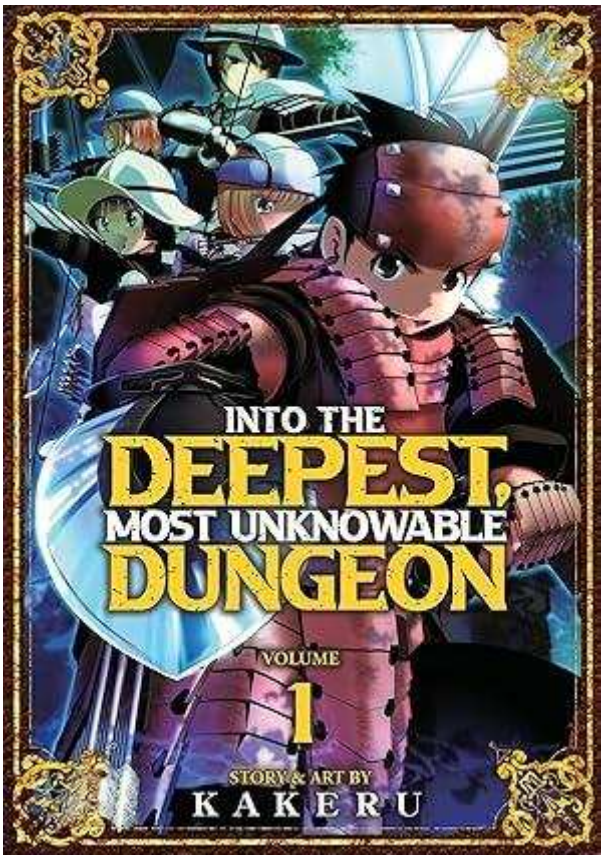


Jump by dragonjek
Version 1.0

Once upon a time, there was someone who lived an unimpressive life in Osaka, Japan, before getting hit by a truck. When he woke up, he was an infant named Jean in a brand-new world.

But despite his reincarnation… this was not a supernatural world. There was no magic, and despite the religion of the Holy Church, there were no gods to be found. But there were still mysteries to be found, the form of the deepest, most unknowable dungeon, sometimes called “The Nether Regions”, a great labyrinth that spanned under vast reaches of the unexplored Dark Continent, filled with strange environments and even anachronistic artifacts. So from childhood he trained himself as hard as he could, and developed a body that could easily run in armor, and that could perform great feats of swordsmanship and archery. All so that he could become an adventurer and receive permission to delve the dungeon.

But the “unexplored” Dark Continent was really just unexplored by *humans*—it had its own indigenous species of demihumans, and they weren’t too happy about humanity encroaching on their territories. To say nothing of the Holy Church’s stance that it was good and just to genocide other species that aped the form of men…

This is a world on the brink of war. Demihumans have historically lacked the numbers to match humans, and have trailed behind technologically—but their new orcish emperor Teo has developed strange new technologies that will soon allow them to match, or even overcome, humankind.

You receive **+1000 CP** to prepare for your time in this world.

Locations

Where will you start your journey in this world? You can decide yourself, or you can roll 1d8 to receive **+100 CP**. Regardless of your location, you arrive about two years before Jean would travel to the Dark Continent.

1 - Aegis:
The City of Walls, this is humanity’s foremost city in the Dark Continent, and it is the center of the Adventurer’s Guild. It was built a hundred years ago, from the ruins of castles, and all of its walls are thick and protective. However, don’t mistake this as meaning that it’s safe. Not too far past those boundaries, and the wilds of the Dark Continent begin, full of demihumans with a raging hate-boner for humankind. Not that humanity hasn’t done plenty to deserve it, but for the goblins and orcs in the area, “kill the men and take the women as sex-slaves” is their standard modus operandi.

2 – The Lower Dungeon:
There are many mysteries about the dungeon beneath the Dark Continent. Parts of it are obviously natural, and with other parts clearly built from intelligent artifice. But who built it? How deep does it go? How far into the continent does it extend? Why was it created in the first place, and where did its builders go? Regardless, you start in the “lower dungeon”, the maze-like parts of the dungeon that lie beneath the earth. It’s pitch-black down there, with fewer monsters than

lie aboveground… but “fewer” doesn’t mean “none”, so be careful. Fortunately, your benefactor has provided you with a single lantern.

3 – The Second Fortress City:
Aegis might be the most famous city, but it isn’t the only one. There is another city built from the ruins of castles on the Dark Continent, but it’s run by the human military, not adventurers. On average the military consists of better fighters, but they lack the versatility of adventurers.

4 – The Wooden Fortress:
A military encampment in the Dark Continent, it is well-prepared for the sorts of sieges the demihumans usually make, which fail miserably due to their lack of siege engines. But soon enough, Teo will use this fortress as the testing grounds of his newly developed siege weaponry, and it will fall in a single night.

5 – The Orc Capital:
Teo’s empire doesn’t just consist of orcs; all manner of demi-human are welcome within it. It is the center of technological progress for the empire, and the advances Teo has brought about have led to drastic quality of life improvements for his people. He even created a special vehicle system that, although limited in range to only the city, still dramatically increased the effectiveness of every individual laborer. You also might want to consider visiting Breeding Road; captured human slaves who aren’t obedient enough to be kept in houses are forced into working for their captors here, and raped whenever a visitor comes. Well, because they’re killed if they don’t have a child every couple of years, they’re usually pretty eager to lay with anyone who comes by, so the “rape” isn’t quite as (physically) forceful as you’re probably imagining. Many of the girls here even come to believe that this is what they deserve for not being more accepting of the orcs and goblins who raped them to begin with.

6 - Jean’s Village:
This is the village where Jean grew up. It’s right by a mountain, and he regularly runs up and down it as part of his training. It’s in the main territories claimed by humankind, with no monsters nearby. Not to say that human territories are completely free of monsters, but it’s nothing like the density you’ll find in the Dark Continent.

7 – Nal's Village:
The village Nal grew up in, also far from the Dark Continent. They have a history of building their warriors up like sumo wrestlers, until they're so large and strong that they're like miniature orcs. They believe that only virgins are marriable… but also believe that anal doesn't count.

8 – Free Choice:
You are free to pick any location in this world that you like. Maybe the arachne village? They won't cause problems if you're a demihuman, but a human is likely to just be killed… especially a female. Or maybe you'd prefer to start off in the capital of the humans?

