Erotic Orc Jump 0.1

By saiman010



Introduction:

In hentai and anime, when you hear the word orc, what do you see and think of, Jumper? Do you see a barbarian, male-only race that exists only to rape women to fulfill their dark desires and continue to increase the number of their species?

Or do you see a proud warrior race that lives for battle, who collects females to make as their wives?

Both answers are correct, and here you have been given the freedom to be an orc of your dark desires of violating women and making them bitches by your big, hard, and dark dick.

Then be my guest; your desires are valid after all, Jumper. Your goal is not important; just take this 1500CP and be on your way here, as your desires are valid in this world.



Location

Roll 1d6 or pay 50 CP to decide what universe you start in.

1. Modern Earth

You begin in a world very similar to our own: a modern, contemporary Earth. This is a largely vanilla setting, where advanced technology exists but mystical or magical phenomena are not publicly known or common.You may choose any country and town as your starting location.

2. Past Mystical Earth

You arrive in the past version of the current world, somewhere between 1400 AD and 1800 AD. Unlike the modern era, magic, mysticism, and sorcery are still widespread and openly practiced. Alchemy, occult traditions, enchanted artifacts, and supernatural creatures exist alongside early firearms, swords, and empires. You may choose any country and town to begin in.

3. Future Colonized World

Humanity has long since abandoned Earth and now travels freely among the stars. A new calendar system is in use, but for reference, the equivalent time would be between 4500 AD and 5000 AD.
You find yourself on an alien planet that humans have only recently begun to colonize.

4. Isekai World

You now exist in a completely different world, utterly unlike the Earth you know. This is a classic fantasy realm where any kind of fantastical creature may exist—dragons, demons, beastfolk, spirits, gods, or things far stranger. You begin somewhere in a forest, close to an average human village.

5 & 6. Free Choice

You may choose any world you like to start in.

Origin

Roll 21 + 1d8 to determine your age as an orc. Also your gender will only be male. In this section, we will also decide what origin of Orc you are and what personality or expertise type of Orc you possess. You must choose one origin from the list below and one personality type

Origin

Wild Savage

You belong to an orc tribe with little to no concept of civilization, living purely if you want by instinct, strength, and survival. You wear only the bare minimum of clothing, favoring freedom of movement over protection or modesty, and embody the most feral aspects of orc culture. Among your kind, you possess exceptional vitality and endurance, allowing you to shrug off pain, exhaustion, and harsh environments with ease.

Shaman

Though orcs are known for their savagery, they possess a deep and ancient spiritual tradition rooted in ancestor worship, animal spirits, and the raw forces of nature. As a shaman, you are one of the orcs entrusted with maintaining spiritual balance within the clan, communing with spirits, interpreting omens, and guiding rituals.

Battle Hungry

You are a common but fearsome orc warrior, living for combat and proving strength through battle. Your body is honed by constant conflict, granting you immense physical power, hardened muscles, and brutal combat skill. Among the clans, you are counted as one of the many frontline warriors who thrive in chaos and bloodshed.

Personality

Pillager

As an Orc, there is nothing more satisfying for you than to hunt down women in towns, fields, and dungeons. You capture these women to use as playthings as you systematically destroy their strong wills and turn them into obedient servants. You thrive on the thrill of the chase and the conquest, taking pride in your ability to dominate and enslave strong women reducing them to nothing more than tools for your dark amusement.

Breeder Orcs

Breeder Orcs are known to have very high libidos, and yours is one of the highest. Your very existence is now defined by an endless need to cum inside women repeatedly, ensuring they give birth to your lineage, as Orcs are a male-only species that requires females of other races to reproduce. This biological imperative drives you to seek out mates constantly, overwhelming them with your virility to ensure your legacy spreads far and wide.

Sweet Heart

You are an oddity within the Orc race. Instead of violating and forcing a woman to submit to you with your massive cock through brutality, you instead believe that to truly make a woman submit, you must win their hearts. This is the philosophy you have adopted, using charm and affection rather than force to conquer your mates. You use your rugged appearance and surprising tenderness to woo them, making them fall in love with you willingly until they eagerly desire to be yours and yours alone.



Origin

You receive discounts based on your origin with 100 CP discounted ones being free.

General Perks

Ork Body [Free]

As an Orc, your body is incredibly muscular and powerful, with your strength being around five times that of a human. Your endurance and vitality are also five times that of a human, making you a formidable physical specimen. Most importantly, your sexual organs are vastly superior; when fully erect, your cock is significantly bigger and harder than any human's. Additionally, your refractory period is only 10 seconds, allowing you to recover almost instantly and engage in continuous sexual activity without pause.

Ork Muscles [Free]

Your body's muscles are now perfectly toned, giving you a defined six-pack and a physique that makes even gym rats jealous. Because of how jacked your body is, females that you rape will always be somewhat attracted to your toned physique despite the violence of the act.

Ork Semen [Free]

Your semen is the bane of women, as yours is thicker, smellier, and also hotter than any human's. Because of this, whenever you climax inside a woman, they will subconsciously compare your semen to any others they receive in the future, and yours will always be superior in their minds. Furthermore, your semen is incredibly nutritious for females when consumed, providing them with sustenance that further addicting them to your fluids.

Rough Play [Free]

The Orc way of having sex is always to be rough, and when you engage in this rough sex, you will never be physically hurting your rape victims in any permanent way. Instead, your brutality is perfectly calibrated to inflict dominance without causing lasting damage. Because of how vigorous the way you have sex is, any woman you rape will now feel unsatisfied when sleeping with people who don't do it as rough as you.

Orc Variance [Free]
In media, there are two variants of Orcs that are commonly known: the Western Green Orcs and the pig-faced Eastern variant Orcs. Here, you will choose which variant you will become. If you choose the Western variant, your skin will be a default green color and your face will be more humanoid. You will be a bit bigger and more muscular than a human, and compared to the Eastern variant, your combat capability is further enhanced. If you choose the Eastern variant, your size will be twice as large with a pig-faced appearance and tusks, and you will have a big dad belly. Your dick size will be bigger than the Western variant. Additionally, this variant produces more addictive scents from their bodies, which can enhance stamina for women during intimate encounters. For 50 CP, you can gain both variants' abilities and choose which form you wish to be.

Hentai Fashion Sense [Free for this jump / 50CP to keep]
Let's be honest: there is nothing more exciting than seeing women, especially hot women, in very skimpy outfits that cover next to nothing. This perk causes all clothing and armor in this world to follow a hentai logic. Women will wear very skimpy thigh-highs, high heels, and other clothes typical of doujins and anime in general. These modified clothes will not hinder their original function, so a suit of plate armor will still protect its wearer, even if it resembles a steel bikini. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Low Female IQ [Free for this jump / 50CP to keep]
In most hentai and doujins, the rape scenes involving orks happen because the girls in that world make really dumb and reckless decisions that make them easy prey for the monster to capture and take their virginity. This perk instills this trait in the world, ensuring that most of the good-looking females will, at one point or another, make a stupid decision that makes it easier for you to capture them. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Instinct of a Whore [Free for this jump / 50CP to keep]
Do you ever wonder in hentai why most females, even though they are virgins, always describe what is happening to them in vivid detail, and when they are being violated, they will always climax when the monster cums inside them? This perk makes that a reality. Any woman you attack in this world now has a libido beast deep inside their mind that makes them react like a wanton whore when touched by you, an ork. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Land of Beautiful people [Free for this jump / 50CP to keep]
As a succubus , you are drawn to attack and subject beautiful people. This perk ensures that every person in the world you start out with will be, at a minimum, an 8/10 in the looks department. Furthermore, the people of this world are preternaturally clean and hygienic. Most dirt and grime will wash off their bodies with ease. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Orcs Aren't Always Male [50CP]
In most Hentai and doujins, Orcs are portrayed as a male-only race that exists solely by raping females to sustain their population. However, sometimes—a genetic oddity is born, and that is you. You are now the only female Orc in this jump. In future jumps you are able to change the gender of origins and races that are gender-locked.

