World of Lewd Fantasy

Feeling lustful tonight? How lustful? Lustful enough to do the deed with lascivious monsters? Hmm? Lustful enough to sneak around obscene dungeons in the dark, and chance being the next subject of a *Lewd Fantasy?*

That's right, Jumper. This next world on our journey is one of magic and of sex. A realm where you will doubtless see a great many wonders before your decade long stay is finally complete. Knights in their shining bikinis doing battle with armies of demonic rapists, famous heroines searching for the perfect man with whom to continue their sacred bloodlines, unicorns riding fair maidens. All those things and much more may yet await you, but first we must decide on some of the general details of this newest universe, and your place within it.

Now take these 1000 Choice Points to help you determine your fate. We'll be having none of that “3d6 down the line” nonsense around here.

Locations

While the fact that this Jump's setting is going to be a fantasy with many perverted elements added in is nonnegotiable, which specific subgenre it has, and where exactly in the world that you'll find yourself starting out, is all pretty much up to your own discretion.

Want to travel there and back again through a classically vanilla experience? Well enjoy the dragon laying, forests full of virginal elves, and shortstack queens under the mountains.

Perhaps you prefer to find your soulful maidens by acting as a bonfire in a far darker world? The coin is still turning.

Or maybe you wish to be the Glory Guardian of Fire and use your Blind Hammer to draw forth a Rhapsody from all the divas you meet in an over the top fantasy rock opera musical? Your fortress lies across the rainbow bridge, so run to the other side where all your dreams abide!

I'm sure you'll have plenty to do no matter what it is you end up going with. So I suggest trying to come up with somewhere that you'll enjoy spending the next ten years.

Origins

Any Origin can be a Drop-In if you wish. Just stand right here in front of this truck.

Hero: You're the good guy! Well, better than some anyway. Whether its overthrowing fiendish tyrants, exploring treasure filled ruins, rescuing innocent virgins from being eaten, or fulfilling ancient prophecies by saving the world, you're the one people will be turning to when things go wrong. And if you decide to fully enjoy the fame, wealth, and best of all the *companionship*, that are all the fruits of your hard labors... Who could blame you?

Princess: Blessed by the gods, beautiful, rich, and the constant target of ugly bastards and evil schemes. While not necessarily a princess, you are definitely a member of high society around here. But worry not! Even should divine favor, as well as your mastery of soft power and indirect problem solving fail to keep you out of trouble, I'm sure that you'll have plenty of brave knights and opportunistic adventurers lining up for the chance ~~to sedu-~~ to **rescue** you.

Overlord: Look at those weaklings, hoping to be rewarded for their good deeds, or costing off their unearned birthright. They are fools. You might be a barbaric warlord pillaging the land, a dark sorcerer dominating minds and souls, or an urbane criminal corrupting civilization from within, what matters is that you understand the truth, only those with the power to take all that they desire, and to break any opposition to their will, actually possess the right to rule.

Focuses

Also known as Classes, Specialties, or Jobs.

Warrior: Daring fighters, wild berserkers, and disciplined soldiers alike have all carved their mark onto history, but what connects them is the direct and physical way that they approach the problems of life. Let others worry about jumping through hoops, or ferreting out secrets that you're better off not even knowing. The strength of your arm is all that you need to easily crush a foe, or to sweep your lovers off their feet.

Thief: Well you don't HAVE to steal things if you don't want to. Thieves, assassins, scouts, wandering bards, and even acrobatic jesters are all welcome! This is the home of everyone who lives by relying on their skill, charm, stealth, and luck to get them through the day. And whether you are trying to talk someone out of their pants, purloin their heart for keeps, or just come from behind for an excellently naughty surprise, you'll never be short on options.

Magic-User: You might think of putting on your robe and wizard hat when you hear of magic, but that's hardy the only option. Pent up priestesses, primal druids, mesmerizing psychics, and more are all possibilities. The thing that matters is the fact that you can call upon higher energies to seduce the laws of nature away from mundane reality, and into servicing you and your pleasure instead. And never forget the ultimate truth “It's magic. I ain't gotta explain shit.”

Age and Gender:

With all of the weird creatures you could theoretically become here, I'm not even going to try to rule on this. Just pick whatever you'd like so long as it makes sense.

General Perks

Origin and Focus options have a 50% Discount, discounted 100CP Perks and Items are free. You also have a floating discount that can be used on any one undiscounted Perk or Item.

Race [Free/200/400]: There are far too many different kinds of creatures to be found in the works of fantasy to ever truly list them all, so instead you may become whatever you'd like within the price tier you buy. The free level of this perk allows you to either be a human, who all seem to be unusually quick learners and very fertile in this world, or something else with minor benefits on par with them. Like a dwarf with a strong will and even stronger constitution, or the stealth and luck you might see from the halflings. At 200 CP this gives you more than just a small benefit, but still not the peak of what's possible, a sizable boost in toughness and strength for an ogre for example, or perhaps the an alraune's mind altering pollen and plant like traits. 400 CP is the superlative race option, allowing you to be exceptionally powerful creatures like angels or maybe a young dragon, giving access to a whole host of abilities.

A Fantastical World [Free]: Lets face it, there was a reason it was called the Dark Ages back in your original world. The peasants were revolting, and the nobility little better. Simple things like grooming, hygiene, and good fashion were all but unknown factors. Well this new world you'll be finding yourself in is a world full of magic and fantasy, so we'll be having none of that unsexy nonsense around here. From now on everywhere you go will always have at worst a modern day standard of cleanliness and personal care, no matter how unlikely that should be for the setting.

What's more, it seems that not only has everyone also gone up at least a few points on the attractiveness scale, increasing both the maximums and minimums of beauty, but should you wish the clothing and armor people wear will now be far more revealing then it ever has any right to be while somehow still fulfilling its purpose despite what all logic should dictate. Realism and historical accuracy are overrated concepts anyway.

Origin Perks

Hero

A Star in the Night [100]: Even if the world didn't seem to go out of its way to make you look cool, you would be sure to win uncounted fans and admirers among the elite and the masses alike. As you are one blessed with a set of heroic good looks, an athletic body, as well as an aura that radiates competence and trustworthiness to all onlookers.

But as I said the world itself seems to want to make sure that you are only ever seen in the best of lights. The wind would dramatically catch your cape the moment you announce your arrival, a heroic smile would see your teeth shine in the light with an almost audible “TING”, even being covered in dirt might only draw attention to the hardness of your abs. It's not enough to just act the hero, you have to look the part as well.

Consistency of Champions [100]: Adventuring is a dangerous profession, and not always just to life and limb. It's a sad fact that all to often an up and coming hero is stymied in his quest when they end up twisted into something that he'd rather not be, like a statue, or a fluffy pink bunny rabbit, or worst of all a girl! Well you don't have to worry as much about such a dark fate befalling you anymore.

Besides possessing heroically strong willpower, you are also very resistant to being physically changed against your will. It's not a perfect defense and can be worn down with enough time and effort, but the only way you're breaking is if they strap you down and really WORK for it. Strangely, this resistance does allow any sexy parts of the changes that you would have liked right on through, trying to turn you into an enslaved beast might only leave you with a heady musk and bigger dick, or a feminization curse may just give you a better complexion.

Good People Have Good Sex [200]: Does not a hero deserve more reward for their efforts than mere praise and maybe a cake if they're lucky? Well the universe seems to agree, at least in so far as you are concerned.

Now as you perform good deeds and acts of heroism you will build up a store of good karma that shall see that you are rewarded with lewd prizes in proportion to the benefits your actions have caused. Saving a homestead from a small band of marauding orcs might get you a roll in the hay with the thankful farmgirl and her sisters, while saving the world from a demonic invasion could well see you married to a beautiful princess from every major kingdom when all is said and done. Rest assured that even if no one knows of the good you have done you WILL find yourself in the company of some pretty thing all too eager to see you fully recompensed, sooner or later.

Funnily enough any evil actions you may indulge in don't seem to detract from the sort of karma you can gain from this, but they certainly won't be earning you anything extra either.

Holy “Sword” [200]: The Unconquered Spear, The Hell Driller, The Sunny D, whatever you want to call it no one can deny that yours is a truly potent weapon in battle against the forces of darkness. Its power seems to grow ever higher the more evil and/or dark the one it is being used on is, to the point where a true demon queen might well be defeated with one thrust as she is completely overwhelmed and forced to know the little death... The weapon is your genitalia if that wasn't blindingly clear, or really anything you decide to use on them sexually.

But your abilities aren't limited to offense in the war of pleasure between good and evil, as this blessing will act to shield you as well. Now you can no longer be harmed by what could be described as a “sex attack”. Your lifeforce and soul would remain right where they belong no matter how hard a succubus might suck, and a mind controlling kiss would see you unmoved. Just watch out for a knife in the back while in the throes of passion, as this won't save you from good old fashion regular violence.

You may choose to have this increase the pleasure you cause beings of good and/or light instead, or buy the perk twice for the best of both worlds. Differing or multiple purchases do not effect this perk's defensive properties.

Crude Crafting [400]: Oddly a lot of the equipment you will find around these parts tends to be somewhat... perverted to say the least, and it gets even stranger when you realize that someone has to actually be going out of their way to MAKE all of this rather questionable gear. Well if anyone can explain the reasons why so many items are deliberately made like this it would be you. For you now know a set of ancient crafting techniques that can noticeably increase all of an end product's physical and magical qualities the lewder the forging process, end effect, and/or its design is.

A suit of armor could be made much better by cooling the metal in the breast milk of a fertility goddess during its making, or you could include some depictions of naked elves to the design, or by adding an arousing enchantment that continuously increases the wearer's lust for as long as they keep the armor on, it could even become more protective the less skin it ends up covering. If you were to use a combination of all the above it may well become a truly legendary artifact indeed.

Always Saves the Princess [400]: A hero's job is to save people, and for some reason it's their loved ones that seem to need said saving the most often. Well if having to constantly be saving the princess is your fate, then the very least fate can do is to help make sure you have the opportunity to get them back undamaged.

While they may still be captured or beaten, you no longer have to worry about anyone you care for being killed, raped, or otherwise seriously harmed before you've found out and have had a fair chance at saving them. This is just a chance mind you, the protection won't last long if you aren't truly trying your hardest to save them right away, and you could still fail if the odds are too far staked against you. But with a hero's courage and a strong arm you could well say “I always save the princess”.

