Generic Fat-Fetish Jump

Jumpchain Compliant

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Oh ho! Jumper, you deviant man/woman of culture. I know why you're here, you, you like em BIG. Not "curvy," not "voluptuous," not "Thicc." Let's say the word together… FAT. Glorious, wonderful! So delightful to see you going for what you want instead of what you're told you should want. Well then, let's get started. Ten years in a world of decadence and debauchery awaits you!

Take these 1000 Fetish Points (FP) and go make your depraved dreams come true!

Location:

Choose one of the following.

1: **Import:** Got a Jump already in mind, Jumper? That's perfectly fine. Simply use this Jump as a supplement, and step forth into a softer, rounder, heavier world. Or maybe you just want to make it that way once you arrive. Either way, have fun!

2: "**Realism"**: It's like the world you live in, or used to live in. Either way, the modern example of human achievement. Japan, the USA, Europe, anywhere you like. Definitely the one for the 'grounded' fetish experience. Alternatively, you may opt to play through a historical era apart from modern day. From the Stone Age forward.

3: **Fatty Fantasy:** For the magical adventure. Sweet, innocent elven maidens to corrupt. Pampered princesses under a mighty curse of gluttony. Decadent, indulgent Queens in dire need of brave heroes. All of these and more can be found beyond. As well as many magical and alchemical means to 'accelerate' your fun.

4: **Fats. In. SPACE**: The final frontier, as affected by overindulgence as any other world you might come across. The truly large compensate for their bulk with hover-chairs, or outright personalized gravity. The power of science can genetically modify the metabolism from the outside in seconds. And of course there are all of those sweet, oh so curious alien babes willing to indulge your strange Earth customs.

Your Age and Sex are completely up to you.

Origin

There are really only two ways this Fetish works. You're either the one pushing the weight, or you're the one getting it. Granted there are two sub-methods to this sweet madness, as is represented in each Origin below. Either the **Feeder/FA**, or the **Feedee/Gainer**.

Perks

Associated Origins and Settings bestow a Discount of 50% off. 100 FP Perks are Free to their respective Origin.

General Perks

Normalize (Free/-100 FP)

Let's be real here, this niche fetish of yours can be considered disgusting to a majority of the population most places you go depending on the Setting, and or get others violently angry at your excess. However, with this Perk, that "revulsion" will be either completely suppressed or significantly reduced. For 100 FP this can carry forward to future Jumps, and cover other 'less than savory' activities performed between yourself and adult, consenting individuals.

Feeder/FA (Fat Admirer)

Kitchen Wizard (-100 FP)

Well, you wouldn't be much of a Feeder if you couldn't cook, now would you? Unless you wanted to blow a giant wad of money on fast-food for the rest of your ten years. With this Perk you have roughly the skill of, say, a three-star chef. You won't be the star of your own cooking show, but damn will you be able to satisfy many a varied palette. Well, beyond satisfied is probably the goal, but details.

Fetish Sense (-100 FP)

Because it would suck for you to get hopelessly lost among the normies, this Perk gives you a, shall we say, directional sense towards the closest individual that shares a fetish with you. Naturally for a freebie this sense is only a vague direction until you're almost literally right on top of them. But hey, you'll always know you aren't the only one. And that can count for a lot. Has a maximum range of roughly five miles.

Nutrition (-200 FP)

Being able to cook is all well and good, but let's be honest here, you have a *goal* in mind for the one you're cooking for, don't you? Well here's a little leg up on that. This Perk will allow you great control over the 'content' of your preparations, from a simple burger to a five-course feast. You can dial

the “health” of an item up and down to an extreme degree, but be mindful this has limits. For instance, you can’t make bacon-wrapped, deep-fired chicken ‘healthy’ no matter how hard you try, but you can effectively minimize the “health risks” involved with regularly consuming the mentioned item.

Growing Authority (-200 FP)

Generally speaking, the longer you spend working on a ‘project’ the more responsibility they have to relinquish to you. This Perk takes that a little bit further. The bigger they get, the harder it gets for them to say ‘no’ to orders and whatever other weirdness you’d like to try out. After all, you’ve stuck with them with such a long time and taken such good care of them. It’d just be really ungrateful to deny you such a small favor… I think you get the idea, Jumper.

Pusher (-400 FP)

Every woman has a limit to how much they can eat, the point at which it becomes physically painful to swallow a single extra bite… somehow that happens a LOT later when you’re the one providing. Feedees at your table just seem able to eat more, and for longer periods of time, than they ever could otherwise. And I shouldn’t have to explain that “eat more”= “gets bigger.”

