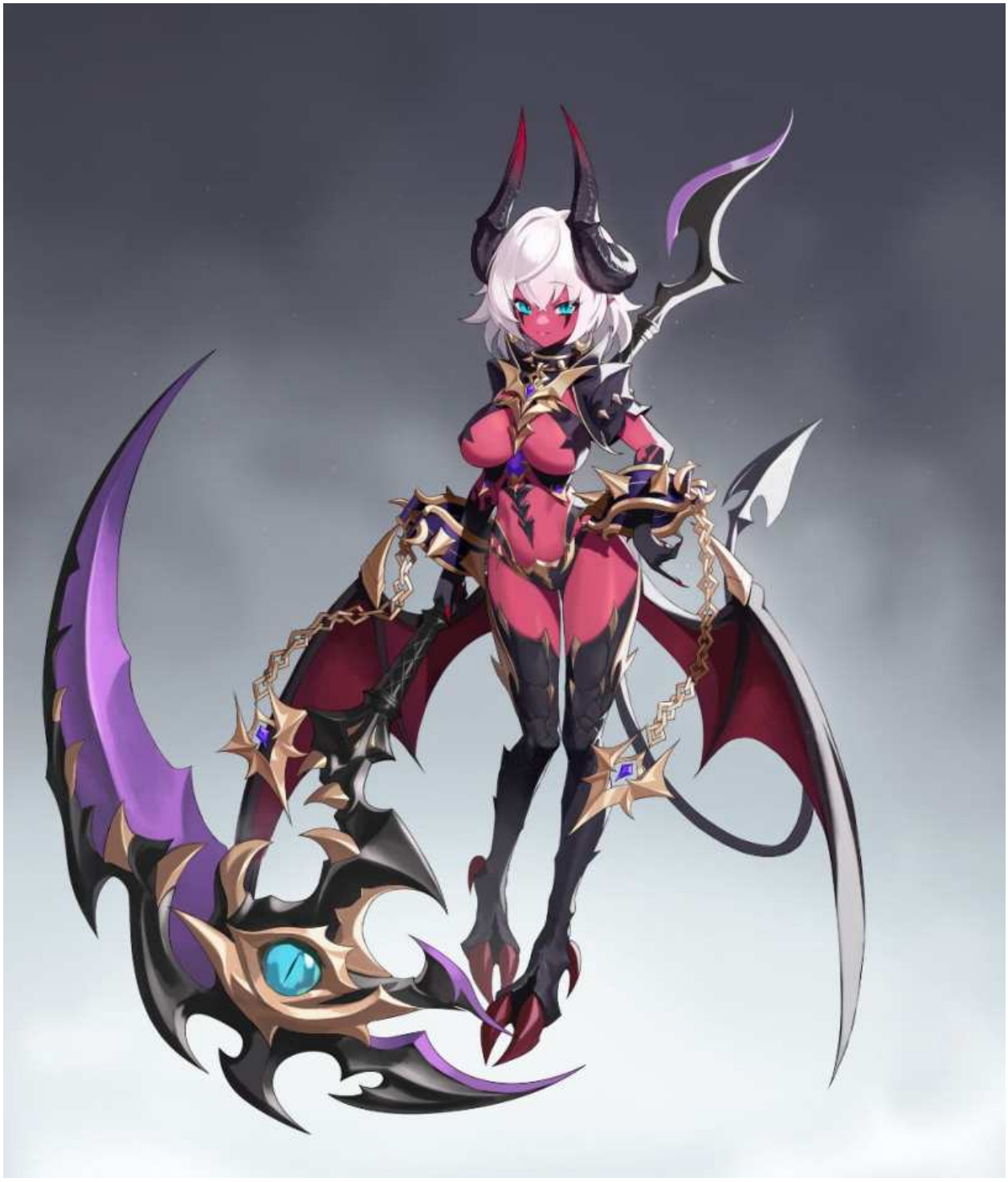
Erotic Succubus Jump 0.2

By saiman010



Introduction:

Hello Jumper, and here I intend to ask: when you hear succubus what do you think of? Do you think of scantily clad women that attack men in their dreams and sexually absorb their life force? Do you think of high-ranking demons in RPGs that exist as damage sponges in fantasy stories? Or do you think of the many doujin and hentai games that tell tales of how these demons would always get the upper hand against the heroines of justice, taking their precious virginity and trying to corrupt these women to their side?

Regardless, now you are going to be a succubus, a lewd demon that exists to do one thing that is common among them: attack people for sexual energy. Also, most succubi are actually considered high-ranking demons, so even the most average succubus would be dangerous for any humans.

For this, you are given 1500 CP to decide what kind of succubus you are going to be and decide what story you will create in this world.



Location

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

1. Modern Earth

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

2. Past Mystical Earth

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

3. Future Colonized World

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

4. Isekai World

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

5 & 6. Free Choice

You may choose any world you like to start in

Origin

As a succubus, your age is entirely your choice. From birth, you are perfectly equipped to engage in sexual acts. You are eternally female for this jump . Choose one origin and your personality type; what kind of succubus will you be? Any origin can be a drop in option.

Origin

Unaffiliated

The politics of the Abyss, the wars between demon lords, and the rigid structures of mortal societies are all meaningless to you. Your allegiance is to yourself and to the pursuit of pleasure.You answer to no one, and that is exactly how you like it.

Corrupted

You were not born this way. You were once a mortal, perhaps an innocent or even a hero, but you were broken relentlessly, raped and corrupted by demonic forces until your very soul was reshaped into that of a succubus. This past has left you with a unique pathology. As you are once a human you know exactly how to break a human mind and heart.

Heroine Slayer

You are a specialist of a very particular flavor of vitality. While other succubi may content themselves with the easy meals provided by common men, you hunt far more challenging and rewarding prey. The heroines who stand as beacons of hope and justice. There is a unique satisfaction in breaking such women, in corrupting their light and feasting on the immense, pure life force that radiates from them.

High-Ranking Official

As a high-ranking member of a demon lord's army or a powerful evil organization. You possess discipline, power, and authority that other succubi lack. You are respected, feared, and utterly dedicated to the cause of your masters, wielding your seductive wiles as a weapon of war.

Personality

Of the Dreams

The physical realm is messy, direct confrontations hold no appeal for you. You prefer to enter your victims' dreams, shaping them into landscapes of pure eroticism, seducing their sleeping minds, and stealing their vitality from the safety of the dream world. It is entirely possible for you to be a "virgin" succubus, having never engaged in a physical sexual act, yet being more potent and well-fed than your sisters who wallow in the flesh.

Seductress

You find no satisfaction in forcing your prey into sexual acts against their will. Instead, you are a master artist of seduction. You will do everything in your power to make them want to sleep with you willingly. The chase, the slow corruption of their resolve, the moment they finally abandon their morals and surrender to you willingly is the ultimate pleasure.

Pleasure of the Flesh

You are what most mortals imagine when they hear the word succubus the most common, primal, and direct type of your kind. You prefer to hunt down your prey and overwhelm them with pure, unadulterated sexual assault. Your attacks are designed to make them cum crazily, to push their bodies past all limits of pleasure until their minds break and their vitality flows out in a torrent of ecstasy.



Origin

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

General Perks

Succubus Body [Free]

As a succubus, you are a high-ranking erotic demon, and your beauty is evident even at birth. Your looks and beauty are top-notch, making you a 10/10 in the looks department. You appear mostly human, with a set of demonic, bat-like wings and a tail which can transform into a dick if you wish. which you can easily hide with your demonic power. You also have the freedom to choose any body shape you prefer.You don't age and have eternal youth. Given the hentai and common influences of this race, you can select a body type ranging from a petite figure to a more voluptuous form with large, head-sized breasts. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away, leaving you perpetually pristine.

Deep Mana Pool [Free]

As a succubus, you have a deep mana pool, making you a natural-born mage when casting magic. Because of this vast reserve, your spells are more powerful and potent than those of most other casters. Even without training, your raw mana capacity is on par with that of human sages who have spent a lifetime honing their craft.