Heroic Harem [600]: It is a well known fact that love is the most powerful force in all the universe, so who could really be surprised about the hero having oh so much more of that power than most to throw around? Luckily all of your significant others seem to agree with that sentiment, as no one will ever hold the fact that you have multiple lovers against you in any way. This doesn't mean that individual members of your harem will never clash, or that they'll even like each other, but none of them will ever blame you for the presence of any of the other members of your “party”.

Referring to love as a powerful force wasn't mere hyperbole either, for simply being one of your beloved will slowly unlock anyone's true potential. Their devotion to you will see them learning faster from any training, and any hidden talents or powers they may have quickly making themselves known, manifesting from their desire to be of more help to you. For you the best treasure really is the (girl)friends you make along the way.

Great Destiny Man [600]: The world and fate truly play favorites when it comes to you, Hero. For they seem to just give you a free pass on your vices. So long as you weren't flat out victimizing someone, merely being a degenerate pervert will never negatively effect your karma, alignment, or any other similar systems of morality that might otherwise react negatively to such things. Not only that, but you also always count as being worthy to anything that may judge such things.

And while most people may not be fated to ever accomplish anything of real significance, you seem to have been destined to experience great things since birth. Should you desire more excitement in your life the universe will happily provide opportunities for adventures that almost feel tailored to your tastes, springing up whenever things are getting a little too boring for you. The rewards at the end are usually quite good for the level of trouble you go though to reach them, potentially including things like powerful artifacts, blessings, and the like for the more dangerous tasks. These quests also flat out strain credulity when considering how filled they are with attractive people that all just so happen to be your type. Being the protagonist sure has its perks, eh?

Princess

Jewel of the Crown [100]: Royalty has the reputation of producing some of the most beautiful people to be found in this world, and whether or not your blood is truly blue, you share in that highborn appearance without a doubt. You are either extremely attractive or incredibly cute, whichever you'd prefer, and give off an undeniable aura of nobility and wisdom to all that gaze upon you.

Oddly your regal poise and the feeling of wisdom you inspire would still remain undamaged no matter what degrading situations you might find yourself involved in. Most people's image would be shattered if they were forced to give the conquering enemy leader a public blowjob in full view of their former subjects, but you could somehow pull it off with the dignity and class befitting a queen.

Sequel 2 [100]: While being mind broken from pure pleasure, or becoming addicted to incubus splooge might sound like a good time to some, the finality of those sorts of conditions can put something of a dampener on the fun. Good thing your mind is made of sterner stuff.

You might not be any more resistant to mental damage and addictions than before, but now your mind will eventually heal itself from even the worst of those kinds of conditions given enough time to rest, though this won't help much if you don't have the chance to recover. But so long as they don't keep reinforcing their mind control, drugging you, or repeatedly applying The Super D, you'll be back to normal in plenty of time to enjoy whatever new experiences the sequel has in store!

Head Figure [200]: It's important that the masses see their monarchs as being something special, as inherently worthy of their positions. Well what could be a better sign of your divinely ordained birthright and clear moral character than beauty? From now on the more beautiful you are the more loyalty you will inspire in your subjects, and the harder working they will become, eager to do their best for the sake of their so obviously blessed ruler.

They also never seem to care about any vices you might have, so long as they don't directly inconvenience them, anyway. After all if life is going good, then the gods must be pleased, so what right do they have to question what, or who you might be doing up in your castle? Guess it turns out that being the fairest in the land actually has some benefits besides all of those marriage proposals and the weekly kidnapping attempts after all.

Womanly Wiles [200]: You have truly amazing skill in the subtle arts of manipulation and seduction, able to wind almost anyone around your finger with ease. And possibly the greatest tool in this social arsenal is your talent for putting thoughts into people's heads while also leaving them utterly convinced that it was completely their own idea from the start.

This prowess becomes even more effective when used on those whom you've just slept with, the things your whispers can do during the afterglow would drive a master hypnotist mad with envy. Why try to brute force your problems when simple pillowtalk in the right ear could dictate the fate of entire empires?

Still Useful [400]: It is a well established fact that beautiful princesses are for kidnapping, not killing. So should you ever find yourself defeated and at the nonexistent mercy of your enemies, it is extremely unlikely that they would be able to bring themselves to actually have a pretty little thing like you killed without some severe provocation first. Beaten, raped, enslaved, and/or imprisoned most certainly. But for someone to be willing to take that final step you would have to repeatedly prove yourself to be far more trouble for them to keep around than it could ever be worth.

Things such as causing your captor serious psychical harm, killing a bunch of his guards, or repeated successful escapes might have them rethinking if letting you live is really a wise move. But even then only those who've personally suffered the consequences of your continued existence would stop underestimating you. Surely those other fools you gave such a hard time were simply incompetent, and after all you're oh so much more useful alive.

Help Me... [400]: It's amazing what someone can and will do to win the affections of a fair maiden, especially should said maiden be offering to make them a “cake” at the end. Those who love or lust after you will find themselves far more lucky, energetic, and full of a relentless determination in their attempts to complete the quests you bestow upon them. Chance encounters might speed them along or grant them vital information, and no mountain could be high enough to break their newly bolstered will. It's as if fate itself blesses every effort made by your admirers to prove their devotion by fulfilling those tasks you feel important enough to ask of them.

And whether or not they ever get the chance to hear you cry for help personally, these effects are massively increased in magnitude should you ever be captured and in need of help. Only truly insurmountable odds, or a truly incompetent would-be savor, could possibly prevent your infatuated hero from rescuing you. Never underestimate the power of one who acts from the heart ...and thinks with their dick.

Seed of Power [600]: What a strange ability you have here. Both a devastating trap for any rapists who think you to be of no threat, and a way to better match your lovers all in one. Whenever you have sex with something you are able to temporarily copy some of their abilities at random, as well as draw upon a portion of their strength and power to enhance your own. For example, besides the obvious increase in physical might, laying the dragon might net you a fiery breath to burn your foes, and a scaly covering to protect you in turn. While being ravaged by a mighty barbarian could grant you a measure of his skills in battle and uncanny reflexes. This process does not harm your partners, or even seriously weaken them for any great length of time, but it is highly draining and they won't be operating at their

best until they've had time to rest and recuperate.

Be warned that you won't be able to keep these power ups for very long, you'd be lucky to have them for more than a single battle if they didn't take place immediately back to back, and that you'd never be a true match for those you've slept with only the boosts you gain from them alone. However the timers don't seem to go down so long as you're fucking, and there's no limit on how many different “donors” you can be drawing from at one time. After a big enough orgy, with the right participants, you could theoretically become a force able to lay low even the strongest beings the world has to offer...

Bountiful Blessings [600]: Stop me if you've heard this one before. A royal lineage sanctified by the gods, ruling by the right of the divine blood that flows through their veins? Well you are one of the most profoundly esteemed scions of such a bloodline.

Not only do you give off a feeling of holiness that permeates all that you do, but divinities of all stripes seem to be unusually attracted to you, and are quick to favor you with their blessings while also being far less likely to take offense, giving you far more slack than anyone else would get before bringing out the punishments and smightings that are so often the lot of less favored supplicants. And should you ever enter into a more... intimate relationship with a deity then the boons and blessings you will be receiving from them shall be quite numerous and powerful indeed, better even then they intended to give.

You were also born with already inherited blessings from a fertility goddess due to your holy bloodline, giving you the power to bless things such as crops and pregnancies with great health, as well as the ability to crossbreed yourself with anything you have sex with and complete control over your own fertility.

Overlord

Dark Majesty [100]: One can almost do nothing but feel inadequate when looking upon the intimidatingly flawless visage of a truly godlike tyrant like yourself. For what you possess is an imperious and fearful appearance, seductive as the night and promising just as many hidden dangers. Beloved by the darkness, shadows will dance and fall around you in the most eerie of ways whenever you wish to accentuate your menacing presence. Furthermore your voice inspires envy in villains everywhere, able to go from smooth and subtly threatening, to full of hysterical laughter and madness. Not to mention your villainous singing is a real showstopper.

If desired you may trade in this dark beauty to become even more horrifying and disgusting instead. A being of slime, chitin, grease, or blubber as is fitting for the most vile of monsters.

My Glorious Days [100]: So long as you desire you will often come across good looking people in compromising situations that make for the perfect opportunity to safely take sexual advantage of them. From the classics like a girl getting stuck halfway when trying to climb though a window, to something like having the chance to cheaply buy up the mortgage of that heavily in debt MILF you have your eye on. Your life will be full of such fun little diversions that somehow never seem to cause you any real trouble after the fact, as even if they try to do something like confronting you, it would just end up being at a time and place that gives you another ideal chance to force yourself on them.

This can additionally help out with a rather troubling dilemma. Obviously one of the best parts of being an evil overlord is ravaging all those cute heroines who keep trying to thwart your plans to claim the world that so rightfully belongs to you, their great strength and the ferocity with which they oppose you not only makes the process of breaking them to your will oh so much more satisfying, it also means that they make for very useful new minions when you're finished. But what about after you've finished completely taking over, and there's no one left to oppose you? Well should you wish fate can always manage to raise up a new foe for you to crush, no matter how unopposed your rule really should be. Of course these heroes will always be quite powerful by their world's standards, and extremely attractive to boot.

Terrifying Titillation [200]: Is it better to be feared, or lusted after? That is one question you will never have to answer, since you are the kind of master that is more than capable of inspiring both fear and lust in equal measure. From now on the more personally afraid of you someone is the more aroused by you they will become, being completely unable to tell whether they are truly trembling in terror... or with desire.

In fact you can practically substitute a terrifying nature for charisma if you play your cards right. As while the things you might do to make people so scared could well cause them to despise you for your evil actions, simple fear in of itself will never lead to others hating you, but instead only to them seeing you as an increasingly powerful and attractive lord the more cowed by you they become.

Unholy Progenitor [200]: Whenever you impregnate someone, or are pregnant yourself the unborn child gains an incredible resilience and protection that will completely ensure that the pregnancy cannot be aborted, or otherwise damaged in anyway without killing the mother first. No magic could be powerful enough to teleport the baby from the womb, nor any battle ever be fierce enough to cause a miscarriage. So long as you will it and the mother yet lives, your child WILL be born both healthy and strong, and the mother's opinion on the matter is as utterly irrelevant as any other should it diverge from your own.