Origins

Who are you? This can describe your background in this world, or you can feel free to ignore it and simply be a drop-in. You can be any age or gender you like… but be aware that this is not a world where magic or technology serves to equalize the sexes; sexism is rampant here, and especially prevalent in professions that require strength and athleticism. As such, you receive a **+100 CP** bonus if you're female (unless you're an arachne).

Newbie:
Maybe you're a fresh-faced adventurer right out of Teach's training, or you could be a military man who completed boot camp. Regardless, you're new to the Dark Continent—or maybe even haven't even arrived there yet—and still have a lot to learn. You'd fit in with Jean and Nal.

Veteran:
You've been doing this for a while—whether "this" is military work, adventuring, or slaughtering humans, it doesn't really matter. You've got experience on your side, and that makes you more dangerous than any amount of talent. An origin for people like Katana, Borgen, Bato, or White Mask Blond Hair.

Inventor:
Maybe you were desperately looking for a way to actually contribute to your adventuring party. Maybe you're looking for a way to improve the lives of your

people. Regardless, you've turned to technology for your answers. Teo is the most outstanding example of this, although Aro will also dip her toes into inventing.

Churchgoer:
Do you really buy into the whole spiel of the Holy Church? Or do you just go along with them because that's how you were raised? I suppose it doesn't matter. You're one of the people working for the Church, maybe even one of the Holy Saint Slaughterers? After all, it is God's commandment that you slay the demihuman. Or at least, it has been ever since the Church added those lines to their bible… Rapier and Sei are your fellows under this origin.

Species

What are you, now that you've arrived in this world? Take note there is a great deal of prejudice and hatred between humans and non-humans. If you want, you can be a reincarnator from Earth who woke up as an infant in your new body, so long as you aren't a drop-in.

Human (Free):
Humans are… honestly, not all that great in comparison to many demihuman species. There are species that are stronger than them, faster than them, larger than them, smarter than them… but what humans do have that the demihumans lack is numbers and more advanced smithing techniques. Although considering how the orcish emperor Teo is developing new technology, that second advantage might not last much longer…

Demihuman (Free):
Human-like creatures that share a common ancestor to humankind, they all have markedly human-like faces, even if their overall body structure can vary immensely. The precise cost of your species will depend on what type of demihuman you are.

> **Goblin (Free)**:
> Goblins are often looked down upon, but every goblin who has survived to the point that you meet them in the wild is a warrior who has lived through everything the world could throw at him. They're smaller than humans, but

have tough, wiry bodies that can exert nearly as much force a full-grown human can produce. Goblins don't practice marriage as humans understand it, but instead simply have sex with whoever they like—they can have preferences and fall in love, but don't have any sort of exclusive relationships. Goblins are known for killing the men and capturing human women to serve as breeding slaves. As long as they cooperate with this, slaves can have quite a lot of freedom, but any signs of aggression will be met harshly. For some bizarre reason, a surprising number of women adapt quite happily to this relationship.

Centaur (-100 CP):
Only a few centaur have been shown, but due to the rules of the setting being "no magic" and "everything is physically possible", it's unlikely that their lower bodies are *actually* those of horses. Rather, considering how much of the setting and species seem to be carbon copies from Kakeru's other work, *Creature Girls: A Hands-On Field Journal in Another World*, it's likely that they're a species consisting of twins fused together in the womb, with one "advanced" brain that functions as the individual, and one "primitive" brain that just makes their lower body function and doesn't have thoughts. They have a set of genitals in the front and in the back.

Centaur society views rape as a perfectly permissible and entirely legal action, but forbids one-night stands and keeping mistresses. Centaurs aren't completely anti-human, as seen in them raising Katana as one of their own, but they do look down on human culture. And not just the "genocide all non-humans" parts of it.

Harpy (-100 CP):
Harpies have lightweight bodies, and can run incredibly fast, allowing them to gather enough speed to leap into the air and fly. They don't particularly flap their wings much, instead relying on catching air beneath their large wings while holding their bodies stiff as a board, flying similarly to albatross.

For a long time, humans weren't sure that harpies were even sapient. They never talked to humans, didn't engage in retaliation when they were killed, and as a result stuffed harpy corpses became something of a fad amongst the nobility, and fetched high prices due to the difficulty of hunting them.

But the truth is, harpies are quite intelligent, and have been giving humans time to realize that hunting them is wrong. But they never did, and harpy resentment slowly built up. Unless humans stop hunting harpies soon, harpies are going to attack—and there's nothing humanity can do against enemies that can drop flame and oil on their cities from heights that now arrow or siege weapon could possibly reach.

Due to the harpies' keen eyesight, they have an excellent spy network, and are willing to put it to service for Teo's empire.

Orc (-100 CP):
Thanks to popular novels in this universe such as "Village Girl Rumano", the common people have the wrong idea that orcs are clumsy and stupid. This is very much not the case. Orcs are just as intelligent as humans, and are quite swift and agile despite their stature and strength being far above what a human could hope to equal. Their archers are especially feared, because their bows are so large and strong that they can fire arrows that easily pierce any shield and armor. They are known as "Boddhisatvas of Despair", and any given orc can be expected to take down a good number of human adventurers before being felled. They are a male-only species; although a number of demihumans are willing to be their spouses due to the benefits such a strong person can give to their family and home, they also take human women captive and rape them for reproduction. They, like the goblins, view this as a kindness; after all, the humans tried to kill them, at least the orcs keep them alive to rape them.

Redcap (-100 CP):
Redcaps are smaller than humans, but are considered much more dangerous. This is because they're nocturnal; their eyes can function fine in levels of darkness that would seem pitch black to a human (although not in complete darkness, they still need a *little* light… just less than a human does), and they move far faster than a human can hope to respond to. Many times, adventurers don't hear anything but their hoofsteps before they get killed. They're strong, too, more so than their size would suggest, making them a nightmare to fight. If they want to see in the daylight, they need special visors that block out most of the light.

Redcaps are known for their red hats, which they soak red in human blood. Unlike orcs and goblins, which take human women as slaves, redcaps just kill them.

