

Elrk
Jumpchain by Cthulhu Fartagn

“In a mythical world that isn't so peaceful lives a type of species known as Elrk. The Elrk are beautiful girls with green skin, pointy ears, fangs, and both genitals. While the Elrk are cultured enough to have formed tribes, they aren't highly educated. With their beliefs in Strength and a very specialized way of reproduction, the Elrks have become a powerful force in this world that should not be underestimated.”
-An exerpt from the journal of Dr. Bug, an Elrk expert

Welcome to the world of Elrk - no, that’s not it’s proper name, but it’s the only one I know to give it. Anyways, it’s a fairly standard fantasy world with just one minor twist, the aforementioned Elrk. You’re going to be exploring this world for ten years, so good luck and take these.

+1000 cp

Race

Being a fantasy world, there are countless races of both the humanoid and the monstrous variety. Elrk are right in the middle. Regardless, go ahead and choose a race to be.

+200 cp - Lesser Fantasy Race

While there is the possibility that such a race found here would be above an ordinary human in some aspects, I think you would find the lack of opposable thumbs and a mouth that can talk to be quite irritating. Regardless, this category covers most of the beast races, such as direwolves and other terrifying animals; some weak mythical creatures, such as the unicorn; as well as more ordinary animals, such as deer, eagles, even wasps and ants.

+100 cp - Humanoid

This covers the basic old human race, as well as any number of other humanoid races. Beings like the lizardfolk, maybe the goblins as well. Some humanoid races qualify as a Greater race due to their inherent talents, but for the sake of simplicity you still have the option of being one, simply lacking that race's inborn talents. The goblins, for example, trade strength for technical skill; choosing to be a minotaur would leave you the runt of the litter.

Free - Elrk

And here we have the reason I assume you are here at all: the Elrk. A race not to dissimilar to some portrayals of goblins and orcs, though also quite different. Every Elrk is green skinned, has a nice fat futanari cock, and a unique ability to breed with damn near everything. Their unique racial trait is that any child they bear is a perfect hybrid of the two parents - for an Elrk that was already a hyrbid, this tends to produce interesting results. Oddly, despite that ability, the child of two Elrks is always a pure Elrk.

200 cp - Greater Fantasy Race

While this is the category for humanoid races that are too strong to pay you to take, it also covers beasts the way Lesser Fantasy Race does. The minotaurs and their extreme strength, the slimes and their combination abilities, the scorpion kings and the cerberus, even the Griffin or the Chimera. Natural advantages aplenty and little to no weaknesses. And of course, if you don't like what you see here, feel free to make something up. Just not too powerful now, you're only paying 200 cp for this.

Elrk can spend 200 cp to Hybridize there race with a Greater Fantasy Race, or earn 100 cp by Hybridizing with a Humanoid or Lesser Fantasy Race.

Age and Gender

Age is irrelevant, but assumed to be around 20. Gender, unless you're going with a mono-gender race, is the same as the previous jump.

Discount Rules.

Lacking origins, you receive a discount on one perk and item of each rank. The discounted 100 cp are free.

100 cp perks

Supreme Fertility
The Elrk race practically specializes in interbreeding and hybridization. There are more half blooded than pure blooded Elrk, and that's the way they like it. It's said that an Elrk and another race has an 80% chance of conception, but only 10% between two Elrks, something that you now share. Well, the interbreeding part, not the lesser rates of producing a pureblood part. As long as you're breeding with another race, your chances of conception are jacked way up. Enough so that you could probably impregnate with - or be impregnated by - a single drop. Mind you, don't let that stop you from practically drowning them in cum in the proper Elrk fashion.

Incredible Stamina
Remember what I just said about cumming until you practically drown? That's something you can now do with ease. Your stamina in bed, resistance to pleasure, and yes, how much your cum cannon can output are all now amped up. You are perfectly capable of fucking someone into oblivion for hours at a time without ever needing to stop. They might want you to, and may actually fade in and out of consciousness, but you don't need to. This also translates somewhat to increasing your general stamina, such as for travel, but that's not nearly as interesting.

