Astro King - Summoned As A Hero, I Turned Out To Be Low Rank, So I Made A Maid Harem!

After being transported to another world with all of his classmates, Yoshitsune was ordered to conquer the dungeon as a hero. While his peers were all reeled in and tamed by the offer of unlimited sex with the castle maids, Yoshitsune, a low-rank hero, devoted his cheat skills to getting more and more maid wives.

Within the next 10 years you will be in this kind of world, so to start the jump we give you **+1000 CP**, use them as you like.

Location

Whatever your origin, you will appear in the realm of Elysium, the only habitable place in this world. Due to ancient wars, the world outside this realm is completely desolate, finding only an endless and uninhabitable desert.

The realm is not a place that can be considered decent, as there is a very marked nobility system. Monopoly and classism are very common in this place, with lower class people being treated as disposable objects at worst.

If you want to survive in this place, I advise you to be powerful or know how to use your head (figuratively speaking).

Age

Choose the age you want .

Gender

Gender in this world, unfortunately, is very important. If you thought that many hentai works were too misogynistic, this place could be on the podium of the worst places for any woman to live. So your choice of gender will impact your stay in this jump.

Male (Free)

The most privileged are those who are summoned or part of the nobility. If you are a non-privileged person (in status), your stay might be difficult, but you can improve your stay if you try hard.

Female (+300 CP)

If you are a woman, I warn you that your stay will not be the most pleasant, unless you were born as royalty. Women in this world are treated as objects. In a world so misogynistic that they see women as baby factories, it doesn't matter if you are a noble or a summoned, your only function will be to be the sexual outlet for some random guy.
But with the options offered in this jump, your stay could be more bearable.

Origin

Regardless of the origin you choose, you will be able to speak the common language of this world fluently, as well as being able to read and write it without any problems. You will not have a language barrier problem.

Summoned (Free)

You are not native to this world. Through a summoning (kidnapping), you were brought to this world. The purpose of this is twofold: 1) to conquer dungeons for resources and 2) to procreate with the locals, as they have low compatibility when procreating with each other. Summoned heroes can enter any dungeon without the need for authorization, as well as bring any loot obtained from it.
By the way, the summoned ones are Japanese, what a surprise.

Native (+100 CP)

The locals of this world. Typically, they lead modest lives, unlike the nobility and wealthy merchants. Due to their low fertility, they rely heavily on summons to increase or maintain their population. They are also restricted in entering dungeons, as summoned people are the only ones allowed to enter any dungeon without authorization.

Perks

All origins and genders receive their 100 CP Perk for free. The rest of the Perks of an origin are discounted.

General Perks

System (Free/ 100 CP)
A generic system of levels, stats and skills. You can see your data on a status screen where information such as name and surname, level and gender will appear. You can also see your stats such as Strength, Agility, Dexterity, Intelligence, Vitality, Luck, HP (Vitality x10) and MP (Intelligence x10). You can also see all your skills.

Normally, HP or Health Points indicate the amount of health or life that the user has, but here it has another use. HP is an invisible barrier that protects the user from any attack. When it is at 0, the user loses this shield temporarily until his HP regenerates (waiting for it to recharge naturally). Like other systems, the damage received by the user will vary depending on how high his defense stat is, so with a high defense you will receive less damage.
Another advantage of this system is that those summoned or people from another world acquire the ability to understand the language of the place that summoned them.
Also, due to the low reproductive compatibility between the inhabitants of this world, by leveling up, men will increase their fertility, having a greater chance of impregnating their partner.

A peculiarity of leveling up this system is that it not only strengthens your body both physically and spiritually, but also increases your libido temporarily. This means that after leveling up, the only thing on your mind will be having sex and you will last for several rounds until you satisfy your lust completely. Additionally, as a man levels up, his semen becomes more palatable to women, as it has an aphrodisiac effect. Lastly, leveling up increases a person's stamina, so a high-level person can last several rounds without any negative consequences.

If you pay an extra 100 CP, you can keep this Perk after finishing this jump, you can also share it with other people, even integrate it with other systems you have. As a bonus, everyone you share this skill with will gain classes. These classes can evolve into more powerful classes upon reaching a certain level and meeting certain necessary requirements.