Arachne (-200 CP Female, Free Male):
Arachne aren't actually part-spider, they just look like it; they're actually descended from humans, and if their hoofed similarity to the arachne from Kakeru's other work *Creature Girls* is anything to go by, they're actually triplets fused in the womb, with only one conscious brain. One of their wombs and ovaries have evolved to produce a strong silk.

Or at least, that's true for the females—the males look mostly human, except for their weird ears and vaguely hoof-like fingers. Because the arachne womenfolk are so large, so strong, and can fight with multiple limbs at once, they have taken up the role of hunters, warriors, and protectors. They have a murderous cultural inclination towards humans, but none so much as human females, whom they view as cowardly for hiding behind their men.

Perks

Perks are discounted for the associated origin by 50%, but the 100 CP origin perks are instead made free.

General Perks

"I can't believe all those smartphone fantasy games lied to me!" (Free):
If you were to believe the humans of Earth, goblins are weak, pathetic creatures whose main purpose is exp farming for low-level characters to get stronger. But as a multiversal traveler, you should be aware that the assumptions you have of the world can easily be wrong—if not in your current world, then in the one you'll head towards next. You can easily disregard your preconceived notions and stereotypes so that you don't have false expectations, and can view things for how they really are without your old notions of what "should be" prejudicing your judgment.

Trained Body (-100 CP):
To train his body and become an adventurer, Jean dedicated himself towards training from a young age, eventually developing a physique so toned that he was invited to join veteran adventuring teams from his raw abilities alone. Now, you can claim the same; you're about as physically capable as it's possible for a member of your species to be. As a human you could even run up and down a mountain while wearing armor.

"I just want you to know that I'm totally down for anal!" (-100 CP):
Hell of a way to introduce yourself, huh? But it's more sanitary for you. Your poop chute is always perfectly clean, and whenever you prepare for sexy time with someone else, theirs will be cleansed, as well.

Your partners also seem more willing to engage in butt stuff, if they might have otherwise had objections to it.

Talented (-100 CP):
Like Aro's husband, you are astoundingly good in bed—good enough that even if you were fat and ugly, and dividing your attention between other wives, any of your spouses would still yearn for your touch and miss you when they're away from you.

Finder's Reward (-100 CP):
The main purpose of the Adventurer's Guild is to explore the Dark Continent and the dungeon beneath it. While adventurers can and do get paid for doing various odd jobs, such as harvesting medicinal herbs, they also get paid for every new discovery they make. Every path and route they map, every new monster they discover—all of this will result in payment from the Guild.

You get to take a bit of this with you, now; from now on, any "discovery" you make will result in an immediate deposit of local money being made to your Warehouse (or bank account, if applicable). The payment you receive depends on how dangerous the discovery would be for a normal person to make, and how much benefit your discovery has to society.

Oh, and just in case you're "discovering" land that already has someone living there… don't worry. What qualifies as "new" and "unexplored" is based on the

civilization you come from or otherwise identify yourself with. So if you're a human, then even though the Dark Continent is already inhabited, most things you find there would still count as a "discovery".

Trapping (-100 CP):
Goblins don't tend to build walls around their settlements; instead, they protect their homes by trapping the ever-loving fuck out of the surroundings to make it a death trap to approach unless you know the secret safe paths. You could take part in this, as you're very talented at creating traps, even when using sub-optimal tools. Everything from snares to spiked pit traps, launching arrows and javelins, or even fancier traps, the knowledge to make all of them rests in your mind. But more than that, you seem to have a sixth sense for where the most damaging spot to place a trap would be, and are skilled at pinpointing where potential attackers (or victims) might come from.

Learning Should Be Fun (-100 CP):
When Jean demonstrated himself to be talented in archery, his village had him train the younger generation. There, he learned an important lesson from his own teacher; learning should be fun. If you enjoy doing something, you'll want to get better at it. You find that whenever you attempt to make something fun for the purposes of education or training, your attempts are more successful. Furthermore, people who are enjoying themselves while learning or training receive more notable gains, at least when you are involved.

The Value of Kindness (-100 CP):
Despite helping an enemy to escape—the orcish emperor, no less—Jean did not get in trouble, because he brought back news of the impending harpy attack. You won't necessarily have something like that to protect you from the consequences of your own indiscretions of kindness; instead, you have this perk. As long as you did it with altruistic intent, you won't get in trouble with your leadership, organization, or culture even if you end up helping an enemy, as long as you did not directly harm your own side.

Stockholm Syndrome (-200 CP):
When Kukoro was captured by orcs and goblins, and was subjected to regular rape, she… got used to it pretty quickly. She embraced it as her new life, and even found joy in it and some degree of affection for her master.

Now, the same will happen to those you capture. Your prisoners will grow to not merely accept their fate, but embrace it, and will come to hold you in high regard. People you rape will not hold grudges against you—this doesn't mean you'll escape legal repercussions if there are any, or that people they know won't take revenge on you, but the actual victims of your rapacious lusts won't hold it against you.

Dancing With Arrows (-300 CP):
You share something in common with White Mask Blond Hair; unless something restrains you or slows you down, you're effectively untouchable by arrows. Your reaction speed is fast enough that you can dodge arrows and bolts from crossbows with impressive feats of acrobatics, even from groups that significantly outnumber you.

Choosing Between Life and Death (-300 CP):
When it comes to you, people are more interested in survival than pride. If you demonstrate your superiority over an opponent and show the ability to kill them, your enemies would rather submit to you than die. They'll do anything you want, loyally, so long as you let them live. Even if the alternative is that you keep them as a sex slave, if that's what it takes to live in the face of your unstoppable power, that's what they'll do, without holding grudges or resentment. They'll toss aside their "human common sense" if need be, or the standards of their species or culture, to adapt to their new reality. Indeed, they'll likely even come to respect and admire you, because when you had the choice between killing them and letting them live, you chose life.

Newbie Perks

Basic Training & Survival Training (-100 CP):
You've completed Teach's basic training that he puts all new adventurers through, but have also gone through his more intensive survivalism training—or at least experienced the equivalent. You're a good enough warrior that you could defeat a goblin in a fair, straight-up fight… pity goblins do everything they can to avoid that, but it's still no mean feat. You're also a keen and accurate archer capable of pulling off rapid shots. What's more, you have an intuitive understanding of when an enemy you've dealt a blow to is still alive—you'll never be caught by surprise

when an enemy whose heart you've just chopped into is still able to make a last attack before dying.