Sexy Body [Free]

Your muscle mass and density are around 10 times greater than that of a normal human. This makes perfect sense for a succubus; no matter how physically powerful you are, your muscles are lean and soft. Your figure will never become jacked like a bodybuilder's, allowing you to retain your sexy, alluring shape while still possessing immense physical strength.

Language of Love [Free]
As a demon of lust, it would be weird if you didn't have the skills needed to satisfy a man or female body against their will. And because of this, you now have the instinctive techniques to perform every sexual act that exists in doujins and hentai. This includes deep kissing, masterful blowjobs, and the ability to control your vaginal walls to massage and pressure your partner's dick in all the right places. Also, this isn't limited to sex with males; you are also just as skillful when playing with female bodies**.**

Hentai Sex Logic [Free]
You are not necessarily gentle when used to attack your victims. Regardless, from now on, whenever you engage in any sexual act, no diseases will be transmitted to you or your victims. Additionally, you will not harm anyone, no matter how rough you are with them, and no damage will be felt by them unless it was your explicit intention to cause harm.

Broad Diet [Free]
While semen and vaginal fluids are the main way for 99% of succubi to sustain themselves, you are part of the 1%. Instead of being limited to those sources, you can gain nutrients from other sources also, similar to other creatures in the world. You can now easily eat human food and will not suffer from the negative effects of malnutrition from consuming only it.

Succubus Fashion Sense [Free]
By default, succubi don't really need or want to wear clothes, as they believe such things will only get in the way when it comes to feeding and having fun. However, succubi have learned over millennia that wearing certain clothes can be even sexier than simply being naked. That is why you now know how to dress sexily to arouse the people around you. You can adopt any style you wish, whether it's a gyaru, a nun, or any of the variety of alluring outfits that succubus are depicted wearing in media. You also know how to use these clothes to hide your demonic features and pass as human when needed.

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

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

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

Unaffiliated

Not Dangerous [100 CP]
You are not dangerous... well, that's what people will sense when they see your beauty. Now, as long as you haven't attacked people or are hostile towards them, they will see you as a neutral being and will not default to attacking you. Your alluring presence disarms their immediate suspicion.

Free Pass [100 CP]
As a free spirit like yourself, you are fond of wandering from place to place. That is why your looks will now act as a universal passport. Whenever you pass through places, enter new countries, or even venture into demon territory, you won't be turned away. As long as you don't have an active warrant or a known cause for conflict with the owner of the territory, you are free to come and go as you please.

Trouble Comes to Me [200 CP]
Being a creature of chaos, it's natural to be mischievous and leave certain messes after your nightly feedings. Now, whenever you get into trouble that stems from your biological functions or your demonic nature, your sentence will be lessened and you will be easily forgiven by the people around you. They are more inclined to let you off with a warning.

That's My Type [200 CP]
As you travel around, you will meet a lot of people, and 8 out of 10 of these people you meet will be exactly your type. They will be the kind of person you find attractive and will want to get frisky with, making it easy for you to test your skills on them.

Diplomat Mind [400 CP]
Being neutral in a potential conflict or between factions is always difficult, especially for a strong-willed demon like yourself. That is why you have now been given a good diplomatic mind. You know how to navigate through troublesome political turmoil. You now know how to speak, how to act, and how to make deals to ensure that you remain completely neutral to the conflicting sides.

Set Up Shop [400 CP]
There are some things in this world that even succubus can't escape, and that is money. That is why you now have the ability to sell yourself as a high-class escort to humans on the internet. You know what sites to use and what common places you can advertise. But this is not all; you can always negotiate prices so that you can gain profit without ripping off your customer. Also, unlike normal feedings, you can now choose to, when doing sexual things with your customer, instead share your vitality with them. This in turn makes their sexual experience with you far more intense and memorable, ensuring they come back for more.

Mediator [600 CP]
You have now been a special honor within the demon realm: the troublesome responsibility of being a mediator between factions. Whenever major conflicts occur, you will be asked to be the mediator in a summit. Because of your years of experience in this role, you have been given the knowledge, guile, and respect from every member that comes to a summit you mediate. You can easily guide these summits, steering conversations away from talks that would give negative results and directing them toward more productive issues. You also have the ability to greatly reduce the summit's time to just a few days at most, and get results that leave all parties satisfied with the compromise.

Neutral Ground [600 CP]
At the beginning of every jump, you can claim any territory the size of a small town that was not already part of any demon territory. This area becomes your neutral ground, free from outside demonic influence. Any laws you make will be binding and can always be enforced upon your fellow demons. Furthermore, demons of other factions will always ignore your territory and respect your laws, and they will also recognize you as the true ruler of that territory.

Corrupted

Human Skills [100 CP]
Even after you transform into a succubus, any skills you needed to survive in the human world don't just disappear; they remain in your mind. Because of this, in this and any future worlds, you will have the common sense of a human in that world and the knowledge to use any everyday objects that humans might use.

After the Transformation [100 CP]
When humans are transformed into succubi, they usually don't have any mental rejection to their new form, as the process is typically something they wanted from the start, usually after being raped continuously. Now you have that same mindset. Whenever you suffer from a forced transformation into any form that you did not wish for, you will instead remain calm and not suffer any negative consequences of that transformation. Instead, you can adapt to that form easily, as if it had always been a part of you since birth.

Human Occupations [200 CP]
Just because you transformed into a succubus doesn't mean the job you once had disappeared. Now, choose any occupation you once had, from being a school student to being a doctor. You now have a mediocre professional skill in that occupation. You also gain the ability to sexily wear the outfit or uniform so that men or women will notice you, but you won't be protested by the people around you.

Demonic Suppression [200 CP]
It would be troublesome if an organization that hunts demons was on the hunt to capture and kill corrupted beings like you. But now that is not a problem. You can now transform into a human form that makes you indistinguishable to other humans through any form of detection, whether by sight, smell, or even magic, which cannot tell the difference.

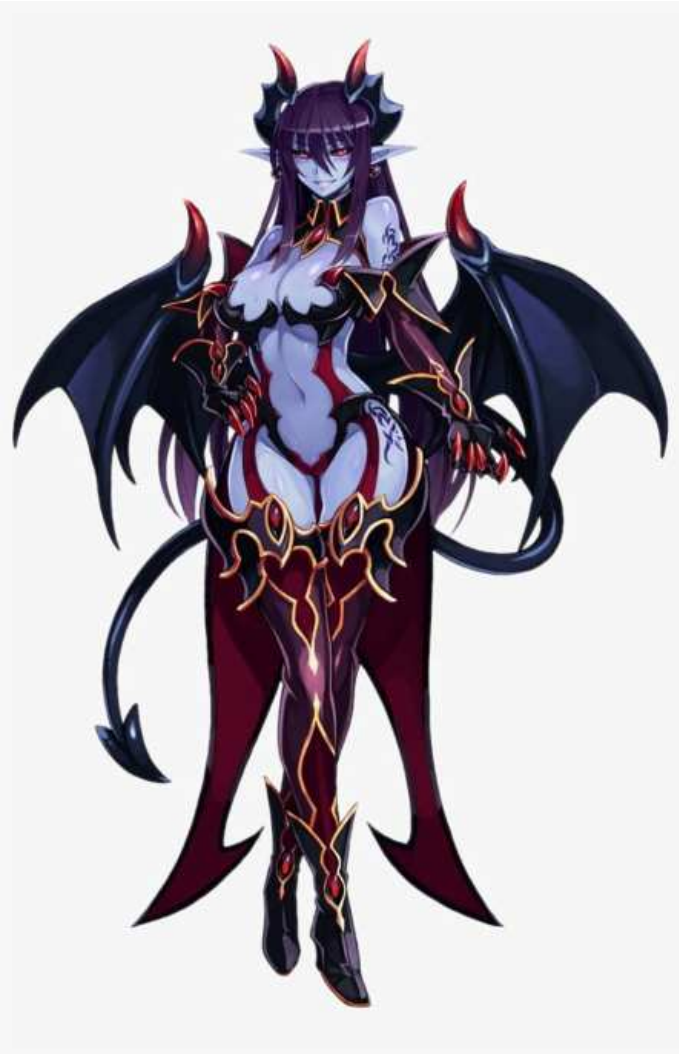
Promotion Please [400 CP]
So, you want to move up the corporate ladder, which usually takes years to accomplish through office politics and the necessary skills. But that will take too long. That is why you can now easily identify and seduce the people you need to sleep with to shorten the time needed to gain that promotion. And that's not all; you can also, if you wish, absorb the skills needed for you to be competent in this new position directly from your superior or colleagues through sex, ensuring you have the qualifications required.