Designation (-400 FP)

Wouldn’t it just be horrible if you hit it off with a lovely young lady, start to work your wicked ways, only to find out that she doesn’t have the build you prefer? Well you’ll never have that problem again. This Perk allows you to, with an investment of time and affection, reshape the ‘distribution’ of your lover’s accumulated extra weight. Are her tits too big? Shunt the extra to her ass, thighs, or belly. Or all three! Got a thing for extra-chunky bingo wings? She’ll have them before you know it. Their body is your canvas, after all.

Ambrosial (-600 FP)

Myths tell that the gods of Greek pantheon dined on ambrosia, a substance beyond mortal comprehension. Well, might as well call what you whip up that now too. The tastes you can conjure now transcend the simple, physical sensation of eating and deeply touch the soul. What feeling you pour into your work can then be vicariously, rapturously felt by those whom partake, and this to include beings beyond the mortal coil and across all species boundaries. Ancient dragon goddess of Wrath? Good old Southern comfort food would have them purring like a kitten in no time.

Chain-Gain (-600 FP)

One expanding pet is nice, but why stop at only one? Delights such as yours should be shared! You may now, at your discretion, create a sort of ‘echo’ effect centered on your current lover, creating invisible, imperceptible ties between them and others within sight that you designate, with no upper limit. Every pound your woman packs on, those you’ve chained to her will gain as well, regardless of their lifestyle, and they can’t shed an ounce of it unless you yourself break the chain. No matter how far away those individuals are, they cannot escape, and you can follow your chain to find them, and revel in what you have wrought.

Feedee/Gainer

Iron Stomach (-100 FP)

With everything coming your way, sooner or later there is going to be something undercooked or otherwise sick-inducing in your future. And since illness could be one of the worst, or at least most common, barrier to your future decadence, this Perk grants you blanket immunity to any ingestion-related complications No more stomach aches, indigestion, or heartburn, ever. And even slightly spoiled food won't sour your day. Just, don't try and swallow a grenade, this perk won't stop such things.

Cleanliness (-100 FP)

Let's face it Jumper, some food items are just outright messy. Chicken wings with almost any kind of sauce spring to mind. As a simple quality-of-life improvement, and perhaps for an investment in your future, you will now never get dirty, plain and simple. Any grime that would otherwise cling to you will slough off practically the instant it touches you, and this applies to personal hygiene as well. No stink, no mess, not ever… If you really want, this can be toggled.

Gourmand (-200 FP)

You might not be able to cook, but you sure do know food. Your sense of taste is heightened to ecstatic degrees, able to experience every single note of flavor. You know those snobby food critics on TV? Well, you could now put all of them out of business. Restaurants might very well pay you to eat there, just so you can give them a favorable review.

Comfort (-200 FP)

Past a point, or sooner depending on how you're built, being fat can start to get physically uncomfortable. This Perk is a catch-all safeguard from that. No matter how tight your thighs press together, they will never chafe. Your breasts will never slap you in the face if you are forced to run (for whatever reason). And you will never struggle to breathe. As a small side-benefit, your cuddling power becomes absolutely legendary (Jumper, that is so wholesome, I'm so proud of you!).

Bottomless (-400 FP)

The problem with eating? You eventually have to stop. Well, not anymore! Eat, eat to your heart's content whenever you want to whatever extent you care to. While this Perk may not provide the infinite bounty you can now consume, it will allow you to handily win any eating contest you could ever enter. Also, your belly will never 'pop,' regardless of how much you eat.

Sugar Baby (-400 FP)

'Aw, look at that girl there, she looks like she could use some help!' You'll get used to that kind of attention. You now have a, shall we call it an aura, of 'help me' without you saying a word. Individuals of your preferred sex will now feel strongly inclined to take care of you, and this power scales the larger, and more apparently helpless, you get. At first this of course starts small, volunteers getting things off of shelves and such for you. Should you actually care to reach, dare I suggest it, immobility, you'd likely have a several perfectly willing men milling about to tend to your every need.

Guts 'n Glory (-600 FP)

Given the inevitable consequences of rampant eating, you're probably going to catch funny looks and or catch flak for how "gross and blobby" you're starting to look. Well now you can take this and turn it on its head. Quite simply put, the larger you get, the more charismatic and persuasive you become, bypassing societal expectations. Past certain points you can start to speak out, and start to warp society towards your way of thinking. This won't happen overnight, but within a few months you might start seeing other women walking down the street proudly baring their paunch in a tube-top, or happily indulging in that triple cheeseburger and milkshake. This societal change will not carry forward through Jumps, but your increased charisma and social clout will stay, and you can start the process again.

