Kyonyuu Fantasy

Welcome to the continent of Eurodia and the world of Kyonyuu Fantasy. 200 years ago there was a great war between humans and demons. Demons guarded the Hallowed Hand's Throne, a throne which would grant any human who sits on it power greater than almost any demon and far above every human. Humans, fearful of both the demons' own monstrous appearances and their intrinsic magical power, attacked them, almost wiping out the whole species. The surviving demons retreated to Giropon Woods.

For the last four decades the Kingdom of Edelland has gone through a series of social reforms that centralized administrative power, put out through their good-natured king, King Hagel the 1st. Gradually the power of the aristocracy has been weakened and replaced with rule by knights trained by the Royal Knight Academy, although due to the high costs of entrance many of the graduates remain nobility. His well-intentioned reforms however had sparked a civil war as a large portion of the nobility rebelled under General Wackenheim the Hero. Even after the General's death his daughter Gladys, herself an ingenious tactician and warrior, has taken up leadership.

Meanwhile the king has his own problems as his only daughter, Princess Luceria, inherited Nymph Blood from her mother which would almost certainly kill any future lovers or husbands that she would have. This would expose his marriage to a nymph and almost certainly lead to the death of his daughter and personal disgrace. On the other hand, his son from a Lingobard mother, Prince Bobon, is self absorbed, incompetent, and cares only for his own pleasure.

In the background however, the ambitious Prime Minister, Rubin von Bernstein, plans to seize power for himself. He has had his daughter Emeralia, who had mastered a powerful Succubus magic, enslave the king's supporters and any neutral but useful individuals so that he can use them to his own ends. His plan is to put Prince Bobon on the throne as a puppet that he can easily control. Bobon however in an uncharacteristically intelligent move is looking for the Hallowed Hand's Throne to use for himself and if he were to gain its power it would spell only disaster for the world.

You start on the day of the 40th graduation of the Royal Knight Academy, unfortunately the lowest ranking student Lute Hende has slept in.

+1,000CP

Locations

1. **Shoenburg (Knights can start here for free):** The capital of the kingdom of Edelland and home to both the royal family and the Royal Knight Academy. King Hagel I makes his court here, along with his beloved (and incredibly busty) daughter Luceria and her quite talented tutor Emeralia. Today is the graduation ceremony for a new round of knights and I hear that the top two graduates, Mortaire and Isis, are something special. Be careful though, as the Prime Minister Bernstein has set careful manipulations in play to assume power for himself, and he will take care of anyone who would interfere. Of course you could always talk with that one red-haired knight who arrived late to the ceremony, but he's probably not anyone important.
2. **Boan:** A backwater town that lies deep in the Edelland countryside near the neighboring kingdom of Lingobard. Known as the most impoverished land in the kingdom, its agriculture produces the lowest yield in the kingdom and its infrastructure is aging and falling apart. Additionally Boan has had the misfortune to be ruled under a string of uncaring or corrupt Prefects, the most recent, Irboyne a previous 20th place graduate of the knight academy, despises the fact that he is stuck in Boan and has secretly meet with spies from Lingobard about rebellion. To top off Boan's problems, the succubus

Shamsiel Shaharl has decided to feed in this town; gorging herself on the life-force of the town members and leading to a string of deaths. The townspeople desperately want help but the prefect is uncaring about the lost lives, writing them off to the capitol and dying of illness. If a hero could slay the succubus or 'slay' the succubus the townspeople would be incredibly grateful. I should also mention that the Prefect's wife, Roxanne de Desir, is both a bombshell and is desperate for affections because she is neglected by her husband, who prefers younger girls.

3. **Fronce:** Fronce is a country that was once held as the strongest in the whole continent. Now, however, its coffers lie practically empty and its neighbors are gradually overtaking it in power. The current Marquis, Curvier, seeks to stop this decline and restore Fronce's place as the most powerful country in Eurodia again with aggressive methods such as taking over other countries, but the current queen Aphrodia is pacifistic and refuses to invade and conquer neighboring countries. Recently a powerful demon called a Cyclops, with strength capable of uprooting and throwing trees and squishing normal humans, has made its home inside what was once the royal hunting grounds. If a hero were to kill or subdue it then they likely could get renown in the courts and even an audience with the beautiful queen herself.

4. **Lingobard:** Currently ruled by Bazalt I, Lingobard is a country known for two things: constantly pushing on Edelland and having a huge amount of busty women. Bazalt is a rather emotional and petty ruler and is likely going to antagonize Edelland to his stubborn grave, however one of his sons, Argent, has a much cooler head and it could be beneficial to the world if he is placed on the throne. Did I also mention that Argent's retainer Nelis is both a mage of skill and quite large-chested on her own right? That's probably important.

5. **Giropon Woods:** A dense forest that lies near the capital. The kingdom has sent many recon teams into the forest to scope it out but none have ever returned, making many in the kingdom believe the forest to be cursed. In reality though this forest is home to the last of the demons, which kill any

human who enters in case they are searching for the Hallowed Hand's's Throne. Even without the patrolling demons the forest houses deadly wildlife such as lust bugs, bugs that kill by overloading someone's libido, and a vine that inflicts a deadly disease. If you're not a demon I would suggest leaving immediately before the demons eat you or the wildlife kills you.

6. **Hillsland:** An island kingdom across the sea from Fronce, Hillsland is an old kingdom and one of the few places left in Eurodia with a sizable population of daemons, including the elf kingdom and a tribe of mermaids along the coast, though daemons are discriminated against just as much here as anywhere else. The country has been on the decline since the golden age of King Ruin and his harem, though things may be about to turn around for them in the next few years.

7. **Vacatin:** The religious capital of the Church of the Holy Rood. Unfortunately their focus on monetary and influential concerns and not on actual religious matters has caused their influence to wane over the years and has led the church to become a target of mockery across the continent. Within this capital lies Pandora's Box, which houses the spirit of the Saint Reaper. Anyone who successfully survives opening this box is declared a Saint, and perhaps could bring about a much needed Reformation of the church before its schisms.

8. **Free Choice:** You can freely choose where you wish to arrive in this world. I'd suggest somewhere safe.

Races

Orcs / Kobolds (+200 CP): Two races of lesser daemons, orcs and kobolds are pig men and wolf men respectively. They're less intelligent on average than humans and many struggle with concepts like debt and legal contracts, which puts them at a disadvantage in the human kingdoms. They're also considered ugly by most human women, though there may be some rare oddballs who find them attractive.

Human (Free): The most common race in Eurodia, humans rule all of the major kingdoms on the continent, having grown more powerful and prosperous than any race of daemons thanks to their superior intelligence and vast numbers. They have no special abilities but no special weaknesses either.

Elf / Dark Elf (Free): Elves are an isolationist race which have historically kept to themselves, though wars have occasionally broken out between them and the kingdom of Hillsland in years past. Dark elves are a subspecies of elf thought to have interbred with devils or daemons centuries ago, giving them their distinctive chocolate skin tone. Dark elves are mostly identical to normal elves save for powerful lewd desires that well up in their hearts after losing their virginities.

Merfolk (100 CP): An aquatic race native to Hillsland, merfolk are masters of the ocean and live underwater for most of their lives. They are shapeshifters, having the upper bodies of humans and being able to shift their lower bodies between human legs and a powerful tail for ease of movement in the water. All merfolk are gifted swimmers and can move faster at sea than a sailing ship even over long distances. Among men mermaids are also legendary for their amazing boobjobs.