Pets [400 CP]
Oh look, you now have the ability to train humans and make them your perfect pets. Now, whenever you sleep with anyone you find useful, you can subtly imprint your essence into their mind. This will make it so they no longer feel pleasure from anyone else besides your touch. They also can't help but feel a sense of daily arousal that they cannot satisfy unless you play with them in any way you wish. In return, they will do what you want day and night without question.

Succubus-fication [600 CP]
Just like what has happened to you, you now have the capability to transform any race, regardless of gender, into a succubus. If the target you wish to transform is a man, you first have the ability to forcefully change their sex. Once that is done, you will first embed a succubus tattoo on their stomach, right over where their uterus will be. Then, you begin raping them again and again. The longer you rape them and make them climax, the more they will succumb to the succubus transformation. This process will take around 48 hours of non-stop rape by you, or any friends you bring to the party, for them to fully transform into a succubus. However, if the target you wish to transform is powerful enough to be considered a hero, then before the ritual can be used, you will need to continuously weaken their resolve through humiliating and sexual acts, making them into a lewd woman who subconsciously craves sex before the ritual can even begin to work properly.

Fallen Magical Girl [600 CP]

Well**,** former heroine, you have really fallen from grace, haven't you? You were not just any human who fell to darkness; you were once a magical girl who protected the peace and love of the human realm. But now, you are a dark magical girl. You now have a transformation sequence that cannot be interrupted, with the special effects typical of magical girls. However, instead of a cute outfit, you are given a very provocative outfit that barely covers anything at all. In this new form, your magic and physical strength have been enhanced by orders of magnitude. You've also gained an identity-jamming ability, a subtle yet crucial power that keeps your true self hidden while transformed. Furthermore, you have a special type of magic called Holy Chaos Magic. Your magical power now makes you uncleanseable and serves as a great counter to other magical girls' magic, as this magic easily negates magic made of light and purification in nature.



Heroine Slayer

Groundwork [100 CP]
As someone of your refined tastes, you seek out females that give out huge amounts of vitality or mana. Because of this, you are now very good at information gathering, especially concerning strong females. If they are heroines that symbolize love and justice, this information gathering is even more effective, as you can easily reel in all relevant information on the target, including their name, occupation, weak spots, and, most importantly, the people they care about.

Disarmament Master [100 CP]
Females with strong wills are difficult and somewhat troublesome to handle as captives. That is why now, whenever you fight someone, you are now an expert at using physical moves and magic to subtly disarm and capture such females with ease.

Public Humiliation [200 CP]
You now know how to easily break and weaken a strong female's will, and that is by publicly humiliating them in the open. At will, you can create a dome of black magic that hides yourself and your target from the sight, movement, and sound of the outside world. However, this dome can also be made transparent at will, allowing you to use it as perfect blackmail material to have your way with their bodies. If they try to fight back in any way, you can simply let the world see.

Anti-Female Properties [200 CP]
Your attacks and magic now gain anti-female properties that easily destroy their clothes, magic, and weapons but leave their bodies with minimal damage. This is perfect to ensure your prize will not be harmed during the capture process.

Sex Toy Maker [400 CP]
At will, you have the capability to create any sex toy with your magic. This ranges from simple dildos to the most extreme toys, like the wooden horse. These toys are naturally coated in a strong aphrodisiac that, when used on normal girls and even men, would make them cum in mere seconds.

Aura of Perversion [400 CP]
You now, at will, can create an aura of perversion around you that causes everyone in the vicinity to go into an extreme state of heat. Every male around you will begin tearing down the clothes of every female nearby, and the females will begin moaning and shaking their hips like the whores they are deep inside. Furthermore, their stamina and libido have been increased significantly by 10 times the normal human capability, making sure that the orgy would last for days if you so wish.

Holy Eater [600 CP]
Holy magic, anti-arousal magic, and holy objects are one of the many weaknesses you have as a demon and a succubus, and it's a real pain to have such weaknesses when you usually hunt heroines with such powers. Because of this, you have learned to turn your greatest weakness into a source of strength. You are now not only immune to, but can fully absorb any holy attribute magic or weapon. Instead of harming you, these attacks will now heal and restore some of your stamina.

Level Eater [600 CP]
Corrupting strong females is what you live for, as is stomping their very ideals into the ground. That is why now, whenever you have sex with and violate any so-called heroines of justice, you not only absorb their vitality, but you can also steal their abilities as heroes of justice. This includes their skills, rare talents, their abilities, and their proficiencies, even with holy artifacts that would no longer harm them. You will gain these skills permanently, while your victims will only be depowered for a week before their power returns.

High-Ranking Official

Well-Toned Body [100 CP]
Unlike most succubi who are only interested in sex and debauchery, you have instead trained your body to make it more powerful and have greater endurance. Also, unlike most succubi, you are proficient in using a weapon.

Arcane Focus [100 CP]
While succubi are natural-born spellcasters, many don't bother to learn how to properly chant, focus, and have the proper mana control to cast their spells, often relying on their raw mana pools. But not you. Your spells and magic are now more focused and powerful, and you can now learn any spell from any other school of magic with much greater ease.

Soft and Delicate Skin [200 CP]
Succubi really hate wearing clothes that cover their sexy bodies, and because of that, most of them are very defenseless when compared to other demons. But not you. Your skin is now super soft and elastic, making it more resistant to physical attacks and magic.

Tactical Mind [200 CP]
You possess a sharp tactical intellect that allows you to analyze battlefields, predict enemy actions, and coordinate strategies effectively. You excel at positioning, timing, and exploiting weaknesses, making you a capable battlefield commander as well as a combatant.

Familiar Summoning [400 CP]
You now have the ability to summon a very powerful familiar, around the size of a gryphon, that you can ride into battle. Choose any creature that fits this size limit. Also, while riding this familiar, your fighting capabilities are above what they are when fighting alone.

Climax Attacks [400 CP]
Your attacks can now, instead of doing damage or destruction, be converted into attacks of unimaginable pleasure, making your foes climax. The bigger the damage your attacks would have normally done in battle, the more overwhelming and intense the pleasure they inflict instead.

Succubus Sage [600 CP]
You did it, jumper. You are now probably one of the most powerful magic users within the demon ranks. Your power and magical capacity now rival that of any demon lord in existence. Your mana pool is almost limitless, as your nature as a demon has linked you directly with the chaotic realm of magic, allowing you to cast spells easily from it. Furthermore, every magic, curse, and magical item you make that is sexual in nature is now almost impossible to dispel unless countered by the most powerful holy magic.

Demon Lord's Daughter [600 CP]
Your lineage is special, even for a succubus, as you are now a descendant of a demon lord. Because of this, your beauty has been elevated, making you an 11/10 in the looks department. Now, whenever people get horny from looking upon your body, your power and magical capabilities will grow stronger. The more people that lust after you, the more potent this effect becomes. Also, because of this bloodline, you can easily gather allies to follow you, as your blood grants you very powerful charisma.



Of the Dreams

Eye of Sleep [100 CP]
Your eyes bear a distinctive inverted-moon pupil that marks your supernatural influence. When activated, direct eye contact allows you to induce an unnatural, deep sleep within seconds, bypassing normal fatigue or resistance. Targets fall into a calm, dreamless slumber unless forcibly awakened.

Entering the Dream Lands [100 CP]
As your target sleeps, you can easily enter the realm of dreams. You will enter the specific individual's dream, and here you can do all the normal sexual shenanigans and begin feeding on your target's essence, even from within the dream.

Dream Manipulator [200 CP]
You now have the capability to freely manipulate the dreams of the target you have entered. Through this manipulation, you can also read deep into their subconscious and create the ultimate dream that your victim won't fight against and will always remember after waking up.