Regarding the level of women, the HP barrier can also protect them from unwanted penetration (sexually speaking) so a woman with a larger level difference than her partner will create a barrier around her vagina or any other part where some kind of unwanted penetration (sexual) is attempted. For this reason women are not allowed to level up. This applies to men as well, so in same-sex relationships it is advisable not to have a large level difference.
During this jump, and with the system, keep in mind the level of the person you are having sex with. Post-Jump, this limitation will not apply to the system if you purchase the option to

keep it for future jumps. This also applies to the increase in libido when leveling up, so you won't have this disadvantage Post-Jump if you keep this Perk.

A Fictional Medieval World - NSFW Version (100 CP)
Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.
With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished they will not lose their attractiveness, but will give them a more mature appearance in a good way, even the oldest people will have a very attractive appearance.

People will be well endowed, women will have huge breasts (the limit is your desire), the same being the case with men with their penises. .

Fertility (200 CP)
The fertility problem in this world is very serious, the natives have a low probability of creating offspring because the compatibility between them is very low, and compatibility itself is very important and related to fertility. In order to continue repopulating, they resorted to the summoned, who unlike these, have a higher fertility because they have a higher compatibility with the natives, even more so if they level up and have sexual relations with the same person. Luckily, you don't have that problem.

You have total control over your fertility, being able to choose between a 100% chance of impregnating someone or 0%. This will make you very coveted for having offspring.If you wish, you can control your partner's fertilization, so you can interrupt fertilization (if you are a man), as well as postpone it for another time (being able to control the moment of fertilization whenever you want, regardless of your gender).

Another effect is that you can procreate with any species, even those that would be impossible. But any damage you may have during intercourse will have to be avoided with another type of power or Perk, you can impregnate a fire elemental but you are not immune to burns.

Rising Star (400 CP)
Social classes in this world are very marked, with classism being a common occurrence. Rising to a higher class is extremely difficult, but dropping to a lower one may be more common than you think.

Rising to higher or more privileged positions is something you specialize in. Each achievement or mission you complete will be given more importance than it should have, causing you to be rewarded with promotions or advantageous social positions. A job well done at the store where you work may be your ticket to management of the place. Clearing a dungeon floor with a group (or alone) will earn you a class upgrade (if you are a low-class you will be promoted to middle class with all its benefits).

Finally, once you reach a position, it is impossible to get you out of it. If you are a noble, no matter how incompetent you are, you will still have the same title and rank. If you are a manager of a company, the only option for you to lose your position is for the company to go bankrupt and close down. As long as the organization, kingdom, country, etc. you belong to continues to exist, you will never lose your position.

Lost Knowledge (600 CP)
The ancient civilization that existed in this world was very advanced, so much so that the entire kingdom where the plot revolves was actually an amusement park that is managed by a powerful artificial intelligence. The dungeons, the monsters and the entire system is actually something created by the previous civilization.

Advanced science can do things that could seem like magic, but advanced magic can also achieve feats that would seem to be made by futuristic technologies. The creations of this world go beyond logic, not being able to classify if these creations are magic or made by science. The manga does not clarify it, but we can give ourselves a little freedom and draw our own conclusions.

You have a broad knowledge in everything related to Magitech. Your knowledge in this branch is not only limited to technology, but also to combining magic with other sciences such as biology, engineering, programming, etc. You can create living beings identical to those that appear in myths, create transports that carry loads and people from different planets, travel to other worlds or dimensions, create pocket dimensions with their own physical laws, create infinite energy generators, make elixirs that can cure any disease, design an artificial intelligence so complex that it can create its own system, etc.
With your knowledge, your imagination is the limit (and also the resources) of what you can create. Try to be responsible.

Men

Stallion (100 CP)
You're quite the stud. You can have sex marathons with eight people all night long and still be energized when you're done. As well as having infinite stamina when having sex, your relevant organs never run out of reserves, so you can ejaculate gallons of cum without the risk of dehydration or any other related illnesses.

The best thing is that you are the first choice to impregnate a woman. No matter their social class or any other factor, nobles or powerful merchants will beg you to impregnate their daughters, and also their wives. And these women will want to give birth to and raise your children.