Succubus (300 CP): The second strongest of all of the daemon races in this world, succubi have a large variety of powerful abilities. First is obviously their ability to charm men and to drain the life-force of people through sex. Second is their natural magical talent, allowing them to perform feats such as flying, turning invisible, sealing and soundproofing rooms, and even transforming items, such as swords into carrots. Lastly they also possess superhuman strength, enough so that they can easily overpower trained knights.

These abilities come at a cost however as a succubus needs to feed on humans to survive and these feedings typically end with the other party's death. Luckily if you were to find an Incubus or someone descended from one then you can feed on them without having to kill them. Be careful about hiding your demonic heritage however, succubi are usually killed on sight. You can choose to be a male with this perk if you wish, although you would qualify more as a male succubus then what this world considered to be an incubus.

Origins

Roll 1d8+16 for your age

You may spend 50cp to either determine your age or change your gender.

Drop-In: You arrive a stranger to these bountiful lands, a commoner in title but perhaps a true noble in deeds. While you lack the combat skills of a knight or the influence of a noble you do have the option to gain a few 'potent' advantages compared to the others.

Knight: Although you are not a member of nobility your family was still wealthy or influential enough to send you to the Royal Knight's Academy and thus get you slotted into the government. Your skill at arms is undeniable and as a member of the knight bureaucracy you have the standing to make a name for yourself as a commander or even a member of the King's Royal Guard if you have the skills. Be warned through there is a good reason why the Inland rebellion has managed to hold on for so many years despite the full force of the kingdom against them.

Noble: Despite the King's transfer of the aristocracy's power to the knighted bureaucracy over the years, the nobility still holds considerable wealth and influence. And if your nobility lies outside of the Kingdom of Edelland then you likely hold powerful political sway in addition to the power your wealth and education provides. Of course you count only as minor nobility with just this origin, in line for inheriting only a small town the size of Boan.

Perks

General

Kyonyuu Fantasy (Free/100 CP): I'm not going to lie, this world has a particular aesthetic. Large chests that frankly border on absurd are common, with even knights unbothered with massive breasts that should really weigh them down. To a lesser extent some of the men and many of the women of this world possess great beauty as well. Now you too can change your appearance to match this world's aesthetic, although you won't be in the top of this world's beauty you still will be quite noticeably above average.

… If you want then I suppose for an extra 100 CP you can apply this world's beauty (especially their large chests) to the other worlds you visit as well. With a discreet global increase in the strength of the spine there will be no problems with all the extra mass, and women in general will seem to be a bit more sensitive to a pair of wandering hands appreciating their massive tracts of land. You can even turn it down to more realistic levels if you so prefer, changing overflowing breasts to merely bulging ones.

Drop-In

Wilderness Survival (100 CP): You might not be any good with a blade or skilled with a pen but when it comes to traveling anyone would be happy to have someone with your knowledge around. Not only are you skilled in finding the best paths to walk in a forest and the safest places to camp, but you also are skilled in identifying any dangerous flora or fauna. Finally you're a pretty good cook, able to whip up filling meals even in hostile environments.

His Lewdness (100 CP): Maybe it's your commoner lineage, your unregal bearing, or maybe it's just your common face, but people tend to underestimate you. You could ascend to the throne of a country and your rivals/enemies would still chalk up your success to both dumb luck and the competence of those around you. While it might be a bit annoying when you're casually insulted by foreign dignitaries there is a great value in always being underestimated. Thankfully those that know you personally are immune to this, and you can choose to "get serious" and shed this perk's effects if it becomes too much of an annoyance or an inconvenience.

Bridge Builder (100 CP): Eurodia is a land of many races, so it's a shame they have so many problems getting along with each other. But you don't have problems like that: you find it uncommonly easy to cut through prejudice and bias. What might normally take months or years can be done in a few days so long as you're involved somehow, whether it's a friendship between two people or a peace treaty between nations of elves and humans. You'll also find it much easier to "bridge the gap" between yourself and someone of another species, from haughty elf princesses to shy mermaids. You'll find them just as receptive to your advances as if you were from the same species, if not more so.

Soul of a Saint (200 CP): You're too good a guy/gal, Jumper. You know and practice all the little and big ways to brighten up someone's day. Even Saint Reaper when looking into your soul would judge it to be pure. Luckily this kindness always works out in your favor, being kind to those that shunned you will gradually endear yourself to them. A knight that previously mocked you would over time become one of your most loyal supporters. Sparing enemy rebel troops not only ensures that they would reintegrate themselves back into the kingdom with little fuss, but also would win the heart of the rebel's general. In addition you can also tell jokes that would put a smile on the face of even the most frigid ice queen, and your good humor can light up the room. In time people around you would think you to be a saint. Some call kindness a weakness, but to you it's a strength.

Laid Back Lute (200 CP): Is that bravery or do you not just understand how severe the situation is? Saint Reaper himself could look you dead in the eye with the threat of taking your soul and you would just make a joke in response while everyone around you cowers. This also grants you a degree of protection from mind altering supernatural affects, a spirit that drove 5 others to suicide would find no purchase in your mind and a succubus would find her charm to have little effect.

Sweet Conspiracies (200 CP): The sinister plots and schemes of the nobility is enough to trap most commoners. But there is nothing 'common' about you, is there Jumper? It seems that you have a sixth sense when people are scheming against you as well as an unnatural ability to turn around any such manipulations to your own benefit. Prefect using you to catch his wife in adultery so that he can get a divorce and gain sole control over the town's military and use it to support a rebellion? Not only would you find some way to expose his treason and get well rewarded by the crown, but you also get to bang his wife.

Born Under a Lucky Star (400 CP): To the average man walking through the plots of nobility or the dangers of combat can mean their death if they make the slightest mistake. Luckily like a certain red-haired knight you seem to possess a frankly absurd amount of luck. Accidently dropping poisoned wine three times in a row, guessing the magic incantation that will stop a rampaging golem, and even beating a master of chess by blindly moving pieces about are all within the realm of possibility for you now. Let's just say that your plot armor is pretty thick.

It seems as a side effect that you react violently and unconsciously whenever someone tries to attack you in your sleep, assassination is practically a non-existent threat to you now.

Eroge Protagonist (400 CP): Ohh Jumper, what's with all these beautiful girls that flock towards you? You wouldn't happen to be a playboy by any chance? For some reason powerful, skilled, and exceptionally attractive women tend to fall deeply in love with you. More than that it seems that fate conspires to have you get closer to these women, both emotionally and physically. A Princess would develop a deep crush on you the moment you two meet, a fierce general would declare herself your woman after you saved her life and the lives of her men, and a beautiful noblewoman would find comfort in your arms after being neglected by her husband.

As an added bonus sleeping with them seems to deepen their love for you, so they don't just want you around for you body. A week of constant lovemaking would put your relationship on the same level as if you have been in a passionate relationship for months.

Sexual Educator (400 CP): Many of the women you'll encounter in this land have never had the chance to enjoy sex before. They might be sheltered princesses keeping themselves pure for marriage, or stoic knights whose duty has left them cold to their desires. But that's OK, because you have enough experience for the both of you! Not only are you a magnificently-skilled lover but you can also share those skills with your partners, turning innocent virgins into experienced ladies who can bring you just as much pleasure as you bring them in the space of just a few passionate evenings. At the same time, those who learn from you will also tend to gain new enthusiasm for whatever fetishes you might care to share with them: a breast-lover will find that his partners learn to enjoy boobjobs or milking, but your enthusiasm for much more exotic fetishes can be shared this way too!

