

Pervert Action Series

Long ago, in ancient Japan there was an oni unlike any of his kind. He drew energy from human sexual arousal and carnal acts, allowing him to become a much bigger threat than other onis of the time period. However, one day a monk of the Matsumoto clan would eventually bring him down, but was unable to kill him. Instead he sealed him away in an island off the coast of Japan, and bound him to it so that he could never leave while the island existed, so long as no one with his bloodline released the oni.

Far into the future, this island would eventually become home to a prestigious girls academy, and the sexual energy among the students awoke the oni, who used its powers of mental domination to draw the heir of the Matsumoto bloodline to release him. This brought knowledge of the oni to the government's attention, and seeking to study this creature they accidentally unleash it again and again, before it would finally be destroyed in the far future.

This is the setting of the Pervert Action series, a series of adult interactive fiction (AIF) games that follow various Kenji Matsumoto (yes, they all share the name) as they get tangled up in things far beyond their control against the oni and its desire for freedom, usually while having a lot of sexy fun along the way. You'll be spending the next 21 days here, in one of the three current settings for the series.

+1000 Choice Points

Location:

You are free to choose your location here, as they determine which game (in parenthesis) you will likely be in the story of.

1 - Grey Island (Crisis)

An isolated island that seems to be off the coast of Japan, it is the home of Grey Island School for Girls, one of the most prestigious secondary schools in the world. Daughters of the rich and powerful tend to go here, largely to protect their purity as no men are allowed on the island.. Until now. This morning a young man named Kenji will show up to work as a teacher, and will be thrust into a mystery surrounding the apparent suicide of his predecessor. Perhaps you are joining him, or maybe you're a student?

2 - Sirius Station 6 (Future)

An isolated space station located in the Sirius System, in the distant year of 2162. Humanity has expanded to the stars, but this area is still largely by itself. The Unit Program is based out of the station, a military and research program dedicated to piloting large mechs that fight celestial horrors, though until now they have only been able to be piloted by teenage girls. Recently, a boy named Kenji obtained a 100% Sync Rate on a compatibility test, and has been conscripted with his childhood friend. But not all is as it seems, and Doctor Minami Tatsuya holds several secrets.

3 - Valley Manor (Legacy)

A luxurious mansion in the center of an isolated valley that is anxiously awaiting its new master, Matsumoto Kenji, dedicated to training maids to fight and reseal an oni in an event called the Rising. Soon, it will be hit by a devastating rain storm, and a naked young man will take up residence in the mansion. While he shares the name Kenji, he is in reality Tatsuya Kenji, and is not meant to be here. While it becomes increasingly obvious the real Kenji isn't arriving, and there is no escape from the mansion itself, he will be forced to take the role in order to survive past the 21 days… But with the mansion haunted by what seems to be a ghost, is that the real story here?

Disciplines:

In these worlds many follow a specific code, known as the Three Disciplines. These will act as your origins for this jump. Your gender is the same as the last jump, but can be freely changed. Your age is 18+1d4.

Hand

The Hand Discipline, or the discipline of the warrior. Dedicated to the perfection of Martial Arts. Practitioners of this method tend to be adept at physical activities such as sports, hand-to-hand combat, and usually prefer straight no-nonsense attacks in combat against opponents. They tend to overpower others in direct fights but don't offer more than just raw power.

Mouth

The Mouth Discipline, also known as charm or charisma, the discipline of the commander. Those under its auspices typically find themselves in the role of a leader of groups, and are typically fairly charismatic and likely to have a large circle of friends. People are more likely to listen to their words and otherwise pay attention when they speak. Commands given tend to inspire others more than they should but lack their own strength.

Eye

The Eye Discipline, otherwise known as intelligence or perception, or the discipline of the strategist. Practitioners are more bookish than the other two Disciplines and tend to be reserved and perhaps even smarter than their other counterparts. In combat they typically hang back and attack at range utilizing either magic or long-ranged guns, depending. Adept at locating weak points.

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

General

Lucky Pervert [100 CP] - Turns out that life is remarkably similar to a cheap harem anime, at least for you if you purchase this. You tend to get into humorous perverted situations no matter what you do, though thankfully this doesn't require you to stick around and get hurt because of you being a pervert as is common. This includes things like inadvertently walking in on someone masturbating in multiple ways, perverted teasing/bullying, and somehow stumbling into someone in a way where you land on their privates.