As a bonus, you'll receive the Regeneration skill. Aside from healing you from non-fatal wounds, it will regenerate your vitality and libido. The MP cost is very low, so it will seem more like a Passive skill.

Pay with your body (200 CP)
Normally when you get paid or compensated for something, the common means of payment is money, well that would be the common if we don't take you into account.

Any kind of reward, payment, compensation, indemnity, etc. that is in your favor, you can replace the payment with sex with the person who gives you the payment or with someone related. You worked one day as a delivery man, instead of receiving your payment in money you can ask to have sex with your employer. You saved the kingdom from a monster attack, instead of receiving a noble title from the king you can ask that the queen and the princesses of the kingdom be "your women" and have them as your (sexual) maids.
Depending on the achievement and its positive impact, the rewards can vary.

Ideal Master (400 CP)
You have something that makes women (or people of your gender of interest) feel attracted to you (both emotionally and sexually) like moths are attracted to fire.

Your aura is that of a dominant, captivating and imposing respect on both men and women. Your presence is not that of a monarch or someone of equal authority, it goes beyond that. Even the king who summons you will be submissive to you (the summoned being practically privileged slaves of the nobles).

Because of all this, people will beg you to be by your side, women of any origin will beg you to be their master, any man will ask you to be your ally or friend. The best thing is that they are not the ones who use you, but are willing to do or give you anything to be your subordinates or lovers.

This option is like a Charisma Perk, very powerful for the reasons mentioned above.

Lady Luck is Generous (600 CP)
If we talk about luck, you are the protégé of Lady Luck. Having luck comparable to the convenience of a script in some history.

Your luck will make your stay very pleasant, if you want something or have a goal in mind, fate will move the pieces so that you get the result you want. You want a certain maid for yourself but her price is too high, an hour of exploring the dungeon will be enough to find a valuable item or get the same one so you can sell it and buy your desired maid. Or maybe you need to gather items that have a low drop rate, you will get them on your first try. Even that dangerous dungeon will be a walk in the park if you don't run straight into an extremely powerful enemy, although you will come back in one piece since the same luck will create an opportunity for you to escape.

Basically, you are very lucky, not to the level of generating miracles but getting something very useful or a favorable result that has a probability of 1/1,000,000, is a normal day for you.

Women

Attractive and well equipped (100 CP)

In this world, women are appreciated if they have large breasts, as these are considered a quality for breastfeeding babies. Another quality is that of being young, as it is believed that they have greater fertility, and people over thirty are considered old.

You are a beautiful person, both in appearance and your face. You have a voluptuous body, as if you have the appearance of a person twenty years old or younger. In case you are a man, your "friend" will be the one who increases its size.

Incredible Technique (200 CP)
You are an expert in the sexual arts. With your knowledge and experience you will be able to please anyone, giving them the greatest excitement they could get from anyone.
Once they have had a taste of you (sexually), they will be addicted to having sex with you, unable to reach orgasm with anyone else but you.

Not just a baby making machine (400 CP)
It is a general rule that women in this horrible place are only good for giving birth and raising children in their first years of life. Although the majority is condemned to that fate, there is a minority group that is free from that fate.

Regardless of your gender, position, species, etc. you will be free from any role or social imposition that may be the norm in the place where you are. If you are a woman in this world, your options will not be limited, being able to perform other types of tasks that you choose. If you are a commoner in a monarchical society, you will be able to perform tasks that are more in line with noble positions and you will not have any kind of opposition or antagonism due to your humble origins.

Basically, you are immune (socially) to any type of role that society imposes on you due to some type of condition that is not related to your abilities or talents.

I am my only owner (600 CP)
This world is very cruel to women, no matter your origin or status, at the end of the day you will end up being the property or plaything of some guy with power or who is useful to those who rule. In case you are not their sex toy, you will be assigned dangerous tasks such as security or dungeon cleaning. But you are not an object or a servant, you are your own owner.

No matter what kind of skill or legal argument they use against you, they will never be able to enslave you or treat you as mere property. No matter what social position or power the other party has, they will not be able to subjugate you and control you as a disposable pawn. Even beings as powerful as universal entities can only have agreements where both parties obtain benefits, making it impossible for them to even turn you into their pawn or slave. But that doesn't mean they'll give you free powers, it's a fair deal between "equal" parties, so you won't face any repercussions if you reject their offer and offer a fairer option.