Additionally, you are well-trained in all manner of survival techniques, but especially on building up from nothing. If it is possible to survive in any given environment, you know how to do so—while naked and completely toolless. You know how to make tools from natural materials, how to make containers from tree bark, and how to boil and filter water to make even the filthiest water into something you can safely drink. You can make clothes from natural materials and build a shelter to keep safe for the night—and just as importantly, know how to hide your shelter, too.

You gain updating knowledge on which plants and animals are safe to consume and which are dangerous at the beginning of each jump, but only based on those flora and fauna that have been encountered by the civilization you're a part of (or at least, that you most closely affiliate with); it won't help for brand-new wildlife that your culture has never seen before.

Z-Rank (-200 CP):
Being a female adventurer is difficult. For one thing, this world has neither magic nor modern technology, so there is very little that can make up for the inherent physical differences between men and women—specifically, in regards to size, strength, running speed, and stamina. And in a dungeon delve, lacking in any of these categories can be a death sentence—not just for yourself, but for the people that depend on you. As a result, it can be hard to find a party willing to let you join them.

There are only a few routes you can take to get around this. You can become supremely skilled to the point that your weaker physique doesn't matter, such as with Katana the Sword Princess. You can produce inventions that give you an advantage that can't be matched with strength alone, such as Aro eventually learned. You can develop a single ability to the point that it becomes valuable of its own accord, such as with Bato the blind guide. You can find a party that takes pity on you and lets you join for a lesser cut of the reward, and do this until you get enough experience to count as a veteran, where your knowledge and experience is valuable enough that people will want to party up with you.

Or, like many female adventurers who're just starting off, you can become a Z-Ranker. The ranks of adventurers normally run from F-Rank (people who are actively a detriment to party up with, like an untrained civilian) to A-Rank (those with the greatest physiques, skills, and experience), with the special abilities of the S-Ranks added onto that. But there are also Z-Ranks, who are basically "party wives". In addition to standard adventuring duties, they do odd jobs around camp, and also sleep with the other party members to reduce stress. They get the smallest cut of the party's rewards, but are held in fairly high regard despite (or because of) this.

You're good at having an active sex life in such a way that it doesn't interfere with the actual adventuring of you or your party. When people have sex with you, they don't lose track of their surroundings, even if they're otherwise lost to pleasure. When you fuck someone, they are reinvigorated rather than exhausted by it. Both of the above benefits apply to you, as well. Finally, you are good at having sex quietly, with neither you nor your partner making a sound—useful for not attracting predators in a dungeon, right?

All of the above abilities can be toggled on or off at your discretion.

Debts Repaid (-400 CP):
The debts people owe you have a way of being repaid. It might happen immediately, like when Teo gave away a planned attack on Aegis (and the cause of the harpy's grievance) to Jean in payment for helping to save Teo's wife. It might come weeks, or even years later. But it will always come.

This guarantee only applies to debts that benefit you in some fashion.

The Cheat of Luck (-600 CP):
This may be a world without magic or gods, and Jean might not have any sort of cheat of his own, but holy crap, his luck is incredible enough that it should qualify as a superpower.

Cut free a goblin, arm him, and strip off your own armor so you can fairly fight him to the death? He spends his last moments teaching you a valuable lesson instead of taking advantage of your opening to take you down with him.

Let a weak and sickly goblin girl and her protector escape instead of calling someone to help you kill them? They'll inform you of an attack their side of the war was planning.

Encounter an angry wild dragon? It lets you go instead of hunting you down.

Encounter a *second* dragon? It only newly set up its nest nearby, so lets you go with a nonlethal warning shot.

Your encampment is encountered by a redcap famous for his desire to slaughter the entire human race, backed by a group of other redcaps and fully capable of killing your entire team? They have other goals to fulfill and can't waste time on you.

When it comes to surviving, your luck is truly ludicrous. But remember that luck is fickle… relying on this and not being careful is a surefire way for that luck to fail right when you'd need it.

Veteran Perks

Scout (-100 CP):
The position of the scout is perhaps the most important in an adventuring party. It's their job to go ahead of the groups, identify potential threats and ambushes without being seen themselves, and sometimes even engage in solo combat. As such, in all but the greenest parties the position is reserved for the most skilled and experienced adventurer present.

You can identify viable ambush and trap spots with a glance—but more than that, you can also spot the less-obvious and less-likely locations where one could set up a good ambush. You can track with the best of them, able to see through any attempt to cover up their tracks or their numbers, and you're able to pick out many facts about who you're tracking, as well. You can always spot the signs that threats are close or have been by recently, and your combat skills are good enough that you could defeat the average adventurer… just don't try your luck against an orc, okay?

Literally the Party Wife (-200 CP):

Katana's no Z-Ranker, but she still kept up a sexual relationship with everyone in her party. And, when the time came for her to return to her homeland, pretty much the whole party was willing to come with her to be her husbands. Despite this, there was no jealousy or infighting over her.

People just don't experience jealousy over you having sexual or romantic relationships with other people. Oh, they might be jealous of the time you spend with someone else, if you don't make enough time for them, but they'll never get upset over your affairs.

Otomi Technique (-400 CP):
Despite being blind, Bato is an experienced and admired adventurer of the S-Rank who has produced many guides through the dungeon. This is because she has mastered the technique of echolocation, to the point that she can navigate strange caverns and fight just as well as a sighted person. You won't be able to do something like read a book with your eyes closed, but you could tell if someone lying down was wearing a towel or if they were naked. You are just as skilled in the arts of echolocation as Bato herself, all without losing any of your senses.

Superweapon (-600 CP):
There aren't many people who can be considered a "superweapon". But Katana the Sword Princess is one of them. To be a superweapon means that your skill in combat has reached such an absurd degree that you could defeat an army single-handedly. Numbers alone can no longer fell you, as long as they're less skilled in fighting than you are. Swarm tactics are broken apart, phalanxes can be picked open, and overall no number of enemies is capable of defeating you. Now, enough opponents could eventually *exhaust* you to the point that you can be defeated… but this is a (mostly) realistic world, and nobody has the numbers to just throw bodies at you until you collapse.