Relationship Score [200 CP] - Something common among all Kenjis is their ability to rapidly improve relationships with people, going from complete strangers to lovers in just a few weeks. While you won't have to work around the somewhat clunky relationship point system or the compliment/chat/spar system to build it, you do thankfully get the ease of building said relationships. Just a few conversations and actions could have someone becoming your friend in just a scant few days, and the more you interact the closer you get. You could even have sex with a famous virgin idol in just two or three weeks if you play your cards right.

Matsumoto Bloodline [400 CP] - Ages ago, a member of the Matsumoto family would seal away a demon that was terrorizing Japan. His bloodline would continue to be the key to its escape, and the actions of his descendants would eventually result in its ultimate death. Now you, too, are a member of this bloodline, granting you the knowledge on how to seal away demons, as well as a kind of psychic advisor who will take the voice of someone important to you and guide you on the path of sealing or defeating demons you encounter.

Harem Code [600 CP] - In all three games in the series, once you have seen all of the individual or paired endings, you will end up with a code that, when entered, allows you to pursue a harem by making it easier to seduce girls, granting you bonus money, and extra stats. While you don't get the bonus stats or money with this, what you do get is the ability to seduce girls much easier (stacking on top of **Relationship Score** if you have it), and making them more tolerant of others in your relationship, including a potential harem situation. Though some of them might want something specific, like being your primary wife, or just a fuck-buddy. Hope you have stamina, Jumper.

Hand

Hand Mastery [100 CP] - While training in the Hand Discipline is largely focused on athletic achievements, battle, and martial arts, there is a bit of a side benefit. As the name might imply, masters of the Hand are amazing at providing physical pleasure with their hand; any sexual action performed with their hands tends to drive their partners to greater pleasure. Now you have this benefit applied to your own hands, you know just where to touch and how to touch to bring the most pleasure. This works on any action that is pleasurable, allowing it to work on massages. But not hand holding. Get that filth out of here.

Athletic [200 CP] - As a whole, the Matsumoto Clan aren't exactly fit at the start of their games, but they do build up muscle quite rapidly. Thankfully you are able to avoid that yourself, starting at the end as it were. You are fairly physically fit, as if a dedicated athlete or someone who has gone through boot camp. Your skills in most sports are also naturally much higher, though you aren't Olympic level without more dedicated training. Perhaps most importantly you have absolutely insane sexual stamina, you are able to keep up with at least six women without undue burden… Though getting time to actually fuck them will be difficult.

Critical Strike [400 CP] - People who engage in fights in these worlds will rarely strike with much more force than normal, even when not hitting a weak point. They also tend to have absolutely ridiculous names like 15-strike Lightning Dragon Combo or something like that. You are now also possessed of this power, the higher your 'Hand' stat the likelier you are to land these critical strikes, boosting your damage times four what it would otherwise be. Shouting an extremely stupid name is encouraged but optional, and no one will think its weird if you do

Perfect Sync Ratio [600 CP] - The Kenji from Sirius Station 6 was noticeable for not only being the only male pilot for the Unit Program that existed, but also because his Sync Ratio was 100%. Sync Ratio refers to how connected a person was to their Unit, allowing them to better pilot and control it, with 100% allowing him to essentially use it as an extension of his own body. You now have a perfect sync ratio with anything that would otherwise need to sync up with yourself, allowing you to perfectly control any technology or magic that would otherwise use it. To sweeten the deal even further, you are also an expert mech pilot of any kind of mech, even those without synchronisation mechanics, able to make them dance even if they are bulky monstrosities.

Mouth

Oral Mastery [100 CP] - Mouth masters tend to be commanders or leaders, but as with the Hand there is a side benefit to their skills with their mouths. Their skills with speaking and orating seem to carry over to pleasure that is caused by mouths, so all forms of oral pleasure are greatly amplified when utilized by a Mouth expert. This benefit now applies to you, any action from kissing to cunnilingus will be much more enjoyable for those you perform it on. Even things they might otherwise be opposed to such as eating them out after heavy physical activity, or rimming, will be accepted and highly pleasurable.

Hot for Teacher [200 CP] - When he first came to Grey Island, Kenji's teaching skills left much to be desired and he was borderline ridiculed at first. Thankfully, you will never have to deal with such a thing as you are now skilled at teaching others, even if you yourself are unfamiliar with the source material (though you will need some kind of guide for it). Additionally, despite your complete lack of any kind of qualifications people will always be willing to hire you on as a teacher, or a tutor or equivalent job even in highly prestigious schools. Finally, similar to Kenji, your students will tend to develop certain amorous feelings for you, though you can toggle this as you like.