Another effect of this option is that you are immune to any type of mind control. As an added bonus, you will always retain your personality no matter what kind of circumstance causes you to lose your memory or seal your memories. If you are going to change, let it be on your terms.

Summoned

Classes (100 CP)
In this world there is the concept of levels and stats. This is common to all inhabitants, but only summoned people can access classes like Warrior, Mage, Cleric, etc. These classes are very important and highlight the difference in power between people of the same level. One of the main advantages of classes is that when you reach a certain level, you can acquire a skill that can be very useful in combat or give support to you or your allies. These skills are what make the difference between a summoned person and a native of the same level.

Another advantage is that when you reach level 10, you can change your class to a more powerful one, and you can do this process every ten levels. Since you are paying CP, you will not lose the skills of your previous class when you change it for another one.

Choose any basic class to start with, and after you reach level ten, you can change it for a more advanced class or a different class. Although you have the freedom to create whatever class you want, try to be reasonable. At level 10 it doesn't make sense to change your Mage class to a class that makes you practically invincible.

Every ten levels, you can acquire an extra class, but just like the main class, you must meet the prerequisites to obtain a more powerful class, so if you do not meet them you can only choose a common class.

Experienced Explorer (200 CP)
Summoned have only two tasks, to reproduce with the natives of this world and to obtain resources from the dungeon (above all rights of the same for their children). Apart from the first, you are an expert in dungeon exploration. Having the knowledge and experience of a veteran who has explored all types and classes.

You are a walking encyclopedia of any type of creature that exists in the dungeon, as well as an expert in identifying traps, passages or hidden doors and solving puzzles that these dungeons pose to you. You also have a great sense of direction, always choosing the safest path or the one in which you can obtain the most treasures.

Ypsillon (400 CP)
The system of this world, along with the dungeons and all other types of phenomena, is controlled by a powerful artificial intelligence. When summoned from other worlds are brought here, they can receive a kind of assistant that will have the form of a fairy or animal. This assistant can only be seen by the person assigned to it.

The functions of this assistant are not very different from an artificial intelligence that serves as support or guide. It can help the user to use their skills more efficiently, as well as being an encyclopedia of everything related to the world where they are, such as the functioning of the dungeons, skills, etc.

You will have this type of support to guide you. Unlike the canonical one, this is not limited by the will of the main artificial intelligence or control center. As for what information to share, it will have all the publicly known information, as well as those that are a bit limited. Lost or little-known knowledge can only be accessed if you have already studied it or obtained information about it. Therefore, it will be a database of various knowledge that exists in the world, as well as a support for you to use your skills in the most efficient way. Also, by having reasoning, it can play the role of advisor to advise you on any type of subject.

It should also be noted that without the help of an assistant like Ypsilon, you need to complete an entire dungeon to be able to enter the next one. In order to enter Grand Blue, you would need to kill the Evergreen dungeon boss "Behemoth". So if you have this assistant, you will be able to transport yourself to other dungeons without having to complete the previous ones.

It's also useful for transporting you out of the dungeon if you want, so if you're out of attack range of an enemy, you can exit the dungeon no matter what floor you're on.
This assistant is totally loyal to you and you can customize it to your liking, but keep in mind that it is intangible.

Astro King (600 CP)
A class that can only be obtained if you defeat a certain dungeon boss. This rare and powerful class, apart from giving you a very stylish suit, gives you unique and powerful abilities that could be considered cheats or broken.

The first and most powerful is Astronaut, the user can generate a vacuum barrier that protects him/her from any attack. He/She can also use that vacuum to attack, as if he/she were repelling a person or thing with great power. Aside from that, you can control the energy of the void, using it both as an attack and defense. An incredibly broken ability.

Another ability is that you have is Jet, the ability to fly, you don't have wings, but you can manipulate your gravity to be able to float and move at high speed (at the speed of light), without having to worry about friction by having a kind of protective shield. You can travel at the speed of light without any inconvenience.

With your adaptability, you can survive without problems in any environment, be it the seabed or the vacuum of space. The good thing is that it won't generate physical changes to your body.