Inventor Perks

Reading the Blade (-100 CP):
Alright, so maybe Gonza isn't an inventor—but she guided Aro through the inventing process and is the one who actually makes the products Aro designs, so she's close enough. Like Gonza, you are able to interpret a preternatural amount

of information about a tool's use based on the wear and tear it's taken—including weapons.

For instance, by examining a sword, you could tell what species it has been killing, how many people it has killed, and the rough age ranges of the targets. You can also tell if they were murdered in cold blood, or met in actual combat. All from the nicks and scratches on the blade.

Beyond this, you have excellent skill in tool repair and maintenance, and even in various methods of craftsmanship, such as woodworking, blacksmithing, or bowyery.

Staying Loyal (-200 CP):
Aro has been separated from her husband due to her adventuring, but she has thus far still stayed loyal to him. From now on, it will be easy for you to maintain a similar level of devotion. If you don't want to sleep with someone, you cannot be swayed with seduction or charisma, and even physical force just… doesn't work for the purposes of forcing you into bed with someone. Well, it doesn't need to be a bed… but basically, you can't be raped.

Font of Inspiration (-400 CP):
You have a mind that is chock-full of ideas. You are able to correlate disparate and seemingly unconnected facts into something actually useful, and excel at turning theoretical knowledge into practical applications. You are an incredible wellspring of genius, and if you just had the education to go with it, you could revolutionize the world. Teo managed to create car-like vehicles that operated via springs and water power, farming equipment that could allow one farmer to do the work of a hundred men… it's no understatement to say that he completely remade demihuman society in his empire. Now, just imagine what you could do.

Science and Engineering (-600 CP):
Hydrodynamics. Thermodynamics. Mechanical engineering. The orc emperor Teo demonstrates great understanding of these (and more!) principles of science and engineering, allowing him to make amazing inventions that allow the numerically inferior demihumans to stand equal to, or perhaps even superior to, the teeming masses of humanity.

Now your own knowledge expands to allow you to do the same. Select four fields of study; you gain knowledge in these fields equivalent to fifty years of study and research. In every jump you go to, you can select an additional four fields, always equivalent to having access to the most modern information available. Do note that in a setting like this one, which contains both the new world Jean found himself in and modern Earth, you would have the full range of both worlds' knowledge to learn from.

Churchgoer Perks

Giving to Charity (-100 CP):
Rapier the Holy Saint Slaughterer came from an orphanage, and so donates nearly all her earnings to the Church in hopes of improving the lives of others. You find that when you give money or resources to other people—not in payment, but in charity—your gift will go further than it otherwise would. Once the children eat all the food you gave them, they'll find that there was still a little more at the bottom of the box. Once the orphanage spends all the money you donated, they'll find that there's still just a bit more to work with.

But don't think this means you're giving away infinite money—it only works once for any given gift of appreciable size.

Dancing Saint (-200 CP):
Although the modern usage of "Saint" refers to a holy knight, it's a little-known fact that they used to be holy *prostitutes*… which explains a lot about how lewdly you can move your body. You are trained in the sword-dances of the Saints. These dances aren't meant for combat, but to titillate, arouse, entertain, and distract. You perfectly balance concealing your body to build up interest, and revealing flashes of what you keep hidden to drive up the desires of those who watch, creating an appealing and almost hypnotizing dance. So long as you are dancing, and do not make any aggressive moves, people who would otherwise be hostile towards you will not attack you (unless you already attacked them first—this isn't going to stop a fight in progress).

Now, Saints are taught that these dances "summon angels" to smite their enemies… but suffice to say that real angels do not exist in this world, so don't expect doing this dance to make your enemies collapse.

Like a Chimpanzee (-400 CP):
The wielder of the (completely mundane) Holy Sword, known as Sei, is something of a freak of nature. Her body has an unusually high number of fast twitch muscle fibers. Somehow, this gives that ordinary-looking girl the strength to wield a 15kg (or 30 lbs) sword like it weighs nothing and chop through enemies several times the width of her own body. Maybe your body has these muscles too, or maybe you're just weird, but your strength is amplified to the same degree as the difference between what a normal human can achieve and what Sei can do. And you don't even get easily exhausted like she does!

"Angel" (-600 CP):
There's a secret about the Saints that even the Saints themselves don't know. They believe that their sword-dances summon angels. In truth, every one of the Holy Saint Slaughterers is accompanied by a small band of men who are trained in stealth to such an absurd degree that a group of them could stalk a trained warrior and adventurer day and night for their entire life without ever being seen. Even when they attack the Saint's enemies, they go unnoticed; the Saint dances to distract the enemy, and the "angels" fell the saint's opponents with (presumably) poisoned darts, who are then executed by the Saint. In return for this "divine blessing", the Saints close their eyes and pretend to sleep at night when the "angels" visit them and pleasure themselves with their bodies.

You have the training to be one of these hidden warriors. Your stealth skills are extreme to the point that they're just a shade away from being outright supernatural. You know how to attack from hiding in such a way that nobody can pinpoint where your assault came from, and have a masterful understanding of poisons.

Items

You receive 2 items for free priced at 100 CP, and 1 discount each for 200, 400, and 600 CP items; this is 50% off. Any items that are lost, damaged, or destroyed will be restored in one week unless mentioned otherwise, retaining any intentional modifications you've made to them.

If you already possess a similar item, you can import it into your purchase here to add its properties together into a single item, giving the item a new alt-form representing the purchase here.

Basic Adventuring Supplies (Free):
If you're going to delve into a dungeon or the wilds of the Dark Continent, you need to be prepared. These supplies consist of basic leather armor, a simple and straightforward melee weapon, a bow with 20 arrows, several lengths of rope, a hooded lantern, several small cans of lamp oil, flint and a flint striker, pitons and hammers for climbing, bug repellent, cooking and eating utensils, sleeping rolls, and similar mundane-but-vital necessities. You also get a single condom, made from animal intestines. You're supposed to wash it out after use, not throw it away.

Village Girl Rumano (Free):
A light novel created using the movable-type printing presses this world has. It's a very popular series set in the labyrinth of the Dark Continent, starring a peasant girl who achieves success in the dungeon through wits and quick thinking. It has resulted in a great increase in the number of women trying to become adventurers. Unfortunately, the author had no experience with adventuring or monsters, so people who read it are completely unprepared for the reality of venturing into the dungeon. Still, it's an excellently-written and enjoyable series. Just… don't hope for realism.