Codespeak [400 CP] - Codespeak is a type of slang or terminology used in the military in the far future, made up of portmanteaus of other words in order to quickly shout out orders to others. More importantly, in the Sirius Station 6 combat program they can be utilized as a kind of buffing ability by those who heavily favor the Mouth Discipline, by speaking out one a person can gain various short-term benefits during combat, such as Rallytime which heals a person midcombat. You may also eventually come up with your own Codespeak buffs in the future.

Sexual Command Training [600 CP] - In Legacy, Kenji was to train the maid's lust by ordering them to perform 'night service' so that they may withstand the lust emitted by the oni, and during the day he trained them in the three disciplines by giving them chores. Since a girl will likely be lusty for you if you order her to do these actions, you instead get a combined form. By ordering people to perform certain actions, they will gain experience and knowledge of the various disciplines, with kissing going to Mouth, stripping going to Eye, and masturbating going to Hand. Other sexual actions may also raise these stats, but you will have to discover which by yourself. If you want to be boring, you could instead order them to do appropriate chores instead of being a perverted Mr. Miyagi.

Eye

Anal Mastery [100 CP] - Eye masters, while largely focused on perception and strategies, do have a bit of a side benefit. For reasons that won't be explained here, there is a connection between the discipline of the eye and one's ability in anal. Experts are more likely to drive their targets to greater pleasure while doing things with their asses, particularly fucking them. You benefit from this mastery as well, for any pleasure you would give someone by fucking them is amplified. As a bonus any pleasure someone would get from your ass is also enhanced, and you find it easier to talk partners into anal play.

Weakness Exploit [200 CP] - Many, if not all enemies in this world seem to have some kind of weak point, either obvious such as a space shark's eyes to the bizarre like a floating cube's yellow side. Your mastery of the Eye discipline allows you to quickly find these weak points and attack them with some degree of accuracy. Even creatures from future jumps will always have a weak spot for you to exploit. These weak spots will cause an enemy to take twice as much damage, while the rare and harder to hit ones will add up to four times. Striking these weak points may also weaken an enemy or even stun them for a brief period.

Magic [400 CP] - In the isolated valley of Legacy, there is a form of magic known by the maids who train to stop the Rising. No one is quite sure where it comes from or what it is, but they are more than happy to make use of it in order to defeat monsters. Choose a type from Support, Time, and Offensive and you learn all the spells of that respective maid (Iku, Fumi, and Kimiko), and might be able to learn more types with enough study or training. These spells can even be precisely targeted, such as casting a fire spell at a specific limb of a monster, or using slow on a person's testicles to delay their orgasm. If you lacked mana before, your mana pool now scales to your Mouth skill.

Investigator [600 CP] - All Kenjis are involved in some level of plot beyond their knowledge and tend to stumble upon information relating to it, and none exemplify this better than the first Kenji from Grey Island. Called in to investigate the death of his predecessor, despite having any kind of formal training (or even informal training) he was able to discover clues and nearly understand the entire plot before it kicked off. Now, like him, you are a fantastic investigator even if you lack any training or skills suited for it, with clues sometimes just falling into your lap if you take your time to question the right suspects. In future jumps this will make any investigations far easier, with even unsolvable cases having a clue that you can find to slowly unravel it. As a bonus you are great at finding hidden passageways and utilizing them to get around secretly and spying on others, with people tending to discuss things near where you are while you are inside these passageways. They're also pretty good for peeking, if you're into that.

Items:

All Origins receive discounts on their items, with their 100CP purchases being free.

General

Gifts for Waifus [50 CP] - Kenjis as a whole tend to find items that the various love interests of their games would like, and giving them usually gives you a special scene or at least relationship points. With this, any woman you are currently attracted to or find yourself attracted to in the future will have a gift item that is perfectly suited to her appear in your warehouse or other property, and giving them will tend to boost their opinion of you. These are generally low-cost items like a CD or a bracelet, you can't abuse this to get a super powerful item.

Demon Sealing Paint [50 CP] - A can of neverending paint that, when painted on a location in the shape of a pentagram it will reinforce the closest magical seal. As long as you say a chant, that is helpfully printed on the bucket itself. While useful to keep sealed creatures from escaping their bonds, this does have several downsides. The paint stays perpetually wet, making it easy to smear the pentagrams and thus ruining the seal, and while active the pentagrams have a faint glow to them.