Lastly, Hangar is a storage space larger than the inventory. It has a space of one million cubic meters. If you want to extract something, you just have to imagine it and it will appear in your hand or wherever you want.

Native

Basic Skills (100 CP)

You can choose the profession you like the most and have three decades of experience and knowledge about it. Something simple but useful to get a job. You can use this Perk at the beginning of each jump. The professions you can choose must be within the category of mundane or common jobs. Do not confuse professions with Classes.

Authorized (200 CP)
Normally, only summoned and natives who have the rights to enter a dungeon can explore the various dungeons in this place. But since this is a special case, you will be exempt from this requirement.

You can enter any place with limited restrictions without any problem, be it guarded places or organizations or places that require permits and authorizations.

But what happens after that is your responsibility. You can enter the royal treasure chamber of a kingdom without any problem, but if you start looting all the items inside, the guards will have every right to kill you.

First Class Merchant (400 CP)
Raw power is overrated, nowadays it's economic power that matters. You are an expert in all things business and administration. You can start with a small business and within a couple of years turn it into a nationwide company.

Your ability to understand the flow of the market, as well as detect opportunities to generate fortunes is first class. Also your talent to direct and manage your business will eliminate any type of inefficient and costly process, eliminating any factor that is only harmful or an unnecessary loss of income.

Royalty (600 CP)
You are not just a commoner or an average noble, you are a direct descendant of the first summoned, a member of the royal family. You are part of the children of the current king of this kingdom, not being the heir but sharing many of the luxuries that they have.

The members of the royalty have supreme authority, having complete control over all the inhabitants of the kingdom. This is because they control the monopoly of many products from the dungeons, as well as having control over the summoned. Basically they have great economic and military power.

The male members have the right to choose any woman they want as their lover, impregnating as many as they can to have offspring. The female members have better treatment than the rest of the women in this world, not being forced to have to be a baby factory.

In future jumps, you can choose to be part of the royal family of any country you want, but you will be very far down the line of succession to the throne.

Items

All items are discounted to the appropriate origin and gender. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.

General

Points (100 CP)
Any kind of purchase, at least in the castle, is done through "Hero Points" for summoned, "Soldier Points" for soldiers, "Citizen Points" for civilians, etc. You have the equivalent of 100,000.00 dollars of these points. This is enough for you to live a comfortable life for two or three years.

These points can be used to buy food, goods, property, even people.
In future jumps you will receive an amount equivalent to the currency of the place you are currently in.You can choose this option multiple times.

Potions (200 CP)
Every year you will receive one hundred flasks of potions. These will have different effects such as recovering HP, restoring your stamina, curing you of status ailments and moderately and temporarily increasing your stats, etc. Simple but quite useful.

Management Rights (400 CP)
The main reason for summoning heroes is for these guys to go out and explore dungeons and kill their floor bosses in order to obtain the rights to the dungeon. These rights are used to be able to enter and take out all the resources in the dungeon.

In principle, these rights can be transferred to the next offspring, and they are permanent. The only way to lose them is if you die without being able to pass them on to your next offspring.

You have the rights to an entire dungeon, not just one floor, but all floors. Regardless of your origin, you can explore the dungeon as you please and sell its resources. The best thing is that if you pass these rights on to your offspring, you will not lose them, so you can continue to pass these rights on to all your children.

In future jumps, privileges or rights (not fiat backed) can be transferred to your children without you losing them. For example, if you are a member of an organization that gives you various benefits, you can make your children part of it without the need for them to pass any test or have the qualities to be members of that organization.

Kingdom (600 CP)
Congratulations jumper, you are the owner of your own kingdom. It has a considerable size, about 600,000 square kilometers, with a population of one million people.

Apart from having everything necessary for its sustenance such as fields, hospitals, etc. it is covered by a protective barrier that, in addition to protecting your kingdom from any attack and invasion, has a function that regulates the environment of the kingdom so that it is habitable. It does not matter if you are in an apocalyptic world with a toxic environment, this barrier will protect your kingdom from contamination and filter any danger so that only pure air and everything else that is necessary for it to be habitable and for crops and livestock to develop enters.

Like the Kingdom of Elysium, it has its own dungeons where you can obtain various types of resources such as food, water, weapons, fabrics, etc. The bad thing is that if you want to monopolize them you will have to explore them and get the right for yourself. The rule of transmission of rights works the same as in this manga.