Un-Immobile (-600 FP)

Considered the dark, holy grail of the fetish, immobility is exactly what it sounds like, you have surrendered to the expanding girth of your body and abandoned all pretense… but that really does kind of suck, which is why people don't do it intentionally. You though, you can chase that point all you want because you will literally never reach it. You are now literally, irrevocably, mobile. Are your hips impossibly wide for that door? Your bulk becomes temporarily more malleable to pass on through. Are your thighs so thick you shouldn't be capable of walking? Doesn't matter, your flesh just squishes harder to accommodate. Even should you grow so large simple minor breaks in physics cannot keep you going, you will experience a telekinetic awakening powerful enough to haul yourself around with. Go forth and gorge, you glorious, consequence-free Jumper. Post-Jump this extends to anything that would either restrain or impede you, bindings, cages (however that works), etc.

Realistic

Networking (-100 FP)

The Internet is a fantastic thing, isn't it? No matter how depraved you are, you can always find other people who share your kinks, no matter where you are in the world. Of course, you have to find those people on the web first, and this perk will help you do just that. It's now child's play for you to connect with, and if you want, to set up real-life meetings between yourself and other like-minded individuals, or the opposite side of the fetish, even across the world. Internet dating made easy. Post-Jump this translates to a general speed-up of digital information sifting.

Hollywood Polish (-200 FP)

You look ready for the movies, Jumper. To be in them, not to watch them, I mean. Your complexion, appearance, everything about your form just oozes visual perfection. As a Feeder/FA this really just bumps you up about two points out of ten. For a Gainer, this renders your body beautifully perfect. As in, no sagging, ever. No cellulite, ever (unless you want it). No blemishes, ever.

Celebrity (-400 FP)

Looking the part is one thing, you need skill, talent, artistic drive… or you can just take this Perk and get all of that for free. With token effort you can rocket up the social strata of whatever world you

find yourself in. This come with everything such status implies; fancy parties, celebrity peers, legions of adoring fans, and the equally legion ranks of the paparazzi. Everything you do will be put under a microscope, but as a kindness from me, Jumper, these actions will be generally taken well unless you do something completely beyond the pale.

Fatty Fantasy

Fantastical Fetish (-100 FP)

In a world of magic, it takes truly unique kinks to stand out, and that is now how your tastes will be received, exotic, and alluring. While the initial reaction may still be the same, expect individuals you proposition to warm up to the idea much faster than they otherwise would, if they were already inclined that way. You won't change the mind of a fitness maniac with just this.

Caloric Conjuring (-200 FP)

You now know the dark, sinful art of magical, fat-related spells. Curse that snooty princess with an unending appetite, outright magically force that amazon to gain weight, transfer fat from one person to another. At first you'll only be hitting one target at a time, but with practice you can work your devious magic over whole groups at a time, maybe up to towns and cities if you really try.

Magic Magnet (-400 FP)

Spells are going to fly, Jumper, and it pays to be able to make a call on whether you want to get hit or not. All manner of curses, hexes, and/or blessings will fly around you, some beneficent and others not. You can use this Perk to draw in or reflect "buff/debuff" spells being cast for about fifty feet around you. Example, an enemy is casting a healing spell, you can snag it. Enemy is casting an 'overburden spell,' bump it off to a present ally, or maybe back at your attacker. Get creative.

FATS. IN. SPACE.

Space Survival (-100 FP)

With all the new and exciting things you'll be seeing, and possibly indulging in, it pays to be able to make judgment calls on what is safe and what isn't. This Perk allows you to make those calls at a glance, instantly able to determine what is safe to eat, or not. It also makes you highly resistant to hostile atmospheres, just in case you happen to meet an alien species that requires such exotic air.

Gravity's Friend (-200 FP)

You and Gravity have a great relationship, so good in fact that it allows you to break physics a bit here and there without consequence. Whether that be hauling around more weight than you logically

should, allowing an ally/lover to do the same, or just lifting something you should have no business lifting, Gravity's got your back.

Biology Schmology (-400 FP)

Oh no, did you meet a lovely alien lady, only to find out that she 'subsists on dermally absorbed water' or some anti-fetishistic thing like that? Well screw biology, you have desires to fulfill. Under your care, biology literally does not matter. Even if it makes no sense, such as your lover only consumes solar radiation for sustenance, and has no mouth. Lewd finds a way.