Camera Bot [50 CP] - A specialty from the far future, this is a flying drone camera that has a limited AI that knows when to zoom, pan, or change its focus in order to get the best shot possible. It is almost like it can almost see the future with how it always turns just in time to get the best possible shot. These can be used to film your exploits, shoot a high-quality movie, or just make a sex tape as its programming makes it great for focusing on 'money shots'. It has infinite memory, can be connected to any PC, and never runs out of battery.

Collectable Cards [50 CP] - Less an item you get now and more something that you will gather over time. After accomplishing certain actions, from defeating a string of great enemies, solving a difficult puzzle, or just fucking someone, you will get a collectable card that depicts something relevant to that, with random trivia information. For example, a card from fucking someone might list their kinks on it, while one from a side puzzle may just list interesting information about it on it.

Health & Focus Potion [50 CP] - A set of magical potions from the Valley, these are both quite useful when fighting monsters or doing…other things. A Health Potion heals a person, of course, though only about 50% of their max. However, as a side effect, similar to healing magic it also enhances their libido for a short time, the combination of which can negate a man's refractory period. The Focus Potion is a bit of its opposite, able to restore magical strength or MP, while reducing a person's libido for a short time and can be used in situations where that would be useful. You get a single bottle of each that refills daily if used.

Hiroshi the Merchant [100 CP] - Common among the series is a merchant named Hiroshi, usually a perverted old man though you may optionally take him as his perverted shota form if you wish. Hiroshi tends to find random lost items of various values and sell them to the player, and your Hiroshi is no different. While his prices can be kind of insane, he's a great resource as he can sneak in just about anywhere you find yourself, including secluded islands, isolated space stations, or a valley hidden from the world. Plus, if someone loses something important, chances are Hiroshi has it.

Hand Disciple

GameRod [100 CP] - A handheld gaming device from the far future. It can play just about any game available on it, and has a 3D view screen, a vibration pack, a microphone, and a touchscreen interface. Your own version is a bit special, you can scan other games to load onto it to play them perfectly well, no matter what console they were for as long as they were made before 2162 in whatever world you find yourself in in the future. Infinite battery and memory space.

Training Program [200 CP] - A program that is designed to train up a person's aptitudes in one of the three disciplines, depending on choice. This program can be utilized by anyone, and will work to train their skills in Hand/Mouth/Eye, granting them the respective bonuses of training in them such as stronger blows, greater ability to command, or an easier time landing attacks. This program can be installed on anything that would be considered a PC, so you can mass train people if you have enough computers.

Personal Unit [400 CP] - The Unit Program, dedicated to making gigantic mechs and having teenagers pilot them to fight monsters. These Units are made from a combination of parts of dead space monsters with human engineering bolted on, making for a rather powerful fighting machine. Though they do have a tendency to go berserker… Fortunately, your own Unit is inert and will never go berserk, and you have a 100% Sync Rate with it allowing you to perform amazing maneuvers. It has infinite energy, a color and armor pattern suited to your liking, and is designed to fight the way you prefer to fight in combat, from shielded arms for punching to a gun attachment for sniping. You also have blueprints for building more of these, if you can.

Space Station [600 CP] - Your own copy of Sirius Station 6, a massive orbital station. Shaped as a disc with five pointed sides, with windows along the exteriors while the interior is another, smaller disc connected via metal tube. This smaller disc opens and closes enough to admit a small office tower, and is the docking bay, while the rest of the station is larger still and could fit a small town on its own. This docking bay has room for your **Personal Unit**, if you have one, as well as several dozen more. The station itself has several rooms for dozens of personnel, a large cafeteria to seat them all, a medbay, large cargo areas, offices, training rooms, a shuttle that can cross through space rather quickly, a bridge/command center that controls the whole station, and a classical arcade for entertainment.

Mouth Disciple

Animal Totems [100 CP] - A special totem found in the Valley that you have managed to obtain for yourself. It awakens a person's spirit animal, turning them into a animal form briefly (mostly animal ears and tail, though a few other features may change), and either greatly boosting their abilities in combat depending on specialty for a single attack, or can be used outside of combat to stay in animal form for around thirty minutes with some side benefits, like a cow girl lactating. This also helps save people from the brink of death, though in game terms it only brings them back to 1HP.