Concealing Rags
Perhaps this is a hidden skill of the Elrk, or maybe it's just that Dr. Bug didn't want to draw dicks on every page of his journal. Either way, the known artwork of Elrk seems to display them as pure female when not actively engaging in sex. As a result of this, you can now completely hide your massive erection with even a thin strip of cloth blocking the view. This also applies to your breasts, due to the possibility that you may not have one or the other. You could wrap a piece of string around your chest and those double D's would turn into A cup angst until you took it off. The only requirement is that it actually attempts to hide your privates.

Big Green Cock
The day an Elrk child learns to fight is also the day they get their first erection. They are pitted against other children and captured human slaves in a style reminiscent of a tournament arc, and taught to fight that way. Of course, being Elrk, the winner gains the right to fuck the loser, a statement that extends to practically all aspects of their life. Mind you, this can be voided if they win the second round. With that in mind, winning a fight will now also increase your skill in bed by a small amount. The more difficult the fight, the more 'style' is gained. Even if you don't actually indulge in your rights of victory as an Elrk would, you'll still get the boost.

More Traditional Usage
While most Elrk are similar to bandits and barbarians, there are a small handful that seem to have figured out prostitution, or at least something similar. You just know an Elrk would love to get paid to have sex. While others' attempts might be a blunt instrument, you have mastered the art of trading your body for favors. Why waste energy fighting when you could just ask them to fuck you? Beyond that, you're fairly decent at the whole seduction and romance bit.

200 cp perks

Your Advantage Is Natural
Being part of a race that loves to interbreed with other species, every Elrk has a different set of skills, or base stats. Between three siblings, one may be super smart, one may be super strong, and one may be utterly normal. It all depends on what the (possibly unwilling) non-Elrk parent was. With that in mind, you may have a hidden power that you don't know about from a distant - or close - ancestor having fucked a dragon or something similar. More on that later. Anyways, you are now extremely skilled at abusing your natural advantages and working them into a decent fighting style. If you're super strong, you'll quickly learn how to abuse that fact.

Don't Repeat Your Mistakes
On the flip side, if you have no natural advantages, you'll need to study and learn the hard way. Through sheer trial and error, blood, sweat, and tears as you try something new every fight. Or you could be a cheating motherfucker and take this perk. You now have something, a voice in your head, a simple 'oh' moment, or anything along those lines. Any time you make a mistake, you'll immediately understand what happened, and more importantly, why. While it won't cut out all of the effort needed to git gud, it will close off all the bad pathways much, much faster.

Winning The Genetic Lottery
I suppose it goes without saying that the Elrks' prefered breeding habits can produce some very strange looking children. Second and third generation hybrids, such as shamans, are even stranger looking, as the genes from more and more creatures are mashed into one being. With that said, the Elrk are always visibly an Elrk. Bright to dark green, big breasts, and a fat cock hanging between their legs. Much like them, no matter how screwed up your genetics get - or those of your children - you'll always be recognizable as a person, and probably as beautiful. The extraneous limbs and often armor-like additions to your body only serve to enhance your beauty, not warp you into a monster.

Lets Have An Unfair Fight!
Some tribes of Elrk can be oddly polite about their pillaging and raiding. What, you thought they didn't do that? They're still basically orcs, of course they pillage and raid. Anyways, you now have the option to simply ask your target to send out it's strongest fighters and the lot of you can duke it out. That way, there's a lot less collateral damage to the city and it's population, and only two or three people are at risk of being spirited away and turned into breeding stock instead of everyone they can get their hands on. Anyways, in summary, you can ask to fight a champion and get a small boon - or payment, if you lose - instead of just burning it to the ground. Though, this likely won't work on those who are too arrogant. There's no need to break bread with a savage such as yourself after all.