Items

Feeder/FA

Book of Stats (-100 FP)

This handy, dandy little notebook with infinite pages (yes you can still lift it) automatically keeps track of every detail of any of your lovers/companions. Weight, measurements, etc. In either Standard or Metric at your discretion. And when you open it, you automatically open to the page you wanted, even if you have thousands of entries.

Cash Money (-200 FP)

Now what kind of Jump would this be without a straight cash option? 100k, every year. No work needed. After all, you've got more important things to do, right Jumper?

The Mansion (-400 FP)

You need a place to keep all your girls as they grow? Look no further than this luxurious estate on tropical, beachfront property. Fully staffed with automatons/faceless servants to deal with the chores and maintenance. This house will follow you post-Jump, becoming either a fixture in your next world or an attachment pocket-dimension to your Warehouse. And just to clarify, this building is built to accommodate the truly massive dimensions your lovers can reach. And should you push your women beyond those limits, the building will expand to accommodate.

Feedee/Gainer

Infinite Wardrobe (-100 FP)

If you're the kind who worries about keeping themselves decent, or modest this is definitely a must-buy for a growing girl. You receive an armoire that stocks an entire month's selection of clothing in your size, no matter how large that size gets, and it updates every week. The selection will be period/setting appropriate at your discretion, but the clothes are otherwise completely normal.

Unbreakable Scale (-200 FP)

Because everyone loves seeing their progress represented as a climbing number on a scale. This large pad will fit you no matter how big you get, and, as its name suggests, will never, ever be crushed by what it's weighing. Go ahead, toss 50 elephants on it just to see for yourself.

Dream App (-400 FP)

Got a craving, Jumper? Perfect. You receive a phone, or a free app for one you already own, with a food service application for ordering whatever kind of meal you wish, whenever you want. This works even if there are no establishments even remotely near to you that serve what you are asking for, though it will strive to cleave to your current reality if it can. Delivery may take several minutes, especially if you happen to be in the middle of the jungle.

"**Realistic**"

Grocery Card (-100 FP)

This card/voucher/letter of credit, accepted at all modern retailers, contains a monthly budget of 5000 dollars (or equivalent currency) for exclusive purchase of food items. Any and all other discounts you can acquire in-world will apply, so you can stretch this REALLY far if you're smart. Great for keeping food on the table, but you probably won't be making too much progress with just this. This item functions the same in all future Jumps.

Perfect Job (-200 FP)

Maybe you want to actually earn your own living? Well here you go, you are now gainfully employed in an industry most conducive to your Origin. Example, a **Feeder/FA** might be the top chef in a world-famous restaurant, or an "athletic trainer" that is set up with overweight housewives week to week. A **Feedee/Gainer** might simply be a renowned food critic, or an internet model, etc. Build your own narrative Jumper, the fantasy is yours to write. In future Jumps, you are afforded this option again.

Venus (-400 FP)

This small, apparently unremarkable stone statuette is the very model of your ideal woman, and is 100% archeologically verified. If you're having a hard time convincing some lady to give your kink an honest try, show her this. You'll find it much easier after that. Or use it to justify your girth as the ancient beauty standard. Either way, having this object nearby (in the same building) seems to make every calorie count for more…

Fatty Fantasy

Erotic Alchemy (-100 FP)

You receive a small, replenishing, once a week, cache of potions/poisons (depending on your perspective) to induce desirable effects in individuals you meet. One sip of the blue one will turn that burly amazon into a wimpy BBW. That green one will turn the lady monk into a ravenous beast… You get

the idea. These potions come with instructions for making more, if they don't replenish fast enough for your depravity.

Vast Tracts of Land (-200 FP)

You know, probably one of the hardest things for the common folk in "Fantasy" settings is the simple acquisition of their next meal. Satiation is not guaranteed when one bad storm, or an angry witch, can ruin the harvest. You will never have this problem. This large farm, staffed by immortal, autonomous serfs, produces every common edible possible for a Fantasy setting, even meat, from infinitely respawning animals. Nothing produced here can travel too far from the farm, and you really can't sell it, but you yourself (and/or others around you) are guaranteed to never go hungry. Post-Jump this will become a pocket-dimension attachment for your Warehouse, via a small barn door.

The Magic Sword (-400 FP)

You are the chosen one, Jumper, or at least that's what everyone will think. This regal, but ordinary, blade (alternatively you could apply the effect to a blade you already own) marks you as one of great importance, and those you meet, especially of your preferred sex, will go out of their way, more often than not in a specific brand of lewd, to get on your good side, hoping you will do them favors in return. Just possessing the blade renders you quite lucky, such that the generally simple quests you might undertake are almost certain to break your way, earning you the gratitude to spend on your lady friend's waistlines. It probably won't stop a dragon from cooking you if you kick it, but such is the hero's life, right?

