It’s a Straight Line Once You Fall in Love!

A Jump by dragonjek
Version 1.0

It’s time for sports, Jumper! Time to work out, get hot and sweaty, make those gains, compete for first place, play with balls, and awe everyone with your penetrative prowess!

Hm? What’s that last part again?

Whoops, our bad! Turns out you aren’t going to just any old sports jump, but a competitive sex jump! That’s right, in this world they have competitions of “seikodo”, or the art of sexual intercourse, a competitive sport in which pairs of athletes team up to fuck in front of a cheering crowd.

Points are awarded both for technique, and for the artistic merits of the performance, leading to the seikodokas (that is, the people who practice seikodo) having to balance what will give their partner the most pleasure against what will be most visually impressive to the audience.

Competitors are disqualified if they quit before 5 minutes or extend on past 20 minutes. There are two branches of competition: “short programs”, which have a specific format of permissible positions and an order in which you are meant to perform them; and “free programs”, which while more free-form in what you can do, are also more stressful as the transitions are less aesthetically pleasing and having the freedom to create your own routine leaves more room for people to find something wrong with it and score you fewer points.

Short programs are typically considered the more competitive arena in the Japanese seikodo circuit, with the Japanese cultural pursuit of perfection leading their best performers to focus on mastering the more strict and structured forms of the program.

Hm? What's the rest of the world like? Meh, probably ordinary Earth in the 2010s. It doesn't really matter because for the next 10 years, your life is going to revolve around competitive sex! Maybe you could even introduce a new form of it apart from seikodo, or even bring back a resurgence of seikojutsu?

So hop to it! Here's **+1000 CP** to prepare. Oh, and to have fun, too. No one likes a match where the seikodokas aren't enjoying themselves.

You arrive in this world just a day before Kiyosato Asahi joins the Seikodo Club in hopes of losing his virginity to his crush.

Location

You may freely choose anywhere in the world to begin. However, as the only named characters come from Seikou Academy and the Yurinodai Institute in Japan, you can start off as a student in either school for free.

Background

Unlike most jumps, this one doesn't have pre-assigned origins for you to insert into. Instead, you may freely have a background that you feel is appropriate to the setting, and may be a drop-in or not at your discretion. You start the jump at almost any age of your choice, with a minimum starting age of 15 (as first years in high school are the youngest participants permitted to participate in sanctioned matches). You may freely change your sex/gender, or leave it the same, as you prefer.

Perks

You gain three 100 CP perks for free, and gain a discount to three 200 CP perks. You also gain a discount to two 400 and two 600 CP perks. All discounts are 50% off.

Build of an Athlete (Free):
Of course we need to at least give you this much! Even if sex wasn't an already physically demanding activity, this isn't just about sex—it's about sex *as a sport*, and there's no such thing as an unfit athlete… at least, not one who succeeds, at any rate. You are quite physically fit—nowhere near peak human, but more along the lines of what you'd expect of a college sports star (although this doesn't give the athletic *skill* needed to actually be one).

Star of the Sex Club (Free):
Well, calling you a "star" this early on might be a bit much, but you certainly have the potential. If you're already experienced, this'll be pretty useless, but for people early in their chain it could be useful. In short, you're skilled at sex. Even if you're a virgin, you've got the moves to make others think you have experience in spades. This isn't enough to make you win a competition, but you at least wouldn't come in last. You'll have to put in the actual practice if you want to achieve victory.

A Noble and Refined Art (-100 CP):
If you like this world, why not bring its defining trait with you? Future worlds you go to will also possess sex competitions and sexual sports—not just restricted to seikodo, either. In this world, there will also be non-seikodo forms of sexual competition. In terms of the **Seikodo for Life** drawback, participating in these other forms of sexual competition counts just as much as participating in seikodo does.