Underwear And Helmet
The sheer advantage even a normal Elrk has over a human is ridiculous, not to mention a Elrk that's the child of something amazing. Even an extremely powerful adventurer would be in danger of an instant loss if the Elrk takes them seriously. That's why you can now completely separate yourself from any and all accomplishments and reputation you might have by running around and wearing nothing but smallclothes and a helmet. Even if you don't change your style, places of visitation, or drinking buddies, no one will believe it's you. You would never wear… that, after all.

400 cp perks

One Big Happy Family
Expecting Elrk mothers aren't allowed to do much of anything for fear of harming their unborn child. No combat, and sometimes even no boring chores. With that in mind, those pregnant bitches have taken to fucking each other to alliviate the boredom. So basically, if you're an Elrk, your mom probably fucked half the tribe. As a result, every member of your species now treats you as a not-so-distant relative. Maybe not their favorite, but enough to get a favor out of them, maybe? As for your actual relatives, you're their favorite relative. Even if you've never actually met them before, or have not seen them in more than a decade. This also removes any incestual taboo from your family.

Not Suited For Combat
Moving back to Elrk childhoods and their tournament arc training, if they lose too many times they'll be deemed a weakling and banned from combat. People like them are the ones who do the cooking and cleaning, the menial work. An exceptionally weak Elrk may even be barred from breeding. On the other hand, if one of those workers should come back one day and whoop some major ass, then they'd be allowed to take the defeated Elrk's former position in the tribe. A roundabout sense of might makes right. If you can do something similar, defeat a person in their own area of speciality, you can take their job. Elrk were more freeform, but it's not very impressive to beat, let's say, a cartographer in a fistfight.

Raid, Resupply, Rape, Repeat
Elrk raiding season isn't so much about acquiring material goods, but more about the warm bodies they need to keep breeding. Fresh blood is always in demand after all. Anyways, you are now extremely skilled at a not insignificant number of what I can only refer to as kidnapping techniques. Normal stealth, yes, but also a small talent at sedatives, some skills that wouldn't be out of place for a ninja to have, even the best way to tie someone up while also carrying them as you run away. Hell, even how to have sex without making a sound, something that is quite hard with how much fluid an Elrk puts out.

Let's Get Married, My Love
Moving back to Elrk childhoods again, they are taught that winning a fight means they have a right to sleep with the loser. Other species don't really get that, so it turns into them being raped if they lose. Technically it's 'as many times and as often as it takes to get them pregnant' from the Elrks perspective, but there isn't always time for that. Interestingly enough, most races don't actually plan on enjoying this process, yet do so anyways.. At your discretion, the borderline rape can serve as the spark for an actual emotional connection, albeit one driven by an excess of hormones. At bare minimum, they'll probably want a second round.

Monster Master
In combat, an Elrks goal is rarely to flat out kill their opponent. Make no mistake, then can and will do so, but given their fixation with breeding… You can bet if it's a pretty female, then they'll let it live. On the other hand, if it's flat out monstrous, and maybe even stronger than them, things are a bit different. So, this is twofold. First, win or lose you're surprisingly good at tempting beasts into laying with you. And second, with a bit of brute force and 'bribery', you can tame that creature into your new pet, maybe even lover. After all, to the Elrk, losing to someone means they want to get pregnant.

600 cp perks

Becoming Braver
While an Elrk's equivalent to the teenage years begins the day they get their first erection, adulthood doesn't truly begin until an Elrk is declared "Brave". What this boils down to is that the Elrk in question should go out into the world, impregnate some bitches, fight something awesome, and get pregnant themselves. You know, an adventure campaign. In light of assisting you with that, you now have the ability to generate a call to adventure for yourself each year. A situation that you may have passed by, or that wouldn't have involved you will suddenly make itself known to you. Play it through and there will be plenty of bitches to fuck, a chance of finding something to mate with, and maybe a powerful weapon.