A Big Shot (600 CP): In this world you either are born into power as a noble, or have to claw and struggle your way to relevance as a commoner. So why is it that you have such little difficulty getting into power? You seem to run into countless opportunities that allow you to rise in power, Whether it's apprehending the king's son trying to overthrow the kingdom and gaining the king's trust, or being at just the right place to end a civil war. Additionally there is just something about you that causes kings to put their faith in you and the hearts of princesses and queens to skip a beat. Even a simple commoner could become an irreplaceable part of a royal family after a few weeks of interaction.

Now you might think that a kingdom run by someone with no experience ruling would be doomed to failure, but with this perk you'd be wrong. It seems that things just seem to run really well under your rule, to the point where there are almost no day-to-day problems. Harvests are bountiful, trade is blooming, your people are hard-working, and even your harem will be sisterly to each other rather than trying to compete for your affections. Even better it seems that those under your rule attribute the period of prosperity of your rule directly to your actions rather than just luck. Even the most rural of peasants would respect and praise your rule. Be careful though, this perk only ensures the day to day prosperity of the kingdom, it does not protect it from being conquered by neighboring kingdoms or against supernatural threats.

Hand of the Devil (600 CP): It seems that Lute isn't the only descendant of the incubi, the kings of demonkind, left. You too have been blessed with incubi blood that flows through your veins. While this gives you no intrinsic physical or magical powers it does grant you one specific ability. Quite simply you are impossibly good at sex and have a supernatural aura around you that incites those around you with lust as well as removing normal limits of pleasure. Playing with a composed and haughty queen's breasts is enough to cause her to orgasm multiple times in a row, and in bed you can quickly prove yourself unmatched. This isn't even sexual skill, a complete novice in bed with this perk would satisfy someone more then even someone who had mastered the art of sex, and if you're great at sex in addition to this perk... You very likely could seduce even an assassin sent to kill you into joining you instead after a passionate night in bed. In addition your demonic heritage provides you with a near limitless stamina, so much so that satisfying 8 or more women in one night is well within the realm of probability.

Your incubus blood also grants other benefits. First you are seen akin to royalty among demonkind and can easily convince any demons to help you with whatever you need (within reason). You also possess a near limitless lifeforce that not only allows you to survive having sex with a succubus, or similar beings, but turn the tables and give them a night they won't soon forget.

Lazy Genius (600 CP): You may have flunked out of school or been the last-place knight in your class but it's not because you're an idiot who can only get by on dumb luck. In fact you're actually *way* smarter than people give you credit for when you really apply yourself, you just need to be properly motivated first! You have the skills of a capable but not amazing leader: whether you're leading troops into battle, writing new laws, or navigating the treacherous waters of politics and diplomacy, you have enough skill to acquit yourself respectably, though a tactician or nobleman who has devoted their lives to their craft will run rings around you.

However those who underestimate your abilities are in for a rude awakening: when you really apply yourself to a task you have flashes of brilliance that can put even master tacticians and devious nobles to shame. You might seem a mediocre king and then suddenly defeat a vast army with only a rag-tag militia, or crush an uprising of the nobility by stripping their support in a political master stroke. However in order to gain these flashes of brilliance you have to recharge yourself between them, taking long “vacations” between sudden bursts of extreme competence. Mere rest and relaxation will work to rejuvenate your motivation, but a life of lewdness and debauchery works much more effectively. Perhaps you should look into gathering a harem of doting wives?

Knight

Being This Excellent Is A Crime (100 CP): Like Mortaire you seem to have mastered the art of being smug. Never once have you been caught flat footed in a conversation and you always have a snarky comeback for any occasion. Luckily those around you will be more tolerant of your snark as long as you have the skills to backup your pride.

Academy's Teachings (100 CP): Tactics, administration, and many miscellaneous skills are taught to all those in the Knight Academy in preparation for their assumption of political and leadership positions, and you took these skills to heart. While not exceptionally skilled or knowledgeable you still possess all the grounding necessary to be a good soldier and a good commander.

Knight Errant (100 CP): Not every knight has the luxury of serving a worthy master, in fact you may be less of a knight and more of a mercenary who works for anyone willing to meet your price. It's a less stable way to live than having a single employer but you can make it work: well-paying work seems to come looking for you whenever you're in need of it. Without any particular effort on your part, potential employers come out of the woodwork to give you your pick of monsters to slay, merchants to guard, and other sorts of adventurer work that a mercenary would be skilled at. These offers will always suit what skills you currently have, so you won't need to filter through a bunch of offers for things you're no good at or not interested in.

Praise and Respect (200 CP): I hope you're vain Jumper because the amount of people complimenting you could appease even the most egotistical of people. It seems that your accomplishments are blown up to ridiculous proportions, graduate at the top of your class at a military academy and watch the top generals of the kingdom sing your praise. Try not to have your ego swell up too much or you might end up being forced back down to earth like Mortaire.

A True Swordswoman Can Overcome Any 'Obstacle' (200 CP): For someone with such large tracts of land you sure know how to wield a sword. Not only are you greatly skilled with a weapon of your choice, enough to hold off even a demon in combat, but you also can fight at 100% regardless of how large your assets become, or as ridiculous or impractical your weapon or armor looks. You could fight with breasts the size of watermelons just as well as if you were completely flat, wield a weapon the size of a large person, or wear armor that looks heavy enough to cause any normal person to be unable to move with no problems. While you aren't a prodigy you still are skilled enough to challenge Isis for her position as the second ranked Knight in her class, and the King would no doubt love to have someone of your skill in the ranks of his knights. You also have attained peak human fitness (regardless of how unmuscled you appear to be).

Beastmaster (200 CP): The armies of Eurodia are starting to get wise to the power that comes from commanding daemons alongside human armies, but it takes a special gift to be able to tame these beasts. You are one of these Beastmasters and have the ability to communicate with and give orders to unintelligent monsters, such as krakens and cyclops. Such beasts are usually friendlier towards you than others and can be trained and domesticated so long as you're involved in doing so. However this isn't mind control, and your creatures can refuse your orders or even attack you if you abuse or mistreat them.

General's Mind (400 CP): Being a Knight means more than just being a skilled fighter though, you also must be ready to assume command positions in both the army and the bureaucracy. Luckily, commanding and training an army, gathering necessary supplies for campaigns, or even just filling out the necessary paperwork are things you excel at. You're no General Gladys but any kingdom would be happy to have you leading its armies. Furthermore it seems that you naturally become a popular figure amongst the men you command, so much so that they possess a higher than average moral then the average soldier and there will be no doubts or confusions about your plans.

Royal Guard (400 CP): The most skilled of graduates from the Royal Knight's Academy get the choice to serve under the king directly as a member of his royal guard. Whether you choose to join them or not you are unmatched when it comes to guarding the lives of other, and with the glut of (slightly incompetent) assassins out in this world they'll need you. As a bodyguard you know where an assassin is likely to sneak in, can identify people in disguise trying to get at your charge, and can even tell when a seemingly innocuous drink has been poisoned or not. While supernatural threats such as golems are a bit beyond you, any normal assassin would stand no match against you.

Night Battles (400 CP): You are a dashing and inspiring figure, striking awe into both your allies and your enemies. In fact you're so inspiring that those you defeat in battle may find themselves either awestruck or lovestruck and become much more susceptible to being persuaded (or seduced!) into your service afterwards. The effect is greater the more serious the battle was: winning a friendly chess match might only gain you a modicum of respect from your opponent, but a duel to the death that ends with you sparing your defeated adversary could earn you a life-long ally. Or perhaps a blushing bride!

