In option.

For your selected origin, you receive a 50% discount on all related perks and items. For **100 HP** perks and **50 HP** items, they are free instead.

Princess [Free]
You might not literally be a princess, but you are someone from Hateria who is something of a hero, who seeks to repel the threat that Ludmer represents.

Barbarian [Free/+100 HP]
You are one of the warlords from Ludmer, seeking to invade Hateria for its fertile lands - and also probably the fertile women, to be honest. If you choose to be a woman here, you get **+100 HP**, considering the obvious issue.

Prince [100 HP]
You were certainly not part of the original story. You are someone from another kingdom, whose goals coincide with repelling Hateria, even if your reasons are more personal.

Because the Prince only appears in a "What-If" timeline, all purchases in said origin are locked if you don't purchase the origin.

Perks

Undiscounted Perks

Neromashin Artstyle [Free]
The artist who helps further prove that the more fucked up the contents, the better the art. In every world you go to, things seem to adhere to the art style of the artist Neromashin, which comes with a handy little boost to everyone's attraction. Can be toggled on/off.

Hentai Logic [Free/100 HP]
This is kind of required for this setting to work. Sex feels a lot better, things like STIs don't exist, and holes can stretch further or contract without causing harm. Because this is based on a work by Neromashin, certain other things are also added: things like giving birth to (relatively) large creatures, pleasurable cervix penetrations (and also, cervix penetration in general), and rapidfire bloodless births are all things perfectly allowed.

This is **Free** for the duration of the Jump and costs **100 HP** to keep.

A Time of Heroes [300 HP]
It was during the chaos of the invasion that many great heroes fighting on the side of good would appear. Now, whenever some sort of strife occurs, you find that it unusually seems to awaken extremely gifted individuals who are drawn into your orbit, appearing as allies, companions, or willing followers.

Princess Perks

She's Running Around Looking Like That! [100 HP]
What's the matter? Are you distracted or something? You are now absurdly hot, Jumper - we're talking straight 12/10, the type where even your enemies get distracted by the sexiness. No matter how dirty or mired you are, it never takes away from the beauty and will only ever accentuate it.

If this seems like an issue, considering that it was for Roselia in the original story, then don't worry! Your sexiness *inspires* focus and strength in your subordinates - because imagine losing that perfect ass!

The Fertile Mother Goddess [200 HP]
With Prince Shota/Lord Ares, Roselia managed to have *twelve* goddamn kids, which is truly something. What's perhaps more important is that all of their kids became great heroes, laying the foundations of what would be the Haritia Empire. Now, all of your children are guaranteed to be extraordinary figures in whatever fashion you want them to be.

Charge Straight At It! [400 HP]
Who said this was stupid? For whatever reason, it seems like you are really good at bumrushing targets, and it is working. Does your enemy have a dense encampment? Well, too bad for them, because you are going to be trampling them with minimal effort.

Princess Knight of the White Rose [600 HP]
Poor Roselia: she joined the war because her father believed that it would inspire the soldiers to certain victory. This, uh, *doesn't* work out in the timeline where she actually goes to the frontlines. But perhaps it will for you, as probability seems to lean in your favor as you lead from the front, so to speak. This doesn't guarantee you win, but it certainly ensures that everything that can go right for you and your allies absolutely will do so.

Barbarian Perks

The Enemy's Ransom [100 HP]

The barbarians of Ludmer are far from good people, or even particularly moral, but they did seem to genuinely hold the idea that they would return Roselia after their ransom - even if they raped her during it. When you hold someone or something for ransom, your enemies are far more likely to accept your terms. Even if you violate, mindbreak, or misuse what is being ransomed in the meantime, it will not cause you any problems.

Will You Become My Woman? [200 HP]

How…romantic(?) of you. If you ever happen to fall in love with someone who has been defeated, captured, and/or used by you, it seems like Stockholm syndrome takes effect very quickly, and they grow to fall in love with you as much as you love them.

A Dreadful Melee with No Formations [400 HP]

It's truly strange how…awful your opponents are at fighting. They can be genuinely threatening individually, but they don't do much as a cohesive unit. They do incredibly goofy things like charge into your formation and put the most inexplicably useless tools in the front lines.