Your children also seem to always be able to tell that you are their parent, and possess an instinctive sense of submissive loyalty to you that is all but impossible to fully break. Breeding an army of your own progeny the old fashioned way might not be the most efficient method of taking over the world, but it is certainly the most gratifying.

Some Kind of Tantrical Genius [400]: When it comes to battles of war or love you have a strategic mind without equal, able to use any and all intelligence you may acquire to disproportionately devastating effect. A detailed enough report from your scouts would allow you to run rings around enemy commanders and their armies even if they had lived in those lands for their entire lives, while closely examining a portrait of the queen would practically give you as much to go on as a thorough interview should you plan on manipulating or seducing her.

You also seem to be preternaturally fortunate when it comes time to start looting your new conquests, as not only does valuable plunder like gold flow in far more abundance then would otherwise be expected, but suspicious amounts of beautiful captives are easily captured unharmed and ripe for enslaving should you be the type to claim that sort of booty as well.

Vae Victis! [400]: Any time you sexually take someone while completely disregarding trifles like their comfort or consent, the pleasure you can effortlessly force upon them is magnified by such an absolutely mind shattering degree that the goddess of celibacy herself could be broken by the agonizing ecstasies you bring, no mater how much she may hate herself for it after the fact. Additionally, for as long as you are fucking them like this, and then until the afterglow fades, your victims have any and all of their resistances to your powers striped away, leaving them totally helpless to fight off your various abilities.

This unholy dominance even extends to the macro level, as where there's a whip, there's a way. The more and longer others are controlled or oppressed by you, ether in person or as your ruled subjects, the more they come to view it as a good thing and how the world ought to be. Given enough time all shall love and worship you for the blessing that is their slavery.

The Shadow of My Purpose [600]: With focus, touch, and the expending of great amounts of energy your lordly soul is able to reforge the world and all that resides within it into proper alignment with your will. This allows you to twist both living beings and inanimate objects alike to look however you desire, or change how thinking things behave simply by seeping your power into them and focusing on exactly how you wish for them to be altered. Though the greater the changes you wish to make and the less willing the subject is the longer it will take and the increasingly exhausting the process is for you, but anything once so corrupted will become in all ways far more susceptible to you in the future, whether it be your supernatural powers, or simple charisma it will act on them with greater strength and any resistance will be much lower.

And by making an even greater expenditure of energy you are able to infuse the very earth around you with your dominating power, corrupting the land everything in it so that anything you don't specifically exclude will slowly be twisted in accordance to your general desires and tastes. An egotist might see statues start to change to his own likeness and people inclined to literally sing their master's praises, while a truly lustful lord could find even the local flora and fauna taking on extremely suggestive forms. However this passive method does have its drawbacks. For one the effects are generalized and lack the customization you get by doing it personally. Secondly intelligent beings who resist your influence will take a very long time to break, needing maybe several generations living under your shadow before being fully corrupted. All the more reason for you to give your foes some *personal* attention.

Your very being is so corruptive in fact that it also gives you complete mastery over any other corrupting forces you may wield, allowing you to combine them in any way you wish. Remove an unwanted side effect from one by mixing it with a differing dark power that lacks it, or switch out some physical changes with others from a more aesthetically pleasing corruption. Even the vilest of forces shall be bent to your great purpose.

Lord of Slaves [600]: You have come to the realization that the only real truth in life is power, and as such the only thing separating one from godhood is merely the strength to demand it. Now the more people who worship you and view themselves as completely inferior beings when compared to your glory, the better you will slowly become in all ways. Growing more attractive, skillful, physically and magically powerful, ever greater in bed, and so on as the universe itself seems to feed you body and spirit until reality better fits your exalted image.

But most of all your dominating and lustful presence will grow continually mightier to the point where with enough zealous slaves only the strongest of wills would be able to stand against you without quickly collapsing at your feet in submission, overwhelmed by the divine arousal your tyrannical presence inflicts. Now is the time to let the world know that its master has finally come. Dark, but as beautiful and terrible as the dawn. Tempestuous as the seas, and stronger than all the foundations of the earth. All shall love you and despair!

Focus Perks

Warrior

Muscle Man [100]: A lifetime of training and fighting has left you a true paragon in the art of combat. With great physical prowess, familiarity with the use of pretty much every kind of armament you can find in a faux medieval world such as this one and what can only be described as mastery in your preferred weapon type. However your talent still leaves you with plenty of room to grow, and as such you'll find any training you do in these sorts of fields will be far more effective than what could be expected for the time and effort you spend on it.

Being such a magnificent specimen has also gifted you with nigh unlimited stamina for more than just war, for in the battlefields of the bedroom you could well leave an entire tribe of amazonian orcs in an exhausted heap unable to walk steadily the next day. Live, love, slay, that is what's best in life.

Eye Fucking [200]: Experience has taught you the importance of knowing your opponent, and from that necessity you learned how to size up the opposition with but a glance. By simply paying attention you can easily spot any weaknesses a combatant might possess, whether it's in their guard, style, or even just something like their ego making it child's play to goad them into making a mistake, your eyes see all.

And this ability doesn't stop at only working for personal combat, for if anything you are even quicker at picking up any weaknesses someone may have in the bedroom. Maybe that elf's ears are especially sensitive even by their race's standards, or the halfling has repressed a massive exhibitionist streak. Not even the best hidden of fetishes and erogenous zones will escape your notice for long.

Wanton Warrior [400]: Some weaklings try to put as much between themselves and the world as possible, hiding within their coats of iron like a coward, but you can spurn such craven displays. With the the feeling of air and blood on your exposed flesh exciting you for battle, and the adrenaline pumping in your veins granting you power, your skin alone can turn blades better than any puny metal.

As one who is able to truly walk the barbarian's path, the more you bare your all the stronger and tougher you become. When completely stripped down to nothing, your strength, vigor, and durability would be like that of a fully grown mighty warlord of renown, compared to the frail and sickly child of your fully clothed self. Let the weak wear their trappings of fear, you display your greatness for all to see.

COCK RAMPAGE [600]: Some warriors are known to channel their anger to greatly enhance their strength, giving themselves an edge in battle. Or when in dire straits, even to fly into an uncontrollable rage that enables them to become a whirlwind of death while ignoring pain and injury. You on the other hand prefer to call on a different emotion to empower yourself.

Your libido is what really fuels you, becoming physically stronger as your lust increases. And by drawing on an inner wellspring of eroticism you can choose to enter a “rage” that makes you much stronger and tougher, while ever increasing your lust for as long as it continues which in turn makes you grow even mightier from your rising ardor. However you can't control yourself when in this state, and can not think of anything besides fucking the closest target of your desires, or of destroying anything that stands in the way of doing so. Also once so inflamed you can not end this lustful fury until you've found sexual release, so think carefully about where you are and who is nearby before abandoning yourself to your passions.

Thief

Magic Hands [100]: Living by your skill and wits has taught you much, honing both your body and mind to a keen edge. Your cat like agility and expertise in all the roguish arts such as stealth, climbing, lock picking, acrobatics, bluffing, etc, are notorious, or would be if you had ever been fool enough to get caught. But why stop there? Continue to practice and your gains in these kind of abilities will be acquired much quicker than what any of your peers could ever hope for.

Your amazing talent at larceny also extends to the purloining of passion. Even the most frigid of flowers could be made warm and moist with the application of your innumerable skills. The precise and gentle touch of your dexterous hands is particularly magical, playing a body to extract moans of pleasure like a musician plays his instrument to make the sweetest of music.

Charming Rogue [200]: For some reason no one ever seems to hold any of your crimes against you as a person, just so long as said crimes weren't *too* heinous anyway (murder, rape, leaving some innocent family completely destitute, etc.) and that they and their loved ones weren't overly negatively affected directly. Mind you this won't stop lawmen from doing their jobs if necessary, it's just not personal at that point.

And in the same way that most people just laugh off your more criminal misdeeds in a “boys will be boys” kind of way, you also have incredible leeway when it comes to playing the pervert. Someone might slap you for giving them a friendly grope, or kick you out if you're caught peeping somewhere, but such minor perversions are always quickly forgiven and are never enough to get you in any legal trouble, or banned from anywhere. It's downright unfair what your sheer audacity and charming smile allows you get away with scot-free.

Salacious Scoundrel [400]: Hey, there's a perfectly reasonable explanation for your state of undress. For one they say that fortune favors the bold and the terminally foolish, right? Not to mention the simple fact that you've always done your best work when completely unhindered by things like heavy steel plates, uncomfortable leathers, or ah, you know, cloth.

Look, the long and short of it is that the less you happen to be wearing the faster, more agile, and inexplicably luckier you become. When fully au naturel you would make your covered up self look like a fumbling drunken buffoon with a bad limp, who also just broke a mirror with a black cat while standing underneath a ladder.

The Shirt Off Your Back [600]: Your stealth and sleight of hand skills are quite frankly far beyond what should actually be possible. You could well sneak around in a brightly lite and crowded room with good odds at remaining unseen. Even more impressively your hands are so fast that if you are unnoticed by your mark, in a flash you could steal their armor and clothing right off of them, perhaps the weapon in their hand as well, and all without them even noticing the change. Do note that such incredible acts of theft are much harder to pull off if they already know you're there, and are ALMOST impossible to do if they're actively trying to defend themselves from you in combat or suchlike.

Yet should some unnoticed stripping not be enough, you could also use the same tricks to fondle and molest someone without them ever knowing why they are getting all hot and bothered, being unable to tell that it's an outside force that's acting them. However, all of the above caveats do still apply to this as well, so do try to be otherwise subtle.

Magic-User

Sex-Ed Mage...or [100]: Looks like all those long hours of intense study as well as perfecting your brilliant mind and force of personality has finally paid off. You are now a mighty invoker of mystical energies, and know a wide range of spells for everything from express deliveries of flaming death, to quality of life cantrips for removing stains. Being a natural born prodigy also means that any efforts on your part to further your magical knowledge and power will be quite productive indeed.

But you know what they say about all work and no play, so you have also turned your great creativity towards more erotic matters as well, your mind absolutely brimming with sexy new scenarios. And if one factors in your gift for mixing magic into sex, you're not going to be running out of ideas anytime this eternity.