Knight's Bureaucracy (600 CP): Edelland fell into a state of civil war when the outdated noble systems of rule was replaced by the more efficient Knight Bureaucracy. However the benefits of this system (more competent administrators, greater loyalty to the king over noble families) far outweigh the negatives. Now you have a talent for constructing the massive social changes necessary for the creation of the Knight's Bureaucracy or any other system you wish to implement. Not only that but it seems that the world is in general more open to any changes you wish to bring about. Create a medieval kingdom without nobility in a world filled pretty much with noble rule? While you might get some snide comments about your land the nobility won't suddenly raise an army in order to stamp out your kingdom for the threat it poses to their power.

Once In a Decade Talent (600 CP): You are perhaps one of the finest knights of the decade, matching even the recent prodigy Mortaire and being easily able to fight an entire squad of regular knights by yourself. Common men and knights alike always seem to know this and flock excitedly to your banner in droves. When you lead your men into battle your casualties are shockingly low as your troops, as if by your example, become considerably more competent martially.

However if you also possess **A True Swordswoman Can Overcome Any 'Obstacle'** then your fighting skills can match even those of Gladys. You could cleave a golem several times, and handle a pack of ghouls all by yourself. In addition if you also possess **General's Mind** then you possess her tactical skills to boot, easily being able to lead an army to victory over others that are of a similar size, and pulling out victories against armies twice or even three times the size of yours. Any country would take note of you and do their best to either recruit you or assassinate you so that you can't use your skills for their enemies.

Eurodia's Strongest General (600 CP): The greatest generals can end wars before they even begin just by being present. Much like Gladys, your reputation as a warrior and a general precedes you, turning you into a living deterrent for those who would invade your country or pick fights with you. Your prowess not only deters your enemies from attacking you but also inspires and motivates your men, making them fight like devils and with immense morale so long as you're leading them even if you're leading them into battle against a much larger army. Naturally this perk is dependent on your actual combat skills: a novice who takes this perk might look intimidating at first glance but runs the risk of being outed as a paper tiger if he doesn't have the skill to back up his reputation.

Noble

Teachings of Emerialia (100 CP): You're not some useless brat like Prince Bobon who thinks his heritage is all he needs to be successful in life. While you might not have tutored under Emerialia, you still possess an incredible breadth of knowledge about management, administration, tax collection, and other jobs you need to manage the land. As well as an incredible knowledge of the etiquette, speech, and proper posture of the nobility.

Atomic Size Beauty (100 CP): That's uhh quite a body you have there, do you have demon blood running in your veins like Luceria or Aphrodia? If you're male you possess a handsome well-toned body that rivals Mortaire that is sure to draw no small amount of admirers. If you're female you possess large tracts of land that rival even the princess Luceria, and curves elsewhere to match. Flaunt your beauty and you (or your chest) definitely would be called one of the great treasures of your kingdom.

Noble Pursuits (100 CP): Surely you don't spend *all* your time on politics and courtly intrigue, right? You have to have some kind of hobby to pursue in your spare time, and this thing that you're passionate about is something you've become uncommonly skilled at, not only for a noble but for people in general. Perhaps you're secretly one of the best chefs in Eurodia, or a master sailor, or even a scholar of magical lore, though merely having knowledge of magic and being able to cast spells are two very different things. Whichever skill you choose, you are one of the best in Eurodia at that skill and can easily advance even further in your specialty should you find new things to learn about it in future jumps.

Proficiency in Paperwork (200 CP): Even the greatest of lords can be taken down by one great enemy: paperwork. However it seems that you have a affinity for filing paperwork out at an almost supernatural rate. Have to organize months of census data? Sounds like an easy day's work to you. Of course there is much more to ruling then just paperwork, but at least with this you will not get bogged down.

Teacher of Queens (200 CP): Not everyone has the patience, intelligence, and wisdom to teach someone important like a princess on how to rule a country. Of course, everyone is not you. You seem to possess the skills to make the perfect teacher and any prospective students you have also seem to absorb any lessons you are trying to teach a lot better then normal. With your skills you could teach even a lowly commoner proper etiquette in about a week, and a rowdy princess the proper grace of a sovereign in twice that time.

Platinum Markets (200 CP): The blood of royalty is all well and good, but where one's heritage falls short one's pocketbook can still prevail. Much like Sexiere de Platine you are a master merchant who can turn a few copper pieces into a pile of bullion with the right investments. Even in seemingly niche markets like luxury lingerie you can turn an enormous profit, inviting trade deals with the rich and famous and perhaps even helping you find a place at the bargaining table in the highest halls of power.

Bobonorific (400 CP): Could this really be called a talent? It seems that people think you would be an excellent puppet regardless of your incompetence, or maybe because of it. If there is an open throne or position of influence chances are there's someone of great power or influence that will want to put you in it. They also will be far more lenient about any selfish demands or fuckups on your part. Assume power and immediately execute anyone that looks at you funny? Your patron would just sigh and run damage control. Of course nothing says that you have to remain their puppet, and you will find that any attempts you make at seizing real power from your 'patron' will be far more successful than they normally would.

A Queen's Command (400 CP): When you want something done you don't suggest, you order. Those under you carry out any commands you have with great speed, regardless of any personal feelings on the matter. Order an embargo on bras lifted and you will find the legwork done within the hour. Order a riot to lay down their arms and the majority of them will obey the second they hear your voice (although words alone will not solve the issues that led to the riot in the first place).

Magician of the Night (400 CP): While magic is not unknown to the world, people who have a talent for it are few and far between. It seems though that, like Nelis or Cuvier, you are one of the few people around who could claim to be an expert in such affairs. Your magical arsenal includes summoning malicious spirits and krakens to attack your enemies, creating regenerating golems and warded rooms that can keep out even Succubi, casting divination spells to predict the future, and even miniaturizing an army of soldiers and hiding them in wine barrels. You also are quite skilled in the erotic magic Emerialia used to enslave people with her body, so try to be responsible with that please. Should you also have chosen to be skilled in magical lore through the **Noble Pursuits** perk you may even be a match for Prime Minister Historias, the most powerful magician on the continent.

A True Sovereign (600 CP): Many kings struggle with retaining the favor of their people while also balancing their duties to their nation, family, and the various nobles on top of that. Not you of course, for your people sense that you have the soul of a true king, and a reliable ruler through and through. Your reputation with those who serve under you whether they be commoner, noble, or knights seems to stay good at all times, live a decadent life in the palace and watch how the majority people praise you for showing off your nation's power with your luxury. And if you actually do your best to make sure that those living under you are happy you'll find incredible loyalty with your people as your reputation remains pristine and knights would knock the teeth out of anyone who dares to badmouth you.

Machinations of Bernstein (600 CP): For some the backroom dealings, subtle one-ups, and intricate spider web of relationships between each noble family is like an unfathomable puzzle. For you it is something you master in a day's work. With a week of scrounging you probably could count the number of nobles you haven't blackmailed or indebted themselves to you on one hand and juicy information about important people just seems to fall into your hands. Only the Prime Minister Bernstein could claim to have political influence to match yours, and even then he needed the help of his daughter Emerialia to get where he is today, you likely could do it on your own.

If you were actually loyal to the kingdom you probably could ‘motivate’ the people in your web to work with such dedication that would leave other kingdom’s envious. If you are not loyal you likely could easily put a puppet on the throne and rule the kingdom from the shadows, the king in all but title.

Wisdom of the Crown (600 CP): Not every man is meant to sit on a throne regardless of how much royal blood he may have, and not every fool is as simple as he first appears. You have great wisdom as a ruler and can easily see the true potential, or the lack thereof, in those around you no matter how well-hidden it might be. A noble face may hide rot and corruption from most while a common face conceals vast hidden potential, but to you both of these qualities are as plain as day. This also allows you to sense hidden powers of a supernatural nature, like a plain-looking man who’s secretly descended from a legendary incubus. What’s more, once you have found a man with great potential you have tremendous luck and skill at bringing it out: your plans to advance them fall easily into place while the plots of others against your young protege fall apart at the seams, allowing him a meteoric rise to his rightful place, whatever you think that may be.