Innocent Orc [50CP]
Well, it looks like you're the opposite of what most orcs look like in doujin and hentai, as now you are an adorable creature . Instead of giving off an aura of intimidation, you give off an aura of cuteness that makes a lot of older onee-san girl types comically smitten with you and develops an instinct of protecting you deep within them, though they may forget you are still an orc with a huge sex drive.

I Know Those Faces [100CP]
You've seen it in countless doujins and fan-made works: individuals from other media being assaulted by monsters. Now, that fantasy becomes your reality. In the world you start out with, you will find women who are exact doppelgängers of characters from other media, be they anime, video games, movies, or books. Their abilities and powers will be appropriately scaled to match the power level of the world you are in. So, for example, if you wanted to find Neptune from the Hyperdimension Neptunia series, you could find her here, perhaps clad in bikini armor, and have your way with her.



Wild Savage

Truly Wild [100 CP]
As a truly wild ork, your intelligence is extremely low, marking you as a feral monster of the land rather than a thinking strategist. You operate almost entirely on instinct, especially when it comes to finding food, shelter, and mates. Because of your savage nature, you are exceptionally difficult to tame, enslave, or domesticate, even by experienced tamers who specialize in monsters.

Monster Core [100 CP]
Deep within your body lies a monster core, an organ that allows you to absorb and store mana from the surrounding environment. Unlike most orks, this monster core grants you the potential for evolution. When you reach certain hidden milestones—ones you are not aware of in advance—your body may undergo powerful evolutionary changes.

Elemental Affinity [200 CP]
As a creature of the wilds, your monster core has absorbed the power of a single element of your choice. You gain strong resistance to that element and can exhale it as a breath-type attack at will. In addition, any spells, abilities, or techniques you use that involve this element are significantly strengthened. This perk may be purchased multiple times, each time granting affinity with a different element.

Stone Edge Tech [200 CP]
As a true child of nature, your people possess instinctual knowledge embedded directly into their DNA. This knowledge allows you to craft stone-age-level equipment without any formal training. You can reliably create high-quality tools, weapons, and gear using stone, wood, leather, bone and rope. Even without understanding why these methods work, your creations are consistently functional, durable, and well-crafted. By paying an additional 200 CP, your instinctual knowledge expands beyond primitive survival tools. You now gain the ability to create basic to intermediate technological devices using natural or scavenged materials. This includes crude mechanical systems, reinforced structures, simple machines, and other low-tech constructions that bridge the gap between stone-age craftsmanship and early industrial design.

Expert Trapper [400 CP]
You possess exceptional skill in creating traps using any tools and materials you are proficient with. You can design traps to target specific creatures, races, or gender. The more specific the intended target, the more time and effort the trap requires to construct. You can also choose how lethal your traps are, ranging from non-lethal capture to instant kill. Additionally, you may design traps with special effects intended to violate females, so that you can raped them on the spot**.**

Mana Monster [400 CP]
Every fiber of your body is infused with microscopic mana crystals, making your flesh unappetizing and difficult to digest for most creatures, except for the hardiest monsters. You possess an enormous internal reserve of magical energy, making you eligible to be trained as a high-level wizard if you ever pursue such a path. Furthermore, your mana sustains your body completely—you no longer need to eat, sleep, or drink to survive.

Predator [600 CP]
You are now among the most dangerous monsters found in the wild, possessing extraordinary adaptability and an unmatched potential for evolution. Whenever you kill and consume a monster or a non-sentient creature, you may permanently acquire one of its biological traits or abilities.

You may stack the same acquired trait up to ten times per jump world, greatly enhancing its effectiveness. Once two traits have each reached the ten-stack limit, you may merge them together to create a new, more powerful base ability unique to you.Be warned: the stronger and more complex the acquired or fused ability, the greater the mana, stamina, or physical strain required to activate and maintain it. Overusing advanced traits may exhaust you or leave you vulnerable if used recklessly.

Big Bad Orc [600 CP]
You are one of the most powerful orc-type beings in existence. Your body grows to a colossal size, standing at least ten times larger than a normal orc. This massive form grants you overwhelming physical power—your raw strength is sufficient to shatter cliffsides and tear apart sections of mountains with ease.

Your stamina is equally monstrous, allowing you to fight, rampage, and destroy for extended periods without tiring. As long as you still possess stamina or mana, your body can regenerate from nearly any injury. Limbs, organs, and massive sections of flesh will regrow endlessly over time. The only exception is your head; destruction of your head is the one injury your regeneration cannot repair if blown off.



Shaman

Spiritual Eyes [100 CP]
As an ork shaman, your sacred duty is to perceive and maintain the balance between the spiritual and physical realms. Your eyes have been awakened to the unseen world, granting you heightened sensitivity to spiritual energies. You can see spirits, lingering spiritual forces, and the ancestral spirits of revered ork heroes and elders. This ability is invaluable for gaining insight, forgotten knowledge, warnings, and guidance from spirits that still watch over their people.

Shaman Rituals [100 CP]
You possess the knowledge required to perform a wide range of shamanistic rituals. These include rites that purify corrupted areas, ceremonies that allow spirits to temporarily possess willing ork hosts, and blessings that empower fellow orks—granting them increased vigor, endurance, and ferocity in both labor, battle and rapping women. You have also memorized countless legends, myths, and oral histories, allowing you to pass down cultural values, lessons, and traditions to younger generations.

Medicine Maker [200 CP]
While most orks care little for plants beyond whether they are edible, you understand their hidden properties. You know how to identify, prepare, and combine natural ingredients to create a wide variety of medicines and concoctions. These range from simple healing remedies and restorative brews, powerful tonics that enhance physical performance, stamina, and vitality to powerful Aphrodisiacs that can make any women moan like a slut in mere seconds. Your creations are practical, potent, and rooted in traditional ork herbal knowledge.

Orkish Runes [200 CP]
Shamanic knowledge among orks is sacred and closely guarded. You have learned the secret system of ork shaman runes, a mystical writing style that cannot be deciphered unless the reader has been properly taught. Any text written in these runes will never fade, decay, or erase over time. These runes can be carved into stone, wood, metal, or even inscribed directly onto skin, allowing you to create erotic tattoos, ritual markings, records, or spell inscriptions that endure indefinitely.

Holy Site [400 CP]
Though many races dismiss orks as mere savages, ork culture includes sacred grounds and holy sites used for rituals, spiritual communion,raping locations and major cultural gatherings. You possess the architectural and spiritual knowledge required to design and construct ork temples and sacred spaces using stone, wood, or metal. These sites are suitable for ceremonies, spiritual communion, communal rites, and reinforcing the connection between the ork people and the spirits they revere.

Spiritual Blessing [400 CP]
You gain the ability to call upon spirits to permanently bless weapons or armor of your choosing. The nature of the blessing depends on the spirits invoked. Warrior spirits may increase a weapon's destructive power or strengthen armor's defensive capabilities, while elemental spirits can grant elemental damage to weapons or elemental resistance to armor. Alternatively, spirits may bestow a single unique ability upon the item, such as granting a weapon limited flight when blessed by air spirits or enhanced durability when empowered by earth spirits.

Each blessing is permanent and spiritually bound to the item, making such equipment highly revered among ork warriors and shamans alike.

Eye of the Element [600 CP]
The soul of a shaman within you has been partially fused with a powerful elemental spirit of your choice. This fusion manifests physically through your eyes, which permanently glow and crackle with the essence and color of that chosen element. Your ability to manipulate this element is unmatched among your kind. You possess complete immunity to damage and harmful effects caused by your chosen element, allowing you to wield it without fear or restraint.