The Rules of the Battlefield [600 HP]

Kill the men, and rape the women. Certainly an aggressive strategy, but not exactly terrible. Against men, you have something of a super-effective matchup, as you do greatly increased damage to them that ignores most conventional defenses. Against all females, your sexual prowess is greatly increased to the point where they will be unable to feel pleasure with anyone else. Naturally, you can toggle the intensity of both of these effects.

Prince Perks

I Just Couldn't Sit Well [100 HP]
Goddamn, talk about dodging a bullet. When someone you care about is in danger, you find yourself overcome by a certain presage. You won't know exactly what caused said premonition, but you can stop it.

I'll Convince You Otherwise, Then [200 HP]
You can ***fuck***, Jumper, that I can confirm. You are ridiculously, positively, absolutely great at sex, being capable of pleasuring any partner you have physically, emotionally, spiritually, and conceptually. It's so good that you can literally overwrite someone's preordained destiny in the goddamn narrative.

He is Such a Kind Boy [400 HP]
Aren't you? It seems that your kindness towards others greatly increases your success at something. So long as you have good intentions for doing something, even if somewhat selfish, you get porn villain levels of plot armor with your success.

The Little Hero [600 HP]
Wait a minute, you can actually fight?! And you're good at leading others?! So as it turns out, you are a brave, courageous warrior, able to defeat people at your level and punch considerably above your weight class. When you lead others into battle, you are able to pull off unprecedented coordination and rallying, earning you the status of a true hero.

Items

Undiscounted Items

Warhorse [50 HP]
You can't go to war without one! This is a pure white armored horse that is loyal to you, who will carry you to the midst of battle, or get you out if things become troubling. If they perish, they will simply appear within a day. Also comes with your own set of armor and a spear.

Princess Items

An Outrageous Outfit [50 HP]
Seriously, this isn't just a case of the outfit being horny. Roselia's own soldiers point out that it looks ridiculously sexy. Whatever the case may be, this outfit actually is defensive and will always be stronger than your own skin. You will not take any damage until the outfit itself is fully destroyed, which occurs due to the damage that would go to you transferring itself to the outfit. It will fully restore itself once the battle is over.

Rescued Princess [100 HP]
Huh? What are you talking about? The princess is dead! You possess a very silly princess who lacks the self-awareness to try to just look pretty for the soldiers. The end result is that now she's yours - and whether or not she wants to actually go home is out of question. Whatever the case may be, she's utterly loyal to you and wants to pleasure you above all else. She's also really easy to impregnate, and has **The Fertile Mother Goddess** perk - so have fun with that.

This is a different princess from Roselia. Maybe it's a sister of hers, or one from another kingdom.

Loyal Aristocrats [200 HP]
These may not necessarily be literal aristocrats, but what you've got here are a number of warriors, nobles, priests, merchants, and other assorted individuals who, when called upon to protect you or what you love, will rally together to fight for what is right. These will change their identities in each jump to better fit the setting.

Fertile Kingdom [400 HP]
You might as well have put up a sign that says "Barbarians Here!" You possess a kingdom roughly the size of France that has lands full of agriculture and wild game, with an incredibly loyal population.

Barbarian Items

Humiliating Pillory [50 HP]
Perfect for all very stupid princesses! Beyond causing everyone stuck inside of it to feel shame, it is impossible for someone to break out of it through their own power,

“Play” Tools [100 HP]
Just a few items for humiliation play. These include things such as a nose hook and a knife, which enable you to safely and quickly give piercings.

Ludmer Army [200 HP]
You’ve got a large army of thousands of well-trained Ludmer barbarians, hailing from the frozen north, to fight for you in battle. They’re certainly rather rowdy and would love to fuck any woman with a pulse, but will behave as you want them to.

Conquered Region [400 HP]
The northern territory of Hateria (equivalent to the size of Normandy) now belongs to you, so full of valuable resources, arable lands, precious jewels, and lots of beautiful women for you to claim. Depending on how extreme you take their battlefield rules, there either won’t be any men, or the men are slaves who work the lands.

If you are into that sort of thing, there are also plenty of sexy feminine men as well for you to fuck. This is a Neromashin work, after all.

Prince Items

Ring of Love [50 HP]
A wedding ring with a heart-shaped jewel on it. You get one of these for each person you care for, and they can change to any form that you want. By giving them to someone, then unless they actively go out and look for trouble, they will be fully protected from any "bad end" that they might have suffered.