> **Fetish Performances (-100 CP)**: **[Requires A Noble and Refined Art]**
> Seikodo, even in the free program, follows a certain set of rules, and sexual competition in general tends to be fairly vanilla. But what if you can only get turned on if you're driving a car? Or you can only get your rocks of if your partners are amputees performing scat play? There're a lot of sometimes-niche, sometimes-disgusting, sometimes-terrifying, sometimes-dangerous

fetishes out there that sexual competition is unlikely to form around… unless you take this perk, at least.

When entering a jump, you can designate any number of fetishes (or combination of fetishes), and this will guarantee that a form of sexual competition forms up around each of them… so long as those fetishes are physically possible, at least. The competition might be illegal depending on how dangerous or morally questionable your chosen fetishes are, but it will still exist.

Bedroom Stamina (-100 CP):
Alright, alright, so you'd actually be competing on a mat. Whatever. The point is, you have what it takes to keep going in the sack. While **Build of an Athlete** ensures that you have the physical strength and stamina to hold someone in the air and keep thrusting for twenty minutes straight, this perk ensures that you'll be able to hold back the urge to cum for that long… at least, if you're having sex with someone with ordinary sexual skill. A champion seikodoka might push you to orgasm early. However, if you increase the price of this perk to **400 CP**, then you can instead gain truly unbreakable sexual willpower, even if it is an unfair advantage. With the advanced version of this perk, no possible or impossible level of stimulation would be able to force you to cum against your will. Do note that this is about resisting the urge to cum; you can always let yourself do so early (which, if you take the advanced version, you'll definitely need to do if you don't want to be disqualified for going over the time limit).

"Good… It's so good!" (-100 CP):
A lot of different factors go into presentation in a seikodo match, but a major factor is the impression of pleasure. Although experienced viewers—and especially judges—are good at spotting people faking pleasure, it doesn't change the fact that playing up how good it feels can net you some extra points. You are an excellent actor in all regards, easily able to take on and play a role, and could probably earn good money in Hollywood or Broadway. But more to the point, you excel at playing up the pleasure you feel, and know exactly what to say to make your partner feel like they're the center of your world. Just make sure you don't give them a swollen ego.

Absolutely Attractive (-100 CP):

You might not be just another pretty face, but it doesn't change that your face is, in fact, quite pretty. Actually, calling it merely "pretty" is probably an insult at this point. You're drop-dead gorgeous—or, if it's what you prefer, you could be adorably cute instead, or ruggedly handsome, or otherwise have any sort of attractiveness you prefer. There aren't many ugly seikodoka out there, and you certainly aren't bucking that trend.

"Our school doesn't allow for that." (-100 CP):
Doesn't it suck when you show up to dominate your rival with a lesbian sex match, and she turns it down? Well, you won't have to worry about that. For one reason or another, it seems that everyone you encounter is capable of experiencing sexual desire for you, even if their sexual orientation or even physical makeup doesn't normally allow for such feelings.

Gauging Your Partner (-200 CP):
Being able to come at the same time is a basic skill for seikodo, but it's much harder to pull off than it sounds like! Fortunately, this should make it easier to pull off; you can always detect how close someone is to orgasm from sight alone.

Hips Don't Lie (-200 CP):
Although the positioning of the entire body is important to determining your score, there's no denying that the most important part of sex—both in terms of pleasure provided and in terms of judging—comes down to hip motion. In terms of pure potential, your hips are a godsend. Not only can you thrust with surpassing force (and with the self-control to ensure that it only feels forceful and not painful), but you excel at the minor adjustments needed to hit *just* the right spots on your partner, allowing you to personalize your sexual technique to best suit the pleasure points of whoever your partner is. Furthermore, you've mastered making your hip movements aesthetically pleasing, which should prove helpful when it comes time to score your performance.