Orb of Ecstasy [200 CP] - A small glowing white orb. It produces a pleasurable sensation on any skin it touches, and will vibrate to enhance the sensation. It will also expand and contract to accommodate whatever 'location' it is placed in. It feels warm and slick, however it is completely dry. Naturally, this is a fantastic sex toy and no one will ever comment on it being strange despite a glowing orb being kind of noticeable. If lost, it will return shortly, and it will never need to be cleaned.

Love & Passion Potion [400 CP] - A set of magical potions from the Valley, similar in nature to the Health and Focus potions but with a very different use. The Love Potion, while the imbiber doesn't gain new emotions as such, they do have lowered inhibitions and awaken to their true feelings, or so Hiroshi says. Whatever the case may be originally, this one does work as a true love potion (sort of), by increasing the positive feelings a person has for you, while also slightly increasing their lust for you. The Passion Potion is the inverse, dramatically raising their lust and likely also slightly lowering their love if they realize it is you, as if an aphrodisiac. The Passion Potion is also quite addicting to the drinker.. You get a single bottle of each, and they refill daily if used.

Lord's Manor [600 CP] - Your own copy of the manor from Pervert Action: Legacy, complete with the surrounding valley. Completely enclosed by mountains, the only way to enter is through a narrow pass that crosses a bridge over a river. The manor itself has two floors, a number of rooms for staff, a personal study, a billiards room, a conservatory, and a hot spring in the back. There are also a set of hidden passageways from the study to the cellar that have small holes that allow a person to peep into nearly every room. Of note in the valley around the manor are the cave, the field of long grass, and the large forest, areas where monsters spawn that you may fight to obtain currency local to whatever jump you are in, as well as train yourself in Eye, Hand, or Mouth respectively. There's also a fairly nice lake that could be good to visit once in a while.

Eye Disciple

Bizarre Clothing [100 CP] - Some really strange clothing that you were given at the start of the jump in a box, apparently someone thought they'd look good on you. They include things of the tight and clingy variety, such as a yellow singlet and effeminately high cut-off denim shorts. In short, the kind of things a male Parisian prostitute might wear. Also a spandex 'bathing suit' that has the words "Girl Bait" written on it as well as a picture of a worm. Despite how ridiculous these clothes make you feel, they do seem to flatter your best features and attract positive attention somehow. Also no one will get mad by you wearing them in a professional setting.

Personal Maid [200 CP] - Your own personal maid, whose appearance you can customize when buying this to best suit your own needs. She's an absolute sweetheart who only has your best interests at heart, and will clean your room, clean your clothes, and make you food to eat to the best of her abilities, which are quite high indeed. She is good enough to keep an entire school attended by high school girls with its own pool perfectly clean by herself. She is also a bit of a pervert and likes to wake her 'master' up with things like blowjobs or straight up sex in the mornings, if you desire it. Finally, as part of the help people tend to talk around her even if they know she works for you, with her uncovering just about any rumors that have to do with you from these overheard conversations, and relaying them to you.

Lesson Plans [400 CP] - An expertly crafted lesson plan, even a moron with no charisma could follow this and ensure their class actually learns and eventually masters the material within. What material? Well, that is part of what makes this great! These lesson plans will automatically adapt to anything you plan to teach, and teaching while following said lesson plan will have even the rowdiest students settle down to listen. You don't necessarily have to know the material in order for it to make a lesson plan for it, but it does have to be a class that is possible in your current jump or a previous jump. So you can't get a lesson plan to kill god (unless that is somehow a class in a setting), but you can teach Defense Against the Dark Arts if you visit Harry Potter.

Academy Island [600 CP] - A craggy island with basically no beaches, with only room among the crags for a single small pier that is used by a ferry service. There's a lighthouse atop the island as well. Perhaps most important is the highly prestigious and exclusive girl's secondary school on it, that you are now the headmaster of. Men, besides yourself, are not allowed on the island which seemingly attracts a number of people wanting a place for their daughters to 'safely' learn. There is a secret underground passage from the dorms to the lighthouse that also has a large ritual chamber. In future jumps you may place this where you wish, and it will retain its prestigious reputation.

Companions:

Import [50 CP, 300 CP for 8] - Don't wanna go alone, or have someone who would benefit from learning the three disciplines? Feel free to bring them along, at the cost of 50 CP per person or 300 CP for a bulk importing of 8. Each of them has 600 CP to spend, and has a free origin. They cannot buy General perks, however.