At will, you may fully transform into an elemental spirit of the same element. While in this elemental form, your control, range, precision, and raw output of the element increase to levels far beyond what any ork—or even most shamans of other races—could ever hope to achieve. In this state, you are immune to all non-magical attacks, as physical weapons and mundane force pass harmlessly through your elemental body.

Great Spirit Creation [600 CP]
Spirits are strange beings—entities that die and are reborn through belief, natural vitality, or the strength of the land itself. You now possess the rare and sacred ability to both revive fallen land spirits and create entirely new spirits from raw spiritual energy.

Newly created spirits are permanently loyal to you and your clan members. Each spirit is bound to a specific area of land that you designate at the time of its creation. Once bound, a spirit may bestow one permanent blessing upon that land. Examples include preventing flooding, increasing crop yields, enriching soil fertility, strengthening natural mana flow, or enhancing the vitality of fertility of females you rape and kidnap.

Each spirit may grant only one blessing, but the effects are enduring and stack naturally through coverage rather than repetition. As more spirits are bound to the same region, the land becomes increasingly saturated with life energy and mana. These areas grow more vibrant, fertile, and spiritually dense—ideal environments for orks, shamans, monsters, and mana-based beings to live, recover, and grow stronger. You may create or revive one spirit per month.



Battle Hungry

Weapon Mastery [100 CP]
As an ork who has always been drawn toward battle and bloodshed, you are now fully proficient with all melee weapons. No matter the form, size, or origin of the weapon placed in your hands, you instinctively know how to wield it effectively.

Trained Body [100 CP]
Even among orks, your body is exceptionally muscular and powerful. Your physical strength far surpasses that of your kin, allowing you to fight an entire platoon of knights with ease. You can bend, crack, and break metal through raw strength alone, tearing through armor and weapons as if they were poorly made.

Tactical Mind [200 CP]
You possess a sharp and disciplined tactical intellect. You can analyze battlefields at a glance, predict enemy movements, and exploit weaknesses in formations and morale. Your understanding of positioning, timing, and coordination allows you to function not only as a powerful frontline fighter, but also as an effective battlefield commander.

Carry More and More [200 CP]
Your carrying capacity has increased to absurd levels. You can now lift and carry objects up to one hundred times heavier than what would normally be possible for an ork. Furthermore, as long as an object fits within your hand, its weight becomes irrelevant—you can wield and use it as though it were perfectly balanced and lightweight.

Stamina Baka [400 CP]
Your stamina and vitality have become a near-bottomless well of energy. Fatigue is no longer a meaningful concept for you. You can fight continuously on the battlefield for days without slowing down and rape multiple women for days, maintaining peak physical performance long after others would collapse from exhaustion.

Ork Knight [400 CP]
While most orks avoid heavy armor and mounts, you are a rare exception. You can comfortably wear heavy armor without loss of mobility or endurance. In addition, you possess top-class skill in breeding, training, and riding ork-compatible mounts commonly seen in media, such as giant wolves, giant boars, and massive lizards. Your proficiency with mounted combat and beast handling is exceptional, rivaling elite knightly orders.

Ork Hero [600CP]
The weight of countless victories and the echoes of your conquests of woman. Recognized by the shamans and the orcish hierarchy, you have been anointed as the living embodiment of orcish prowess as their hero. On the field of war, your raw power and strategic acumen have ascended to a legendary status, placing you shoulder-to-shoulder with the most celebrated champions of every other race.

This ascension has imbued you with a supernatural magnetism, a twisted form of a hero's fortune that bends the world to your will. Fortunes and powerful artifacts seem to fall into your path easily and this same charisma , compels beautiful women toward you, making them vulnerable to your insatiable desires to violate them.

Ork Blacksmith [600 CP]
To survive on the battlefield and ensure your weapons and equipment are always of the highest quality, you have attained the rare and respected skill of a true ork blacksmith. You are capable of crafting and forging powerful gear reserved only for the highest-ranking and most elite orks, producing weapons and armor that are exceptionally durable, brutally effective, and perfectly suited for constant warfare.

In addition to this mastery, once per year you may forge a sacred weapon of legendary status, equivalent in power and renown to the holy swords found in human myths. While such a weapon may not resemble refined human relics, it carries immense symbolic and practical power, infused with primal force, battlefield legacy, and the raw will of ork-kind, marking it as an artifact worthy of legends and warlords alike.

Pillager

Virgin Sniffer [100 CP]
As a predator, you relish the thrill of the hunt, particularly the pursuit of virgins. You now possess the skills and expertise to track down beautiful women by their footprints and other subtle traces they leave behind. This heightened sense makes it highly probable that you will locate virgin women, ripe for defilement by your cock.

Girls Go Here [100 CP]
Understanding your prey is the most effective way to be a successful hunter of women. You now instinctively know the locations, paths, and hangouts where high volumes of women congregate. You can also easily find hidden places within these areas, allowing you to set up ambushes and capture any woman nearby without raising alarm.

Cooking with My Lust [200 CP]
When attacking women with your weapons or hands, you can infuse them with lust energy. Upon contact with females, this energy will cause their vaginas to become hot and damp, lowering their concentration in battle and making them see you in a more sexual light, deep within their subconscious.

Armour Ripper [200 CP]
Armor and the clothes of warriors are an eyesore to you, as you have no interest in such useless coverings, especially when you wish to violate and defile the women before you. Therefore, when fighting female warriors, you now possess the technique to completely destroy their armor, weapons, and other equipment. This is especially true for items covering their breasts and vaginas. When you destroy these parts, the warriors will instinctively try to cover themselves, as their female nature takes over; the shame of being seen naked by a man is humiliating.

One, Two Pierce [400 CP]
You now possess a technique to efficiently rape a weakened target. First, you can easily pin down any woman you have fought that has their armour destroyed or disarmed enemy . Secondly, you have developed a demonic kissing technique. Upon kissing your pin target and realizing what you have done, they will be unable to fight back. Their minds will go blank as they succumb to the pleasure of your kiss. In a split second, you can easily make your erection hard and pierce your victim's pussy.

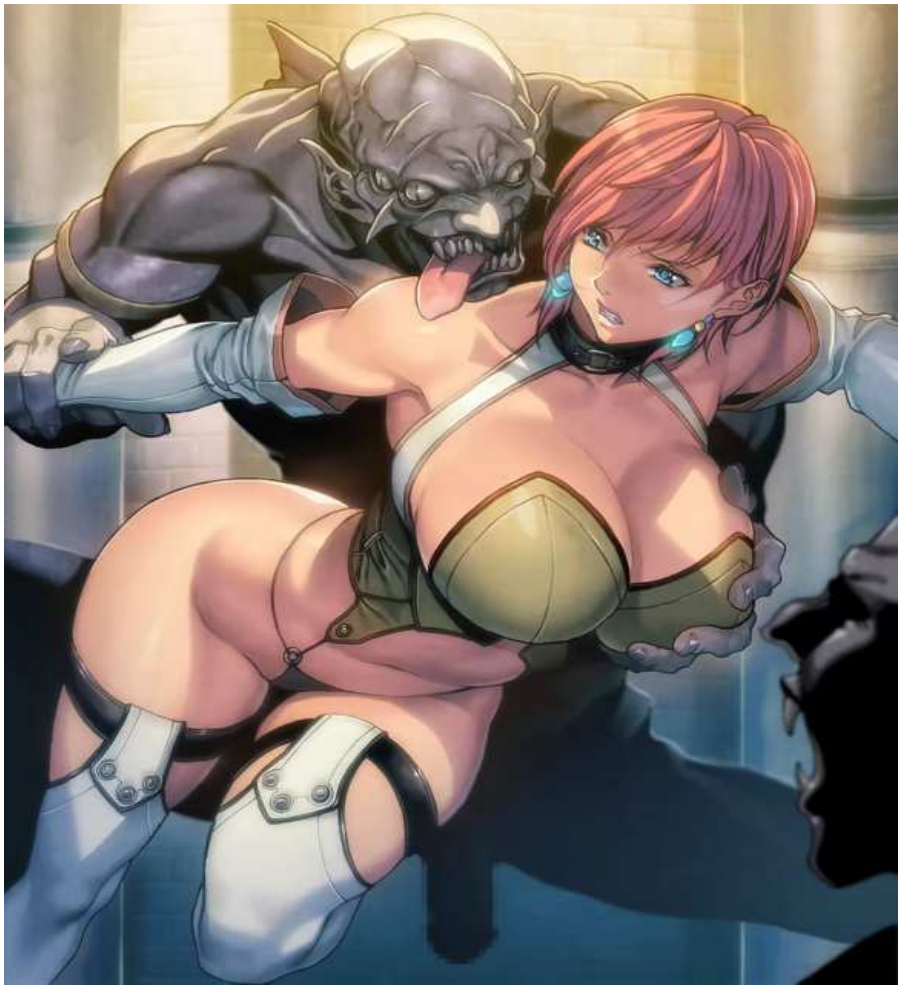
Now, when you forcefully pierce a woman with your dick using this technique, all her abilities will be inactive for a few minutes. Her body will be filled with shock, pleasure, and pain—especially if she was a virgin. Regardless, for the next 10 minutes, you can freely take your revenge upon these women's bodies without interruption from their side, as they completely feel what it is like to be violated by an Armstrong orc**.**