Deep Sleep [200 CP]
Now, whenever you enter someone's dream, they cannot be awakened unless you first leave the dream, or the dreamer has a strong enough will to realize that they are in a dream. Also, while you are in the person's dream, any external force will not awaken them.

Corridors of the Dreams [400 CP]
You now, with the dream land, can easily move between people's dreams to see and maybe mess around with them. If you have the ability, this allows you to feed on multiple people in a single night. Furthermore, these corridors will act as portals. In the physical world, you can now jump to another person's location based on where they are when they are dreaming.

One Dream [400 CP]
Normally, everyone's dreams are separate and unique to them alone, and also for you to manipulate. But not anymore. You can now easily merge people's dreams, bringing multiple consciousnesses into one. This can be people around the victim that you have fully entered, or different people that are sleeping from other dreams and other locations. Regardless, when there are more people in one dream, it becomes chaotic, and most of the people will try to take control of the dream. Here is what is good: if you try to dominate multiple people in one dream, the energy you absorb will be much more than if you sucked each individual at once in their own dream. Though most dream spaces can only maintain 4 people besides you, as it becomes really unstable beyond that.

What Happens in the Dream Happens in Life [600 CP]
Normally, things that happen in the dream land won't affect the victim's physical body. But now, whenever you manipulate and change any physical characteristics of any person in their dreams, it will become a permanent change to them in the real world. Furthermore, whenever they wake up and see the changes that you have done, they will not question it and will act as if it was always like this. Their memories and the memories of the people around them will be rewritten to accept the new reality, except for your own.

Lord of Dreams [600 CP]
As someone who has delved into dreams, you have probably seen those creatures or objects that seem impossible and break the laws of physics. But what if I told you those creatures actually exist and are called Dream Beasts? You now have the ability to summon these creatures through a gate from the realm of dreams into the real world. Some are cute, like little pixies, while others are nightmarish demons that exist in the dark side of the human mind. Regardless, these beings will exist in the physical world for as long as you allow it. Also, any damage or changes they might inflict in the physical plane will be reverted when they are returned back to the dream world.

Seductress

Sweet Lips [100 CP]
Your words are like sweet nectar to your target's ears. You now know how to compliment someone and say the things they want to hear. Your words also bring a bit of lightning to their minds, keeping them interested in you so that you can talk about stupid stuff for hours on end.

I Dress Good [100 CP]
Dressing sexy is not always enough to attract the type of person you want to seduce. That is why you now know what style of hair and what clothes you can wear to get the attention of any girl or man you wish to seduce. They will be more willing to appreciate the advances you want to make.

Three Times is Fate [200 CP]
Fate and coincidence now allow you to meet the people you are trying to seduce in ways and at times that they will not see you as stalking them. These are the moments they are most open to your seduction. Every three times this happens, your seduction success rate is always at its highest.

A Way into a Man's Heart is Through Their Stomach [200 CP]
Men like eating meat, and women like eating sweets. Now, depending on the gender you wish to seduce, you are good at either cooking meaty dishes for men or sweets if you're trying to seduce women. Your cooking expertise will be the same as a top-tier chef. You are now an expert in making those dishes. Buying this perk a second time will grant you the other expertise.

Touch of a Lover [400 CP]
Now, whenever you do sexual things or ask for such things, your partner is always willing. Your techniques are not just physically satisfying but also spiritually satisfying, as they are full of a perceived love. You now know how to add quirks to your sexual techniques that are a more cute and endearing part of your character, making your advances impossible to refuse.

I Am Your Rock [400 CP]
You are a very reliable person for your target, and because of this, you are now always the first person they will come to with their issues. And when they do, they will always feel refreshed after talking to you. Here, you can always initiate the fun, sexy times, and they will not reject it, while also gaining a dependence on your sexy times.

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

The Perfect Date [600 CP]
The universe now won't let anything go wrong whenever you go on dates with your targets. No spells will misfire, you won't get robbed, you won't be late, and even monster attacks won't get in the way. Furthermore, your dates will always end in success, and the person's affection towards you will not diminish, even if you ignore them for a whole year.



Pleasure of the Flesh

Sneaking In [100 CP]
As a succubus who only wants to consume the essence of semen and vaginal fluid, you don't really care for etiquette and just want to barge into your victim's room. Because of this, you are now a master lockpick. You can easily break into your victim's room with ease, and if it's magically locked, you now have innate lock-breaking magic to bypass it.

The More They Resist, The Harder You Will Come [100 CP]
Consent doesn't matter to you. In fact, when you see your victim struggle against your advances on their bodies, the more they resist, the more pleasure they will feel rushing through their bodies. And the more hateful they feel, the more pleasure they will also feel. Really, you are a nasty piece of work.

Pleasure Overrides Rape [200 CP]
You are a rapist; there is no getting over that. But not for your victims. Now, whenever you violate your partner, and if they feel even a single bit of pleasure in their minds, they can never express to the people around them that they were raped. In fact, it will look like they were in a tizzy, bragging about your amazing technique.

Wanting It Rough [200 CP]
Your own satisfaction is the only thing you care about during your feeding excursions, and the general satisfaction of your victims is not really your concern. That is why, whatever you do to them, over time they will gain a taste for how rough you are towards them. The more pleasure they gain from this newfound force of honesty that you display in sex, the more energy you will gain from them.

Sex Offender Doesn't Exist [400 CP]
You are very difficult to capture or even be convicted for any of the sexual crimes you will be doing to satisfy your own dark desires. Now, chains and traps that are meant to capture and hold you break easily. Furthermore, any witness and evidence that would always make you feel guilty will be always tampered with or will disappear by events that can't be traced back to you**.**

Changing Climax [400 CP]
Climaxing for your victims is their reward for being chosen to be eaten by you. But now you can, by choice, give your victims additional effects when they climax. Now , you can rewrite their feelings towards you from hate to love with each climax, begin to have their personality eroded over time to change them into a different person, or even make them lose the ability to feel anything besides your touch. The more climaxes you give them over a set amount of time, the stronger these effects become.

Welcome to the Dominion of Flesh [600 CP]
You now have a pocket dimension made entirely of your own flesh that you can summon to trap people within. This dimension is filled with tentacles that you can control completely and can be used to violate your victims to your heart's desires. There is a thick miasma always permeating the air that causes your victims to be in a constant state of arousal. Here, your victims will never need to eat or sleep, and their bodies will constantly be ready for your pleasuring needs. Even when they demand rest from their continuous climaxes, they will always be ready for the next session. Also, time is distorted here, as one day in this realm is equal to one hour in the outside world.

Let's Start Round 2 [600 CP]
What is so fun about playing with a broken toy? None, I say. When you see that your victim is now completely broken from you continuously raping them, you can, once a year for that one person, revert them back to their pre-broken state in mind, body, and soul. Why would you want this ability, you ask? Why, by making them go through the process all over again, after all taking their virginity again and re-breaking them, it feels like fun right?

Succubus Skill Sets

Here, we will build on the other skill sets you will gain as a succubus. Succubi have other things that make them both dangerous and sexually adept, but also why they are considered high-ranking demons in the demon world. ***And since this will be a key part of your skills, take this extra 500 CP to build your succubus skill sets.***

Personality

You have now trained yourself to adopt a certain character type commonly found in anime. This altered personality allows you to easily slip into the role at a moment's notice, making it perfect for playing the kind of person your victim would have a hard time rejecting. These personalities also come with small bonuses. ***As a succubus, you gain two personality types for free, and any additional ones will cost 50 CP.***

Amadere

You now have a very sweet and affectionate behavior toward your victims. Since you act as if you are deeply in love with your victim, you can behave in a cute and lovey-dovey way—wanting to be hugged, hold hands, kiss, and go on dates with them. Because of this behavior, love rivals and the general public are less likely to interfere.

Bakadere

You now have an innocent and sweet persona with a strong clumsiness factor. You tend to act like someone who must be looked after and taught by your victim. You behave in a childish and air-headed way, usually rushing into things without thinking them through logically, which often results in embarrassing or clumsy situations. Because of this, people around you will not see you as capable of doing anything dangerous and will greatly underestimate you.