Canon [50 CP, 200 CP for 6] - Have a particular character you enjoy? Maybe the adorable school maid Mikae, or the seductive headmistress Kyoko? Maybe you prefer the future popstar Ayane? If you desire to take any of them with you, you may purchase this, and you are assured a favorable first meeting, and they will be more inclined to like you more than they normally would. Since the harem endings of the games are always 5-6 women, you may optionally buy this for six different canon characters at a discount, and have them feel no real jealousy towards each other as a bonus.

Drawbacks:

This Generation's Kenji [0 CP] - You are replacing the Kenji in whatever respective location you have rolled, taking his place in the plot. You will be given relevant background memories, such as past memories with Headmistress Kyoko in Grey Island, or memories of a childhood friendship with Ami in Sirius Station 6. More importantly, it will be up to you to stop the oni from breaking free. Hope you're up to the task.

Genderbend Code [0 CP] - While not an actual thing in the games themselves, it is true there is not as much fun to have here if you are a straight woman, or a gay man. So for those of you who do fit into those categories, you may now effectively genderbend the setting. Grey Island would be the story of a female teacher attempting to uncover a mystery at an isolated all-boy's school, for example.

A Longer Stay [0 CP] - Twenty-one days is a rather short period of time to stay in the jump, honestly. If you want a longer time here, that can easily be arranged if you want. Take this, and you may extend your stay by any amount up to 10 years, though the world in some of these games isn't explored very well so be careful what you are getting yourself into.

Amateur Voice Acting [+100 CP] - While boasting of voice acting, the actual results in the games themselves can leave a bit to be desired. While normally this would be fixed and everyone would sound natural, this drawback will remove that protection and make everyone sound like they are amateur VAs. This means they will emphasize words oddly, or just flat out mispronounce them despite everyone else getting it right. They might also sound muffled or off, as if they were speaking through a low quality microphone.

A Haunting Voice [+100 CP] - You will occasionally hear a menacing voice speaking in your head, commenting on various happenings around you. It tends to be a bit on the lecherous side and points out how attractive women are, how lustful someone is for you or each other, and otherwise seems to be trying to make you face your baser instincts. You might need to investigate the source of these, or just deal with it by hardcore repression.

Not Supposed To Be Here [+100 CP] - You aren't exactly an invited guest, Jumper. You might have been snuck wherever you are by a concerned family member since you lacked a home, or maybe you just stumbled upon it in the area in a storm and merely were seeking shelter? Either way, you're going to want to either keep yourself hidden from everyone except those you can trust, or maybe pretend to be someone else if you think you can pull it off.

Sex Warding Curse [+100 CP] - Much like the Kenji of Legacy, you have had a curse placed upon you that prevents you from having vaginal sex for the next 21 days. Any attempt to do so will see a magical sigil appear over a girl's vagina, and a mysterious force will keep you from penetrating no matter how hard you try. As long as you don't penetrate it, it will not activate thankfully. No method exists within this jump in order to circumvent this curse.

Restrictive Upbringing [+200 CP] - Well, that's unfortunate. It looks like you were raised in a home with a fairly restrictive parent who taught you from an early age to repress certain feelings or not to perform carnal acts, and you have largely internalized it. Performing lewd acts will make you accumulate guilt, and having too much guilt will prevent you from improving yourself or otherwise accomplishing certain goals. You can probably make yourself feel better by doing something like donating to a worthy cause, at least?

Uncontrolled Lust [+200 CP] - It seems you have the same kind of mental problems Kenji Tatsuya has, in that when your lust is too high you subconsciously molest the girls around you. This is not exactly a winning play, and will likely get you slapped, and make the girl in question not a huge fan of yours. Thankfully, you can manage this somewhat by keeping your lust lower, or by just being around someone who is into you and thus wouldn't mind being molested when these fits occur…though observers might take offense.

Lost Belongings [+200 CP] - A clumsy one, aren't you? Well, it's a shame but you've managed to lose all your possessions, including what is in your warehouse, shortly after you arrive here. The good news is that despite these possessions potentially being of the world-destroying variety, no one will use them. The bad news is, of course, you can't find them yourself no matter how hard you search. Though they may show up in the inventory of a certain shifty merchant.

Pervert's Attention [+200 CP] - Well, it seems you've got the attention of some kind of pervert, likely Hiroshi in whatever time period you are in but it may also be the protagonist himself if you haven't replaced him. Regardless, they seem to know you are going to be getting some 'action' and will do their best to try to peep or even try to get involved if they can. Even if you have a fetish for being watched, the people you are with might not and they will hardly be quiet while peeping on you.