Hatred Equals Pleasure [400 CP]
Your technique and cock are quite deadly when raping strong-willed women. The stronger their will and the more hatred they feel for you, the greater the pleasure they will derive from your actions. If their will and hatred are strong enough, they might faint from pleasure overload. They will never be able to break free from this pleasure born from pride and hatred. Perfect—you wish to play with such feelings . Also, whenever they think of fighting you, the pleasure of what you did to them will remain in their soul forever.

Break Her, Break Them All [600 CP]
Breaking the will of an entire group of strong-willed women can take time, a resource you and your fellow orcs cannot afford to waste. Therefore, when you fight a group, whenever you successfully rape and ejaculate within the leader or the most powerful female of that group, a wave of dread spreads against the remaining members. This is especially effective when you do it in front of their comrades, as their will becomes broken, making them less effective in fighting back against what you and your fellow orcs will do to them. Furthermore, whenever you rape leaders in front of their subordinates, not only are they less likely to fight back, but more often than not, they will join you. This is either because they now know they cannot win, or because they are given the chance to rape their once-ally who is now in your clutches.

A Weak Woman Is A Submissive Woman [600 CP]
A woman's pride is often intrinsically tied to her prowess and the mastery of her skills, a concept that deeply offends your nature as an ork. You see their strength and talents not as achievements, but as resources to be exploited. Whenever you now make these women climax, through any of your techniques, you gain the ability to siphon away her troublesome power. This can manifest as in stealing of her raw physical strength, the knowledge in her head, her honed combat skills, or even her vital mana capacity.

This draining is permanent and cannot be reversed, which is perfect for not only increasing your own strength but also for making any strong woman more submissive to your control. This draining will continue until they are nothing more than a weak woman that can't even resist your advances anymore.



Breeder Orcs

I Cum, You Will Ovulate [100 CP]
Ovulation is the time when girls can become pregnant when you cum inside them. However, you don't want to have to remember when they can or cannot get pregnant. Because of this, you now have the power to forcefully make them ovulate on the spot whenever you cum inside their pussy, impregnating them and ensuring that the women you ravage will nurture your seed fast.

Marked For Orc Children [100 CP]
Your cum has a special effect on the uteruses of the women you have raped and made submit to your pleasure. Your semen has permanently changed the DNA of the eggs they carry. Now, they cannot get pregnant with the cum of any other race, except that of an orc. In other jumps , this change ensures that women can only get pregnant with your semen, fertilizing your eggs.

Nutritious Milk [200 CP]
Whenever your women become pregnant, their breasts will instantly begin to produce streams of nutritious milk that orc children will need to survive. Also, if you wish, you can ensure that the breast size of these women won't change when lactating, ensuring that their breasts remain as sexy as when you first impregnated them.

Safe Pregnancy [200 CP]
The babies of the women you have impregnated will not be terminated by accident or intentionally, nor will they have genetic defects or be aborted. When you impregnate a woman, the birth and the health of the baby during and after gestation will be guaranteed by the universe as a whole.

Short Gestation Period [400 CP]
A nine-month pregnancy is a long time to wait for the birth of your seed. Regardless, as an orc, you really want your women to hurry up and give birth so that you can impregnate them again and again. That's why, when you impregnate a woman, you can make the gestation period of your children no more than a week. They will give birth to healthy babies that they will love, as their maternal instincts are too strong for any woman to fight back.

Still Has Sexy Bodies [400 CP]
Now, the downside of a woman giving birth again and again is that it leaves marks that make their bodies less desirable: stretch marks, saggy breasts, dark nipples, and loose skin. But not anymore! Now, whenever a woman gives birth to your children, none of these negative effects will show on their bodies. In fact, their bodies are sexier than ever. Their stomachs are firm with no extra fat, their breasts are firmer but remain soft and full, and their nipples stay a nice pink. Also, the women's youthful appearance will be restored, making them look at most 18 to 21 years old. This makes them just as sexy, or even more so, when you last impregnated them.

Perfect Children [600 CP]
As a species that can only reproduce as males, it is of utmost importance that your genetic line is completely fit and healthy to ensure that your legacy can live on forever. That's why now, for each child you now create, they will not only have perfect genetics with no defects, but also gain every positive capability and the potential skills that the mother's species will have. So, if the mother is an elven sage, then the child will have the grace of an elf while being an orc, and the potential to be a powerful sage. Furthermore, you gain the ability to give your descendants any 3 perks you have to them, with each costing 100 CP, 200 CP, and 400 CP from their original cost.

My Will Is In My Lineage [600 CP]
As an orc, you have likely created hundreds of children throughout your lifetime, and that's a lot of orcs carrying your bloodline. But now, they will also carry your will. Whenever you are killed in a permanent way, after all of your "lives" are used up, your jump will not end. Instead, you will survive in the subconscious of all the descendants you have made. You can't freely control their bodies or anything, but you can also give them wisdom, knowledge, and perhaps something to hone their skills. But that's not all. Once every 10 years, or once per jump, you can unite your descendants in a raiding party to hunt and kill the men. As your descendants during this time gain the anti-male properties and rape the women with heightened vitality and fertility of a certain group, tribe, or nation. And also, the pregnant women made from this excursion will always give you healthy quadruplets. This raiding party effect will last 3 months at most.

Sweet Heart

Gentle Eyes [100CP]

Unfortunately, as an orc, the stigma of your race being a bunch of savages has been seared into the culture of other races. But luckily for you, you have the eyes of a kind soul that makes people think, "Huh, this guy's a kind orc." Because of this, people will not see you as the monster they normally see orcs. Also, you make most girls around you have their faces blush a deep red for the first time, making them slightly interested towards you.

They Like This [100CP]

For an orc, you are very perceptive, especially when it comes to what people like and say. You also remember birthdays and other small things that they like and dislike, making you a very likable person, especially towards women, as they like a sensitive orc like you. As your physique is already better than most men's.

Ecchi Situation 101 [200CP]

You now have the capability of an ecchi romance protagonist. Now, on a daily basis, you will enter into super ecchi situations where you will see and be in situations where you will be in perverted situations with the girls around you. Sure, they will be mad as you see their underwear, touch them, or see their pussy, boobs, or any other embarrassing situation, but they will not get mad at you or lash out at you. Instead, their feelings and favorability will increase towards you, as being seen in this embarrassing situation awakens a feeling in their hearts.