Mark of Jumper [200]: The metamagic seal is an ancient and powerful art. It enables you to place an enchanted, tattoo like marking on someone that then allows your spells and curses to be modified in many useful ways by simply binding them to the seal. A few examples include: fortifying them to last indefinitely, allowing them to be triggered at any time/distance or for any specified reason, or just be made generally stronger and much harder to dispel. And once one is applied you could easily alter the spells and/or meta effects of the seal later, should you change your mind on what you want it to do.

Now these marks do take time and focus to inscribe or change, so those whom you plan to be working on will either have to be willing, or at least incapacitated first. And while you do have a lot of leeway on what you want the marks to look like and where to place them, the most powerful combination by far seems to be vaguely heart shaped symbols placed just below the navel, the larger and more intricate looking the better. Odd that.

Arousing Arcanist [400]: Ain't. Gotta. Explain. Shit. ...Oh alright, fine. Mystical energies flow throughout the many worlds and all who live within them, surrounding and penetrating us, binding all together. But for some reason you are far more sensitive to the flow of magic than others are in both body and soul, with your own magical abilities being greatly empowered by it. Well, just so long as that flow is *unobstructed* anyway.

For the more nude you are, the greater your sorcerous strength grows. When utterly naked the pure power of your spells and the sheer amount of them you could effortlessly throw around would make your covered up self appear as but a first year novice next to a great and mighty archmaster who no longer has to care about things like right and wrong, or pants.

The Power of Desire [600]: Ah, *want* can be a potent amplifier of your magical might indeed, if a dangerous one when not properly harnessed. By drawing on the force of your desires you are able to greatly improve your spells in both strength and flexibility. But in order to do so you need to have a real hunger for effects to actually happen, and then to dominate the energies with the power of your passion and will, commanding reality to your fulfill your lusts. Take heed that this can backfire should the spell you're attempting not match up with your true desires, or if you lack focus a passing thought/craving/whim could cause the whole thing to go completely awry, leading to unpredictable and potentially disastrous results.

You also know how to draw on the desires others may have for you to form something akin to a sympathetic link. Meaning that the more sexually attracted to you someone is, the more powerful your magic becomes when used on them. Will you use this new found power to give them all that they yearn for, or will you simply take from them all that you wish?

Items

Items from previous jumps can be imported into similar items, and similar purchases made below may be merged together if you should so wish. Gain a 400 CP Stipend for Items only.

General Items

Moondew Factory [200]: A farmboy, eh? There's no shame in that, for many a great story has started off in much the same way. Although I can't think of any that had a farm quite like yours.

For what you have here is a prosperous farm of domesticated monsters, containing numerous beings like holstaurus to milk, apple dryads to harvest, bumbling beegirls to make honey, and so on. Because of the nature of its inhabitants your farm is more than capable of running itself and will make you a nice profit due to the rarity and high quality of its products, but it will do much better when you're giving it your personal attention as the “livestock” are all very fond of you and will produce even higher quality goods while they're so happy. The farmhouse is also exceedingly restful and a great place to recover both physically and mentally, not to mention that all of the inhabitants would love to act as your pet and help you unwind.

Origin Items

Hero

Updated My Journal [100]: This lovely little book is a self updating repository of all your lewd memories, and of any information you might have gained about your various lovers along the way. It thankfully seems to have an infinite number of pages available without ever growing any bigger or heavier, and always opens up to the exact passage you wish to look at.

Everyone who you have a sexual encounter with will gain their own section in this journal which contains a list of every lewd thing you know about them, like their sizes, fetishes, especially sensitive erogenous zones, etc. And by touching someone's entry you can perfectly relive any of the lascivious experiences you may have had with them, unable to change what happened, but feeling just as real and pleasurable as the actual encounter. Remember, those who learn from history can repeat it.

Legendary Whatever [200]: Generally speaking the proper way to prove that your the one spoken about in prophecy is to show that you own the (thing) of legend. It could be a beautiful sword, a majestic crown, a pair of shota sized shorts... the specific form the object takes is unimportant so long as it serves its purpose by acting as proof of your destiny.

So long as there isn't any major evidence to the contrary, merely showing someone this item will always be considered by them as verification that you are indeed whatever legendary hero or chosen one you're claiming to be. It's also a great way to get laid if that's what you want, after all “I'm the world's only hope” is one hell of a pick up line.

Mile High Club [400 CP]: A hero’s journey often takes him to the ends of the world and beyond, but that’s a heck of a long way to travel on horseback, much less on your own two feet. Luckily you’ve acquired something much faster and more stylish than a horse: a powerful airship as big and well-armed as the best warships in the world. Whether it’s an enchanted work of magical art, a steampunk dreadnought or dirigible, or a monstrosity of ancient magitech, this ship is large and powerful enough to serve as a mobile base for you and your companions. Apart from luxurious living quarters and a cargo space linked to your warehouse, your airship is heavily armed and armored for battle with both conventional weaponry and nonlethal options, like shells that explode into clouds of aphrodisiac gas or magic laser cannons which shoot lust spells. It also carries a full crew of loyal sailors who come in your preferred flavors of eye candy. Lastly, the captain (that’s you by default) has all the authority needed to perform legally-binding marriages!

The Inn You Meet At [600]: Why do new adventuring parties always seem to start out by meeting at an inn? That I can tell you in one word, TRADITION! This inn in particular is a great place to meet people who have it within themselves to become legends. As powerful and beautiful adventures and suchlike, who all just so happen to be your type, are very inclined to come stay/drink here for some reason. And once inside everyone becomes far more receptive to being hired by you, or just flat out joining you in your quest depending on their personality, than they would otherwise ever be.

You own the place and it will always pay for itself due to its good food and drink, comfy rooms, and the attached hot spring. It also has the odd property of encouraging “bonding” between you and your party members while you stay here, drinks might become more alcoholic, rooms bought up at the last second so you have to share, accidentally walking in on each other while bathing in the hot springs, and similar bits of lewd luck are commonplace for you here.

Princess

Handy Maidens [100]: A group of a dozen or so loyal handmaids who's only purpose in life is to assist and entertain you as best they can. Every last one of them are beautiful in the ways you prefer as well as excellent conversationalists, and are all very skilled in singing, dancing, and in the playing of games. No one ever seems to mind the the fact that they're with you, even if you bring them somewhere that anyone but you would never be allowed themselves. And should anything detrimental happen to one of them, they will just show up again latter as if nothing ever happened, a nice side benefit of being an otherwise unimportant NPC.

Unfortunately they really aren't well suited for things like hard labor, so expecting much more from them other than simple cleaning will likely end in little more than disappointment. They are also just about completely useless in a fight, the best you could hope for is for them to distract someone while you sneak away. Still, you'd be hard put to find more pleasurable company, in the bedroom or out of it.

Royal Runaway [200]: Have a fondness for masquerades, do you? Or maybe you enjoy roleplaying as a rebellious peasant who needs to be reprimanded by a handsome knight? Well whatever your reasons might be, you possess costumes for practically all occasions and needs. From harem veils to ninja masks, from a friendly farm girl to a dread pirate, your potential disguises are nigh endless, and bizarrely convincing.

In fact these guises are so effective that people will almost never question if you really are what you appear to be, as long as you don't give them any major reasons to do so with your words and actions anyway. I imagine that if you wanted to, you could follow your hero around and help them on their adventures, all without him ever figuring out that his new friend was the princess he was looking for all along, at least not until it's time for your dramatic reveal.

Home to the Divine [400]: Religion has always played a most essential role in keeping any proper kingdom running in a orderly fashion, and now you are very well equipped indeed to take full advantage of this amazingly effective method of controlling the masses. This truly impressive temple may be devoted to whatever god(s) or theme(s) you desire, and it will then evoke suitable feelings in all who gaze on its grandeur. Even if you have completely made up the so called deity this cathedral claims to represent, and all of its teachings, few would be able to bring themselves to doubt their validity while standing within this great edifice.

The clerics who live and work here are all exceedingly good looking and are capable of using minor healing magics. Every single one of them has received a vision telling them that you are completely in charge, and will always believe that anything you tell them is the only divine truth, no matter how contradictory or self serving it may be. They are also unusually good at making converts, their charismatic preaching and service as healers quickly endearing them to any locals. You have all the makings of your own state religion with this, but I would try to avoid pissing off any actual gods if I were you, they might not like the competition.

A Fertile Land [600]: Your Majesty! This kingdom is large, rich, full of bountiful farmland, and yours to rule as you see fit. Its populace is astonishingly beautiful, friendly, hard working, and also yours to rule as you see fit. And as the absolute monarch you are sure to enjoy the many benefits that come from owning what would be the shining crown jewel of any empire, such as opulent wealth even if you should keep the taxes low, and access to tremendous quantities of natural resources. Ruling is quite easy as well, as your subjects are very inclined to view their beloved ruler in a favorable light, treating them with real justice and kindness would elevate you into being an almost messianic figure in their eyes.

Indeed, the scenic beauty of your fertile lands, and your even more fertile people are without compare, being the envy of the world. However with envy comes danger, and your domain has one major failing, a completely garbage military. A lifetime of peace and decadence has left your people oblivious to the harsher realities of life. Walls are built for mostly decorative purposes. The army recruits and promotes based on how good someone looks in the fetish wear that is their so called ceremonial armor, and training is all about parades not combat. Without major renovations that the populace is ill suited for, and even less disposed towards, the best you can hope for if you get invaded is that the enemy forces get so distracted with all their raping and pillaging that some other foe takes advantage and destroys them for you.

Overlord

Colossus of Jumper [100]: This gigantic statue is cast in your image, and stands as an intimidating monument to your greatness. No matter from what side or angle one looks at it, it will always exhibit all of your best traits and *assets*, displaying your obvious superiority for all the world to see. Whenever someone gazes upon your image, or finds themselves beneath its shadow, they will be filled with a feeling of awe and inferiority towards you. Of those who live their lives under such a titan, only a brave soul would be able to think of rebelling against you, and all would be even more affected by your actual presence for having lived with your likeness looming over them for so long.

But why stop at one? If you should find yourself in possession of an important new conquest, like a major city or holy site, a new colossus can be built there seemingly for free and almost overnight. It will be just as grand as the original, if tailored to best menace your new realm.