Rising to the Occasion (-200 CP):
Self-control is a vital part of being a good seikodoka. After all, you can earn extra points if you get it hard as part of the performance, so giving into your lusts and letting yourself get turned on before the match begins is self-defeating. You excel at controlling your own desires; you can put a stop to lewd thoughts before they progress, can easily distract yourself with non-arousing lines of thought, and are

just as skilled at getting the engine revving when it's actually time to fuck. By increasing the cost to **400 CP**, you can instead gain perfect control over your arousal or lack thereof. Although isn't that a little unfair in a world focused on sports like this…?

Samurai Households (-200 CP):
Eventually, the practice of seikodo took on a role much like that of the tea ceremony, performed by hosts for guests as a demonstration of culture and refinement. Now, you too can convey meaning to people by having sex with them, or by allowing them to see you having sex with someone else. You aren't restricted to simply conveying the message that you are a cultured, educated, and refined individual of noble standing, however. You can convey any message you way. This could be a very specific message that would only be understood by one person, or you could convey meaning obvious to anyone who sees you. You could even make people experience emotions other than lust when they see you, such as awe, fear, or admiration.

Sexy Sportsmanship (-200 CP):
So, you've gotten on the mat with your partner, the two of you insert, and… your partner immediately cums themself silly from all the super-sex perks you've collected from other lewd jumps, and they become useless for the rest of the bout. Or your super-endurance prevents you from cumming within the 20-minute timeframe. Or the sheer mess your gallons of semen produce is considered unartistic and causes you to lose points.

When it comes to sex where you're supposed to work alongside someone, some of those lewd powers you may have acquired could be more of a hindrance than a help, while others would present an advantage that's just not sportsmanlike to use in an official match. That's where this perk comes into play; you have complete control over your perks and powers. This allows you to turn your perks on and off at will, or even dial them to degrees so that a perk is only partially in effect.

Speaking of partial perk effects, you can also selectively turn off parts of your perks, while leaving the rest of it untouched; for instance, if you had a perk that gave you endless stamina and also let you see how close your partners are to

coming, you could selectively turn off just the stamina and keep the orgasm-vision.

Thank You, Cum Again (-200 CP):
Now, normally matches in seikodo end on the first male orgasm, but that's just because most people can't keep going after cumming once. Oh, normal sex would still have your hands and oral, but a proper short program only has one segment of oral sex and that should be already out of the way by the time someone orgasms. But technically speaking, the match doesn't need to end with the first orgasm, and a contestant will instead be scored on their *best* orgasm. With that in mind, you are now one of the lucky fellows who have no refractory period to speak of, and are now multiorgasmic on top of that. Besides letting you experience great pleasure yourself, this lets you keep going even if you cum early in the match. You also have the willpower to keep thrusting steadily even in the midst of an orgasm, and can even "push down" the hypersensitive state following an orgasm so that you can keep on going.

Cumming in Force (-400 CP):
While having truly ludicrous levels of jizz would be more unsightly than a benefit, it doesn't change that cumming a lot (within human limits!) is an advantage, as are forceful orgasms. Now, you're amongst the best in the world in these categories. You can cum enough to perform a one-man bukkake, and can cum hard enough that if you pull out of a girl riding you cowgirl, your ejaculate could fly high enough to land on top of her head. If you're a girl, don't worry! This applies to all forms of sexual ejaculation, so even female ejaculations can get that force behind them. As a nice side benefit, having that much force behind your ejaculation really gives a nice boost to the pleasure you get out of cumming.

Intensive Training (-400 CP):
"Intensive training" in seikodo refers to the work to surmount one of the greatest hurdles in a prospective seikodoka's career; public sex anxiety. If you thought speaking in public was hard, how much more difficult do you imagine it is to fuck someone in front of a crowd of hundreds or thousands of people, knowing you are also being streamed online? It's difficult stuff, and just like many people requires training to speak in public, so too does public sex require preparation.