Butsudere

You now have a calm, zen-like lifestyle and are considered wise, moral, helpful, compassionate, and loving toward others. You often spend a lot of time meditating to clear your thoughts in an effort to obtain enlightenment. Because of this, people will seek you out for comfort and advice and will listen to what you say, even if that advice is wrong or immoral.

Byoukidere
You now have a personality that allows you to act as if you suffer from a serious illness. You may choose to be confined to a hospital bed or a wheelchair as a result of this fake illness in the eyes of your victim. This personality makes your victim more likely to spend more time with you, prioritizing helping and caring for you.

Chindere
One of the more erotic personalities. You now have a personality that appears to be only interested in penis or vagina of your victim on the surface, but your victim will interpret this as you being truly in love with them and using your unusually high libido to hide your true feelings. This is perfect for shortening the time needed for a succubus to move into action.

Dandere
You now have a character who is silent and expressionless most of the time. You usually do not go out of your way to talk to anyone and spend most of your time alone. Even if someone tries to talk to you first, you will either respond very quietly or not respond at all. However, when alone with your victim, you become cute, affectionate, and openly loving—perfect if you wish to be left alone by everyone except your victim.

Darudere
You now have a character with a listless, apathetic personality who finds most things bothersome. You live a dull, unexciting life and rarely show happiness or enthusiasm, which annoys everyone except the people you are trying to charm. Because of this, your victim will try harder to be considerate and make you smile more.

Deredere
You now have an overly affectionate personality that is completely lovestruck and does not hide affection toward your victims. This open affection is dangerous, as the victim you use this on will feel compelled to take you on dates and try to make you happy with thoughtful gestures and gifts.

Deretsun
You now have a personality that allows you to act lovingly toward your victims while also scolding them when they do something wrong or displeasing. This is perfect if you wish to keep your victim disciplined and under control.

Dorodere
You now have a cute and lovey-dovey exterior and act affectionate toward your victims, but on the inside you are filled with murky thoughts such as grudges, obsession, vindictiveness, and disturbing violent ideas. These thoughts are rarely detectable and only revealed to your victim through subtle hints. Because of these hidden negative emotions, you are more resistant to manipulation by others.

Gurodere
You are sweet and loving, enjoying being romantic and lovey-dovey with your victims, but you also possess an ultra-masochistic side that enjoys being punished by them in erotic and grotesque ways that your victims notice. This personality is perfect if you wish to be abused more and to awaken the sadistic sides of your victims.

Gundere
You now have a commanding-officer personality who is unable to honestly express affection toward their victims, so instead you act like a drill sergeant and berate them for not being good enough. This personality is perfect if you wish to teach your victims any skill you know, as they will eventually realize your harsh words are a form of love.

Gesudere
Your personality is crude—very crude, offensive, vulgar, and cruel to anyone you do not consider your victim. This personality keeps your victims in line, as they know you are both sweet to them and frightening to everyone else.

Erodere
This is the personality most succubi are born with. Whenever you see an attractive victim, you seduce them openly with your body. As a succubus, your seductive abilities are greatly amplified while using this personality.

Hajidere
You have a personality that is normally very shy and blushes from embarrassment whenever you are near your victim. This extra bashfulness causes your victim to develop a protective, caring attitude toward you.

Hamedere
Your personality is loving and devoted toward your victims in public, but in private you show far more lustful behavior that leads to frequent intimacy. This personality allows you to engage with your victims multiple times a day.

Himedere
You now have the personality of a noble. As part of the nobility of this world, you possess refined education and manners. This makes you far smarter than the average person and grants you access to advanced tactics and elite social skills.

Kamidere
You have an arrogant, self-centered personality that looks down on your victims. However, deep down your victims understand that your arrogance comes from genuine superiority, making them more likely to defend your attitude.

Kekkondere
You now have a personality that makes your victim believe you want to get married immediately. You believe in fate, and once you find the person you consider your soulmate, you will propose without hesitation.

Kichidere
You have a personality that appears insane and behaves like a lunatic. Toward your victims, however, your sanity partially returns in an endearing way, making them more accustomed to strange and unnatural things.

Kundere
You have a personality that makes you deeply enjoy smelling your victims and their belongings. Over time, your victims will intentionally leave clothes and items behind for you, gradually accepting and encouraging this behavior.

Kurodere
On the surface, you act like a deredere toward your victims, but underneath you scheme and set clever traps within reasonable limits. You can create plans that make your victims fall for you faster without revealing your true intentions.

Kuudere
You now have a cold, expressionless, and indifferent persona. In groups, you maintain a stiff, distant presence and emit a clear “do not approach” aura, creating a wall between yourself and others. Perfect if you wish to build a cool, untouchable reputation.

M-Dere
You now have a personality that enjoys being humiliated and toyed with through naughty commands given by your victims. The lower and more humiliating the commands you follow, the more energy you are able to absorb.

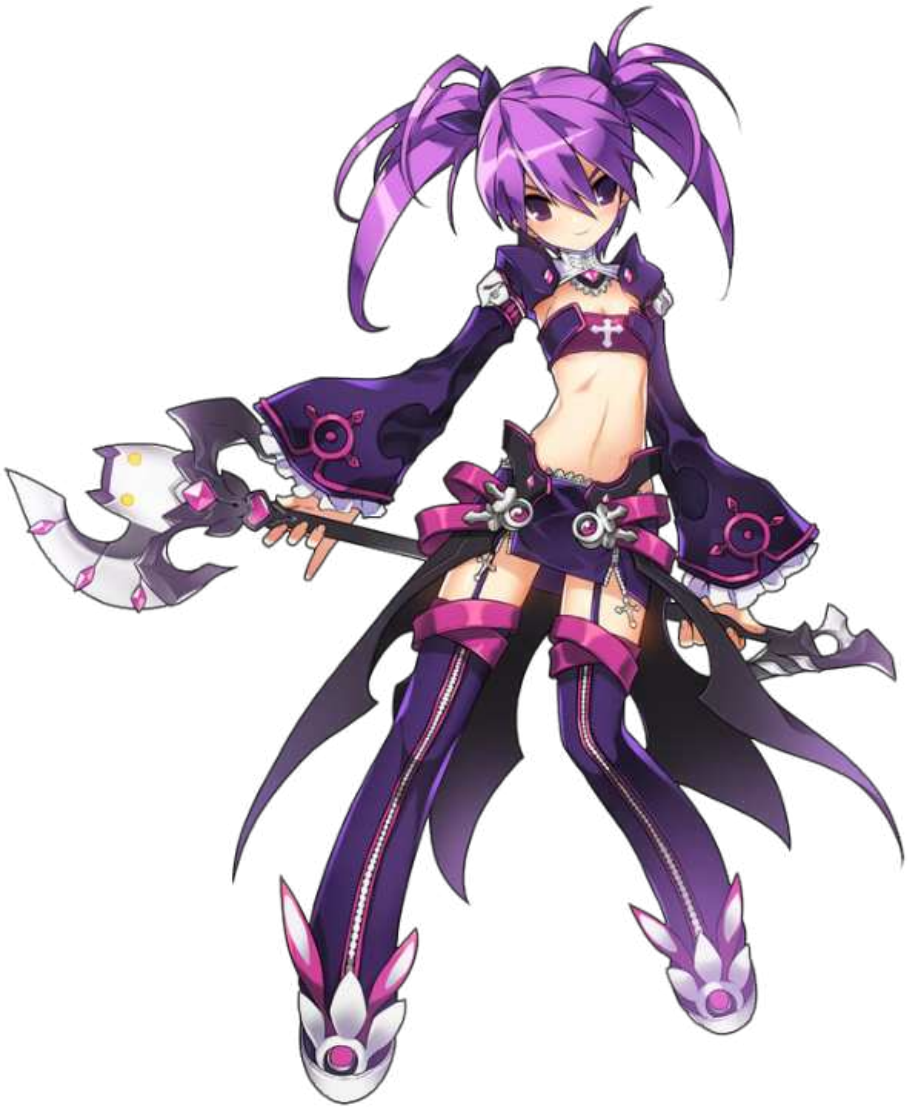
Mayadere
You now have a personality that makes everyone except your chosen victim perceive you as a frightening woman. This is perfect if you wish to instill fear in those around you.