Items

General

Bra (50 CP/1 free Female): While there are benefits to a large chest there are also quite a few downsides such as the added weight causing you to become imbalanced, running around causing them to jiggle uncontrollably, or chaffing when your two massive orbs rub against each other. Luckily this Platine™ standard bra provides quite a neat solution these problems. This well made bra not only provides support and stability to your chest beyond what any other non CP backed bra could do, but also looks quite flattering on you as well.

Jars of Familiar summoning (200 CP/1 free Magician of the Night): Perhaps a gift from Marquis Cuvier or something you made yourself. They contain 3 different types of beings for you to summon, you can choose which one you want to summon and you get another one when used each week. As the one who holds the jar you can give them orders such as assassination and let them out to do the work. Even better, they turn to dust when captured or slain, making it very difficult to mark you as the one who released them.

One being is a shapeshifting familiar, it could be used for spy work or by causing some gold old fashion public relation incidents by wearing a high ranking enemies face. They are also capable of mimicking that person's abilities to a degree, such as a familiar masquerading as a succubus gains the ability to steal life energy.

The second is a Evil Spirit that drives people to suicide by bringing up all their misdeeds, past wrongs, mistakes, and any hole that lies in their hearts. It would take someone of ironclad will or someone who truly does not regret their life to shake the demon off, which causes it to be exorcised.

The final familiar is actually a group. It's a Pack of 5 ghouls, which are actually bipedal wolf-like monstrosities that can overwhelm even soldiers in full armor. Not very subtle, but there is a time and place for brute force.

Golem Jar (300 CP Discount Magician of the Night): This seemingly innocent looking Jar filled with Clay and Sand, is actually the summoning catalyst needed to create a powerful golem. The golem is strong, durable, and can regenerate when torn apart as long as the sand remains around it. Be careful though, as the golem has the deactivation phrase “Boobs feel good”. But what are the chances someone would say that when they are fighting or running for their lives? If the jar is used or destroyed then it restores itself once per week.

Pandora’s Box (300 CP): Oh my, I have no idea how you did it but you seem to have got your hands on the box that contains the spirit of Saint Reaper, a powerful spirit that can sense and reap the souls of the wicked. Luckily he is a bit less judgemental when you open the box and after winning a game of Rock, Paper, Scissors against him he agreed to, once per jump, lend you his strength to reap the wicked. Normal men, familiars, and even Succubuses can all be easily reaped by his scythe and it would take an exceptionally strong supernatural being to give him pause.

The Vacatin might want the box back, but if they hear that you managed to open the box and not get your soul reaped there is a good chance you would be declared a saint. Of course such fame might come with its own perils.

Drop In

White Bread (100 CP): Eating poor grain bread? That's an inconceivable thought for a Jumper. Luckily by purchasing this you seem to have found a large supply of the most delicious and high class bread around. Even better, there is enough for a whole village to feed on and it is non-perishable, so you can eat in luxury no matter where you go. It replenishes weekly.

A Humble Home (100 CP): This modest house is nothing special but it's a homey little place fit for two or three people to live out a comfortable life together. Much like Lute's childhood home it sits out in the wilderness by default, though you can relocate it wherever you like at the start of each jump. If you ever get tired of being someone big and important you can always retire to this little house and live out a peaceful life with your family or close friends: so long as you don't go looking for trouble, trouble won't come looking for you while you and your loved ones are living here.

Sexipede Jar (200 CP): A rare bug indigenous to Giropon Woods, a single sexipede bite inflames a person's lust and drives them into the arms of the closest opposite gendered person. If the bite remains untreated (if the person doesn't have sex) then their nervous system will be overloaded and they'll die within several hours. You have a jar of 3 in your possession that for some reason when released seems to hunt down people you are attracted to and leaves everyone else alone. Luckily when they bite it almost always is when you are nearby to 'help'.

The Mask of Eros (200 CP): This strange-looking mask conceals your identity oddly well, preventing even your closest friends and lovers from recognizing you even though all it does is cover your face. Thankfully it's not cursed or anything so you can take it off whenever you want, but you're also the only one who can do so: anyone who tries to unmask you without your permission will find that the mask refuses to budge from your face no matter how hard it's pulled on.

Bag of Split Seeds (400 CP): This seed possesses a rather potent power, by eating it one can split themselves into two separate copies. Although normally the clone is solely sex focused and lasts only a short while you seem to have gotten hold of a rather unique mutation. Your clone retains enough intelligence to be rather romantic and it can last an entire night. Perfect for satisfying incredibly large harems, or seducing both a Queen and a Princess simultaneously. You get a bag of ten seeds which replenishes weekly and you can use multiple seeds at once. However, the clones you create lose any supernatural powers not related to sex and are pretty bad at anything not relating to sex or relationship building.

Cathedral (400 CP): A magnificent cathedral similar to the one boasted by Bustenhalter. Sermons given here seem to have an extra 'omph' compared to normal and the deeply religious seem to flock here, sensing something holy about this place. Dedicate this cathedral to a local religion and it will quickly become a jewel of the faith. Use this cathedral as a starting point for a cult or bringing other religions into a world and you'll find it to be more popular than it has any right to be. This cathedral also seems to attract people of your preferred gender who have believed they have sinned and will take up occupations as nuns in order to repent. Of course as the head of the cathedral you will find that they are ready to 'repent' in a specific (sexy) way.

For some reason women who spend a lot of time here seem to have sudden growth spurts centered around their chests, that I can't explain.

Hidden Village (600 CP): Deep in a mystical forest (or some other isolated place) is a hidden village of daemon races who live apart from mankind to escape human prejudice. But this enclave has received a prophecy that a great leader will appear who will bring hope to all of daemonkind. A leader who the prophecy describes as looking just like you. Consequentially the daemons of this village are very loyal to you and will follow your commands religiously. The enclave hosts a multitude of daemons and other non-humans, including elves, orcs, ghouls, wolfmen, mermaids, a small number of cyclopes, and even the odd succubus or two.

Should you wish to forge this village into a kingdom of daemons you will find that more non-humans and sympathetic humans flock to your banner from all over the continent, and will continue to do so in future jumps. No matter your choice the demons of this enclave will stay with you as followers. Additionally, for some reason the prophecy also stated the leader will "possess a great desire for flesh, which must be satiated if they are to rule justly and wisely." With this in mind you'll find no shortage of the female human-like species of the group like the elves or mermaids offering up their bodies whenever you desire. Nobody in your realm would think twice about it if you were to take a few concubines, or a few dozen.

Palace of the Incubus (600 CP): Hidden somewhere deep in the wilderness is an abandoned palace from an ancient kingdom of daemons. It was once home to a powerful incubus and even now those attuned to the magical arts will find that it is a wellspring of immense magical power, though that power is colored by the nature of the palace's former ruler. Anything which inhabits the surrounding area for too long will develop enhanced sexual qualities: plants and animals would poison trespassers with aphrodisiacs, food and drink would restore sexual vigor, people may experience enhanced sex drives and increased 'growth', and so on.