Fine Leather Armor (-100 CP):
This is a suit of armor made from layers of hardened leather. Don't diss this protection—a good suit of leather armor is enough to block a blow from a sword if it lacks real weight behind it, and is lighter and more mobile than heavier metal armors would be. But since you're a jumper, you're probably expecting more? Fine. This armor will never weigh anything once you put it on, and never restricts your movement. Furthermore, it is as resistant to even supernaturally tough or sharp materials as it is to a basic steel sword.

If you're a woman, you can opt for your armor to be shaped more to reveal your curves and body, and to be easier to take off; this is intended to provide easy access for sex, in case an orc or goblin decides to rape you. After all, if they view

you as a sexual being they can use, they aren't going to outright kill you like they do the men. Or so the reasoning goes.

Bow and Arrows (-100 CP):
This bow looks quite ordinary, although it is of excellent make. When you purchase it, you can decide if the strings make no noise (so as to keep you hidden) or if they are especially loud (to draw the attention of your enemies away as a distraction). The arrows are what's special; they are completely recoilless, increasing penetrative power significantly. This works due to the loose lead weights in the shaft, which slam down like a hammer when the arrow impacts a target and prevents recoil.

Ideal Adventurer's Wagon (-100 CP):
This narrow wagon is designed to be pulled by a human, and is only moderately wider than a single person. It's designed to travel where a conventional wagon can't, to be small enough to go down game trails and be used in the narrow confines that adventurers can find themselves. It never gets stuck in thick brush, and get be easily floated across a river. It can't carry as much weight as a "proper" wagon, but it is in some ways more useful; you quickly set it up as a barricade against attacks from any direction. Layers of cloth have been draped over the inside, to increase the resistance against arrows.

You have two such wagons.

Silent Hammer (-100 CP):
A combined hammer-pickaxe that has a cone-like covering of cloth and cotton, as well as a spring coil. It strikes with full force, but the sound is muffled to almost nothing at all.

Directivity Lamp/Redcap Lamp (-100 CP):
This has the same basic design as a Buddhist altar lamp, and is built on a biaxial gimbal. It's angled to throw the light forward, but the light it produces is intentionally weak, so that it doesn't interfere with your natural night vision. If it was bright, you'd be restricted to seeing what the light directly illuminates, and that provides an opening for enemies to attack you. While using this lamp, you will find yourself preternaturally aware of any movement in the darkness outside the light thrown by the lamp.

Alternatively, you can have a redcap's lamp. Redcaps have excellent night vision, but even they can't see in the pitch darkness of the dungeon; that said, they need much less light than a human. This lantern points downwards, and emits only the barest amount of light. A human being wouldn't even be able to register the difference from absolute darkness. But to eyes as sensitive as a redcap's, it's enough light to see quite clearly. When you use this lantern, however, its light is completely invisible to anyone but you or your allies.

Redcap Javelin (-100 CP):
This "javelin", several times the length of a redcap, isn't actually designed for fighting or hunting. Instead, it's a tool for mobility, used to leap off high ledges. You hold one end of it and fall; when the sharp end pierces the earth, the long javelin will bend, dispersing the force of the fall, until you've slowed down enough that you can let go of it. It's usually a very difficult technique that is only usable for sufficiently lightweight species, but yours is special; you can always pull off the technique, and the javelin will work for you without breaking regardless of your size.

Bola Shooter (-200 CP):
Aro's prized invention, which rapidly spread amongst the Adventurer's Guild after she created it. It resembles a bow with a specially-made board strapped to it. Rather than firing arrows, it is intended to shoot wrapped-up bolas, which splay outwards after firing to entrap a target. A charging monster isn't going to stop just because you shot them in the leg with an arrow—even shooting someone in the head doesn't instantly kill them—but if you capture their legs in the entrapping wires of a bola? Even a sturdy monster can be tripped like that, and the wires of your bolas are impervious to harm (until you don't want them to be, at least). More shots can render an enemy completely helpless. You have 10 bolas; if lost or damaged, they are replaced nightly.

Auto-Crossbow (-200 CP):
A mechanical siege weapon, this device consists of a ballista on a mount, with a box containing many bolts for it that automatically load into the ballista after it fires. It can be adjusted to be used with horses, who are hitched to the device and walk in circles around it, or it can be modified to use the power of a running river.

Regardless, it uses this motion to rapidly draw itself and fire bolt after bolt in rapid succession.

Wolfsbane (-200 CP):
This is a wolfsbane-based medication that is an antidote to poison. Which poison, you ask? Well, you get the deluxe version that serves as an antidote to absolutely any poison whatsoever… just so long as it is consumed within a minute of exposure.

Porters (-200 CP):
Although they're more vulnerable to being attacked, porters are invaluable for certain adventuring parties, especially the larger ones. As you can get paid for killing monsters, they can help carry the corpses back to the base, and they're also trained in setting up camp using locally sourced materials. To say nothing of the benefits of having extra supplies, letting you delve deeper into the dungeon before you need to return home. You have four porters.

Token of Respect (-200 CP):
This is a large chunk of crystal with runes in the language of the demons written on it. You… don't actually receive this. Instead, should you ever be faced with an enemy you can't defeat—be it from overwhelming power or overwhelming numbers—but you still make a good showing of yourself, the opposing leader will gift you with this chunk of crystal, and let you escape. However, this will only function once every 10 years or once per jump, whichever comes first.

Goblin Arrows (-400 CP):
Goblins don't fight for honor. They fight to win. And that means playing dirty. Rather literally, in this case—the arrowheads goblins use when fighting other humanoids, rather than for hunting, are smeared with feces. Any injury they cause is likely to develop gangrene or blood poisoning, ensuring that even if they survive the fight, the enemy will be taken out by poison or disease soon enough. Yours must have been dipped in something especially vile, because no matter who is impaled by these arrows, they will die within a matter of hours. You have only one of these arrows at a time, but it is replaced a day after use.

A Ship (-400 CP):

It's like a boat, but bigger. This is a large sailing ship that's guaranteed never to sink due to monster attacks, with a crew ready and willing to sail wherever you want to go. They always seem to be nearby when you need to set sail.

Rapier's Blades (-400 CP):
This pair of blades are long and thin—too long for conventional sword-fighting. That's because they're designed for the sword-dance of a Holy Saint Slaughterer. By dancing with these swords, you can summon "angels" to kill your enemies.