In this case, it just means having a whole bunch of public sex before your matches to get you used to the experience. People in this world may get surprised and shocked by seeing people having sex in public, but no one really raises a fuss about it and it's perfectly legal—and now, this is something you carry with you into other worlds. When you have sex in public—even for non-seikodo-related purposes—no one will really object. Some people might be shocked, or they might avoid looking at you, but it will never pose a problem, nor will you get a negative reputation over it. Indeed, people seem more likely to stop and admire your actions, often taking photos or videos of you at work.

Poetry in Motion (-400 CP):
Seikodo isn't just about causing the most pleasure, but about doing so in a visually appealing way. It's more than a sport, it's also a performance art. And when it comes to the artistic side of things, you excel. You have the ability to know what you look like from an outside perspective, and you know what the people who are watching you want to see. This also comes with a superhuman sense of proprioception, giving you near-perfect control over your own body and a sense of how to move in the most graceful and appealing fashion. Combining these, you can always present yourself in the best possible light and provide a good show, which is even more important to a successful seikodo career than simply having good technique.

Prisoner of Sex (-400 CP):
No, not a literal prisoner. It's just that once they've had sex with you, people just stop being jealous. People you're in a relationship with don't mind you having sex with other people. It's just a non-issue for them; the only problem is if you spend so much time fucking other people that you don't pay attention to them. This serves to allow you to build up a harem of people loyal to you, who don't have a problem with your attention straying as long as you continue to give them the affection they deserve.

Seikojutsu (-400 CP):
Much like kendo descended from the more lethal kenjutsu, and judo from the more violent jujutsu, so too did seikodo evolve from the harsher seikojutsu. Where seikodo involves two partners pleasuring each other to produce the most beautiful and pleasurable sex, to be admired by the audience, seikojutsu focused on overwhelming the opponent with pleasure and breaking them apart.

As a practitioner of seikojutsu, you are skilled at subduing an opponent with pleasure. You know how to wield pleasure as both a fine instrument and a blunt weapon, forcing so much pleasure into your "partner" that it breaks their will to resist and forces them to submit to you. In your hands, sex can be either a punishment or a reward, and pleasure a thing to be eagerly sought after or desperately feared. You are the Miyamoto Musashi of fucking. But do note that this does very little to improve your ability at seikodo; this isn't about reaching the heights of pleasure with a partner, but of achieving victory over an opponent via sex. That sort of one-sided experience isn't going to win you many points.

Exhibition Match (-600 CP):
It is traditional for a seikodo tournament to include an exhibition match (or matches) focused on group sex. This match has no influence on the rankings, but is nonetheless an admired and sought-after thing much beloved by fans of seikodo, and participating in it can share similar prestige to being chosen to sing the national anthem in a sports game. You would be an excellent participant in such a match, as you have remarkable skills when it comes to pleasing your partners.

When you join together with someone to pleasure someone else, each of your attempts amplifies the pleasure given by the other. Furthermore, when you attempt to pleasure multiple people at once, you will somehow be able to evenly pleasure even large numbers of people at the same time, even if you by all rights should not be able to do so. The people you're fingering, the ones rubbing themselves on your shins, and even the people just masturbating and watching, will experience just as much pleasure as the one girl you're actually fucking.

Secret Sexual Art (-600 CP):
Like the Seishin-style Secret Art "Vaginal Wring", you know a special sex move that's a guaranteed to cause an orgasm. The pleasure caused by this single technique is superlative and overwhelming, enough to force even the most iron-disciplined of souls to orgasm in an instant, making for a most impressive finisher at the end of a match. Not only does it cause an incredibly intense orgasm, but it forces your partner to cum more forcefully than they ordinarily would, as though they had the benefits of the **Cumming in Force** perk. Even if you were otherwise a

mediocre seikodoka, this technique would be enough to see you make it into the national leagues.

You may take this perk more than once if you so desire.