Political Marriage [100 HP]
Ares was able to save Roselia partly because he was in a position to do so as her fiancé. In future Jumps, while you don't need to be engaged with someone, you can have a very close relationship. This would bypass any previous conflict they'd traditionally have.

Grand Army [200 HP]
Ain't you a little warrior? You are now the Supreme Commander of the greatest army in this world, with well-trained armored knights on horseback, numbering in the tens of thousands. In each Jump, this army will update itself to properly fit the scope of the setting.

Haritia Empire [400 HP]
Congratulations! Either you've defeated the barbarians, or you are very much going to. You possess an empire equaling that of the Western Roman Empire, which you should know is very big. It's full of valuable resources, has a very large loyal population, and its defenses are practically impenetrable. This empire will update itself each Jump to properly fit the scope of the setting.

Companions

Import/Create Companion

For every **50 HP**, you may either create or bring along any companion you want, with them getting **+600 HP**.

For **200 HP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 HP** to spend.

Recruitment Drive [100 HP]

If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

Here For the Plot [+0 HP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Supplement Mode [+0 HP]
You may use this doc as a supplement in any Jump, or you can use any other doc to supplement this Jump.

Prolonged Stay [+100 HP]
Stay a while longer, why don't you? For an extra **+100 HP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

What a Pig [+100 HP]
You've got a hilarious little snort that is ultimately a little embarrassing. Nobody holds it against you, but you will feel as though they are mocking you.

Disrespecting a Knight is an Unforgivable Act! [+100 HP]
You hold a considerable level of pride in yourself as a knight and hold other knights in respect. Due to this, you are unable to act in a way that would be unchivalrous.

Stubborn Bitch [+200 HP]
You are an extremely reckless sort of person who will make a decision and not veer from it for any reason, unless you are given a good enough justification from other people.

You're Always Making Us Charge! [+200 HP]
It seems that the people under you seem to chafe under your leadership, even if you are actually doing quite successfully. Expect them to be somewhat unreliable.

Actual Strumpet [+200 HP]
You actually are a straight-up prostitute of a sort, in the sense that you are required to sleep with someone you'd rather not every day at a minimum. "Luckily" for you, you'll always have an option available.

You Couldn't Pull Out of a Driveway [+200 HP]
For a number of reasons, it is incredibly easy for you to impregnate someone, and you will do this at least once. Ultimately, you cannot just get rid of the kid and will have to care for them until the jump ends. Whether you bring them along with you afterwards is up to you.

A Little Guy [+300 HP]
Like Ares, you are a short dude. Unlike Ares, this actually negatively affects you, as it reduces your combat and perk abilities.

Rapebait [+300 HP]
Unfortunately for you, you have something about you that makes you very pretty for would-be victimizers. There is a disproportionate number of individuals who would be very happy to rape you.

Hero of Another Culture [+300 HP]
So you know how this war produced a lot of great heroes within Hateria. Yeah, this wasn't just for the kingdom, as you'll find that groups hostile to you have their own gaggle of powerful warriors at their disposal.

Aristocratic Rivalries [+400 HP]
Well, isn't this just meddlesome? It seems that, regardless of the side you are on, you'll find it to be filled with unusually high amounts of infighting, even as the enemy appears almost monolithic in their efforts.

The Blight [+400 HP]
Well then, it seems like Hateria might not be as fertile as believed. There appears to be some sort of blight on the land as a result of the warring, causing it to become greatly withered and diseased in many parts of it. The bright side is that this will not affect any of your own fertile properties - but the downside is that it won't take long for the unpleasant to find out as well.

Perk Lockout [+600 HP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 HP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 HP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

If His Majesty Finds Out… [+800 HP]

Congratulations: you now have Princess Roselia as a companion! Unfortunately, we're paying you for a reason, because she is suicidally impulsive, viewing herself as a grand hero for some reason, and always charging ahead. Her skill in combat is average, and she is hopelessly outclassed. You will have to keep her safe for the duration of your time here, and if she is maimed or otherwise put in an undesirable position, you fucked up and die. Be aware that she is guaranteed to get into serious trouble at least once this jump.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.