In truth, there's nothing special about the dance or the swords; it's just a symbol to let the group of six followers who stealthily follow you around know it's time to attack your enemies, using blowguns with poisoned needles to make them collapse. The poison isn't actually lethal—murdering your helpless enemies is up to you, and the blades are quite effective at that.

No matter what you do, you will never meet these followers; they are seemingly imperceptible to any senses you possess, and don't even have an absence to indicate where they might be. But on the other hand, your enemies will never notice them either—the only risk they'll ever be in is if they run into a physical trap.

However, the "angels" who follow you will sometimes visit you in your sleep to have sex with you, but for some reason you can never bring yourself to actually look at them when they do so. They love you and are wholeheartedly devoted to you, and are happy just to be able to taste your body every once in a while.

Jumper's Capitol (-600 CP):
This city doesn't have walls or anything, and is surrounded by farmland. What makes it special is its technology, as it features all of the inventions Teo and his advisor Scion have come up with. Car-like vehicles (that are dependent on the local environment to function), water-powered hoists to carry things up the small mountain the city is built on, advanced farming equipment… sure, it's not much compared to a modern city on Earth, but it's still impressive.

Aegis (-600 CP):
No, it's not the literal city of Aegis, but it is a convincing duplicate of it, complete with its own populace and Adventurer's Guild. Now, in plenty of worlds, the

Adventurer's Guild won't have much to do, but where it can they'll explore the land, document the wildlife, and recover archeological treasures. When they can't do that, they'll just do odd jobs that people want done. This city just consists of members of the race you chose in this jump.

Companions

Adventuring Party (-100 CP):
Very few adventurers can get away with dungeon delving or exploring on their own; parties are optimal. For the base price, you can bring two additional companions with you into this jump, either importing an existing companion or creating a brand new one. For another **-100 CP**, increase this number to four. For an additional **-100 CP**, you can have eight companions. They all receive 600 CP to make purchases from the race, perks, and items section, along with an origin of your choice.

Canon Companion (Free):
If you can convince someone in this jump to come with you, then once the jump is complete you can take them with you as a companion.

Scenario

There are no consequences to failing the scenario.

Neutralizing Conflict:
The demihumans are gearing up for full-fledged war, and although humanity isn't as individually powerful as they are, it has the advantage of numbers, ensuring that it won't end quietly. Your job is to make it so that there is not a serious risk of warfare between human and demihuman by the end of your jump. How you accomplish this is up to you; you can negotiate peace between the two sides, you could wipe one of the factions out, or you could simply make one side so powerful that the other poses no realistic threat to them, or any other result you like.

Reward – The Dark Continent:

As a reward, you receive the entire Dark Continent as an attachment to your Warehouse, containing every lifeform that dwelt within. You can import the Dark Continent as a new continent in any setting you go to—the size of the planet will increase to account for it, but without increasing the planet's gravity or ecosystems. You may choose whether this is a sudden change the world must adapt to, or if the Dark Continent was always present within the setting. The Taboos are negated for your Dark Continent, so technology may advance however you like. Furthermore, if you continue to delve into the dungeon, you will find that there is always something new to discover, and out-of-place items unique to settings you have visited before will appear underground and in hidden places, periodically "restocking" with something new. New species of monsters will periodically appear, as well, unique species that you have never before encountered.

Drawbacks

You can take drawbacks to increase your allotment of CP.

The Taboos (Mandatory, 0 CP):
This world hasn't progressed down the same technological paths as Earth, because of something known as "The Taboos". These taboos are enforced by the law and the Church—not to maintain their own power or anything, but because the consequence of breaking the taboos is that a great horde of monsters will form to try to wipe out whoever broke the taboos… along with everyone around them, and whoever caused them to break the taboos in the first place. Entire nations have been destroyed in this manner, and the people of this world crack down harshly on any attempt to violate these laws.

The forbidden actions are thus; the intentional creation of gunpowder, the use of water wheels for making steam, and the deliberate harnessing of electricity. As there are creatures such as certain types of dragons that weaponize electricity, it can be assumed that non-technological means of generating electricity are safe.

These taboos will apply to any out-of-jump technology you have, but not to fiat-backed items. However, you can gain an additional **+200 CP** for allowing the

taboos to be triggered by using even fiat-backed items (although these items simply existing won't trigger a monster stampede, just their use).

If you do not have a Cosmic Warehouse to store your items in, one will be provided for you on a temporary basis for the sole purpose of storing those items you possess that would violate the taboos.

If you yourself are a robot, cyborg, or similar entity that would risk violating the taboos, you may gain an alt-form of a perfectly ordinary member of the species you chose in the species section, absent any technological modifications.

Although admittedly, these taboos are quite strict… if you would rather have them not apply to you, you can pay **-200 CP** to negate the triggering of the taboos for yourself, your followers, and your companions.

I'm Gonna Be the Creature Girl Harem King in the Deepest, Most Unknowable Dungeon (0 CP):
This world very closely resembles the world described in one of the author's other works: *Creature Girls: A Hands-On Field Journal in Another World*. The designs of the demihumans and monsters are identical, they're both captured in a medieval setting without magic, where the violation of specific technological taboos triggers a monster army… the only real difference between them is that the animosity between human and demihuman is much worse in this world, which could easily be explained by these events occurring in a different part of the planet.

If you so desire, you can fuse this jump together with the Creature Girls jump, keeping track of their points separately.

Reincarnator (+100 CP):
It looks like you died. But that's fine! You've just been reincarnated into the form and species you chose earlier… the problem is, you're a newborn child who has just left the womb. You're fully conscious and aware, but have no access to your perks, items, companions, or Warehouse. However, you do have the guarantee that you will manage to survive until at least the age of 14, at which point you will regain what you have lost.

You will remain in this world for a total of 20 years. The starting date of the jump is now the very same moment some boring freeter from Japan was reborn as "Jean".

Gentle Lies (+100 CP):
When Jean started teaching kids archery in his early teens, the kids started progressing even faster than he had, and he wondered if the praise his teachers had given him was nothing but a trick to make him feel good about himself.

You lose access to any form of increase to your learning speed that you may possess. But more than that, it seems that no matter how hard you work, other people always seem to improve at a greater speed than you. This doesn't actually make you slower than a normal person's growth rate, it just improves that of people you encounter.