Binding Chains [200]: What you have here is a most impressive collection of chains, collars, shackles, and chastity belts/cages. Ideal fashion for those pets you prefer to keep on a short leash. But the thing that makes your set in particular so special are the wonderfully powerful enchantments masterfully woven into each and every piece.

When you properly attach one of these to someone it locks on to their soul just as much as it does to their body, and can't ever be removed or broken by them without outside assistance, no matter how strong the unwilling wearer might be. And once so bond, you can then increase your ensnared victim's sensitivity to pleasure and pain as you please. No one can ever say that you don't give the most enthralling of presents to your friends and foes alike.

Dominating Domain [400]: An intimidating looking fortress looms over the countryside, the perfect home base for those plotting world domination. Opulently furnished and supremely defensible, any warlord would kill for the chance to own a stronghold like this one, but what truly sets yours above all its competition are the oppressive energies that surround it. Any unwelcome guests, or prisoners will find themselves growing ever weaker the longer they stay within your home, their strength and willpower draining away, all to be slowly replaced by submissive thoughts and feelings towards you. Your enemies will have to hurry if they wish to take you down, for the longer they take the easier prey for you they inevitably become.

But a great king needs his court, just as a garrison needs its defenders. Thus, if you should so desire your inactive Companions may stay here instead of in the Warehouse. So long as they remain inactive they won't be able to leave the fortress grounds, but at least they will be able to better serve their lord and master while he sits upon his throne.

The Horny Hordes [600]: A vast army of darkness, fit to take on almost any military force in this world. The exact composition of your legions is up to you to decide, whether you want a host of assorted disgusting rape monsters, or if you would prefer a massive personal combat harem made up of beautiful elven warriors and lusty amazonian orcs. Whatever your taste in soldiers happens to be, you can find a supply of perfectly loyal recruits here. However, the stronger the individual units are, the more of this option's total military might they will take up. For example, you could field an almost uncountable horde of weak goblin chaff if that's all you wanted to take, but if you were to add in several battalions of elite saber-toothed tiger cavalry the complete headcount of your minions would be noticeable reduced.

This may be purchased multiple times and you will receive another army every time you do so, each one just as powerful and customizable as the first. And any additional purchases are discounted if they weren't already. Any slain forces shall simply respawn unharmed one year after their deaths.

Focus Items

Warrior

Ab Awakener [100]: Whether you're getting ready to raid a snake god's temple, or just need to kick some messenger into a pit, why wouldn't you want to appear and feel your utter best? This oil is the good stuff, as it not only brings out your muscles and acts as a bronzer, making you look absolutely fabulous, but it's also great for use in massages and other things needing skin on skin contact, inducing a thoroughly gratifying sensation when applied to bare flesh.

Speaking of pleasurable sensations. The oil also works amazingly as lubrication, giving you the ability to slide into even the tightest and driest of crevices, though grappling could prove to be difficult whilst too oiled up. Over use could well cause the sensation of friction to be all but lost on you. Barring those kinds you occasionally enjoy of course.

High Tier Gear [200]: A “suit” of very high quality magical armor, forged into a style that's well fitting for a world like this one. Despite doing less to preserve your modesty than most bikinis would, it will somehow manage to protect you just as effectively as if it covered up your entire body, rather than almost none of it. And it will remain as comfortable for you as any mundane outfit could hope to be for the climate you're in, whether in desert's heat, or winter's chill.

Its supernatural effects don't end there, as the armor also possess one powerful enchantment of your choice placed on it. It might make you completely immune to all fire, or it could absorb other items of apparel to take on their abilities, or perhaps your agility is greatly buffed while you wear it. Let the prudes whine, you're the one who's really dressed practically for battle.

Loyal Mount [400]: A mighty man needs a mighty steed. It could be something like a unicorn, a small and weaker breed of dragon, or a magical bear. Whatever kind of rideable creature you end up choosing, it will be a very powerful asset in combat as well as in travel. And due to the bond between you, it will grow in speed as you do, always able to run and fly fast enough to be a great way for you to travel.

A true and loyal friend right to to the bitter end. So loyal in fact, that your ride has gained the power to take on an extremely attractive, and more humanlike form, so as to better serve as your “mount” in every way that it possibly can. Excepting those times when you'd prefer that they do the mounting, obviously.

Safety Sword [600]: Some artifacts are so incredibly potent that if they were to be wielded by the right hands, they could change the fate of whole kingdoms. The weapon you now hold is one such item. It has been enchanted with a suite of magical effects that when taken together make this into a weapon strong enough to match any of the blades of legend. Maybe it's a holy spear that shines with a light that greatly weakens any evil being it touches, while also filling you with strength and virility, your lust for life healing you for so long as you're holding onto it. Or it could be a sensuous whip that spreads an obscene array of debilitating curses and mind altering bewitchments with each and every crack.

No matter what the other powers may be, it will also have the ability to drain and cause pain to those you hit with it, all without causing them any actual physical damage if you desire to spare them, perfect for heroing types who prefer to bring people in alive, or for villains that have *uses* for those they capture. You can also turn any abilities it has on and off whenever you want, just in case you don't want to hit that tentacle monster with lust magic, or want to use your healing shiv as a regular old shiv.

Thief

Filthy Lucre [100]: It's almost disturbing how little it can take to give somebody that first little push down the slippery slope and into depravity. What you have here appears to be nothing more than a handful of normal gold coins, but they are in actuality a subtle tool steeped in the poisons of greed and temptation, thoroughly contaminated with the dragon's sickness.

Whenever you offer someone this gold as a bribe, or as an incentive to do something lewd and/or immoral like prostituting themselves, they are far more likely to accept it than they would otherwise be. This is obviously even more likely to work the greedier and poorer the targets are. And while that poor woman might sell herself to you out of desperation, or an avaricious guard could agree to look the other way “just this once”, you'll find that once one compromises their morals, it only becomes easier to do so again and again. The magic stops working once given away, but you'll find yourself a new handful of corruption within a week.

Liquid Luck [200]: I see that you own quite the collection of potions, powders, pills, and oils. A never ending supply of poisons and aphrodisiacs for every occasion, and for every kind of physiology. Whether you want to weaken, inflame with lust, knock out, increase sensitivity, etc, you can be sure that you'll find something to do the job right here.

It doesn't matter if you want to mix something odorless and tasteless into someone's food or drink, fill the air and their lungs with tainted incense, or just to coat your blade in something fun as a surprise for the next fool to piss you off, for all's fair in lust and war.

Instrument of Fate [400]: Long ago, a sorcerer tried to use his magic to enslave a legendary demon lord to his will, but the ancient demon was far too powerful. Luckily, a nearby peasant heard their battle, and managed to distract the monster long enough for the wizard to destroy it. The sorcerer was totally stoked to be alive, and so sought a way to repay the brave yokel. Fashioning from the remains of the beast an instrument beyond all compare, a fine gift for his new friend, something that could be used to win the heart any maiden one desired.

And now it has fallen into your hands. This instrument of your choice helps any who use it to instinctively play and write music of truly masterful quality, always well beyond their normal best, no matter how good they might have already been, even their singing voice is greatly improved. Romantic serenades in particular are enhanced by an astounding degree, capable of leaving any who hear you moist, yearning, and oh so easily seduced into your bed. It can also vastly power up any music or sound based abilities that you channel through it.

Honest Businessman [600]: Ah. You're no petty thief at all, but a Chief Thief, the undisputed boss of a massive crime ring. Slaves, drugs, smuggling, prostitution, the buying and sale of assorted “misplaced” items of value, your cartel deals in a wide variety of extremely profitable ventures, and you are more than able to take full advantage of those services in any way you see fit. Not only have your illicit dealings made you VERY rich indeed, but a steady stream of bribery and blackmail has given you a lot of political influence as well, as there are quite a few powerful individuals who deeply fear what you could reveal about them, or simply cut them off from, should they ever anger you in any way.

That's not to say there's no room for expansion, for your syndicate is frightfully talented when it comes infiltrating new societies and corrupting them from within. And once it's given enough time to fully entrench itself into a civilization, it will become all but impossible to ever dislodge your influence in the future, or to fully destroy the underworld you rule.

Magic-User

Study Material [100]: Your old books from back when you were but a mere apprentice, any aspiring users of magic would find this collection quite useful for learning the beginnings of their art. Containing many simple spells and plenty of magical theory, they could pass for the required reading of any prestigious mystic academy.

Your set does seem to also include a lot of knowledge that would be somewhat less welcome in a serious academic setting, however. With alarmingly lewd modifications to spells written in the margins, whole books that are basically equivalents of the Kamasutra, and pornographic

images hidden in between the pages of the more boring tomes. And whether through clever enchantments, or simply though the power of suggestion, any student who spends much time reading though them will become more and more curious about what they've been studying, and will start wanting to try all those fun things out for themselves. But I'm sure you wouldn't ever use that fact to do anything heinous like taking advantage of your young apprentices...

Overly Familiar [200]: Just because you're going to spend most of your time cooped up with your studies and experiments doesn't mean that the path of mysticism has to be a lonely one. You've either used ancient magics to bind a preexisting supernatural creature to your soul, or actually created your soulbound confidant from scratch. Whichever method you decided was best, it has provided you with a loyal new friend, and useful assistant in all matters occult.

The exact form and personality of you familiar is largely up to you, it could be a helpful fairy, a sultry and mischievous imp, or a bipedal feline obsessed with hunting monsters. The only real requirements are that they be on the smallish side, and have at least a few tells that show its otherworldly nature. You familiar's close connection to both you and to magic in general has also made them into a perfect receptacle for your excess magical energies, allowing you to store your mana within them, or to draw some back out again whenever needed by using a simple tantric ritual. And yes, they do greatly enjoy being used as your own personal fuckable mana potion when not otherwise assisting you in your magical endeavors.

Knob on the End [400]: Every true practitioner needs a magical tool of their own to focus their powers though, it's traditional after all. Whether it's an enchanted ring that the sorcerer doesn't necessarily wear on his finger, a high priest's rather phallic shaped holy symbol, or a psion's throbbing crystal crown of domination, whatever it's form the the extra oomph added to one's spells is always a greatly appreciated boon.

This item is undeniably an exceptional example of its kind, being able to empower your magic by an absolutely massive degree. The only problem is its quirk of flooding you with more and more lust and arousal the deeper you draw upon its power to fuel your own. The drawback of using orgone energies to craft your talismans, I guess. Beware boner induced miscasts.