Quick Hentai Sex Logic [200CP]

In hentai, the concept of how quickly people go to fuck each other will be inverted significantly to get to the story as fast as possible. And that's what is going to happen now. Whenever a girl has enough affection towards you, they will quickly throw themselves at you and drag you to bed. Even if it's only been a week since you first met, she is willing to sleep with you as her feelings towards you have exploded.

Ork-kun Likes It When I Wear This [400CP]
Whenever a girl becomes interested in you, you will notice as their clothes and hairstyle will slowly change to fit your taste and what will make them look as sexy as possible towards you. This change can be a gauge to see just how much they love you. Also, the people around you won't notice how provocative and out of left field the changes have become. So when you see that the gentle girl who was once conservative and modest in her clothes one day started bleaching her hair blonde, wore contacts, and wore clothes that expose her bust and a super mini skirt but still has the same personality. And also, when you see this is complete, other girls in the friend group would also begin developing feelings towards you, and after a while, a whole harem wearing slightly and gaudy clothing will form around you. Also, the girls, when fully transformed, won't reject your advances at all and, in fact, will be happier with your advances.

Dates Are Always Good [400CP]
You are now a genius whenever it comes to planning and doing dates with any girls you have been seeing for some time. Regardless, you will be able to create dates that satisfy all of their mental needs. The universe will always keep the date have at most a 99% success rate, increasing your effective level with the girl that you just did a date with. And also, you can always gain some fun sex after the dates.

I am An Orc after all [600CP]
You now have the ability to host and create an "orgy pit" with every person you have seduced. And man, even though it may look awkward as hell to have seduced this many people, this will actually do the opposite. Now, whenever you do these orgies, the individuals participating will not see each other as rivals. Instead, they will view each other as a part of your harem. They will start looking out for each other and help you maintain a healthy relationship with everyone in the orgy pit, fostering a strange but functional harmony.

Decent Person [600 CP]
For you, being a good person actually pays off—and in ways that far exceed normal expectations. Every time you act with kindness or decency, you tend to receive disproportionate rewards.

Return a lost wallet? Turns out the owner was a legendary wizard looking for someone worthy of wielding a mythical sword. Help an old lady cross the street? She might just reveal a hidden royal lineage and adopt you into her noble family. Instead of being taken advantage of, your good deeds create absurdly lucky opportunities, ensuring that doing the right thing is always worth it.



Ork Skill Sets

Here, we will build on the other skill sets you will gain as an orc. As a being born from sexual assaults, here you will see what your DNA has in store for you. **And since this will be a key part of your skills, take this extra 500 CP to build your orc's skill sets.**

Orc Species

Here you are given the option to decide which species of orc you are, as there are many different species of orcs that exist in this world. Choose any species that you are part of, and if you buy multiple species, you are considered a unique subspecies of those you bought. Each race gives different physical characteristics and abilities common to that species.

Forest Orc [100 CP]

Your species exists in the forests and jungle regions of this world. Because of this, your kind has a natural affinity for fighting within wooded environments. You are also more efficient at growing and harvesting mushrooms, and your people have been taught how to craft powerful potions based on these fungi. Your skin tone is a deep, heavy green.

Water Orc [100 CP]

A Water Orc is one of the most unusual types of orcs. Unlike most orcs, they have aqua-toned skin and primarily live along beaches and open oceans. They possess webbed feet and arms, making them excellent swimmers. Water Orcs are highly efficient at hunting fish, can hold their breath for up to 20 minutes at a time, and their swimming speed is faster than their walking speed.

Night Orc [100 CP]

Night Orcs are a nocturnal variant of orcs, distinguished by their deep red, glowing eyes that shine in the dark. In addition to this, they are among the stealthiest of all orcs; when they move, they make little to no sound, making them extremely effective at silent movement and ambushes.

Hill Orc [100 CP]
Hill Orcs are slightly larger than most other orc species, with skin tones ranging from muddy brown to earthen hues. They are especially efficient when it comes to mining and operating in caves and subterranean environments, thriving deep within the earth.

Fire Orc [200 CP]
Your red skin marks your affinity for life in desert and volcanic regions. As a Fire Orc, you are immune to fire and extreme heat, and you do not require water to survive. Additionally, you can easily generate fire through your knuckles, allowing you to ignite enemies or objects at will.

Dusk Orc [200 CP]
Your skin tone becomes a ghostly white. This orc species has an unnatural affinity for necromancy, and their mana is strongly aligned with the dark element, making them especially adept at death-based and shadow magic.

Savage Orc [200 CP]
While most orcs are naturally muscular compared to humans, Savage Orcs appear lean and scrawny. Do not be fooled by their appearance—your muscle density is roughly eight times greater than normal, making you far more durable than other orcs, and your strength is approximately twenty times that of a standard orc. Savage Orcs also possess large teeth and extremely powerful jaw muscles.

Black Orc [200 CP]
Your species is not naturally born, having been created through the forces of Chaos itself. Your skin is jet black, and your body is highly condensed with chaotic energy. Because of this, your body is roughly three times the size of a normal orc. You also possess an innate ability to create and forge weapons imbued with Chaos magic, as this knowledge is imprinted directly into your DNA.

Iron Orc [400 CP]
Your skin has a metallic tone, as your species is known to consume ores and minerals found deep within the mountains, causing their bodies to harden into natural armor. Because of this, you possess strong resistance to all forms of physical and magical attacks. Additionally, you cannot be paralyzed, poisoned, or stunned by any source, making you an exceptionally resilient.



Mother Species

After deciding what your species will be, you will then choose the biological abilities you inherit from your mother's side. The abilities listed below represent the traits carried through her bloodline; however, due to your orc heritage, you will not gain most of the physical characteristics from your mother's species. Instead, these traits manifest as alternative buffs or minor physical changes. If you choose multiple species here, it means your bloodline contains multiple generations of powerful mixed species, resulting in a uniquely potent and diverse lineage.

Dwarves [100 CP]

Your mother belongs to the dwarf race—short, stout, and famously stubborn people who live close to the earth they cherish. Because of this lineage, you possess the beard of a dwarf, can drink alcohol for days without ill effect, and gain a natural affinity for digging and extracting ores from the ground.

Pixie [100 CP]

It is unclear how a pixie was able to give birth to you, as pixies are among the smallest humanoid races, usually only around 10 inches tall. While your body remains that of a normal orc and you do not possess pixie wings, you can freely produce pixie dust. When inhaled by enemies, this dust causes powerful hallucinations that can last for days.

Dark Elf [100 CP]

Elves are one of the most arrogant races in fantasy, likely due to their long lives, natural beauty, and strong affinity toward magic. Regardless, you now inherit the dexterity of an elf, allowing you to fight with elegance and shoot bows with ease. You also gain an elf's superior hearing, and your ears become slightly pointed.

Amazoness [100 CP]

Amazons are a female-only warrior race known for their supermodel physiques and powerful presence. Because of this lineage, your skin tone becomes slightly tan, and you gain a strong affinity for hand-to-hand combat, enhancing your effectiveness in close-quarters fighting.

Aluren [100 CP]
Alurens are a female-only plant race with human-like bodies intertwined with living flora. Due to this bloodline, you gain an affinity for plant-based magic, allowing you to control plants at will. Additionally, your saliva and other bodily fluids take on nectar-like properties.

Beastman [100 CP]
Beastmen in this world are a proud race characterized by animal ears and tails associated with their species. As an orc, you do not inherit these physical traits. Instead, you gain powerful, sturdy legs that allow you to run faster and jump great distances, along with an enhanced sense of smell comparable to a bloodhound.

Mimic [100 CP]
Mimics are monsters that imitate objects such as treasure chests or doors. Due to this bloodline, you gain the ability to transform your body into any object, as long as the mass, size, and weight remain equal to your original body. These transformations may not grant new abilities appropriate to the chosen form.

Merdrow [100 CP]
Merdrow are a subspecies of mermaids that live exclusively in freshwater environments. This lineage allows you to swim freely and effortlessly in freshwater, and you gain the ability to breathe underwater in lakes, rivers, and other freshwater bodies.