The Might Of Civilization
While Elrk are strong and adaptable, they usually aren't very smart. Part lack of opportunity, part inherent flaw of their race. The exception to this comes in the form of the Elrk born from more magically inclined monsters. Magic, while not always, tends to require intelligence to use, so that particular Elrk will be born smarter. Regardless of whether it's in your blood or not, you now known a decent chunk of magic. Basic elemental control and some rather nice healing magic are the known examples, but you can essentially make up or borrow a school of magic or a class of some kind to work with. Keep in mind you're probably not an expert at it unless your potential is extremely limited.

Shaman Lineage
A shaman doesn't actually need to know magic, though if most of them did I wouldn't be surprised. You see, a shaman is usually the smartest Elrk in the tribe, and is responsible for advising the Chief of the tribe. Magic themed monsters, and the associated intelligence boost from being born of one, makes that much easier. It does, however, mean that most Shaman are an utter mess of a genepool, with ancestors from at least four different races. Similar to the Greater Fantasy Monster option up in the races section, you may choose a racial power. In fact, you may choose up to eight of them. The catch is that the more you choose, the weaker they are. Eight of them would be just short of unnoticeable.

Victory Equals Impregnation
Last trip to the Elrk childhood, I promise. As a part of their training, the Elrk are allowed to fuck their opponents should they win, and are required to allow the same of themselves if they lose. This privilege lasts until the loser gets pregnant or wins a rematch. This aspect of Elrk culture will now follow you into future jumps. Whenever you defeat someone of the same race as you in combat - honor not required, but helps - or are defeated, it's baby making time. Please keep in mind that this doesn't work terribly well on races other than yours since they likely won't share this custom.

Lie Back And Think Of Elrk
In no less than two entries in Dr. Bugs journal extinction level events are referenced. Both of these events are sexual in nature. A slime capable of breeding, and mass produced sexbots. That's why you are now immune to unwanted sexual advances. At the low end, you can't be ahegao'd. Aphrodisiacs and other drugs lose effectiveness, and you can't be addicted to them. Higher up, magical spells meant to warp your mind and body degrade quickly or even fail altogether. Make no mistake, you can be forced to have sex. But all the various ways they would capitalize on that to bend you to their will are now irrelevant.

100 cp Items

Stolen Adventuring Gear
The Elrk are not exactly a society that produces a great deal of stuff. No major exports for trading, if any at all. Whenever they need new tools of one kind or another, they steal them from nearby settlements. Thats where this comes in: this pile of clothing and weapons is enough to arm at least a dozen people. Now, some of the actual clothing is damaged from the process of taking it, but oddly that only serves to make you look better if you actually wear it. Sadly none of this is anything special, but the variety should be decent enough.

Dr Bug's Journal
I do believe I uses an opening quote from the man, did I not? Anyway, the absolute madman is someone who has dedicated his entire life to the study and understanding of the Elrk. Perhaps the man has a fetish? This journal will update itself once per jump to account for a particular fantasy race. Only the one sadly, though I guarantee you it will be something that lends themselves towards whatever fetishes you might have. Mind you, the journal takes a few days to do it's 'research', so if you want to interrupt it and select a race manually, go ahead.

Bottles of Cum
...What an interesting thing you have here. I question why on earth you would ever need it, but I suppose it might have some use. Simply put, this massive collection of bottles automatically collects any cum that you shoot out that isn't… Shall we say, in use? A creampie is useful, and giving someone a nice coating in your fluids is extremely satisfying - but no matter what you do, some of it's bound to end up on the floor, right? That's what these bottles collect. While the cum isn't really special on it's own, you'll find that sealife seem to think of it as a tasty treat.

200 cp Items

Restraining Rags

While the Elrk rarely make anything, they are excellent at repurposing other things. Hence this pile of… Well, it's not rope specifically, but it's oddly close to it despite the fact that it's probably made from torn up clothing. It's also surprisingly sturdy. It has to be, given that you're going to be using it to restrain monsters and people that are probably as strong as you are, if not stronger. Ultimately, the ropes' own strength is tied to yours. You can just barely break it if you give it a nice hard tug or two, and keep the pressure up for a few minutes. Plenty of time for you to tie something down and violate it.