Erect Tower [600]: When you have the power to simply ballgag reality until she knows who's boss, why would you ever allow yourself to live in banal squalor like the tiresome mundanes are forced to do? To avoid such an unfortunate fate, you have acquired a luxurious enchanted sanctum to call your home. Perfectly designed to aid you in all of your spellwork, your manse also contains magical versions of most modern household conveniences and utilities; such as central heating and cooling, refrigeration, running hot and cold water, a one way portal to the garbage dimension to throw any trash into, fire spirit powered stoves, etc. And that's not even getting into how decadent the master bedroom is, and all of the *fun* spells waiting within it.

Several supernatural guardians have also been bound to serve your abode, who will hopefully be able to crush those fools who would try to violate your property rights. These beings have been magically shaped to your tastes and will happily obey any command you decide to give them, as their master's pleasure and safety are the only things they truly desire. While they're unable to leave your home's grounds, do to their connection to it, and therefor to you, they will grow ever more powerful the more your own magical strength improves.

Companions

You Must Gather Your Party Before Venturing Forth [50]: It's dangerous to go alone, so make sure to always bring your harem with you. You may import or create a Companion for every 50CP you spend here, up to a max of 8. Each of them will receive an Origin and Focus as well as 800CP with which to buy perks and items. However, Companions do not gain the floating discount, or the extra item stipend.

OC Companions

[Two for free and 50 CP for each additional]
You may change the gender of any of the below Companions you purchase.

Vanilla & Chocolate: Quite the odd pair of elves you have traveling with you. One is nobility from the Hidden Forrest, pale of skin with golden hair, she has mastered the art of combining her swift swordplay with the elemental spirit magic of her people to make her a powerful foe to any who would face her. And the other is member of the hated dark elves, brown skinned and white of hair, grueling training in both personal combat and assassination has left her a deadly fighter and a potent asset in any covert mission.

The light elf first met you during a battle against a band of savage monsters and insisted on following you afterward, claiming that it's just because “you obviously need all the help you can get”, but it'd sure be nice if she'd stop getting all huffy every time she saw you talking to another female. Meanwhile, the dark elf was originally sent to kill you, but after a quick battle ended up deciding that she wished to enter your service instead, and now seems obsessed with devotedly serving as your trusted right hand elf.

So what's the problem with having two such useful allies? They absolutely DESPISE each other. In fact the risk of your anger is probably the only thing stopping them from fighting to the death. As it is recurring headaches from their constant bickering, petty one-upmanship, and all the vying for your attention, shall be your fate for the foreseeable future. Enjoy.

Orc Slave Wat Do: Behold, the fearsome barbarian queen. This orcish warlord was born to a tribe that believes that might is the only thing that makes right, and she is one of the strongest her race has ever produced. Her unmatched martial prowess, strategic mind, and incredible physical capabilities quickly rising her to an unassailable position of absolute authority. And then that all changed when she met you. As a series of truly bizarre events followed your meeting, leaving her for the first time in her life completely and unquestionably defeated, totally at your mercy.

This experience apparently awoke something deep within her, as whether or not your victory was actually due to your own abilities, she immediately declared you to be the strongest and herself to be your rightful property. She now gleefully obeys your every command (admittedly with questionable skill when outside the realm of warfare), though she will grumble unhappily if you should try to get her to wear anything besides the collar that “shows your ownership”. This submissive act can get a bit out of hand however, with her demands that you vigorously punish her whenever she makes a mistake, and the loud bemoaning that “There's nothing I can do if my master ever decides to rape me and force his mighty seed into my fertile womb!” usually while bending over and looking at you hopefully. She certainly does seem to enjoy any mistreatment from you far more than is seemly.

Milfly Bride: Experienced adventurers are a rare breed, most of them aren't smart enough to live particularly long lives after all. This heroine is one of those few who have seen and done many amazing things in their time, and then lived to help the next generation. While she has mostly retired to a simpler life now, her skills, kind heart, adventurous spirit, and great beauty remain just as undulled today as they were in her youth, although her already bombshell of a figure has somehow managed to become even more curvaceous over the years. And should anything ever threaten those close to her, she wouldn't hesitate to pick her old sword back up and resolve the problem herself, even if she'd much prefer to be forging the blades instead of wielding them nowadays.

The exact form of your relationship is up to you, so long as it makes sense for your chosen age and race. She could be your mother, wife, lover, aunt, older sister, etc. But no matter how you're connected, she'll be very inclined towards treating you in a motherly fashion, as that's just her nature when it comes to those she cares about. If you like, she may also have up to two young children who possess great potential, but have had no real training as of yet. And once again you may have any relationship to her kids that would make sense, like they could your siblings, or offspring, maybe even both at once.

The Princessborn: “My skin is like softest silk, my breasts are pillows, my eyes jewels, the sound of my voice a song, my personality a delight, and my behind divine!”
Ah, right. What you have here is a rather strange dragon, who after getting their tail kicked for kidnapping princesses one too many times, got it into their head that things might go better for them if they BECAME the princess instead, and so decided to transform themselves into one. The end result is... unique? She certainly has become very beautiful, even with the all of the dragonish traits like horns, fangs, and claws that she seems unable to remove. But, well... She really doesn't understand how to behave, or to think like anything other than a dragon.

For example. After taking quite the fancy to you, she basically ended up trying to forcibly abduct you, all the while insisting that what was actually happening was that you were the one rescuing and/or kidnapping HER. The whole debacle still isn't really resolved, but for now she seems content to follow you around demanding to be pampered, and occasionally trying to help out with whatever you're doing (especially when it involves you gaining more treasure, worthy mates should have big hoards after all). Even when in her more humanlike form she still has supernatural strength and toughness as well as fire breath. And can also temporarily turn back into a full dragon if absolutely necessary, though a somewhat small one as she's on the young side by dragon standers, not to mention that she hates doing so, claiming that it's beneath her dignity as a fair princess. Also really despises thatched roof cottages for some reason, so do try to keep an eye on her if you don't want the local village set aflame.

Distressing Damsel: I've heard of keeping your friends close and your enemies closer, but are you sure that this is a good idea? By all appearances a fair maiden through and through, her lovely and kind looking countenance masks the true monster hiding underneath. She has always craved power above all else and has mastered many foul magics as well as the arts of poisoncraft in its pursuit, but her real talents are manipulation and treachery. Able to flawlessly play the goodhearted innocent right up until it's time to stick the knife into someone's back, she takes particular pleasure in enslaving and sexually bullying any unsuspecting would be kidnappers or foolish heroic rescuers who think her helpless.

You managed to see through her lies before it was too late and now hold the upper hand, so

putting her impressive skills to your own use with just a bit of blackmail and intimidation might well be a fruitful plan, especially if you should need an assistant of a more villainous sort. But do keep in mind that she's only loyal in so far as you can remain on top, and will try her best to overthrow you at the first sign of real weakness. Oddly, you really are something akin to an only soft spot for her, even if she should succeed in her sudden yet inevitable betrayal, she would apparently be unwilling to have you permanently dealt with, preferring to keep you close by as a favorite pet and plaything, allowing plenty of chances to return the favor. This cycle of betrayal and counter betrayal could theoretically go on indefinitely. Maybe she just enjoys the game of it?

Beast Friends: Only a fool would willing go into a dangerous situation without bringing some backup to improve the odds, and these adventuring beastkin are no fools. While no one would claim that any of them are obviously legendary hero material individually, these long time friends have learned to combine their personal and still very impressive talents into a whole greater than the sum of its parts. However, they have recently come to the conclusion that they could use another member in the party, and they have unanimously agreed that you are perfect for the job, though they each have their own reasons for why they say so.

First up is the cautious minded wolfkin warrior. They like to overly prepare for any eventuality, to the point of paranoia the others say teasingly. But none would deny that the wolf's wary nature, keen senses, skill at arms, and exceptional instincts have saved their lives many a time. They say that it only took a single whiff of your scent to tell that you were something special, and swears to protect you from any danger now that you've joined the team (alas this seems to include things that aren't particularly dangerous as well). They would also like to remind you that wolves are a proud and noble race not at all like dogs, so calling them “good doggy” is highly offensive, and pointing out how fast their tail wags when you do so is even worse. And yes, they do have to keep sniffing your old clothes. What if they have to track you latter when something goes wrong? So as you can see it's totally not weird.

Secondly we have this charming, if somewhat hyperactive, catkin “treasure hunter”. Able to quietly get into almost anywhere, or anything if given a bit of time, and their knifework isn't half bad either. They're also all too aware how adorable they look, and tends to really play that fact up, like saying “nya” in almost every sentence, or by making a cute paw pose, the fact that nearby valuables tend to then disappear while people are distracted is just a coincidence they assure you. Unfortunately this Rogue cat has a real weakness for Emeralds and will go to great lengths to *acquire* them, also isn't above causing some Chaos if things get too boring. Apparently they've said the main reason that they want you in the party is you're clearly the greatest prize of them all, and that it will give them plenty of time to claim their latest mark, your heart. Considering their greedy expression when looking at you, the others aren't so sure that it's only a joke this time.

And last but not least, is an affable rabbitkin ranger. A crack shot with a bow, knowledgeable about nature and how best to survive in it, and is even able to cast a bit of helpful magic. All of this has helped make them an indispensable asset for the group. Speaking of assets, their prowess at moving and jumping exceeds even other rabbitkin, a love of running and for the feeling of the wind on their body has lead to them developing an impressively thic- I mean *athletic* lower figure, and then reaping all of its accompanying benefits. The rather cuddly bunny has asserted a belief that it's obvious that you can handle yourself. After all, who could look at you and not see how safe and secure they would feel in those strong arms? And no,

they wouldn't be offended in the slightest if you were to keep calling them cuddle bunny, it sounded quite nice.

Last of Her Kind: The last known scion of an ancient breed of devils, she carries herself with a pride fitting for one whose race once ruled as overlords over countless netherworld empires. A tanned beauty with a body that could only be described as sinful, one would assume that her kind were some sort of succubi, but amusingly, or perhaps tragically, that could not be further from the truth. Her kind enjoyed above average physical abilities and incredibly potent magical power, but they also possessed a few disadvantages that may have sealed their fate through a simple lack of one thing, population. Being a mono-gendered race with low fertility, who require a strong partner from a different species to breed with would be bad enough, but they also suffer from bodies ridiculously sensitive to pleasure, what might give a human an amazing orgasm, could well cause these devils to pass out if they didn't brace themselves beforehand. And on top of all that once they do bond to a mate it's for life, being unable, and for that matter unwilling, to ever breed with anyone else.