For those who can adapt to the area's strange qualities, they will also find a rather comfortable location to settle down. The magic that empowers this land also grants supernatural fertility to the soil and animals, allowing any settlement started in this area to flourish easily. The land surrounding the palace also provides an excellent natural barrier against outside forces seeking to attack those who dwell here, whether as a cursed forest from which intruders never return or as an island surrounded by treacherous currents and hostile sea monsters. Of course the palace's influence wanes the farther you get from it, and at the edge of your territory it's power is almost non-existent. That said, an incubus of sufficient power might one day grow strong enough to expand the palace's sphere of influence, and a talented magician could find all sorts of things to do with all that magical power.

Knight

Sword (100 CP): Your trusty sword that has been with you since your starting days at the Knight's Academy. Perfectly balanced and feeling like an extension of your own hands. It always retains its sharpness and shine even with absolutely no maintenance. Wherever you seem to end up, you would find this sword following you, almost like you share a supernatural connection.

Chess Board (100 CP): Chess doesn't actually have much to do with real tactics but you'd never know that from how you play the game. When playing on this chess board your skills in combat and strategy translate directly into skill at the game, allowing a sufficiently-skilled knight or general to play like a legendary grand master. Playing a match on this board will also allow you to carry its effects to other boards for the next twenty four hours, should you have a need to do so.

'Armor' (200 CP): ….can what you're wearing really be called armor? Well Jumper, like Isis, Gladys, and Mortaire you seem to have your own set of skimpy armor that doesn't look like it could protect anything. As you can guess this seems to provide the same protection as full plate armor. Enemies that attack always seem to hit the armored parts and not your exposed midriff or legs. It also fits you like a glove, is comfortable enough that you wouldn't mind wearing it wherever you go, and is quite easy to strip off in case of some sexy times. If you want you could also choose to have this be fully functioning looking plate armor with the same benefits as the regular skimpy armor.

Pirate Ship (200 CP): A privateering vessel useful for raiding shipping lanes while still having some plausible deniability. This ship is fast and heavily-armed, perfect for raiding, and the crew quarters are outfitted with a full wardrobe of pirate costumes to dress yourself and your troops in. As long as you and your crew stay disguised nobody will be able to figure out your true identities. It even comes with a secluded dock where you can land and resupply in privacy.

Sexy Dungeon (400 CP): Every knight is going to deal with lawbreakers and prisoners of war sooner or later so it's a good thing you're well-prepared for them! This dungeon is all but inescapable to anyone thrown into it: not only is it perfectly sealed against escape from the inside but it's also warded against magic, so not even a succubus or magician could get in or out. The magic wards also seem to have side-effects on the prisoners, making them highly receptive to perverted methods of torture and interrogation. You could even make a famous general spill all her secrets or turn her to your side just by bringing her to orgasm enough times.

Jumper Castle (400 CP): What is a knight without a fortress to protect? And what a fortress you have as Under your possession is a castle of similar defensive strength to Vunderbalt, the stronghold of the rebellion. Thick walls, strong steel gates, and a massive cannon perched at its top makes assaulting this fortress a very foolish thing to do. In addition Soldiers stationed and trained there are exceptionally competent at fighting off threats, both mundane and supernatural. If the fort is assaulted in the middle of the night by a succubus, rather than panic like most forts, the men would gather together and drive her off with 0 casualties.

Daemon Army (600 CP): A mixed force of humans and daemons like the armies King Ruin once led to victory, but this is no mere rag-tag militia; it's an elite and highly-trained army (and navy, if your kingdom needs one) fit to defend an entire country, and its unique strengths make it very difficult for traditional armies to defend against it. This army embodies King Ruin's philosophy of strength through diversity and can employ tactics that no other armed force in Eurodia has ever seen before, like having succubi drop gunpowder bombs in the middle of enemy camps. From orcish infantry to mermaid naval scouts to cyclops-powered siege engines you'll continually find new ways to outflank and outfight armies of equal or greater size using this fighting force's many unique strengths.

Knight Academy (600 CP): The cornerstone of Edelland's resurging power, this school is a copy of Edelland's Knight Academy, housing all the facilities needed to train classes of aspiring knights into skilled warriors, competent administrators, and loyal subjects of the king. Your copy is special because it seems that those who train at this school will see an noticeable boost in their overall abilities, not enough to turn a failure into a good knight, but perhaps enough to turn a decent knight into one that the kingdom would be proud to call its protectors. This item will also become part of whichever kingdom you run or have loyalty to in future jumps. You can choose whether you're the administrator or if it runs with its own staff.

Noble

Crown (100 CP): What would a ruler be without a nice crown atop his head. This crown is rather special, besides being very well made when you wear this crown it seems you appear to others as more kingly, whether in a commanding voice, straighter posture, or just a more educated-sounding tongue. As an added bonus this crown doesn't seem to come off unless you want it to, so you could technically wear it to an orgy and still have it at the top of your head when you're done.

Hand Maidens (100 CP): What self-respecting noble goes anywhere without his aides to attend to him? You have a pair of loyal retainers in your employ, such as maids or other loyal servants. While they lack any special skills they can be counted on to deliver messages, run errands, write letters, and perform other menial tasks that you can't be bothered to do yourself. They're also highly attractive (and willing to 'attend' to you in bed).

Gun (200 CP): When the going gets rough and you find yourself facing some brute with a sword, a noble like you will need some weapon to turn the tides. Which is where this handy tool comes into play. This firearm, much like the one in possession of Prime Minister Bernstein, is equivalent to a modern pistol and thus can kill any regular Knight and even a few supernatural threats with ease. Beware though for you only get 1 clip and the ammo does not get restored until the end of the jump.

No, I don't know where the hell Bernstein got this gun, the world is at medieval tech with cannons level and is nowhere near advanced enough to produce something like this.

Assassin Contracts (200 CP): When diplomacy doesn't work out in your favor there's always assassination to help you get your way. This item gives you an assortment of contracts with various assassins, should you have need of their services. They come with varying price tags and levels of competence, from colorful buffoons who are little more than thugs to deadly hitmen who can even be counted on to assassinate heads of state. Best of all this item gives you a discount on their services, allowing you to employ these assassins for half of what their price would normally be. These contracts update themselves in each new jump, giving you access to whatever local talent is on offer.

Jumper Town (400 CP): Perhaps you are unsatisfied with only a humble town under you, perhaps you want the additional prestige and wealth that can only come from lordship of something larger. Well it seems that rather than being the prefect of some small village, you have instead become the duke or duchess of a large city. With ten thousand residents, many of whom are skilled tradesmen, and located in a major trade route your city is extremely prosperous and you likely could count yourself as one of the more powerful and influential nobles in your kingdom. This town and its people will follow you jump to jump if you so wish.

Platine's Trade (400 CP): Unsurprisingly the enormously large chests of this world require some forms of support and thus the bra was created. The family that invented the Bra and started to sell it not only became one of the wealthiest families in the kingdom but also brought an essential form of revenue for the Edelland Kingdom. You are either of the Platine lineage or have started your own successful bra manufacturing company. Not only does this provide a great source of recurring revenue to you but the bras made by your company all are on the same level of the item Bra, making them very popular among the women who could afford it.

A Colonial Enterprise (600 CP): Recently the nation of Iberia has created thriving colonies overseas. These colonies have granted the nation a huge influx in gold and goods that has made Iberia into one of the wealthiest nations in all of Eurodia. Fortunately for you it seems either you or your family invested heavily in a similar enterprise, and as a result have gained ownership over a far away colony and all the extremely valuable goods it produces. With your connections and goods it would be easy for you to start a trade network that will net you enough wealth to be the envy not only of your fellow nobles but even a handful of kings. Post jump this will change into a more appropriate form of wealth generation to match the setting.