Men

Property Necklace (100 CP)
There is nothing special about this collar, except that anyone wearing it will be your possession or property. This is basically a slave collar. Those wearing it will be identified as yours. The reason for this is so that no one dares to lay their hands on them. Another effect is that you can see the data of the people wearing it. As their master, you will know all their information.

People wearing this collar will be slaves who obey you, but that does not mean that you can treat them violently or kill them. Any attempt at violence or excessive use of force will cause the collar to deactivate. By the way, the person you put the necklace on must give you their consent. A small detail, but that's your problem.

For each jump you visit, including this one, you will receive ten collars.

Maid/ Summoned Heroine (200 CP)
You own your own personal maid if you are a hero or a summoned person from another world if you are a native of this place. They will be completely loyal and obedient to you. They will also have all the knowledge necessary to perform household chores, as well as please you during your intimate moments.

You can customize both their personality and appearance, making them the exact model of a fictional character if you wish (except their power and abilities).

You can choose this option multiple times.

Bodyguard (400 CP)
Two powerful level twenty bodyguards (on par with a high-class hero) that will protect you from any threat to your safety or life.

These bodyguards have rare and powerful classes, being stronger than people with the same stats and level.

You can customize their gender, personality, and appearance. They will be totally loyal and devoted to you. Obeying your orders is the purpose of their existence.

Palace (600 CP)
Your own personal palace. A mansion or castle of 200,000 square meters, within a 600,000 square meter plot of land. The palace has all the luxuries necessary to make your stay a paradise. It also has a self-cleaning and repair system. Your mansion will always be in good condition and clean.

This place is equipped with furniture and all kinds of facilities to make your stay relaxing, such as rooms that compete with the chambers of a king, workshops equipped with the best, kitchens that are any cook's dream, luxurious bathtubs, etc. As well as any necessary facilities for your sustenance such as power sources, greenhouses, etc. It also has several rooms for your companions and followers, increasing their number for each new member who joins.

All objects and facilities will be updated to be at the technological level of the place where you are, being also changeable the exterior appearance. Everything inside will retain the most advanced update.

Finally, this palace is protected by a strong barrier that serves to repel any attack, as well as any person or being not authorized to enter. It also serves to adapt the environment to the user's comfort, such as temperature, oxygen, etc.

Women

Comfortable Clothes (100 CP)
Comfortable clothes for all occasions. These fit true to size and are indestructible. In case you have to take these off or these are taken off, these can be easily removed. These are dirt and stain proof.

Rejuvenation Potion (200 CP)
Women in this world value their youth, if they have an appearance that exceeds thirty years old they are considered old or elderly. Luckily you have twelve rejuvenation potions that when consumed will give you the appearance of a person with a good age. As a side effect, it also cleanses the skin and regenerates any wound or burn, leaving it perfect. The effect is superficial, so a serious wound will need a more serious treatment.

Every week you will receive a dozen of these.

Child Support (400 CP)
When a woman gives birth to a hero's child, she receives compensation for maintenance and upbringing expenses.

For each child you have, you will receive a generous compensation, and this will not only cover the costs of raising them, but also allow you to indulge in some luxuries such as

buying a nice house and having money left over to please yourself. Let's say you will receive the equivalent of a million dollars each year for each child you have until they reach an age where they are considered legally adults.

My own Hero (600 CP)
Your very own hero. This hero is a powerful level 30 summoned, having a rare and powerful class that will position him as a high class hero or its equivalent. He is totally loyal to you and will obey your whims. On paper he/she is your owner, but in reality he only obeys your orders to work for you and serve you as a faithful servant would do to his mistress.

You can customize the appearance and personality of this hero to your desire, as well as his/her class (but try to be logical with his power).

Aside from generating a lot of money in the dungeon and giving you a luxurious lifestyle due to his position, he is also an excellent lover.

Summoned

Beginner's Equipment (100 CP)
Basic equipment for dungeon exploring. This includes light leather armor, a sturdy but basic weapon, and ten healing potions. Basic stuff, but it will help you get started. The potions recharge when you start a new jump. Weapons and armor are indestructible and do not deteriorate or get dirty.