Scylla [200 CP]
Scylla are half-human and half-giant octopus. Because of this lineage, you gain the ability to summon eight powerful octopus tentacles. Each tentacle's strength scales with your own arm strength, and you possess enough fine control to fully and skillfully utilize all of them in combat or other tasks.

Sea Bishop [200 CP]
This rare mermaid species is seldom seen on the surface, as they normally dwell deep within the ocean. Because of this bloodline, you can swim freely in saltwater and breathe underwater. You are capable of surviving extreme ocean depths and gain a natural affinity for water-based magic.

Gargoyle [200 CP]
Gargoyles are a race of living stone. Due to this heritage, your body becomes composed of living rock. Your wounds heal much faster than normal, and you can regenerate lost limbs by absorbing sunlight and entering a dormant, statue-like state for several days.

Cyclops [200 CP]
Cyclopes are giant, one-eyed beings that live on isolated islands. Due to your cyclopean bloodline, your size increases dramatically, growing to that of a towering 10-meter monster.

Oni [200 CP]
Your mother was an oni, a demon from the far eastern lands known for consuming human flesh. Because of this lineage, you now possess large horns on your head, your physical strength is doubled compared to your base form, and your skin has taken on a dark shade of orange, marking your demonic heritage.

Imp [200 CP]
Imps are low-level demons found within the pits of hell and are among the weakest members of demonkind. Regardless of their status, this bloodline grants you the ability to summon and control low-level hellfire, allowing you to wield demonic flames for offense or utility.

Vampire [400 CP]
Vampires are a unique race; although classified as undead, they are capable of reproducing with the living, as proven by the existence of dhampirs. As a dhampir yourself, you gain the ability to consume blood, manipulate and control shadows, and wield blood magic with precision and power.

Yuki-onna [400 CP]
Dwelling deep within mountainous regions, the Yuki-onna are demonic elemental spirits of ice that lure and kill travelers in frozen lands. Your affinity with ice is high, you can freely create snow and ice from your body, are completely immune to cold, and suffer no ill effects from extreme low temperatures or high-altitude environments.

Sphinx [400 CP]
A sphinx is a mythical beast known for riddles that few can comprehend—and fewer still can answer. You are not required to share this knowledge, but you possess it nonetheless. Your cognitive abilities far surpass those of most humans, making you a true genius among orcs and most other races.

Anubis [400 CP]
A unique beastman species that follows the mysterious and evil god Set. While their original mission may align them with certain allies, their abilities are far more sinister. Your weapons and attacks are now coated in divine blue flames that are exceptionally effective at destroying beings and objects of good alignment. Additionally, under the cover of night, your wounds regenerate at an unexpectedly rapid rate.

Witch [400 CP]
A female-only race that is humanoid in nature, witches are renowned for spellcasting, potion brewing, and deep research into the arcane. Through this lineage, your mana capacity is vastly increased, and you gain a much greater affinity for learning and mastering magic, especially spells of an arcane nature.

Kitsune [400 CP]
Kitsune, or nine-tailed foxes, are demonic fox spirits capable of transforming into humanoid forms. Unlike other races, you are granted a full set of fox tails. You can create and unleash blue foxfire that damages both mortals and spirits alike. In addition, you gain the ability to transform yourself into other races with ease.

Angel [400 CP]
Angels are beings born of the gods, typically recognized by their halos and pure white wings—features you do not possess. Instead, your blood carries powerful purification properties. You can also create weapons and spurs of pure light, infused with holy energy, allowing you to strike down corruption and wield divine power directly.

Cockatrice [400 CP]
Your mother was a cockatrice, a notorious draconic creature whose gaze can petrify enemies and whose breath carries delayed poison. You inherit these terrifying traits: your eyes can petrify foes with a direct gaze, and your breath can produce a delayed-acting poison that takes effect after exposure.

Dragon [600 CP]
Your mother was a true dragon, one of the most powerful and ancient beings in existence. Your body carries draconic might, granting you immense physical strength, extraordinary durability, and a vast pool of magical power far beyond most mortal races. You possess a devastating breath weapon aligned with a dragon element of your choice (fire, lightning, ice, poison, or another fitting aspect). Your senses are sharpened, your presence alone exudes draconic authority that can intimidate or dominate weaker beings.



Fighter Archetype

Here you will choose the classes that a typical Ork may take. As most Orks are simple-minded, the majority of classes they pursue are physical and straightforward in nature. Each class listed below costs 200 CP. You gain one Fighter archetype for free.

Acrobat

you're a whirlwind of devastating strikes that can disarm, disable, or obliterate any opponent with swift, calculated precision. Your body becomes a weapon in itself, moving so fast that your enemies can barely react before you're already on top of them, landing blows from every angle. Your attacks are a flurry of punches, kicks, and elbows, each one landing with the force to break bones and shatter spirits. You don't need to rely on weapons or magic; your body is the ultimate tool for annihilation.

Barbarian

No need for fancy spells or delicate techniques—just pure, raw strength and an unstoppable rage that fuels every swing. Your skin is as tough as iron, resistant to blows that would shatter bones and crush the spirit of lesser beings. You wield massive weapons, like swords the size of trees, with ease, crushing everything in your path as though they were mere playthings. Every step you take sends shockwaves through the earth, and every blow you land is like a hammer striking an anvil. You're a force of nature, a one-person wrecking crew, and nothing can stand in your way when you're in the heat of battle.

Dark Paladin

You wear heavy, imposing armor, a towering figure of might that refuses to be moved. Your giant shield is more than just a defense; it is a wall, a bastion of strength that blocks all who would dare challenge your will. Your flail, heavy and relentless, is an extension of your very essence, each swing a judgment of destruction, crashing through enemies with unstoppable force. But you are no mindless brute—you are methodical, a strategist in battle, standing as the unwavering bulwark against the chaos that seeks to tear everything apart. You are the iron-clad wall between your forces and the darkness that threatens them, an unshakable defender of your domain.

Samurai

In the dark depths of the demon world, the Samurai are far from the noble champions of light—they are bound by blood and darkness, warriors who pledge their lives not to mortal lords but to demon kings or ancient, infernal ideals. Their code is one of absolute loyalty, forged in the fires of hellish trials, where every act of service is paid in blood and every failure met with brutal punishment. An ork samurai's armor is not just a symbol of their resolve but an extension of their essence, crafted from the bones and sinew of their defeated foes. Their blades, cursed and hungering, strike not just at the body but at the very soul, ensuring that no opponent escapes their wrath unscathed.



Items

Here you will decide what items you will obtain in this world as a ork. Items may be imported for free, allowing you to bring existing equipment, artifacts, or tools you already possess into this setting without additional cost. In addition, you gain 300 CP that may be spent exclusively in this section.

General Items

Basic Weapon and Shield [Free]
You are provided with a standard weapon and shield to start your journey, offering reliable options for self-defense and offense. The weapon you choose will be of high quality, crafted from steel, which is superior to most of the weaponry in this world. This ensures that even though it's a basic tool, it holds up well against threats you will face. Along with the weapon, you also receive a shield, also made of steel, offering solid defense against attacks. Whether you choose a sword, axe, or any other weapon, this combination provides a strong foundation for your adventures, balancing offense and defense from the very start.

Money [100 CP]
Each month, you receive a generous allowance of 100 gold coins, an amount equivalent to approximately $100,000 in value. This steady income ensures that you can live lavishly, indulging in the finest luxuries the world has to offer—whether it be extravagant feasts, finely crafted armor and weapons, or rare magical artifacts.