Kingdom of Eros (600 CP): A simple noble you are no longer, instead you were born into the royal line, of your choice of the Eurodian nations, from Edelland to Hillsland to Ostacia, as the kingdom's heir. A few months into the jump your nation's leader will pass away leaving you to inherit the crown. Luckily, your coronation will go quite well, and the various factions and people within your nations are surprisingly loyal to you. In future jumps you'll find that your kingdom and its people follow you on your chain, creating new land to occupy in each new world rather than overwriting any existing kingdoms.

Companions

Sharing the 'Bounty' (50-200 CP): It was rather rude of me to ignore your friends until now. For 50 CP I can import a companion with an origin and 600CP to spend, they however cannot buy the capstones as they are extremely rare and unique. If you want a deal then I can import a whole 8 instead for only 200CP, aren't I generous.

A Friend Indeed (50 CP): I suppose if you have your eyes on someone specific I can always give you a hand. If you have a history in the world you will find it suddenly connected with a chosen person, whether as a best friend, beloved family member, or perhaps as a lover. If you are a Drop-In I'll instead arrange for you to encounter that person again and again, in positive circumstances where a strong bond will likely form between you two. Either way you will find convincing them to leave on a multiversal journey with the two of you to be a lot easier than by all rights it should be.

Perverted Magician (50 CP): In a world where magic is kept mostly hidden away this black haired beauty is one of the few practitioners that could be called excellent in her craft. Unfortunately she thinks the best use of her talents is creating a magic array around a bar that ignites peoples lusts and watching the ensuing orgy, or blocking a succubus's ability to steal life energy and having the men of the town she'd been terrorizing get their 'revenge' on her or…. you get the idea. Her personality has caused her to be a bit of an outcast so after meeting someone who was genuinely friendly to her despite her issues (you) she formed a deep, almost desperate, bond. However after laying with you it seems a profound change took place in her. She hasn't stopped being a pervert, but she has focused her perversion into being more 'helpful' for you. You might want to tell her to tone it down a bit… or help her try to get every attractive girl you meet into having sex with the two of you. Despite everything, she is good at regular magic arts such as making barriers against demons or creating golem jars, she just chooses to focus on magic related to sex instead. She finds the idea of traveling the multiverse to see all the sights and seduce all the attractive women to be very appealing.

Despite her focus on sex she is terribly shy when it comes to actual relationship stuff like dates or hand holding, so have fun teasing her about that.

Busty Bodyguard (50 CP): Through all her life this red haired swordswoman has been searching for someone she could swear loyalty to, someone who she could entrust her blade too. Through your own actions or the hand of fate she has decided that person would be you. Her mastery of the sword is so great that perhaps the only person who could match this woman in a contest of blades would be General Gladys herself. She is also quite skilled in protecting someone (you) from assassination or other threats to your being.

In public she is rather quiet, prefering to let you take the lead, but will offer advice if she thinks it necessary. In private she is much more talkative and will use her decades of experience fighting to train you or others to be ready if you ever have to fight. She can get rather overprotective sometimes when she thinks you are in danger though. She also is an incredible beauty and has no problems with 'guarding' you at night in bed.

Succubus Sister (50 CP): You know the demons in this world actually worship the same god that the humans do, to them the humans are the demons. On a completely unrelated note this beautiful blond haired nun is incredibly popular among the common folk, extremely charismatic, and is… a succubus? You see she wished to try to make peace between Demons and humans, rather than just continuing to hide in Giropon woods like the demons have done throughout their lives. Of course such a line of thought was not that popular and she was exiled from the woods. This of course leads her to you, as she does not want to kill anybody, but she also needs to feed to survive. Luckily as a descendent of Incubi, or some other way, she can't kill you during sex (and in fact you probably will feed/satisfy her more then any other demon). This leads her to beg you to keep her 'full' so she doesn't starve or kill someone in her hunger. Of course, once she gets a taste of you, the whole 'so I won't starve to death' is just an excuse.

She is a rather sweet gal though, she does her best to be kind to others and help solve their problems, which of course is part of the reason why she is so popular. She tends to hang around in churches or poorer districts so that she can be around to help others and is actually quite skilled in medical techniques and preparing food to feed the poor as a result. She dislikes using her succubus powers such as charm or invisibility, but don't let that fool you, she is still strong enough to floor grown men with ease and has no reason to fear getting jumped. She'd rather you keep your relationship with her a secret, as nuns are suppose to be chaste, and acts incredibly tsundere to you in public. But the idea of getting caught or having others know that a maiden of god is so lustful is a real turn on for her even if she won't admit it. She also may or may not have a kink for having sex in churches.

Noble Worshiper (50 CP): This blue haired woman was born the only child of a marriage of convenience between two great Noble bloodlines, and was raised right in the thick of the backstabbing world of the nobility. Her parents only saw her as a tool to expand their own power by stealing the others bloodline, and her early life was filled with nothing but people using her and manipulating her for their own gain. So she decided that she was going to manipulate everyone else instead, and slowly subverted both her parent's agents to work for herself. Finally after the 'mysterious' deaths of both her parents she stands as one of the most powerful nobles in the kingdom. She has grown up to be incredibly intelligent, a bombshell of a beauty, and very apathetic to others and the world at large.

Which is why it was so confusing to her when she first caught a glimpse of you and her heart started to race. You're the only person that makes her feel anything besides the shallow emotions she's felt throughout her life and she has become completely obsessed with you as a result. Not a yandere type of obsessed but rather she's willing to devote her whole life to you. Want to live a life of decadence? She'll not only empty her treasury for you, but also find a way to become even wealthier to give that money to you. Want a harem? She'll convince, seduce, and manipulate anyone you're attracted to and keep the harem happy and in love with you. Hopefully her interactions with you and your friends will help teach her empathy for others... or you can keep her as a loyal high functioning sociopath.

Scenario: A Newly Stringed Lute

Well Jumper it seems that you have taken the place of the dead last in the Knight's Academy, Lute Hende, for this story. Unless you took some plot armor and the ability to survive having sex with a succubus then you are in for a very wild ride. However as a consolation you can take all the canon members of Lute's harem (Roxanne, Luceria, Isis, Gladys, Emerilia, Shamsiel, Nelis, Aphrodia, Estoria, Rosalyn, Serebria, and Irina) for free as a group companion. Assuming that you helped and loved them in the same way Lute did they'd likely want to follow you to the ends of the multiverse.

I'd really recommend you'd take **Hand of the Devil** although it is not required, otherwise the whole plot might go off the rails.

Drawbacks

Prince Baboon Or Was It Prince Blubber (+100): People just can't seem to help themselves with insulting you. Whether it be by intentionally mispronouncing your name or by insulting your appearance. Even people close to you get into the act, although they are probably more playful about it than the average person off the streets. I hope your ego does not bruise easily.

Jumper A (+100): Not a main character Jumper? It seems that several people have taken the exact same appearance you have. The weird part is, that those around you consider this perfectly normal and can easily differentiate those that share your face from each other. It's going to be a bit of a surreal 10 years, especially if one of the look-alikes happens to be one of your enemies.

Assassin's Reporting (+100): It seems that you have become quite a famous figure...sadly that's just in the assassin market, as rumor is your head is worth enough to make someone wealthier than kings, whether its an actual bounty placed by the likes of Berstein or Cuvier or just a rumor that Assassins seem to believe does not matter. Luckily Assassins in this world are a bit incompetent, so expect them to just sneak into your house/castle at night and try to stab you to death, rather than doing anything clever. Still it will get rather annoying after a whole ten years of weekly attempts.