Lewd Leakage [+300 CP] - Normally, your own arousal wouldn't impact the strength of the Oni that resides within all these locations. However, all that changes with this drawback. Now the Oni can feed off of your own lust and arousal, greatly amplifying its power and making it far stronger than it should be, depending on your own libido. If you can keep your arousal under control this might not be so bad, but isn't that kind of defeating the purpose of coming here?

X69 Serum [+300 CP] - A diabolical serum that prevents a person from reaching orgasm. While they will persist in feeling pleasure, and feel as if they are just about to reach the cusp of it, they will never be able to get over that plateau. This serum has been injected into you, and will last the duration of the jump, overriding any perks that would otherwise let you control your own orgasm. While you still do feel pleasure, not reaching the peak is crushing in its own way, and people will tend to think something is wrong with them if you don't orgasm while intimate with them. You are also unable to tell anyone about this serum or your status. Good luck finding a way to counteract it, Jumper.

Starting From Zero [+300 CP] - Well, hopefully you weren't attached to your muscles… Or charisma. Or perception/intelligence. Because they've gone to a bit below average levels for the start of this jump, making you equal to Kenji at the start of each respective game. Depending on where you are this may not be a big deal, but dealing with subpar abilities will greatly inhibit your ability to flirt with others. Thankfully, nothing is stopping you from building back up your stats, with the three disciplines being fairly good at it in all honesty.

Pervert Action: Scenario

Jumper the Three Kenjis

(Requires **This Generation's Kenji & Starting From Zero**)

The three games, while only a few weeks long, each take place a number of decades apart from each other which prevents a person from visiting all of them without utilizing powers beyond the scope of this document. However, if you wish to journey through all of the locations you may instead take this scenario. With it, you will be essentially taking the place of all the Kenjis, one after another. You will first be starting on Grey Island, going to work with Kyoko on uncovering what happened to the teacher Yumi, at the same level of strength, intelligence, and charisma he had at the start. After you have beaten back the demon at the end of those 21 days, you will find yourself replacing the second Kenji going to Sirius Station 6, again with your stats reduced to 'zero'. Finally, after that iteration of the oni is stopped, you will travel to the Valley Manor and take the place of the final Kenji, and train the maids to once more fight off the demon. You must overcome the demon each time in order to progress, or else this will count as a chainfail. All drawbacks will last the entire duration.

Reward:

At the end of the 63 days total you have spent fighting off the oni, you will have a choice of rewards of which you can only pick one:

You may receive a retroactive discount on the General perk line with the 100 CP perk being free, and allowing you to buy perks and items with the excess points you have at the end.

You may receive a retroactive discount on a second Discipline perk line with the 100 CP perk being friend, again allowing you to buy perks and items with your now excess points.

You may take every person you successfully romanced while in this jump as either a follower or a companion, with those you choose to take as companions getting 600 CP to spend on perks and items from this jump before leaving.

Finally, you may take a **Genetic Sample** of the oni. Almost impossible to obtain normally, only Doctor Tatsuya has ever managed to extract it. It is unlike any existing lifeform humanity knows of, and might be of use in a multitude of various ways if one takes the time to delve into it. Perhaps most bizarre of it all, it grows rapidly and in unexpected directions, as several clones of the oni would not take its tentacled base form but instead mutate into strange shapes such as a giant shark's head, a hairless bear, or even two intertwining rings. Hell, it once even became a dragon. With enough study, you might be able to unlock the secrets of the oni yourself, and maybe even splice it into your own genes.

Oni, Defeated:

It's been 21 days, and you've either managed to stop the Oni's plans or somehow you got in the way and now it is rampaging. Either way, your time is over here for now.

Go Back

Tired of having fun and perverted adventures, or do you wanna have them back home? Either way, you may return to your original world with everything you've gained so far.

Stay

Have a certain fondness for this oddly sexual world? That's understandable, you are free to stay if you want. Just be aware that the future may not happen exactly as it appears in certain future games if you meddle too much.

Continue
There's always more adventures ahead, isn't there? Go ahead and continue on to your next jump, Jumper.

Notes

-Item Imports
You can freely import any item you have into a similar item.

-Male/female in descriptions
The jump is largely focused on appealing to males, similar to the source material. If you wish, you may gender flip everything that specifically mentions one gender.