Laser Gun (200 CP)
A powerful laser gun that can also be turned into a lightsaber. As a gun, its shot reaches fifty meters, as a saber, it can reach distances of ten meters.

This weapon has a destructive power that can easily kill enemies on any floor. A floor boss will need a few shots. A dungeon boss is totally immune to these attacks.

The best thing is that it does not need MP or any external energy source, as it has an unlimited internal energy source.

Legendary Equipment (400 CP)
Your own legendary equipment. This is composed of a full body armor or suit (depending on your profession), followed by accessories such as rings and pendants to give you extra buffs and resistances. You also have a weapon of your choice with a destructive attack power, capable of killing a floor boss in one hit.

All of this equipment has +20 each accessory and piece, making it one of the most powerful. And you don't have to worry about any kind of restriction, since even at level 1 you can equip these.

This equipment is indestructible, can self-repair and cleanse itself.

Great Gunner (600 CP)

A set of various pieces of equipment and weapons of great destructive power. We are talking about magic machine guns that can destroy powerful enemies, missiles that would kill the Leviathan in a single attack, protective spheres that would protect you from an attack from the Ziz, among other pieces that will give you a great variety of powerful buffs.
Apart from being indestructible, these weapons work together harmoniously, so that each component enhances or complements the previous ones. The use of them is very simple, so even a person from the 10th century can use them without difficulty.

By having infinite ammunition, having magic attacks as well as weapons of destructive power, there will be no enemy that can resist the arsenal of attacks of this option.

Native

Edible Supplies (100 CP)
A supply to feed a family of four for a year. The variety is very wide, so you won't have to eat potatoes every day. This consists of both food and drinking water.

Status Appraisal (200 CP)
This device is useful for evaluating people's statistics, level, skills and class. The accuracy is 100%. You can make as many evaluations as you want. This device does not need recharging or maintenance, being in optimal working order at all times.

Business (400 CP)
Your own company. A successful business with any product or service you choose. If you want, your company can be limited to more than just one product, but to several branches of the same product.

Even though you will only have your headquarters, it will generate income equivalent to one hundred million dollars a year.

It includes personalized staff to take care of the operation of the company, including the administrative part, production, sales, etc.

Summoning Relic (600 CP)
An extremely powerful object. Its main function is to summon people from another world or parallel worlds to these. The summons do not have a fixed interval, as well as the number of summoned people you can bring.

Since you are paying CP, this device can summon twenty people each year (taking as a starting point the first day you arrive at your jump), which can be random people or mundane versions of your favorite characters from any fiction, such as a Peter Parker without superpowers.

An advantage of this device is that the summoned people will have a seal of obedience to avoid any rebellion or attack on your person. But if you are smart, you can win their sympathy and loyalty with arguments and actions that manage to convince them that you are their ally and not their kidnapper.

Companions

Import (Free/100 CP per or 400 CP for eight)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

Drawbacks

You may take any amount of drawbacks you like. Companions cannot take Drawbacks

Big Change (+300/0/300 CP)
This world is very misogynistic, so some changes need to be made.

If you choose to change the roles and make this world a matriarchal place, where women rule and men are reduced to simple breeders who cannot go to dungeons and have to satisfy the sexual appetite of women, you will get +300 CP if you are a man. In case you are a woman, this option will cost you 300 CP.

If you prefer a world where there is gender equality, where both women and men have the same rights and are not reduced to being just servants of the opposite gender, women will have to pay 300 CP.

Crossover (+0 CP)
Are there any manga, anime, game or novel that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are medieval fantasy hentai. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want you can spend an additional 10 years in this jump. It can be taken multiple times.

Possessive (+100 CP)
You are a very possessive guy/girl with your things, whether they are objects or people if you consider them your property. You have the bad habit of going into fits of rage if you see another person taking yours, being capable of attacking them in the worst case scenario. Try not to be too possessive with people.

Low-Level Class (+200 CP)
In this world, class categories are very marked. Those lucky enough to be in the upper classes are almost untouchable and can do whatever they want. Those in the middle class

have privileges but are more limited. Those in the lower class are almost treated like cattle, being more survivors than citizens. The only exception is the summoned, but the difference in privileges from one class to another is very noticeable.