Ogre-Elrk Dietary Habits

Orges have an interesting racial ability. If they're full, they're five times as strong. If they're starving, they're five times as weak. Thus that particular Elrk's habit of reducing anything she kills into her next dinner. This particular item takes the form of a meal, automatically converting a small portion of anything you kill into a delectable dish. It also spits out a recipe for you to make more with, because the portions this provides won't be enough for an Orge-Elrk. ...That said, this can still feed four or five people, assuming there's that much to work with. Really tells you something about Ogres, doesn't it.

Sandy Grotto

Well now, what do we have here. A small cave hidden under a coral reef, all but inaccessible from above. The only way in is through a small underwater tunnel. And while you might be thinking "sex on the beach? The sand will get everywhere!" I have two things to say. One, it does that anyways. And two, this place has been furnished up to a surprisingly decent standard through a collection of flotsam and other things that came in with the tide. The only thing it doesn't have it a stable food supply. On the other hand, it's literally right by the ocean, so you can go fishing. Interestingly enough, whoever actually built this place seems to have taught the local sealife how to molest. You go for a swim, and the fish will come a-nibbling, and the octopus a-tentacling.

400 cp Items

Robo Girl Collection
Somewhere in this world is a mad scientist possessing an obsession with sexbots. He has even enslaved a tribe of goblins to help him make more sexbots. The first model, Robo Girl Blue, was fairly standard. Three working holes and a half decent personality. Number two, Red, was a futanari with an adjustable cock and semen output. Number three, Yellow, had a special system that let it lactate. Number four, Pink, is actually a step backwards. Sexually, it's only equal to Blue. Unlike the other three, it's actually combat capable, however, and has massively increased battery life. When combined with a heart that truly loves Robo Girls - aka you - they can come together and form a suit of power armor. Battery life isn't so great, but the tesla canon and sex themed weaponry make up for it. Or, if you want to be boring, you can have a goblin crafted steampunk suit of armor. Way stronger and more durable, but much more boring.

Wage Slaves
Speaking of goblin crafted steampunk armor, what you have here is a contract stating that one clan of goblins will work for you for the next ten years. And let me tell you, they forgot to put on any kind of limits. 80 hour work weeks, below minimum wage pay, no dental care… You can literally run them into the ground and there's not a damn thing they can do about it. Just keep in mind that if you do that, you don't have any workers anymore. And of course if you so wish this can be something other than goblins. The goblins were masters of technology, but I'm sure there's a race out there that's surprisingly skilled at alchemy or enchanting or some such.

Beast of Burden
There are some creatures so powerful that managing to defeat one is practically an automatic entry into legend. For the Elrk, a child born from one of these is all but guaranteed to lead their clan one day, if not flat out start their own. It seems you've tamed one and made it your pet - and breeding slave? Damn. Just, damn. Your clan is going to love you for catching this. Well, anyways, you now have a pet of some sort that the Elrk would call top tier. A Hellhound, a Griffin, a Slime Dragon, something along those lines. I'm sure you'll be able to think of a good use for this.

600 cp Items

Elrk Rape Prison
While each Elrk village isn't exactly as well put together as a more educated race's home might be, they take no chances and spare no expense when it comes to keeping their captives, well, captive. This giant underground complex is designed for two things. One, to not only hold the prisoners, but to do so in a way that prevents them from potentially harming themselves - or their unborn children, if pregnant. And two, to also hold them in a way that leads to easy acess for the Elrk to keep raping them. Simply put, it's geared entirely towards forcing the prisoners to be readily available to horny Elrks and to keep them pregnant as much as possible. There's also a near infinite supply of some sort of corn mash, everything an expecting mother might need. If you prefer, you can have a more normal prison, or put your own spin on it depending on what race you might be.