S-Dere
You now have a personality that gains pleasure from toying with and teasing your victims. Over time, however, this behavior gradually gives way to a cuter, more overly affectionate and loving side. You enjoy the sense of control you have over your victims and take pleasure in their reactions. This personality also allows you to easily awaken a submissive side within them.

Tsundere
A Tsundere is a personality type that harbors loving, deredere feelings for their victim but is unable to be honest about them. Instead, you act distant, standoffish, and stuck-up in order to conceal your true emotions. You pretend not to be interested at first, hiding your embarrassment while internally struggling to express your affection. Despite this, your genuine feelings slowly become apparent over time.

Yandere

A Yandere is a personality that begins as innocent, sweet, and overly affectionate like a typical deredere. Over time, however, this affection becomes dangerously intense, causing emotional instability due to overwhelming love. When your relationship with your victim is going well, you act lovey-dovey and devoted, but when jealousy or possessiveness is triggered, you behave impulsively and erratically, appearing mentally unstable as a result of your obsession.



Unique Skills

You have now learned several extra unique skills that you, as a succubus, have chosen to study on your own. Each skill has its own tiered list, and you will receive one skill from each tier for free.

100CP

Animal Speak

Well, isn't that adorable? You can now speak with and fully understand animals. As a succubus, this ability extends beyond simple communication—you can grasp their emotions, instincts, and intentions with ease. Animals will find you strangely comforting and familiar, making them more likely to trust you, warn you of danger, or assist you in small ways.

Ambidextrous

You are now fully ambidextrous. Unlike most succubi, you can effortlessly use tools, weapons, and delicate instruments with either hand. Whether wielding two weapons at once or seamlessly switching hands mid-combat, your fluid movements make it difficult for enemies to predict your attacks. This also applies to non-combat tasks, making you exceptionally graceful and efficient in everything you do.

Precision

You have trained yourself to possess terrifyingly precise aim. No matter the position, movement, or distance, your accuracy never drops below 90%. Whether firing weapons, throwing objects, or striking weak points in combat, your succubus instincts guide your movements with supernatural certainly.

Dark Vision

Your succubus eyes glow with a seductive, erotic pink hue as you gain perfect vision in complete darkness. You can see clearly in pitch-black environments as if they were dimly lit, though in black and white.

The Art of Being a Bitch!

Taunting has become second nature to you as a succubus. Your words, expressions, and body language are perfectly crafted to insult, provoke, and psychologically destabilize your enemies. Your taunts sow doubt, frustration, and confusion, causing opponents to lose focus and lower their guard. This form of

psychological warfare is especially effective against proud, aggressive, or emotionally driven foes.

Enhanced Sense
At birth, one of your senses has been enhanced to a superhuman level. Choose one of the following: touch, smell, sight, hearing, or taste. As a succubus, this heightened sense integrates seamlessly with your predatory instincts.

- **Touch:** You can feel the slightest changes in texture, temperature, and movement, even through barriers.

- **Smell**: Your sense of smell rivals that of a bloodhound, allowing you to track individuals across vast distances and identify emotions or arousal through scent alone.

- **Sight:** You can detect minute details, subtle movements, and distant targets far beyond normal vision.

- **Hearing:** You can pick up whispers, heartbeats, and distant sounds from several kilometers away.

- **Taste:** You can analyze substances instantly, detecting poisons, magic, or emotional residue through flavor alone.

This trait can be purchased multiple times, each time enhancing a different sense.



200CP

Double Slap
You have fully mastered this technique. With a mere act of will, any attack you perform—be it a sword strike, a magical blast, or a martial arts blow—can be made to hit twice. These twin impacts occur with perfect timing and precision, as if reality itself briefly stutters in your favor.

You Are In My Backyard
As a powerful demon, you have grown deeply accustomed to fighting in specific environments. Choose one biome—such as mountains with treacherous footing, dense forests, deserts, swamps, urban ruins, or similar terrain. Within this biome, you completely ignore movement penalties, environmental hazards, and natural disadvantages, while gaining an instinctive sense of positioning and ambush opportunities.

Demon Arts: Crystal Sealing Technique
You have uncovered a long-lost demonic technique that allows you to claim trophies in a uniquely sinister way. By focusing your demonic power, you can encase a chosen target in a solid crystal of any color you desire. Those sealed within do not age, require no sustenance, and remain unconscious until you choose to release them.

Fear Is Not an Issue
Fear exists for a reason—but it no longer controls you. No matter how terrifying, legendary, or overwhelmingly powerful your opponent may be, hesitation and panic will never take hold of your heart. Retreat will not even cross your mind unless you choose it logically.

Mind Reader
Not true mind reading—but close enough to unsettle anyone facing you. You can perfectly predict your opponent's movements moments before they act by reading subtle visual cues, muscle tension, breathing patterns, sounds, and even scent. Your predictions are so accurate that enemies quickly become convinced you can read their thoughts.

Reflecting Barrier
You have learned to form a temporary energy shield using either magic or ki. This barrier can block incoming attacks and briefly reflect some of their force away from you. While the shield is not permanent and will shatter if subjected to excessive damage, it provides a crucial moment of protection.

Hammer Space
Where did you hide that weapon, succubus? Despite your revealing attire, you possess a hidden extradimensional storage space attached to your body. You can conceal weapons, tools, or similar items within it, and no physical search will ever uncover them. While onlookers may let their imaginations run wild about where you store such items, the truth is far less scandalous.



400CP

Mastered Unholy Sexy Pose
As a master of chaos and darkness, you have unlocked the formidable power of the Unholy Sexy Poses. These poses radiate a twisted blend of allure and dread, drawing upon malevolent nether energies. Those who witness them feel their courage erode as fear, despair, and dark fascination seep into their minds.

You Can Make It Do What?!
By embracing the unconventional, you have unlocked the ability to manipulate one unorthodox materials into tools, weapons, and structures limited only by your imagination. Apples, cakes, cotton candy, and other unlikely substances can be reshaped at will. With a single thought, you can imbue them with extraordinary properties—transforming harmless objects into potent explosives, deadly poisons, binding restraints, or restorative elixirs. As a succubus, this ability thrives on creativity, deception, and surprise.

Demonic Scream
You can unleash a dreadful scream infused with demonic power. This bone-chilling cry fills all who hear it with overwhelming terror, inducing panic, confusion, and chaos. Victims may freeze in place, flee blindly, or collapse under the weight of fear, their minds unable to function rationally.

Lengthen
You possess the power to extend any part of your body up to five times its original length. Arms, legs, tail, tongue, or other appendages can be stretched instantly. Despite this extreme elongation, you retain full dexterity, strength, and fine control. The transformation occurs almost instantaneously, making it ideal for surprise attacks, mobility, restraint, or creative combat techniques worthy of a succubus.

Breathe
No matter the environment—deep underwater, toxic atmospheres, sealed voids, or even the vacuum of space—you are always able to breathe safely and without impediment. As a demonic being, your body instinctively adapts to hostile conditions, allowing you to function normally wherever you may roam.

Fear Incarnate
Your very presence radiates terror. With nothing more than your aura or a single glance, you instill deep fear into the hearts of those who oppose you. Lesser enemies may flee outright, while stronger foes find their movements slowed by hesitation and dread.

Not Tamable
Many have tried to bind, enslave, or control you—whether due to your power, beauty, or both. All have failed. Your will is absolute, your instincts razor-sharp. No form of domination, enslavement, mind control, magical binding, or ownership will ever fully take hold over you unless you willingly allow it.

Petrifying Gaze
Much like a gorgon, you possess a terrifying gaze that manipulates time within your victim's body. With eye contact, you can slow their movements dramatically, causing them to feel stiff, heavy, and sluggish as if turning to stone. Prolonged exposure can leave targets nearly immobile.

Invisibility
Your skin can seamlessly mimic your surroundings in a fraction of a second, perfectly matching colors, textures, and lighting. This renders you nearly invisible to the naked eye. Movement does not easily betray you, allowing you to stalk, ambush, or vanish at will.