When you enter this jump, regardless of your origin or gender, you will be a lower class. In case you have Perks or Items that make you automatically go up in class, these will be useless during your jump.

The good thing is that you can climb the old fashioned way, with effort and dedication.

Stalker (+200 CP)
You are a popular person, in a bad way. You have your own personal stalker. This person will follow you around when you are in a public place or a place where outsiders are allowed (like the royal palace, dungeons, etc.). The only place where he or she will not be able to follow you is any property you own or a safe space like the room you are staying in.
The good thing is that he or she will not be hostile, but you will always feel like someone is watching you when you go out. I hope that doesn't bother you.

By the way, if you are interested in the person you can make him or her your lover or friend, but someone else will take his or her place.

Hunting all day (+400 CP)
If you thought your stay would be relaxing, I'm afraid you're wrong. You'll have to spend at least ten hours a day in the dungeon, regardless of your origin or gender. If you're a native, you'll be given a special privilege to go inside, but 50% of what you collect will be deducted.

I must remind you that dungeons are dangerous places, you can lose your life if you're not careful. And I suggest you have a couple of volunteers to help you (and who can get in), it's not common to be able to clear a dungeon by yourself.

Berserker State (+400 CP)
When a person levels up, especially male summoned, they enter a berserker state, increasing their libido. This state affects your reasoning and concentration, turning you into a beast that only wants to mate with people of the gender of your preference. The only way to eliminate it is to have a marathon of at least three hours of intense sex without pauses, and it is possible because both your stamina and your semen are affected.

Every day you will be affected by this state, so if you do not "release tension" once a day, you will become a beast that can attack any being that breathes (no matter the gender or species). Masturbation does not count, it must be sexual relations.

The only consolation I can give you is that you can control it for at least two hours, in case you cannot "relieve yourself", I fear that you will be no different from the goblins in Hentai.

Hunting the Three Boss Monsters (+600 CP)
There are three famous dungeons in this kingdom, the first is "Evergreen", the second is "Grand Blue" and the last is "Sky Forest". Leviathan, who controlled the seas, Ziz, the enormous bird that oversaw the skies, and Behemoth, the land beast.

The first boss of the Evergreen dungeon, Behemoth, is a colossal being with great brute strength. His endurance also makes him a powerful tank. If that's not enough, he has almost instant regeneration, as long as he has food within reach. The only positive thing is that he is a peaceful being, so the only way he can hurt or kill you is if he steps on you by accident.

The second is the Leviathan, the boss of the "Grand Blue" dungeon. Unlike the previous one, this one is very violent and territorial. It also has great speed as well as a destructive attack that can reach a hundred meters. Common weapons cannot damage it, so you will need an arsenal of powerful weapons.

The last boss, Ziz, is the most powerful of the three. His power goes beyond his peers, being a monster that the world system itself cannot control. This boss can launch plasma beams that disintegrate everything in its path, also his great size, strength, resistance and speed will be a great challenge for the most powerful classes. If you are not well equipped and have an advanced class, you will not last a minute with this beast.

Before you finish your stay in this jump, you are required to kill those three boss monsters. If you fail, it will a chain-failure.

Power Loss (+600 CP)
Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Management Rights
Heroes or Summoned can enter dungeons without any kind of authorization, but the inhabitants of this world need the "Rights" to be able to enter and extract the resources they obtain from the dungeons.

Since the dungeons are the largest source of food and provide other resources in this kingdom, obtaining the rights through the Heroes is vital for the functioning of the kingdom. Heroes can transmit these rights to their children, being able to earn them again by killing the floor boss of the dungeon, repeating the cycle as many times as possible.

Rights can not only be passed on to children, but can also be transferred to a woman by placing it in her womb, as if it were a reservation. Therefore, the transfer of rights can be made to a woman, and when she gives birth to a child, he or she will have the rights to the dungeon floor.

Please note that rights do not make you the owner of the dungeon or the floor, they are rights, so there may be multiple people who have the rights to the same floor.

Simple clarification
Due to the nature of the jump, many options may be heavily weighted towards a particular gender, but whatever your gender you can purchase the option and customize it (within the limits of the option) to your preferences. For example, if you choose the female gender, the "Bodyguard" option may be two guys instead of two women.

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