FATS. IN. SPACE.

Substance 0900 (-100 FP)

This rare, mysterious, glowing rock has fallen into your possession, and no one quite understands what it does. What you observe though, is that by simply wearing it as a necklace/ring/whatever those whom you would like to fetishize seem to have their inhibitions and willpower erode over time in your presence. It will be slow work, but that stuffy Captain you have your eye on will reach start reaching for the chips with only a few minutes of exposure. Keep at it over a few months, and she'll be greedily inhaling anything you put in front of her, and showing off the results.

Mass Conservation Device (-200 FP)

You know what future science doesn't care about? Physics. This little bracelet is all the rage around the solar system. Why? Because it allows you to have "modes" essentially. One moment you're a half-ton debutante, and the next you're a sprightly little athlete sprinting off down a narrow alley that the 'other' you couldn't fit through. The bracelet can 'hold' up to one ton of body mass in reserve for an indefinite period, though it might short out if it gets damaged. If it's destroyed, you get another one in your Warehouse the following day.

SS Jumper (-400 FP)

You, Jumper, now have your own personalized spaceship, or an extensive leisurely/comfort upgrade to one you already own. It mysteriously always seems to have enough room for you and whomever you take aboard, and has environmental concessions if they are needed. While it is not armed, it does possess everything you could need to survive and enjoy a long trip through the stars. A meal replicator that functions on pure ambient energy, an entertainment room for leisure, and other necessities. It has a customizable AI to control the ship if you've no wish to personally fly, and several service robots to perform maintenance.

Companions

Feeder/FA, Feedee/Gainer (1 Free, -100 Additional)

Your own personal best friend, new pet, or proud provider. They receive 800 FP to spend on Perks and Items, all respective freebies, and a completely customizable starting appearance.

Drawbacks

Take as many as you like, you crazy bastard.

All Drawbacks vanish at the end of the Jump.

I was gonna eat that! (+100 FP)

Just can't help yourself, can you? If you're the Gainer, expect to frequently annoy those around you, especially if you live with them, by literally eating everything you can get your mitts on. If you're the Feeder, expect to make very, VERY frequent grocery runs. The extra gluttony never seems to have an impact either.

Hyper (+100 FP)

You, you ok Jumper? You're twitching, a lot. Too much caffeine…? No? Ok. Your metabolism has been supercharged, turning it into a demonic, fat-burning machine. It'll also push you to move, to sweat, to WORK OUT! It can be overcome, and beat, but expect things to take a lot longer. If you're the FA, this somehow applies to EVERY single woman you approach.

Normies Everywhere (+200 FP)

You'd make a great FA or Feedee… if you could find a partner! All Perks or items that would allow you to automatically seek out like-minded individuals are suppressed for the next ten years. You're going to have to do this the old-fashioned way.

Plateaus (+200 FP)

Sometimes, and it's guaranteed to happen at least once every year, the number on the scale utterly refuses to budge no matter how hard you 'work' at it. Six separate buffets in the same day? Still nothing. These stoppages can last for up to a month before progress resumes. Regularly applies to your women as an FA.

Body of Disappointment (+200 FP)

Ooh, too bad, another 'hyper-pear' when you wanted an 'hourglass.' Over and over (or for yourself if you're the Gainer) you will meet women that have figures that you find unappealing. It won't be EVERY woman in the world, and as a Gainer you'll probably, eventually, find your shape, but expect it to take years.

Tasteless (+400 FP)

Ah, you're starting to hit the suck with a capitol S, Jumper. You sense of taste has died, gone, kaput, adios. You will never enjoy any of the world's bounty for your entire ten years. If you're the FA, not only does this apply to you, it makes your girls unwilling to push their eating limits for the same reason.

Demonized (+400 FP)

Forget "Normalize." The societal stigma against either side of the equation is in full swing. Expect ridicule, abuse, closed doors, and a dramatically increased difficulty in making "friends."

Hardcore (+600 FP)

Ah, are you sure Jumper? Are you really this desperate? Ok… This turns off the porn-logic. Health is now a very real and pervasive problem. Unless you're super careful managing a diet, on either side of the table, the gainer could suffer any number of potentially lethal medical complications. Again, are you really this desperate for points?

Ending?

Go Home?

Stay Here?

Move on?