Shadow Controller
You possess the power to interact with shadows as if they were physical gateways. You can slip into shadows, emerge from others, or travel between them over short distances. Shadows obey your presence instinctively befitting a creature of darkness.

Soma
Your body possesses an unnatural, almost divine quality. Your blood, flesh, hair, and fluids are extraordinarily nourishing and carry potent restorative and euphoric properties. Those who consume or absorb any part of you gain intense vitality, pleasure, or empowerment depending on the amount

Soul Devourer
You wield power over the essence of life itself. By devouring or binding the soul of another, you can transform them into an undead servant bound eternally to your will. These servants retain skills they possessed in life but exist solely to serve you.

No Magic, No Damage
By birth, you possess innate invulnerability to mundane weaponry. Blades, arrows, bullets, and blunt force attacks that lack magical, spiritual, or supernatural enhancement simply fail to harm you. Such attacks bounce off, or shatter on contact. Only enchanted, magical, or similarly empowered forces can truly wound you.



Species Bloodlines

As highly sexual beings, succubi are extremely selective about which races they choose to mate and reproduce with. Because of this, their bloodlines can become increasingly special depending on how many different races make up their lineage. You may now choose any additional races whose blood may flow within your own.

Keep in mind that these special bloodlines will not alter your physical appearance unless explicitly stated—***your body will always follow human beauty standards regardless of the races within your lineage.***

Goblins [100 CP]

Your bloodline now contains goblin blood. Because of this, whenever you choose to reproduce, your gestation period is drastically shortened, taking no more than two months. Additionally, every birth will result in at least triplets, ensuring rapid expansion of your lineage.

Toadmen [100 CP]

While toadmen may not be what one expects a succubus to associate with, their blood grants you several unique traits. You can now breathe and swim effortlessly in freshwater, and your singing voice has been greatly enhanced in beauty and resonance, allowing it to captivate listeners with unnatural charm.

Dwarves [100 CP]

Alcohol no longer affects you negatively. You can drink enormous quantities without impairment. Due to your dwarven blood, you also gain a natural knack for blacksmithing and metalworking, finding it far easier to learn and excel at forging if you choose to pursue it.

Elf / Dark Elf [200 CP]

Elves possess beauty standards that rival even those of succubi. By incorporating their blood, your agility and archery potential now rival that of true elves. You also gain the ability to communicate with nature and spirits instinctively.

If you choose Dark Elf, your skin gains the characteristic darker pigmentation common to their kind.

Orcs[200 CP]
Orcs are among the most physically dominant races in existence. With their blood flowing through you, your raw strength and physical prowess surpass that of a normal succubus. Your ferocity in combat is heightened, particularly when using weapons. Your skin also gains a faint green tint.

Lizardmen [200 CP]
With lizardman blood in your veins, you gain a cold-blooded physiology, making you highly resistant to extreme heat and difficult to exhaust through environmental conditions. Your metabolism is significantly lowered, meaning you require far less food than other succubi. Your strength is also slightly below that of an orc-blooded succubus.

Ogres [200 CP]
Your appetite for non-sexual food is enormously increased. You can consume enough food in a single sitting to feed an entire village. In return, this grants incredible stamina, allowing you to remain active for days without rest or additional nourishment.

Mermen [400 CP]
You now possess the ability to transform your lower body into that of a mermaid at will. In this form, you can swim effortlessly in all bodies of water and survive the crushing pressure and extreme temperatures of the deep sea without issue. Your swimming speed reaches approximately 60 km per hour, making you a terrifyingly fast predator beneath the waves.

Doppelganger[400 CP]
Your body can now effortlessly transform into any individual you have physically touched, perfectly mimicking their appearance and voice. The longer you maintain physical contact with your chosen target before transforming, the more accurate and flawless the transformation becomes, down to subtle mannerisms and expressions. As a succubus, this makes infiltration, deception, and temptation almost impossible to detect.

Werebeasts[400 CP]
You now possess the ears and tail of any beastman type you can imagine, freely choosing their appearance. Your strength and agility are elevated to match that of the strongest beastmen, and your claws become deadly natural weapons capable of tearing through armor and flesh with ease. These traits remain active regardless of your current form, enhancing both combat and intimidation.

Insectoid[400 CP]
The Insectoid genes have restructured your biology, granting customizable insect wings for versatile flight and a specialized tail adapted for parasitic reproduction, allowing you to implant eggs into female hosts who then serve as living incubators to expand your species.

Fallen Angel [600 CP]
Your wings are now those of a white angel, and a cracked, cupped halo permanently hovers above your head. Though your nature remains demonic, holy blood now flows through you. Because of this, your magic is infused with holy purification energy, making you exceptionally lethal to demons, undead, and corrupted beings.

Vampire [600 CP]
You now possess true vampire blood. You can drain blood from others to sustain yourself and empower your abilities. Alongside this, you gain the standard traits associated with vampires, such as heightened physical abilities, blood magic and regenerative qualities.

Dragon [800 CP]
Your wings, tail, and horns become draconic in nature, marking you unmistakably as something ancient and powerful. You gain complete immunity to one element of your choice. Your body can now channel raw draconic energy, dramatically increasing your physical strength, mana reserves, and magical potential.

Magician Archetypes

Here you will now choose which school of magic a succubus like you possesses. Because you are a succubus, you are naturally more inclined toward amorous magic than other races, ***which is why you gain Erotic Caster for free. Any other branch of magic will cost 400 CP to gain***. Your skill level in these additional schools will be competent and effective, reaching close to mastery at best, but not absolute perfection.

Erotic Caster

As a succubus, erotic magic comes as naturally as breathing. This school focuses on spells powered by desire, intimacy, temptation, and emotional arousal. Your magic is cast through body language, voice, touch, eye contact, and presence rather than rigid incantations. Effects include charm, lust, emotional manipulation, pleasure-based healing, empowerment through intimacy, and weakening enemies via distraction or obsession. Unlike other schools, erotic magic grows stronger the closer you are to your target, thriving in personal, emotional, or sensual proximity.

Necromancy

Necromancy grants power over death, decay, souls, and the boundary between life and the afterlife. Your spells include raising undead, draining life force, cursing enemies with rot or weakness, manipulating souls, and preserving bodies. Your casting feels cold and heavy, drawing power from inevitability and fear rather than emotion.

Sorceress

Sorceress magic is raw, direct, and versatile, focusing on elemental spells, force blasts, shields, and destructive power. Fire, ice, lightning, wind, and arcane energy are all within your reach. Casting as a sorceress relies more on willpower and concentration than emotion. Your spells are reliable and powerful.

Enchantress
Enchantress magic revolves around influencing minds, emotions, and perceptions. Your spells can inspire loyalty, induce obsession, erase memories, alter emotions, and subtly rewrite how others perceive reality. Casting feels smooth and intoxicating. As a succubus, this school synergizes well with your nature, but unlike erotic magic, enchantments persist even without physical presence.

Trickster
Trickster magic specializes in deception, illusion, misdirection, and chaos. Your spells include invisibility, illusions, false duplicates, warped perceptions, luck manipulation, and reality “pranks.” Casting feels playful, unpredictable, and mentally stimulating, often fueled by cleverness rather than strength.

Witches
Witchcraft focuses on rituals, curses, hexes, potions, and long-term magical effects. Your spells often require preparation—ingredients, symbols, or time—but produce powerful, lasting results. Casting feels deliberate and methodical, drawing power from tradition, repetition, and intent rather than immediate emotion.



Rogue Archetypes

Here you will choose the classes that a typical succubus may take. As most succubi prefer to maintain their sexy figures, when it comes to physical combat they tend to favor weapons and fighting styles that preserve their slender bodies, or they rely on charm as a weapon in battle. ***Each class listed below will cost 200 CP.*** Since some succubi do not enjoy fighting on the front lines, their skill with these classes is generally mediocre rather than exceptional. **You gain one Rogue archetype for free.**

Diva

With a microphone in hand, you now have the ability to sing like the diva you are. Your songs allow you to continuously cast spells with ease, as long as they are within your repertoire. You also gain the ability to perform an encore, allowing you to cast two spells at once. Your weapon of choice is a microphone.