Isis In Distress (+200): You've become the worst type of heroine, the one that constantly needs to be saved. Like Isis expect to be kidnapped, attacked by poisonous/lewd wildlife, and generally be a victim regardless of how strong you are. It's like the world loves to play you as the butt monkey, or the Tsundere love interest that always needs to be saved. I hope you have a companion that's strong enough to rescue your butt when you need help.

Demon Blooded (+200): A common problem amongst royalty is the high concentration of non human blood that runs in their veins. The Queen of Aphrodia for instance is ¼ demon and ½ pixie, while the current princess of Edelland has a nymph for a mother. Of course there's a slight problem with the demonic blood and that's that their is a danger of you sucking the life force and killing anyone you have sex with, something you seem to have a problem with regardless if you were born into royalty or not. While this can be resisted (Hagel I had to have survived to be able to have Luceria as a daughter after all) you'll have to exercise extreme caution in the bedroom and most likely will have to restrain yourself from having sex as much as possible.

Flat Lands (+200): Are you sure you are in the right world Jumper? This land is supposed to be one bursting with great beauty and bigger breasts. But now it seems every chest in this world is flat and the most beautiful people being around average, with the bottom rung of beauty being really, REALLY, ugly. Hey, at least there's more to life than looks…. right?

Celibacy Is a Virtue (+200): And it's a virtue you will now have to keep. If you have any sexual contact with another person at all during your 10 years here then you fail the jump. And don't think you can cheat by not having a sex drive either, because for your 10 years your sex drive is going to be as active and healthy as a teenage boy's. Hope you like lonely nights!

A Stain On the Academy (+200): It seems that all the nobles or knights around you constantly insult or belittle you for your commoner origins. Summoned to the capital? Expect the guards to throw you out on the expectation that you're some street rat who snuck in. Catch a conspiracy single handedly? Expect those around you to attribute your success to dumb luck and refuse to acknowledge any virtues you have. This can be overcome, but it requires great effort and there is always going to be a few of 'those' people.

One In a Generation Failure (+300): It takes a special talent to be bad at as many things as you are Jumper. If you were ever to attend The Knight's Academy you'd get lower scores then even Lute. Your combat ability has taken a catastrophic nosedive, and any out of jump supernatural powers seem to have been sealed. Basically any fight you would get into you would lose. Whether that's a Knight on the field or an assassin in the dark.

Hey, at least you can be good at sex, that's bound to count for something.

Jumper's Throne (+300): Oh dear, it seems that both your out of jump powers and your access to the warehouse has been sealed to the Hallow Hand's throne that lies in Giropon forest. If you want them back you're going to have to sit on the throne. Did I mention that Giropon is a deadly place, where if the wildlife such as sexipdeds or poisonous tentacles don't kill you, the demons guarding the throne against humans almost certainly will. And no, you can't cheat by being a demon or incubus yourself, the demons here will regard you with the same hostility as they would a regular human.

Amnesiac (+300 CP): Something has gone terribly wrong and your memory, both of this jump and all previous jumps, has been completely erased. Worse, you've been separated from your companions or anyone who could possibly restore your memories. Those companions that you brought with you are scattered across Eurodia, and any methods they have of finding or contacting you directly fail to work. The only way to restore your memory is to have it restored by your allies, or if you didn't bring any companions with you then it will be restored at the end of the jump.

Saint Jumper (+300): …. are you sure you really want this? Well this drawback is rather easy or impossibly difficult. You must submit yourself to the scrutiny of Saint Reaper and be found worthy, if not then Reaper will break through any protections you have and take your souls, thus ending your chain. Saint Reaper of course has reaped the souls of countless clergy who have sought to be called saints, and is rather harsh about who has pure souls or not. Before you ask no, you can't cheat with Soul of a Saint or similar perks that would register you as pure of heart or would help you pass the trial. Reaper will judge the true you, and decide whether you are worthy to live or die. I hope you are ready.

Eurodian War (+300 CP): As is typical for the time period this game is based on, Eurodia is at war with itself, only more so than ever. Most if not all of the major kingdoms are in open conflict with all of the others. Lingobard and Edelland have erupted into conflict, with Lingobard having a clear advantage due to Edelland's civil war. Even the great powers of Fronce and Iberia are being challenged by the forces of the Sultunate invading from the southeast. Your challenge is to end this senseless violence and bring peace to Eurodia by any means necessary before your ten years are up. Failure to do so will mean the end of your chain.

Hyper Bobon (+600): You arrive one year later then you should and the world is all the worse for it. That mad bastard, Bobon, was successful in sitting on the Hallow Hand's throne and with it he obtained power to blast away all who oppose him on a whim. Taking the form of a hideous demon he now rules Edelland and soon the rest of the world with an iron fist, killing all who defy him such as his father and the kingdom's generals, raping and kidnapping any attractive women he finds for his own harem, and overall being a blight upon the world. And now Jumper, you have to to stop him before your ten years are up, however in order to stop him you'd need greater power than what you could get in this world…. or if someone with Incubus blood were to somehow find and sit on the throne they could restore the seal on it and sap away Bobon's power.

But even with Bobon gone the world is still in ruins from his temper tantrums, towns and cities have been shattered and scattered and farmland has been scorched.

Somehow you need to also fix the world that Bobon broke, finding ways to save all those who have lost everything and knitting states and nations back together.

Notes

Post Jump Incubus Blood does not grant instant leadership over demonkind. What it does do is make you appear more regal and charismatic to any demons, enough that any demon who would follow you would not consider betraying you or being disloyal even if you have the strength and appearance of only a mere human. It also makes you really attractive to succubi for some reason.

Eurodia is basically medieval fantasy Europe. Edelland and Lingobard are replacements for a ununified Holy Roman Empire, Fronce is France, and Hillsland is an island nation similar to England.

All OC Companions have the perk **Atomic Sized Beauty** and the item **Bra** for free

Perverted Magician has the perks **Magician of the Night, Noble Pursuits (Magic), Wilderness Survival,** and **Eroge Protagonist.** As well as a copy of **Jar of Familiar Summoning** (with her own special shapeshifting familiar she uses to make all sorts of trouble).

Busty Bodyguard has the perks **A True Swordswoman Can Overcome Any 'Obstacle', Knight Errant, Royal Guard,** and **Once In a Decade Talent.** As well as the Items **Sword** and **'Armor'** (although hers is actually a very practical looking full steel plate).

Succubus Sister has the perks: **Succubus, Soul of a Saint, Wilderness Survival,** and **Praise and Respect.** She also is in possession of a supply of **Split Seeds** she nabbed from Giropon Woods while she was leaving (which for reasons that confuse her, seems to restock itself). Ordinarly she just uses the split seeds as a way to be in two or more places at once, but she likely can be 'convinced' to use it for more lewd purposes.

Buying this Companion comes with the assumption that you either got Incubus Blood or possess some sort of OC way to survive having sex with her.

Noble Worshipper has the perks **Teaching's of Emerialia, Sweet Conspiracies, Machinations of Bernstein,** and **Proficiency in Paperwork** as well as the item **Jumper Town**

If you possess both Hand of the Devil and Succubus then the huge amounts of lifeforce you produce cancels out the natural Succubus drain/usage of it.

Created by PucelleAnon with help from Ricrod and Smuthunter.

V 2.0 Changelog, Smuthunter edition

-Added Racial Section

-Added a new perk and item line for each origin

-Moved most of the general perks into discounted under a fitting origin

-Changed item discounts from a 100/200/300/400 setup into a 100/200/400/600 setup

-Edited **Jumper Town** to be a Port city like Molgrave instead of like Boan.

-Added **Amnesiac** and **Eurodian War** drawbacks