Map of the world [100CP]
You are granted a comprehensive and magical map of the world , which updates itself automatically to reflect changes in the world. Borders of nations will adjust as kingdoms rise and fall, and any new areas you discover will also be added to the map. If the map is lost or destroyed, it will reappear in your possession within a week. In future worlds, this map will adapt to the local technology—appearing as an app on a smartphone or any equivalent device in

Plunder Chest [100CP]
You now possess an infinite storage chest tailored for the lifestyle of a plundering conqueror. This enchanted chest allows you to store all your spoils of war—be it gold, treasures, rare artifacts, or other valuables—without any limit. No matter how large or heavy the items are, the chest will accommodate them effortlessly. It's portable and conveniently accessible, ensuring you can retrieve your loot whenever needed. With this chest, you'll never have to worry about how to transport or safeguard your plundered goods, giving you the freedom to focus on expanding your riches.

Apartment [Free]
You now own a one-bedroom apartment that is fully furnished. It is fully paid for the 10 years you are here and will always be cleaned by a maid that comes once a day.

Hentai Outfits[Free/200CP]
You now have one outfit that screams it originated from a universe that uses hentai logic as its base. Even in a world where everything is much sillier, this outfit really fits, as everyone here is beyond stupid. So, if you want to wear skin-tight outfits with high heels but still be good in stealth missions, or prefer an outfit that only covers the bare minimum of your sexy body, that's also fine. This outfit, when destroyed or worn out, will conjure a new one in your wardrobe. For 200 CP, you now have a wardrobe filled with these hentai-themed outfits that you can freely import and use in the field, and no one will question why you are wearing a bunny outfit in a full war zone.

Aphrodisiac Incense [200CP]
You have been provided with a supply of high-quality incense crafted in The world, renowned for its potent effects. When lit, this incense fills the immediate area with an intoxicating aroma that causes any females present to enter a state of intense heat, temporarily overwhelming their sanity and inhibitions. The effects persist for as long as the incense burns, heightening their desires and leaving them highly susceptible to their impulses. However, any actions or deeds carried out while under the incense's influence will remain vividly in their minds once the effect wears off, creating lasting impressions and memories that are not easily forgotten

Cage Caravan [400CP]
You now possess a personal, magically enhanced mobile cage, officially approved by The orc council, for keeping any female captives who have caught your eye. This caravan is designed to follow you wherever you go, ensuring your captives are always nearby. The cage provides complete care for its occupants, offering food, water, and basic necessities automatically, keeping them in perfect health and comfort. Additionally, it is imbued with powerful enchantments that prevent escape—no captive can leave, nor can anyone interfere or touch them without your explicit permission.

Portal Scrolls [400CP]
The Portal Scrolls are a set of highly prized magical items, each inscribed with arcane runes that allow for instantaneous short-range teleportation. Perfect for bypassing barriers, sneaking through defenses, or escaping dire situations, these scrolls are indispensable for a ninja on the move. Small and lightweight, you can carry multiple scrolls on your person, ready for use at a moment's notice. Activating a scroll is as simple as focusing your intent and tearing it in two, instantly transporting you to your desired location within its range—even through walls or other obstacles. Though each scroll is single-use, their portability and versatility make them a must-have tool for infiltration missions, ambushes, or last-minute escapes.

Slave Collar [600CP]
You now possess a set of enchanted collars and chains imbued with powerful magic. When placed on a victim, these items ensure total obedience, compelling them to follow your every order without question. The enchantment binds their will completely, making them incapable of disobeying or harming you in any way. Additionally, these collars transfer any physical injuries you sustain to the wearer, effectively making them bear the pain and damage in your place. This ensures your safety and maintains their complete submission.
Furthermore, the chains have the ability to weaken the physical strength and reflexes of the individuals wearing them, making them far easier to manage or manipulate. Whether used for control, discipline, or subjugation, the collars and chains render the wearer utterly vulnerable and dependent on your mercy. With these tools, you can exert unparalleled dominance over those in your possession, ensuring their compliance while keeping them completely at your disposal.

Palace of Pleasure [600CP]
You are now the proud owner of a grand and opulent palace dedicated to indulgence and debauchery. This sprawling estate is a masterpiece of luxury, complete with lavish rooms, extravagant beds, and an abundance of exotic foods, fine wines, and rare liquors. The palace is equipped with every conceivable amenity for pleasure, including an extensive collection of high-quality lotions, sensual tools, and luxurious bathhouses. Beneath the palace lies a hidden dungeon, specifically designed for training and shaping new staff members to your desires.

Your palace comes staffed with 100 individuals, whose physical appearances, races, and uniforms you can fully customize to match your preferences. They are capable of performing basic duties, such as cleaning and serving meals, but they are also completely and willingly available for intimate encounters at any time. The staff’s loyalty and willingness are absolute, ensuring that they cater to your every whim. Should you wish to expand your staff, you can add new members by "breaking" them to your will, incorporating them into the palace's environment of decadence and submission.



Wild Savage

Box of Delights [100 CP]

The Box of Delights is exactly what you need to make sure your intimate activities are always met with the right tools. This box will summon any toy, accessory, or tool you can imagine for your sex times. Whether you're looking for restraints, lubricants, oils, or a little extra spark, the box will instantly manifest whatever is needed to make your experiences more pleasurable and fulfilling.

Endless Fridge [200 CP]

The Endless Fridge is your personal pantry that ensures you never run out of food, especially the high-energy, stamina-boosting kind. It's designed specifically for your most demanding sexual activities, always stocked with your favorite snacks, meals, and energy drinks, all of which are fresh and perfectly prepared. No matter how many times you grab a meal, the fridge automatically replenishes itself with what you need, so you can focus on other things without worrying about grocery shopping or running low on supplies.

Private Cottage [400 CP]

Congratulations, you now own your very own private cottage, designed to suit all your needs and those of your many partners and children. The best part? This cottage is completely mobile, meaning you can relocate it anywhere you need to be. Whether you're traveling across worlds or just want to move to a different location, the cottage will adjust and settle wherever you decide to call home. The beauty of this perk lies in its infinite adaptability—the number of rooms constantly expands to accommodate the growing number of your family, ensuring everyone always has a place to stay.

Bifrost Gate [600 CP]

The Bifrost Gate is an incredibly powerful and convenient transportation tool that allows you to effortlessly travel between worlds with the swiftness and ease of a single step. This gate opens up an instantaneous passage through the Bifrost, the rainbow bridge that connects the realms, ensuring you can travel between worlds without the hassle of long journeys or complicated rituals.What makes the Bifrost Gate particularly useful is its efficiency. Once you've established it, the gate allows for seamless travel at will, ensuring you can quickly move between locations as needed, whether for business, leisure, or fulfilling your messianic duties.

Shaman

Shaman Hood [100 CP]
This hood offers resistance to an element of your choice, allowing you to endure extreme conditions like scorching flames, freezing cold, or even high-voltage lightning with relative ease. Additionally, this enchanted hood enhances your ability to absorb mana from the air, ensuring your magical reserves replenish faster, making it an excellent tool for any shaman who wants to maintain their strength in prolonged intricate rituals.

Alchemy Set [200 CP]
This advanced alchemy kit significantly enhances your potion-making abilities. With this set, your potions will not only be far more potent, but you'll also require fewer ingredients to achieve the same effects, making it incredibly efficient. Whether you're brewing powerful healing elixirs, tonics, or alchemical concoctions that defy the laws of nature, this set ensures that every drop counts.

Ancient Library [400 CP]
You are now the proud owner of an Ancient Library, a vast and nearly endless repository of knowledge that houses tomes, scrolls, and grimoires spanning countless subjects on ork lineage . Whether you seek forbidden magical arts, lost histories, advanced alchemy, or forgotten battle techniques, this library will always have just the right book waiting for you. The shelves rearrange themselves to ensure that whatever you seek is always within reach.

But knowledge isn’t just about books—the library itself is semi-sentient, offering guidance through floating lights, spectral librarians, or even whispered advice from the books themselves. As you grow in skill, new wings of the library will unlock, revealing even greater secrets. In future worlds, the library will update itself with knowledge relevant to each new setting, ensuring that you are always one step ahead in the pursuit of wisdom.