Personal Airship
Once upon a time, an amazing alchemist by the name of Avi Medes would accidentally create a slime that could breed with humans, and crash her airship laboratory into the Minotaur's Labyrinth. This is clearly not that airship, because that airship crashed during the Slime Breeding incident. Anyways, this is a close second, or maybe a backup. She's probably rich enough to have one of those. This blimp-like ship has a massive collection of texts on alchemy, and a laboratory with everything you might need to experiment with the knowledge in those tomes. In future jumps, the ship's library will update with any new knowledge about alchemy, and the laboratory with the tools to make use of it.

Guardian And Key
The Minotaur tribe lives near the great Labyrinth in which their ancestor lived. Somewhere in that great maze is a gigantic statue of a Minotaur. If one enters the maze, it begins to hunt them down. Unless of course they have it's 'Key', a weapon belonging to the strongest Minotaur in the tribe. While you may not be a Minotaur, you now have a similar setup somewhere near your home town. Worth noting is that the statue itself is at bare minimum as strong as you are, and the weapon grants the wielder control over one of the more standard natural elements while it's being wielded - something that only someone of your bloodline can do. Well, technically it's the bloodline of some distant ancestor of yours, but they aren't here and you are.

Companions

Companion Import

Elrk rarely, if ever, travel alone. Probably something to do with their family tree being so interwoven whenever it's not bringing in new blood. Anyways, lets go ahead and get you some backup for your time in this world, yeah? For 50 cp a pop, you can import one companion with 500 cp to spend on perks, items, and a race. Yes, you heard me, a race. While they can't take drawbacks, they can earn points from Lesser and Humanoid races. Anyways, if you prefer you can bring in a group of eight for a total of 300 cp - call it a discount on a bulk order.

Companion Export

Let's be honest. If you're an Elrk, and given their obsession with breeding, you probably had a kid or two. Or maybe you managed to get married? Anyways, for 100 cp you can bring someone with you as a companion. The only catch is that you can't companion something you didn't fuck, and thats not much of a limitation now is it? Actually, that leaves out your children - I hope - so you can also companion them as well.

Adventuring Party

Or maybe you want an entire team of people to come with you? Buying each wife and child individually is likely to be expensive after all. With this option, you can bring up to five people with you in one companion slot for the low low price of 200 cp per purchase. For example, your wife, your three kids, and maybe your sister? Or two wives and three kids, you get the idea. This shares the same limitations as the Export option above.

Master Mace

The Elrk aren't exactly religious, but they do have a myth about an immortal white Elrk who was raped by a more standard hentai orc. She gave birth to two green skinned children, supposedly the ancestors of the Elrk race. And apparently she's not a myth anymore, because she's right here and is available as a companion for only 300 cp. Being an Elrk, she obviously wants to fuck you. Or get fucked by you, she's not picky. You just have to fight her for the right to be on top. Not that that's likely to be easy, given how skilled normal Elrk are, and what with her being thousands of years old. On the other hand, if you do managed to tame this wild cougar, you're not likely to find a more Ara Ara woman anywhere in the world.

Unlike several other options, the Master Mace is the Master Mace, and cannot be changed to the equivalent for another race.

100 cp Drawbacks

Dangerously Big Dick

I know what you're thinking, that the real danger here is all the cracked pelvis you'll be leaving behind. Well, that's partially true, but in actuality what's going on is that your dick is so freaking big that there isn't enough blood in your body to maintain both your dick and your brain. In short, you have only a few moments between getting hard and fainting from blood loss. Repeated instances of fainting will make this worse, while going without will make it slightly better. If you decide to be pure female, you have the same issue, minus the ludicrously big fick.

Shamanic Issues

Wings from a dragon. Horns from a deer. Tail of a lizard. Tentacle eyeballs from a beholder. Cloven hooves from a satyr. All this and much more, all wrapped up into one person. And unlike normal Elrk, it doesn't blend in such a way that it makes you look better instead of worse. I suppose I could say that you look like a three year old drew you. If you really need it spelled out for you, you look fucking whack. Being an eight way hybrid will do that to a person.