Dancer

With your sexy body, you can now dance to distract enemies with your seductive movements, causing them to fall under your suggestions. More often than not, they will end up attacking their own allies for your amusement. Your powerful leg kicks deal significant damage.

Entertainer

You are a master musician who uses songs to buff allies, debuff enemies, and keep morale high. Your weapon is an instrument of your choice, which you can summon at will and use to block or strike enemies when necessary.

Doll Master

You are a puppeteer with the ability to summon a large, giant puppet of your own design. This puppet can attack enemies and generate flame-based assaults. It is easy for you to maintain, repair, and rebuild, and over time you can add new features and abilities to the puppet.

Soul Summoner

You now have the ability to summon the souls of the dead and bind those souls to possess weapons or other items of your choosing. These possessed weapons will protect you from enemy attacks and ensure you remain at a safe distance from your foes.

Kunoichi
You are now a shinobi and have mastered nearly all tactical aspects of this role. While you do not possess ninjutsu, you can wield all weapons without issue, create ninja tools, and perform the stealthy techniques that kunoichi are known for.



Items

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

General Items

Succubus Outfit [Free]

You now have an outfit that emphasizes the curves and sensuality of your body, exposing 90% of your skin. Best of all, this outfit will always keep you warm from the elements and maintain you at a comfortable temperature. Additionally, while wearing this outfit, you are still considered naked.

Succubus Erotic Tattoos [Free]

You have likely seen that most succubi have erotic tattoos on their stomach, where the uterus is located. These tattoos while you are naked, your skin is protected from damage by a magical field.

Apartment [Free]

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

Sex Toys Collection [100 CP]

You now have a collection of the best sex toys that can fit in a moving box , including dildos, eggs, and vibrators, perfect for pleasure play with you or any woman as a target.

Succubus Sexy Outfit Collection [200 CP]

You now have a complete wardrobe with every manner of sexy outfit you can think of, complete with the sexy underwear in the sets. Also, no matter what happens to an outfit outside the closet, every outfit will be restocked every time an outfit is broken or lost, and all outfits will be auto-cleaned when the outfit is put back in the wardrobe.

Unaffiliated

Guide Books [100CP]

You now possess an ever-updating collection of high-quality guide books that automatically adjust to every new country, realm, or world you enter. These guides do not merely list tourist locations, but also include cultural norms, hidden landmarks, safe routes, dangerous zones, local laws, common scams, and secret spots only natives usually know. Prices, exchange rates, and seasonal changes are always current, ensuring you can travel efficiently, avoid trouble, and experience each location to its fullest without wasting time or resources.

Universal Money Exchanger [200CP]

This compact, portable device allows you to instantly convert any form of currency into the local equivalent at a fair and stable exchange rate. It works on coins, paper money, credit systems, energy credits, and even exotic or magical currencies from parallel worlds.

Keystone Portals [400CP]

You own a set of powerful keystone stones that act as permanent teleport anchors once embedded into a location. After placement, each stone becomes a fixed destination that you can teleport to freely at any time, regardless of distance, borders, or dimensions. The portals are precise, safe, and discreet, preventing detection unless someone is specifically searching for spatial anomalies.

Moving Castle [600CP]

You are the owner of a colossal flying castle that drifts gracefully through the skies, fully under your control. The castle contains luxurious living quarters, a grand library filled with empty shelves that fill themselves with relevant books over time, lush gardens, pools, dining halls, and customizable rooms for allies or companions. An army of autonomous robotic servants handles cleaning, maintenance, repairs, and defense, allowing the castle to remain self-sufficient.

Corrupted

Universal Badge [100CP]
You possess a single, ominous badge that functions as a living symbol of authority. As long as you should logically have access to a place, organization, or restricted zone, this badge ensures that guards, systems, and officials recognize your permission as valid. The badge automatically updates whenever you gain promotions, higher clearance, noble titles, corporate authority, or special access rights.

Master Laptop [200CP]
You own a master-class laptop with infinite memory, limitless battery life, and a self-upgrading internal architecture. Its processing power, RAM, and storage automatically evolve every month, always matching or surpassing the most advanced computing technology available in the current world. The laptop can connect to any form of internet, network, magical data stream, or restricted system, regardless of firewalls or dimensional barriers.

Broken Transformation Device [400CP]
This is your old magical girl transformation device, long since shattered and stripped of its original purpose. While it can no longer transform you into a heroic form, its internal combat core remains strangely intact. Instead, it now allows you to summon the final-form weapon you once wielded on the battlefield as a magical girl. You may choose that weapon now. Once summoned, it manifests directly in your hands as a powerful armament specifically designed to slay creatures of evil, retaining the lethal purity and battle-hardened essence it once possessed.

CEO Seat [600CP]
You are the undisputed CEO of an ultra-wealthy and highly influential corporation operating within the human world. The company functions autonomously, handling production, logistics, legal matters, and expansion without requiring your active involvement. All products, services, and investments are subtly influenced by your will, ensuring maximum profitability and steady growth. Beyond wealth, the corporation grants you immense political, social, and economic influence.

Heroine Slayer

Whip of Embarrassments [100 CP]

You now own a whip that, when used on females, will quickly shred through any female's clothes while also lightly bruising the skin. The impact sends shivers of pleasure through them, overwhelming them with a mix of pain and arousal that leaves them vulnerable and exposed.

Park of Losers [200 CP]

You now have access to a secluded park where desperate, loser men hang out. They have few to no prospects with women, which is why whenever you bring any women to them, they will likely rape them on the spot. They don't care if the women were heroines of justice who saved them yesterday; their pent-up frustration and lack of self-control turn them into a mindless, violent mob.

Pleasure Tattoos [400 CP]

You now possess a collection of magical tattoos. When you apply one to any woman you see and wish to break, her pleasure senses will be enhanced tenfold. She will be placed in a constant state of heat, unable to disobey your orders. This state prevents her from perverting their form, asking for help, or even killing themselves to escape their new reality. These tattoos cannot be broken or removed by anyone but you.

Principal [600 CP]

You are now the principal of an all-girls school with 3000 students. This school is full of magical girls who are virgins, weak, and inexperienced in battle. They are truly a perfect hunting ground for a heroine slayer like you, giving you absolute authority and a seemingly endless supply of powerful yet naive prey to corrupt and break at your leisure.

High-Ranking Official

Supply Chains [100CP]
You now possess a fully established ration and supply network capable of feeding and sustaining any army under your command. This supply line ensures consistent access to food, basic equipment, and logistical necessities, preventing starvation or attrition due to lack of resources.

Orc Grunts [200CP]
You now command 1,000 Orc Grunts stationed within your territory. These orcs are loyal foot soldiers suited for frontline combat and manual labor. Any losses among them are automatically replenished, as the total number of Orc Grunts respawns back to 1,000 at the end of each week. If you wish to have a 100 Succubus followers instead than you can have instead.

Daemonic Weapon [400CP]
In your hand now rests a daemonic weapon forged in the deepest pits of Hell, and you may choose any weapon type upon receiving it. Regardless of its form, this weapon grows harder and more lethal whenever it clashes against holy arms, allowing it to rival or surpass sacred weapons over time. It may also act as a substitute for wands or staves, allowing you to cast spells directly through it, and is powered by pure demonic energy rather than holy force, making it especially deadly against angels, celestials, and other divine beings. The weapon is bound exclusively to you, cannot be wielded by anyone else, and will always return to your hand when called, no matter the distance.

Demonic General Armor [600CP]
You now possess a suit of Demonic General Armor that remains as seductive as ever while granting overwhelming power This armor allows all your attacks to bypass any and all resistances, disables enemy regeneration entirely while reducing all healing received by your targets to a quarter of its normal effectiveness, and amplifies your magic so that all spells deal their maximum possible damage while restoring ten percent of the damage dealt as HP. In addition, the armor provides unlimited and continuous regeneration of both HP and mana in and out of combat, massively increases all combat-related stats, grants strong resistance to all physical and magical attacks, and provides complete immunity to all status effects, ensuring you remain empowered, relentless, and nearly impossible to defeat in any encounter.

Companions

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

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Ten Years Later

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

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

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