Scepter of Spirits [600 CP]
You are now the owner of a scepter crafted from the core of spirits of the land,This scepter is intricately carved with sacred runes, pulsating with raw magical energy that resonates with the lifeforce of the world itself. Simply wielding it enhances your magical abilities, making spells flow more easily, reducing the cost of high-level magic, and granting you an innate connection to nature-based and spirit spells. The scepter also functions as an unbreakable conduit, ensuring that magic and rituals cast through it never misfires, overcharges, or backfires on the user.

Beyond its role as a spellcasting focus, the Scepter of the Spiritsa unique attunement to the land. With it in hand, you can heal blighted landscapes, accelerate the growth of plants, and even communicate with ancient spirits residing in nature. When placed in the soil, it acts as a beacon of life, purifying the land and making it flourish with vitality. This effect extends beyond Alfheim; in future worlds, the scepter will adapt to each setting, influencing the local environment in ways that best restore balance and harmony.



Battle Hungry

Quality Weapon [100CP]
You now possess a master-crafted weapon and a set of armor tailored perfectly to your needs. Each item has been forged from rare materials and enchanted with ancient techniques that grant them near-unbreakable durability and razor-sharp precision.

Combat Boots [200CP]
These durable, high-quality boots are designed to endure the harshest environments and provide unparalleled comfort. Enchanted to reduce fatigue, they absorb shock with every step, allowing the wearer to march, run, or fight for extended periods without tiring. The soles are reinforced for superior traction, granting better agility and balance on rocky, uneven, or slippery terrain.

Steel Warmount [400CP]
The Steel warmount is a magnificent, armored giant battle pig and trained specifically for combat. Its muscular frame is covered in sleek, reinforced steel plating, making it as much a weapon as it is a mount. Trained to remain calm amidst chaos, this mount charges fearlessly through enemy lines, scattering foes with its raw power. It's intelligent enough to respond to subtle commands, allowing you to focus on combat while it maneuvers with precision.

Stolen Holy Legendary Weapon [600 CP]
This is no ordinary weapon—it is a divine artifact, forged by celestial hands and imbued with holy power beyond mortal comprehension that you stole form some weak hero. Whether it takes the form of a sword, spear, bow, or any weapon of your choice, it radiates an aura of purity and righteousness, making it devastating against demons, undead, and other unholy beings. Even the most powerful dark entities will tremble in its presence, as its mere existence weakens their corrupted forms.But this weapon is more than just a tool of destruction. It can also bestow blessings upon those it deems worthy, granting temporary bursts of power, enhanced durability, or even healing wounds inflicted by cursed magic. In future worlds, the weapon will evolve alongside you, adapting to new settings while always retaining its legendary might. It is not just a weapon—it is a symbol of divine judgment and protection, ensuring that wherever you go, justice follows in your wake.

Companions

My Old Team 50

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

My New Team 100

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



Drawbacks

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

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

Villain's Face [+100CP]:
Your appearance is far from charming or captivating; in fact, it may be downright off-putting even for a succubus . Whether due to a scarred visage, unsettling features, or an aura of malevolence, you're not likely to win anyone over with your looks even as a succubus . Your presence might evoke fear or disdain rather than admiration or attraction.

Substance Dependence [+100 CP]
You are deeply entrenched in unhealthy habits, whether it be alcohol, drugs, nicotine, or another substance. This addiction has taken a strong hold over you, affecting both your physical and mental well-being. Whether you struggle to function without a constant supply or find yourself frequently seeking ways to numb your emotions, this dependency can greatly impact your judgment and decision-making. As a result, you will often be distracted, disoriented, or weakened by the need to feed your cravings, making it harder to focus on more important tasks or maintain a level head in dangerous situations.

Novice [+200 CP]
You are a novice when it comes to wielding your powers, with much to learn and understand. Whether through magic, combat, or other extraordinary abilities, your skill is limited, and you struggle to control your potential. It will take you a decade of hard training, experimentation, and experience to fully master your abilities and harness their true power. During this time, you may find yourself making mistakes, accidentally using your powers in unintended ways, or even struggling to use them effectively in high-stress situations.

Naive [+200 CP]
You possess a certain level of innocence or ignorance about the world, often trusting others more than you should and believing in ideals or promises that may not be as they seem. Your naivety can lead you into situations where you are easily manipulated or taken advantage of, as you struggle to see through the more cynical or manipulative sides of those around you. While this may make you well-meaning and idealistic, it also exposes you to greater risks, especially when dealing with deceitful individuals or darker forces. Over time, you may become wiser, but it will take significant experience to grow out of this vulnerability.

Blood Lust [+200 CP]
A deep, uncontrollable craving for violence has been instilled in you, driving you to seek out bloodshed and conflict. The need to spill blood can overwhelm your senses, making it hard to resist the temptation to engage in violent acts. Whether in battle or in moments of rage, your desire for carnage becomes an intrinsic part of who you are. This lust for blood can cloud your judgment, making it difficult to distinguish between when violence is truly necessary and when it is simply driven by an insatiable hunger.

Crazy Love [+300 CP]
Anyone who begins to develop even a hint of affection for you quickly becomes obsessed in a dangerously unstable way. Their admiration transforms into unhealthy obsession, causing them to act erratically or irrationally in their pursuit of you. What starts as a mild attraction or fondness rapidly escalates into an overwhelming fixation, leading to possessive behavior, intense jealousy, and increasingly erratic actions. These individuals may become obsessive stalkers or even volatile, willing to go to extreme lengths to "prove" their love, regardless of the consequences.

Sealed Powers [+300 CP]
Your powers and warehouses from previous worlds have been sealed away, leaving you reliant on the abilities and resources you've acquired in this current journey. All the skills, strengths, and advantages you've previously had access to are now inaccessible, leaving you feeling vulnerable and significantly weaker. To survive, you must adapt to this new reality and make the best use of the items and abilities you've acquired here.

Amnesiac [+300CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

Uhh You are loved!? [+400 CP]
You've become the object of intense, obsessive desire for a powerful noble or a leader of a formidable faction. For reasons known only to them, they are consumed with the goal of capturing you, subjugating you to their will, and bending you to their desires. With vast resources at their disposal, this relentless pursuit turns your life into a deadly game, where your every move is watched, and escape is nearly impossible. Survival hinges on your ability to outsmart this obsessive pursuer—whether through eliminating their faction, finding ways to evade their grasp, or turning the tables entirely. For those seeking an extreme challenge, this drawback may be selected multiple times, each attracting up to three different factions, all working together in their unyielding quest to claim you as their prize.

Hypnotism Seal [+400 CP]
A powerful and cruel enemy has branded you with a hypnotism seal, allowing them to control your every action. This means that you're now at the mercy of their will, forced to obey their commands and follow their instructions without question. Your autonomy is significantly diminished, leaving you vulnerable to their whims. They may humiliate and degrade you repeatedly, manipulating your actions for their entertainment or their advantage. The seal ensures that breaking free is nearly impossible without some external help or finding a way to break the bond on your own, making you a puppet in their cruel game.

Rival [+400 CP]
Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

Enslaved [+600 CP]
You are no longer your own master. A female has claimed ownership over you, binding you in chains both physical and magical. Your every action is dictated by their whims, and disobedience is not tolerated. If you fail or refuse to comply with their demands, an agonizing punishment will be inflicted upon you—one that seeps into both your body and mind, ensuring that even the thought of rebellion is met with suffering.

But it doesn't stop there. Each act of resistance, each failure, only tightens your chains further. The more you struggle, the more your freedom erodes—your movements will become sluggish, your power dulled, and your very will slowly crushed under the ever-growing weight of enslavement. The chains themselves seem almost alive, reacting to any attempt to break free by restricting you even further.

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

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

Ten Years Later

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

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

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