Thus this fledgling devil's one goal has always been to save her species. With her illustrious powers, and the black book containing all of devilkind's secrets, what could stand in her way? Mostly the fact she is utterly clueless about sex, and that the “Ritual of Devilish Propagation” in her book is about as informative as ponos + vagooo = JAM IT IN. For some reason she has determined that you would be the perfect specimen to act as her sacrifice (read mate) to bring about “the resurgence”. She acts all high and mighty and tries to talk to you like you're her vassal, but will melt into an affectionate puddle when shown any kind of tenderness. But if her dream of propagating a legion of new devils is to happen, you'll probably have to take charge and stop her from running off scared whenever she starts to get overwhelmed by the nigh unbearable pleasures that she hasn't even started to understand yet.

Chest of Light: A star fell from above and landed at your feet. What emerged from the newly formed hole in the ground looked like a little girl, whose brilliantly white feathered wings and angelically cute appearance might have inspired awe, if it wasn't for her extremely disgruntled expression and the complete dearth of grace shown while trying to clamber out of her crater. Upon spotting you she immediately introduced herself in quite possibly the smuggest tone of voice you ever heard “Rejoice! The goddess of justice and youth blesses you with her divine presence!”. Of course it quickly became apparent that she was lacking much of anything in the way of godly might. Practically crying from frustration after the realization, she started whining that she really is a goddess who was sent here from another world, and that it must be the fact that she doesn't have any worshipers, or influence in this realm that's stripping her of her real power. She then (without ever asking for your opinion on the matter) declared you to be her new Chosen One, and hasn't left you alone since.

Pretty much useless at the moment, unless you want to make someone feel mocked by her smug aura, she actually will gain more and more divine power (and smugness) if you spread her ideals and/or gain her new devotees. She says she's a goddess of youth and justice, but her teachings mostly boil down to “little girls are the most beautiful and perfect of beings, so *loving* them is true justice” and “those cow like old hags are overrated”. Her domains will mostly let her do stuff like blessing, healing, and smiting with holy light, but she'll also be able to reduce the age of women and make them cuter if she grows strong enough. And as her Chosen One, you will be able to channel her miracles and are always first in line to receive her help. The downside is that she's a rather obsessively clingy and jealous deity, at least

whenever it involves you, and will grow wrathful if you don't spend enough time with her. Fortunately her wrath consists mainly of withholding her power, pouting, crying, and kicking you in the shins. And she's also a merciful goddess, who will show forgiveness if you act contrite, and maybe buy her some sweets to make up for being a meanie.

The Spoony Bard: Not all who wander are heroes, some are just looking for a good time. A roguish man completely unconcerned about trifles like great destinies and old prophecies, he's more than happy to just continue his life of playing music for his pay and jumping at any chance for debauchery that presents itself. While moderately skilled in combat, when push comes to shove his go to tactic is to summon a group of temporary apparitions as back up using some magical melodies he picked up during his adventures, and if they get destroyed it's no big deal as he can just bring them right back with another quick tune. And mayhaps most impressive of all, unlike some other bards he can speak with an English accent.

You have the dubious honor of being one of the only people he considers to be a friend worth helping of his own free will, and not just another target to fuck and/or scam some gold out of. Watch yourself if you do start traveling around with this bum, as you might not have to worry about being the direct victim of his shenanigans, but you could easily get tangled up in the mess whenever his past catches up with him, and there's a lot of past to get caught up by. Not only do you have to worry about the obvious like people pissed off about some shit that went down last time he was in town, but also the fruits of his inexplicable ability to impregnate almost anything that moves, and boy did this guy really get around. Look forward to meeting all sorts of abominations against nature like half-demons, half-golems, half-beholders, half-liches, etc, and of course all of the varied parents who may or may not be happy to see their baby daddy again.

An Elaborate Ruse: He's met with a terrible fate, hasn't he? A promising young hero of great courage and prodigious talent, possessing skill in both blade and bow as well as some ability to cast holy magics, but not long ago an unknown force (which you may, or may not secretly have had anything to do with, depending on your capabilities and disposition) drained him of much of his masculinity, not that he ever had a whole lot to begin with, having already been something of a pretty boy. But the end result is a sight to behold, with a face prettier by far than most girls, skin completely smooth to the touch, silky hair, startlingly bright blue eyes, and an athletically toned body that somehow also remains invitingly soft in all the right places. It is almost easy to forget that hanging between those shapely legs is the minuscule remains of what couldn't really be called a manhood anymore, not even when at full mast.

Having always viewed you as a trusted friend and ally, he's been heavily relying on you for support during this mess, spending a lot of additional time in your company and asking for your advice far more often than before, although his new habit of blushing and stammering whenever you touch him or meet his eyes was a less predictable development. Fortunately besides occasionally trying (and always failing miserably) to act macho in an effort to over compensate, he's holding up rather well all things considered, optimistically pointing out how much easier it is to disguise himself now. A fact that he's already putting to good use, being quick to use a costume to aid in infiltration anytime it could even theoretically help. Thus far he's picked up a noble's ballgown, some harem/dancer outfits, plus a wedding dress for some reason, and is eager to acquire even more options just in case. Oddly he keeps asking you if they look convincing on him, and is constantly forgetting to switch his clothes back afterwards.

Tricky Gobbo Mage: A rather cute goblin shortstack you won in a game of cards. Seriously. This cocky half-pint challenged you to a high stakes game and lost, lost BIG. Now in the kind of debt to you that a dragon would have a hard time paying off, she revealed that she was a “mighty wizard” and promised that if you gave back her clothes and other gear, she would work for you until all accounts were paid in full, and to her credit she appears to be bound and determined to do just that. The problem is that calling her luck merely bad doesn't begin to do it justice, and so far through accidental breakages and even more extremely inadvisable bets made with you, her bill has only continued to multiply exponentially over time. So it looks like her fate is permanent servitude to you. At least she honestly seems to enjoy your company.

And her loss is your gain, for while “mighty wizard” may have been a bit of a stretch, she does have many uses besides housework. For one thing, she really is a magical genius of a sort. She has a knack for cutting corners in her spellwork, meaning that she can cast them faster, for less, and even use spells that should be way too complex for her, all for the price of a few mostly harmless mishaps. For example, her favorite spell to spam “Tricky Teleport” works like a charm to blink all over the place, but sometimes it leaves ALL her stuff behind, or her Hypno Hex that occasionally makes her more suggestible instead. Also, you always seem to benefit from her bad luck, like the universe is trying to balance itself. Besides just getting to enjoy the view when she accidentally burns the clothes off herself and every other nearby cutie, and somehow ending up under the lot of them when they trip trying to chase her, just having her nearby nudges all the odds slightly in your favor. A nice haul for one night of gambling, eh?

Rolling A Gadget: Despite this blonde mouse beastkin's cute appearance and energetically sweet personality, she is actually one of the world's leading (if unrecognized) pioneers in the fields of engineering and magitech, with a particular interest in the idea of making and piloting what she calls “airships”. While her intelligence is indeed mind-bashingly high, she tends to come across as more of a scatterbrained airhead than anything else, lacking much in the way of common sense and possessing the kind of cheerful optimism that all too often leads to her saying something like “let's see if this works!” and trying out a new invention without really stopping to consider everything that could go wrong. And you have to be careful that she doesn't absentmindedly use any of your stuff as parts for some new gizmo she came up with.

All that being said, you couldn't ask for a braver and more loyal friend than this young tomboy. She wouldn't hesitate to take on an army all by herself, or to travel to the very heavens if it was necessary to save someone she cared about, and there is definitely one person that she deeply cares about. You. For while she does crave the adventure that can be inevitably found by following you around, she has come to see you as her closest friend and claims that you're basically her family at this point. However, her complete naivety in any matters of the heart, and the fact that she seemed more startled than upset that time you walked in on her bathing, all suggests that it may be more than simple familial attachment to you that she's feeling...

Hot Chocolate: Most nobles are soft and pampered and wouldn’t last five minutes without their wealth, but there’s exceptions to every rule. When her family fell on hard times this fiery heiress refused to live in poverty and set out to rebuild her fortune from the ground up, using her talents with a blade to remake herself as a sellsword. Armed with a sturdy sword and a chainmail bikini (the only kind that will contain her voluptuous curves), she’s been successful enough in her new career to become somewhat famous for both her incredible beauty and her skill as a bodyguard.

With rich chocolate skin, amber eyes, and a mane of crimson hair, her noble heritage is obvious to anyone with eyes, and her taste for all the expensive luxuries she can no longer afford would make her background obvious even to a blind man. What's less obvious are the magical talents of her noble lineage, at least until she starts throwing fireballs around or cleaving through armor with her superheated blade. This powerful gift helps make her a formidable spellsword but using too much power too quickly makes her ardor rise uncontrollably and sends her into a literal heat until she finds a way to vent her passions. Now she's come into your service, and you'll find her to be a loyal and amorous servant, especially if you help her restore her family fortune.

Drawbacks

Supplement Mode [+0]: Not much for generic "do it yourself" settings? Well then this option is for you. This toggle allows you to use this jump as an add-on to another jump with a fantasy setting, but the other jump does have to fit within the image people generally think of when you say "fantasy genre" though. The Elder Scrolls, Zelda, or Discworld would all be fine for example.

CP will be kept completely separate between the two jumps, and whatever world you mix with this one will be lewded up somewhat to be more like a hentai setting.

Commissions Are Open [+100]: Well I guess that's one way to get paid. Now all of those fetishes that you really hate are far more common in this world, and you seem to suffer from the kind of bad luck that ensures you run into them more often than most. It could get to the point where you see more anal obsessed hyper-futa furries with tragic backstories, than you do normal human girls some days.

He Hasn't Got Shit All Over Him [+100]: Remember what the A Fantastical World perk said about prettifying everyone and cleaning things up? Well you can forgot about all that, for this jump is now a "realistic" deconstruction of the fantasy genre. The people are on average just as filthy and unkempt as you would expect in a dark age world, hygiene is all but nonexistent and diseases abound.