Remember, people with more talent than you just have a head start. It doesn't mean you can't reach the same endpoint.

The Allure of the Dungeon (+100 CP):
Like Jean, Nal, and Aro, you're completely taken in by the mystery and romance of the dungeon. You live for dungeon-delving and exploring, and will never be able to keep away from them for long. Dangerous adventures and near-death experiences are more something to marvel over than warnings that you should find a safer career.

Always Early (+100 CP):
In the Adventurer's Guild, missions need to be turned in at least 2 hours before the time they are due. If you try to be "on time", a rescue mission will have already been mobilized by the time you return.

Now, you always need to be at least two hours early to every pre-scheduled meeting or event, or people are going to consider you to be impossibly late. You could very likely get in trouble for this.

This doesn't apply to events that are scheduled within 2 hours of your current time.

No One Hit Kills (+100 CP):
Stories are misleading about how easily an enemy will die. People think stabbing someone's heart will make them fall over dead, but dying takes time—time your enemy can use to keep attacking you.

Now, no matter what sort of attack you use, your enemies will still be alive and able to act for at least a few moments after the point you inflicted the lethal blow (or poisoned them, or otherwise did something to kill them).

A Female Adventurer (+100 CP):
Women aren't particularly desired in adventuring parties. They're smaller, weaker, and slower, making working with them a disadvantage in most cases. They're mostly seen in lower-ranked parties, and only the Z-ranked party wives and the S-ranked special adventurers really represent women in the stronger parties of adventurers.

You find that the stronger and more capable people in this world just… don't particularly want anything to do with you, regardless of your sex. It isn't that they dislike you, it's more that, no matter how talented you are, they just can't see any benefit to working with you.

Virgin Mentality (+100 CP):
Like Jean, you easily fall in love with people who have sex with you, and will start to feel jealous should they show any interest in sleeping with other people, regardless of whether or not you have any right to have an opinion in that regard. This could pose a problem if you sleep with the party wife.

Borgen's Obsession (+100 CP):
Borgen is an S-Ranked adventurer, a Bow King well known for his near-perfection of the art of archery. But he achieved this incredible level of skill by virtue of being completely obsessed with archery to the point that he neglects most other parts of his life—even the idea of sex is boring to him compared to practicing the perfect shot.

You aren't necessarily gaga over bows… but you do have something you obsess over to the same degree that Borgen loves archery.

Frenzy (+200 CP):
When Jean had the opportunity to fight White Mask Blond Hair, he went a little… crazy. And now you will, too. Whenever it comes down to a fight for your life, you go berserk, rushing your enemy without thought for strategy or tactics. You won't lash out at your allies or anything, but you'll go to just about any length to kill your enemy. This frenzy will last until the enemy is dead, or they escape you.

Just a Tourist (+200 CP):
Like Katana, you refuse to engage in combat against intelligent beings for aggressive or retaliatory reasons. Now, if someone attacks you, you're perfectly able to defend yourself or even kill them. But you won't be running any goblin extermination missions, or making attacks to rescue someone who's been kidnapped by orcs.

Unprepared (+200 CP):
You aren't mentally fit to fight actual enemies, even if you can do outstanding in sparring. But someone or something that's really trying to kill you? You can't help but retreat and shiver in terror. Reaching the point where you can engage someone in combat isn't *impossible*, but it will take years of effort, and even then, fear will hang about you and make you skittish.

Be Grateful (+200 CP):
You feel gratitude for the awful things people do to you, because it means they aren't doing something even worse. For instance, if you were raped, you would thank your rapist, because being raped means that you weren't killed. You wouldn't even seek revenge or punishment.

What's more, you feel the need to spread this ideology. You could find someone being raped by orcs and goblins, and would lecture them on how grateful they should be.

What What (In the Butt) (+200 CP):
In Nal's village, a woman is only considered marriageable if she is a virgin—as in, she has never experienced vaginal sex with a man. As such, Nal only engages in stuff like anal sex.

Now you have the same restriction. Regardless of your gender or sex, you are now incapable of experiencing penis-in-vagina sex.

Well, *technically* they just need the girl to still have a hymen… but considering how easy it is for a physically active woman to break her hymen without any sort of penetration being involved, that's just too much to ask.

The Holy Word (+300 CP):
Long ago, there was nothing in the holy scriptures about demihumans at all. But at one point, the leaders of the church realized the threat demihumans posed to humanity—so many of them were superior to humankind, and they realized that they would eventually overcome humans. So they edited their books to make it a moral imperative to kill the demihuman and those that ape the appearance of men.

And you believe this wholeheartedly… or some equivalent of it. If you're a human, you believe all demihumans must die, down to the last infant. If you aren't human, you share White Mask Blond Hair's hatred for all of humanity and desire to exterminate them.

No Magic, No Buffs (+300 CP):
You don't have access to any of your perks or powers from your previous jumps.

No Cheat Items (+300 CP):
You don't have access to any of your items or gear from your previous jumps.

Breeding Road (+300 CP):
You've been captured and enslaved, and sent to Breeding Road in the orc capitol. There, you will labor with the other slaves to do work for the empire, which is only interrupted by eating, sleeping, and being fucked by anyone who cares to visit. If you don't have a child every couple of years, you'll be executed. And don't expect to find support for any sort of "slave revolution" here—most of them have been completely brainwashed into thinking this is what they deserve, and attempts to get others to rebel will be harshly punished.

Closing

Your time in this world has come to an end. Drawbacks fade away, and you are left with a choice. Do you

Stay Here?
Go Home?
Move On?

Notes

Definitely not a contender for my favorite manga. It's interesting enough, and has some detailed examinations into the realistic difficulties and consequences of adventuring in a no-magic fantasy world that follows the rules of physics and biology. And although there's some of it present, the author didn't try to cram his opinions on morality, gender, and the evils of equality down your throat to the same extent he did in Creature Girls. Still, sections of it were pretty distasteful, like the part where the author reassured the readers that one of the characters wasn't a bad person… because she didn't give up her desire to resist the people who raped her like her companions did.

Changelog:

- Version 1.0
    - Spelling and grammar corrections
    - Added the scenario
    - Clarified that Trained Body's effects will improve proportional to your species.
- Version 0.5
    - Created jump