Elrk 'Expert'

In this world, there is more than one race willing to sexually abuse anyone who crosses their path. The Elrk are simply the most well known thanks to Dr. Bug. Anyways, you now have a major hard on for what amounts to the entirety of one particular race. Maybe it's the Elrk, maybe it's a more traditional Succubus. Hell, maybe you want to be a dragon layer. The point is that indulging in this fetish is a horrible idea and is likely to get you locked away in a rape dungeon somewhere.

Dirty Gobbos

Surprisingly, the Goblins of this world are one of the most technologically advanced races around. And the Elrk, replacing Orcs, are futanari amazons. Unfortunately for you - and the rest of the world - this is no longer true. Elrk as we know them do not exist, replaced by a more standard - and far more ugly - hentai rape orcs. So basically they're fat old men with smelly dicks instead of cute chicks with fat cocks. Also, the standard rape behavior is turned up a notch or two to account for their lack of ability to seduce.

Wouldn't Hurt A Child

Given the Elrk's focus on breeding, this shouldn't come as much of a surprise. Their culture, while rooted in barbarian acts, is extremely kind to children and pregnant women. As a result, you can no longer harm them. Any attempt to attack a kid or a pregnant woman will cause your body to lock up or otherwise fail you in some way. And if you do somehow manage to harm them by accident or something, then a small horde of Elrk will decend to rape you. If you can fight them off, great. If you can't, enjoy being pregnant.

200 cp Drawbacks

+200 cp - Ogre's Weakness
I believe I mentioned this before, but Ogre have a unique ability to increase their strength based on how full they are. Sadly this comes at the cost of being weaker than normal when hungry. So, unless you're full to the brim and absolutely stuffed, you're going to be five times weaker. If you're actually hungry, it'll hit twenty five times weaker as you slowly starve. That's enough to all but cripple even the strongest fighter. Better keep some emergency rations on you at all times.

+200 cp - Imprisoned
Congratulations jumper, you'll be starting your time in this world in the most classic of RPG introductions - in prison! Not sure what you actually did to deserve this, but whatever. Probably turned down some stuffy nobles pickup line, or picked up his wife. Anyways, your choice between an Elrk rape prison or a more normal one with a healthy dose of beatings. Though obviously you can't be in Elrk prison if you're an Elrk. Also, there's no rule saying you can't escape. And another thing - don't drop the soap.

+200 cp - Can't Beat The D
While I'm sure the world doesn't run on sexual logic, Dr. Bug's journal only ever seems to display it in action. A side effect of it being mostly about such a perverted race, I'm sure. When Elrks aren't involved in the situation, I'm sure things are much more normal. Or, they were. See, you're cursed with poor sexual skills, so you gonna get ahegao'd pretty much anytime you try to screw with someone. Oh, and there's just something about you that's extra rapeable. Have fun with that!

50 cp Drawbacks

Don't Fap And Write
Much like the journal itself, you seem to have minor issues with grammar and spelling. Not in the sense that you're bad at it, but more like any book you pick up will suddenly be a bit worse off in the editorial department. Probably something to do with the author getting off on their work even as they were writing it. Not exactly life threatening, but enough to be a minor annoyance. Though, you may want to be careful around books of magic. Those tend to require exact pronunciation.

Fin

Go Home
Next Jump
Stay Here

Notes

Q - Some of the perks - mostly the 100's - seem like something Elrk should have for free
A - That's in case you want them without the mandatory Futa. If you buy both, it gets a small upgrade.

Q - What's the trigger for Victory Equals Impregnation? Is it wide area, or just you?
A - The custom is added to whatever race you are for the duration of the jump. You get to pick.

Q - What's with the fluff for Dr Bugs Journal?
A - Monster Girl Encyclopedia ripoff, with Dr Bug as a wanderer expy.

Q - How many people are in the Wage Slaves contract?
A - A couple hundred.

Q - Why is there a 50 cp drawback?
A - I needed something to balance out the companion import, and couldn't think of any perks/items.