And to top it all off, for some bloody reason seemingly everyone you meet always wants to discuss politics with you at great length. "Sure, King Thrawndo'iel saved us all from the evil tentacle zombies of doom, but what I want to know is what his tax policies are."

The Monologue Though Unwilling Was of Exceeding Eloquence [+100]: Some may ask what sort of vile fiend could have so cursed you with such a malady of mind, of soul, and of tongue, but it was no infernal being that has left you in this abysmal state of torment. Nay, the author of your inescapable fate was none other than yourself, your own greed and lust for the boons that I offer ineluctably compelling you to form yet another twisted pact for the power on display in this perverse link of the Great Chain of Worlds, a Chain which has immutably set your path through the Blind Eternity that remains forever unlit by tyrannous stars.

The matter is simple, you will now talk and think in the purplest of prose at all times. Even the very worst bodice ripper novel that might be consumed by frustrated youths would be as the snappiest of banter when compared to your credulity straining verbosity. You will be thought to be quite odd as a matter of course, and the average provincial would be hard put to grasp the meaning behind your poetic soliloquies. You could well take yourself out of the mood with a particularly pleonastic monologue on the nature of casual sex, as even your so called dirty talk is not safe. Heaven preserve us all should you ever meet another who shares in this proclivity, for what should be a forthright exchange of information may turn into a lengthy philosophical confabulation on the dark circumstances that have lead to your present meeting. Remember, none can escape from a doom they have willingly chosen. Perchance.

Quest for Coin and Cleavage [+100/200]: Sharing in an all too prevalent mindset around here, you simply tend to think with your dick (or equivalent) instead of your head. This can cause quite a bit trouble as you aren't particularly inclined to worry much about the risks and consequences of your actions, and will almost always choose to give into your lusts when given half a chance. While you won't be going against your deeply held morals or believes just to fuck that demon queen, common sense would be at the bottom of your priority list. And you never seem to learn from these mistakes either. It's possible to figure out that you shouldn't trust a specific person after getting burned badly enough, but the hundredth pretty little thing to flash a bit of skin will find you just as easy to manipulate as the first did.

For an extra 100CP morals will no longer factor into things when you get horny. If you find someone attractive and think you can actually get away with fucking them, You'll give into those primal desires every time, how they feel about the matter is unimportant. For some reason this level also gives you a very distinctive laugh, and causes you to talk about some kind of “hyper weapon” whenever the topic of sex comes up.

Of Arrogant Elves and Fuck Yeah Humans [+200]: Stunty, knife ear, furball, lumberfoot, there are many ways you can refer to the other races, but you only really need one, *inferior*. The simple fact is that you are a massive (whatever you are) supremacist. While you don't necessarily have to be violent, or even cruel to any of the other species, and considering your degeneracy could most certainly be willing to fuck them, you'll never see the other races as truly being worthy of anything more than servitude to your kind at best. So say goodbye to effective diplomacy, or to ever forming any sort of equal relationship with them. At least your Companions are mostly spared from this, though even they'll have to put up with some unintentionally condescending remakes like “a credit to your race” and “one of the good ones”

Burn THEN Pillage [+200]: This world has now become a much darker and bloodier place to live. While there would always have been violence and death brought about by evil men and vicious monsters, now there are far more of those dangerous elements committing all sorts of vile (and not particularly lewd) deeds. They would much rather just flat out murder, and then loot and/or eat those they meet, and aren't generally interested in sexy fun times at all, at least not in the kinds that don't involve the mutilation and death of their victims anyway. Proving once again that Murder Hobos take the fun out of everything.

Zenura Weave [+200]: Whether because of a curse, or just because of a fanatical devotion to your life choices, you are completely unwilling and unable to wear anything at all. No clothing, armor, or any kind of accessory will be able to stay on your body, even trying to do something like casting an illusion spell that would make you appear to be covered up would fail.

This all rather complicates things for you, as even here most of the civilized races generally expect people to at least pretend to preserve their modesty, and your ability to make use of enchanted equipment is severely hampered which can be a dangerous problem for someone embarking on an adventure. What's more, the simple lack of pockets makes carrying supplies and hauling off loot much more difficult, since if you can't hold it in your hands, then you're not going to be able to carry it around with you.

Not If I Rape You First [+200/300]: Well aren't you the popular one? You now have two powerful and VERY determined yandere rivals who are coming after you, and they both want you to be theirs forever, or failing that dead, as if they can't have you then no one will. While most of the fine details about them are up to you, they will each have everything on offer from one of the Origins and one of the Focuses you didn't pick, forming a complete trinity with you. Infuriatingly you seem to be utterly unable to permanently defeat them, as like some kind of Saturday morning cartoon villain they always manage to survive whatever is thrown at them to fight another day, and if imprisoned will eventually escape without fail. Their possessions are also protected, never working for you and if lost or destroyed somehow returning to their masters in time just as your own CP backed items do.

For 200cp they aren't willing to share you with each other, and won't actually be able to work together. Mostly they will just ignore their counterpart, but would fight to take you form the other should you ever be captured. However, for an extra 100CP they will instead be the bestest of best friends, and will happily join forces to claim you. Either way, if you could be described as being under their control at the end of this jump you will fail the Chain.

GMPC Bullshit [+300]: Then there's this asshole. Always better than you in every single way, always more than a step ahead, and is never helpful to you even by accident. He's already fucked that girl you want to seduce, already grabbed the artifact you were looking for, already looted the town you just conquered and took all the pretty girls while somehow leaving all of the enraged solders unharmed for you to deal with. Calling them a Mary Sue wouldn't do this jerk justice, it's like they're some kind of disgusting all powerful self insert character in a lewd power fantasy! ...Why are you looking at me like that?

Despite apparently being destined to take all the glory and leave you with the sloppy seconds, there is at least one silver lining in all this nonsense. Lord Fancy Pants here doesn't give a single crap about you in one way or the other, barely seeming to realize that you even exist, so he won't be going out of his way to pick any fights unless you start it.

2550 Things Mr. Jumper Can No Longer Do [+300]: What's with all of this loony munchkin tomfoolery you have going on? Well we don't take kindly to things like homebrew and having fun around these parts, so knock it off! All of your out of Jump powers, items, and the like are locked away from you until you are finished up here, leaving you with only those things that you've purchased from this Jump's options. And sadly, your Companions are all just as affected by this Drawback as you are. Do try to only get fucked in the fun way, okay?

Extreme One-Winged Dancing On the Big Bridge [+300]: Prepare yourself. The bells have tolled, and the reckonings have come! By default the power level here would be somewhere around settings like Record of Lodoss War, or Kuroinu, and for the most part it still is. But now there are also multiple extremely powerful and potentially world ending threats like you could find in places like Final Fantasy or WoW, and you're guaranteed to have to deal with at least a few of them during your time here. Luckily, or perhaps unfortunately, some of them *may* be open to being “dealt with” in a less violent way if you play your cards right, though you might very well find that laying the All Devour Chaos Serpent only brings you more problems in the long run than just properly slaying her would have.

If this is taken with Supplement Mode the strength of these threats will see a proportionally equivalent increase should the new setting be more dangerous in general, but like any of the other drawback induced foes they won't be getting weaker just because you decide to use some light and fluffy setting instead.

Porn With Plot [+300]: Mindless fuck fests are rather boring, don't you think? It's so much better to have an interesting story line, some chances for character development, and maybe even actual stakes! Well just because I like you, there's no need to worry about not having anything important to do anymore. As now you have a mission you will have to complete in the next ten years if you don't want to fail this jump. You have two choices for what you will have to do in your quest.

Your first option is that you must take over the entire known world (by default an area a bit bigger than the Roman Empire in its prime) and to retain a strong enough hold over your conquests that there aren't any credible threats left to defy your rule.

Alternatively you have option two. In which case there will be an incredibly powerful Dark Lord/Lady in the world who has already totally taken over and who's tyranny is completely unchallenged. You must now not only defeat them, but also make sure that their empire is crushed to the point where there is no chance that they, or any of their almost as strong lieutenants, can reclaim the throne.

The End

Times up. Now you must make your final choice for this world.

Return

It's escapism! Can't you see it's not healthy?

Stay

Staying in the wardrobe?

Move On

I knew you'd make the right decision! Now let's get you ready for the next campaign.

Notes

Any familiar you already have may be given the abilities of Overly Familiar even if they don't count as an item. An appropriate and willing Companion may also be made into your familiar with Overly Familiar if you and they both desire.

If an OC Companion's race is unspecified, you may choose any free tier race for them.

Beastkin come in both full furry and in basically humans with animal ears and tails flavors. It's up to you exactly where any of the beastkin companions fall in that spectrum.

Some of the OC Companions are at least partially expies. Inspirations are listed below.

Vanilla & Chocolate: Deedlit and Pirotess from Record of Lodoss War.

Milfly Bride: Inspired by Bianca from DQV, and Cattleya from Queen's Blade.

The Princessborn: I started off with thinking of Bowsette, but it kind of turned into it's own thing.

Last of Her Kind: Sureilon from the Danball Man (Nikuman Umeew) Enemy Girl hentai.

The Spoony Bard: The Bard from The Bard's Tale video game, and the D&D bard stereotype meme.

An Elaborate Ruse: Nintendo knew exactly what they were doing with Gerudo Link.

Tricky Gobbo Mage: Basically Huffslove's goblin OC Trixie.

Rolling A Gadget: Roll Caskett from Mega Man Legends, and Gadget Hackwrench from the Chip 'n Dale Rescue Rangers cartoon did the fusion dance.

Changelog

Version 1.1
Overhauled the Consistency of Champions perk.

Rewrote Dark Majesty to better illustrate what it gives you.

The CP given to imported Companions was slightly buffed.

Added note for Overly Familiar explicitly letting you import an already owned familiar even if they don't count as an item, and also allowing you to use it to give an appropriate and willing Companion the abilities of Overly Familiar if you want.

Version 1.2
Reduced the price of Moondew Factory and moved it to the General Items section.

Made Mile High Club as the new 400CP Hero item. A special thank you to Smuthunter for fluffing this item out while I wasn't feeling up to it.

Added a new Companion, Hot Chocolate. All credit goes to Smuthunter for writing her up.

Put the changelogs into the Jump.