-Canon characters and items
Certain items like the **Personal Maid** and **Hiroshi the Merchant** may overlap with certain canon characters you wish to take from the companion section. If you purchase both you may give that character all the benefits of the item version of themselves.

-Critical Strike/Weakness Exploit
Yes, they stack.

-What happens if I companion a character who doesn't exist in that game?
You'll get an expy that is as close to the original as possible. So Taka the combat instructor from Pervert Action Future may be a gym teacher if you go to Grey Island and companion her.

-How does magic and/or codespeak work outside of turn based combat? And what are their effects outside of combat?
Fanwank.

-Eye and Anal Mastery
The Eye Discipline is also heavily associated with breasts, but I'm going to assume most people coming here are male so a skill that makes you good at giving titjobs is less than useful.

-Property and the Oni
None of the property purchases have the oni within them.

-Setting of Legacy Spoilers
Technically Pervert Action: Legacy is actually a simulation run in the far future from Pervert Action: Future, however due to the nature of Jumpchain I'm considering it a full setting.

-Timelapse
There is technically a fourth game in the works, but it is incomplete so it was left out.

List of canon Codespeak:

- **Rallytime**: Heals you 15 points + one half of Mouth skill
- **Killkill**: A guaranteed critical hit (cannot be targeted). Can be used in fightfight mode for a boosted critical hit. Can be used three times per battle.
- **Zipmove**: Skip attack this round for much greater accuracy for the next three rounds (equivalent to 25 points in Eye). This is best used for targeting vulnerable points on an enemy. Once per battle.
- **Bustwaste**: Play dead. The hostile will not attack you until you next attack, allowing you to heal or prepare abilities. NOTE: The hostile will still target allies if they are available. One use per battle.
- **Fightfight**: You skip your attack this round to get +15 damage for the next two rounds. One use per battle.
- Holdhard: Reduce enemy damage by 5 points for the rest of the battle. One use per battle.
- **Quickick**: An immediate, much more accurate attack (equivalent to 25 points in the Eye skill) that does 5 points less damage than usual and has a slightly improved critical chance. Quickick cannot target vulnerable points, but has a 25% chance of stunning enemies. Unlimited uses.
- **Spotweak**: Skip attack this round to greatly increase critical hit chance for the following nine rounds. One use per battle.
- **Slipvoid**: Enemy attacks are much less likely to hit for three rounds. Unlimited uses.

List of canon spells by maid:

Iku

- Cure (5 MP) - The target recovers HP equal to mouth skill plus a bonus 10.
- Remedy (5 MP) - Cures all status effects on all maids, can be cast while winded and doesn't trigger next round.
- Life (20 MP) - Instantly return all maids to 50% HP, reviving them if they are knocked out.

- Scan (5 MP) Reveals useful information about the enemy. Will not trigger the next round and can be cast multiple times per round.
- Truestrike (7 MP) - Perform an instant critical (x4 damage) with an increased concussive hit chance. Ignores armor.
- Strength (5 MP) - Increases the target's attack damage for ten turns, or it can be cast without a target to strengthen the whole group for five turns.
- Holy (15 MP) - Uses holy light to inflict heavy damage (Hand skill x4) and ignores magic resistance.

Fumi

- Slow (3 MP) - Makes the enemy less accuracy for three rounds, and speedy monsters won't attack twice if slowed.
- Quick (5 MP) - Allows an immediate attack without triggering the next round.
- Bullseye (5 MP) - Increases the target's critical chance for the rest of battle. Also boosts the chance of bonus effects occurring.
- Haste (5 MP) - Makes the target much more accurate for 5 rounds.
- Doom (15 MP) - A spell that counts down for five turns before inflicting massive damage (75% of max HP).
- Stop (3 MP) - Stuns the enemy for 1 round.
- Boundless Energy - Never needs to be cast, makes the user immune to being stunned or winded.

Kimiko

- Bind (3 MP) - Reduces the enemy's critical chance, and special attack chance. Also unbalances them for a turn, making them easier to hit.
- Fire (4 MP) - Inflicts damage equal to Hand skill x3.
- Flare (7 MP) - Cuts an opponent's current HP in half.
- Blind (5 MP) - Makes enemies much less accurate for five turns.
- Weaken (10 MP) - Lowers an opponent's damage by 6 and armor by 5 for the rest of the battle.
- Breach (3 MP) - Lowers an opponent's magic resistance for the duration of a battle.
- Bio (15 MP) - Deals damage equal to Mouth skill each turn for 5 turns.