Way of the Kunoichi (-600 CP):
Although seikodo was definitely made into a competitive sport in the Meiji Era, the truth of its actual origins is lost to history. That said, one of the more popular theories about its past is that seikodo arose from the female shinobi of Japan, the kunoichi, who often made use of seduction and sexual pleasures as part of their infiltrations, sabotage, and assassinations.

You, too, are skilled at the use of sex as a tool. You know how to use sexual means to exhaust someone to a greater degree than would be natural, and when you've had sex with someone they are far more vulnerable to any attack you might make. But kunoichi didn't just kill; those you have sex with will also trust you more, and will be more likely to open up about their lives… with repeated acts, they may even tell you secrets that they shouldn't be sharing with anyone else.

Way of the Prostitute (-600 CP):
The true origins of seikodo are swathed in mystery, but one of the more popular explanations for where it came from is that it was first born from prostitutes' attempts to best please their customers.

With that in mind, you have taken on some attributes of this history; when you have sex with someone in a non-professional context (that is, neither as a prostitute nor doing so in exchange for favors nor fucking as part of a competition), the people you have sex with will feel a powerful urge to pay you for your part, and will pay you more according to both their personal wealth and how well you "performed". You may selectively toggle this off in case you don't want to keep charging your lover for sex.

Items

You gain a 50% discount for one item of each price tier. Discounted 50 CP and 100 CP items are instead free. You receive a **200 CP** stipend of points to be spent exclusively on items.

Easy Access Uniform (-50 CP):
This is a uniform for seikodo, bearing your colors (or the colors of your school or your sponsors, your choice). It's a simple sports uniform, if a little skimpy, and allows for easy access to all the major erogenous zones. Although seikodo is traditionally performed nude, there is certainly room in the program for partially-clothed sex, which has its own aesthetic appeal.

Hand-Made Bento (-50 CP):
Made for you by a mysterious admirer, you receive one hand-made lunch for free every day. Guaranteed to be full of foods you love, and very delicious. While in the bento box it is perfectly preserved, so if you're eating lunch elsewhere, don't worry about storing the meal in your Warehouse for later. It'll never go bad.

Movie Theater (-100 CP):
This is an attachment to your warehouse that's exactly what it sounds like. In addition to being able to play whatever shows and movies you currently own, it is also capable of playing any films (or in lower-tech settings, theatrical plays) that are currently being played in theaters in whatever jump you're in. It also has a collection of erotic movies, all of which are made by skilled directors and with the high-quality writing and acting you'd expect of films that would qualify for the Oscars. You can also hook up a console to use it as a giant screen for video games.

Sex Paraphernalia (-100 CP):
Now, ordinary seikodo doesn't permit the use of sexual tools such as vibrators or dildos. However, the fact remains that in the modern day, seikodo matches involving same-sex couples are a very real thing, but there remains a heavy focus on penetration in the judging of the act; which is where this collection of strap-ons and dildos come into play. They're even modified so that you can actually feel sensation through them! Now, for professional matches you can only use the plain

human-based design, but to take into consideration the sometimes-exotic tastes of Jumpers, we've included a large variety of less… conventional… shapes.

Top-Tier Contraceptives (-200 CP):
This is the good stuff. It doesn't matter what sex you are; if you take these pills, you aren't going to be making any children for a week, even if you use magic. You gain a full pill bottle of these, which refills every month. You should have plenty of spares to share. Sure, official seikodo matches might want you to come outside, but when it comes to practice? Contraceptives are a godsend; after all, condoms have no place in proper seikodo.

Wanigasaki Swimming Beach (-200 CP):
A clean and pristine beach, well-known as a location for seikodo clubs to come to do intensive training. After all, as athletes they still need to work hard to keep themselves in peak physical condition. But then again, as *sex* athletes, they're also expected to bang a lot of people. Competitive sex athletes, such as seikodoka, will regularly visit this beach, even on worlds where competitive sex isn't a thing. If you're looking to get laid, any and all of them will be willing to give it a go, but they're only visitors here; even if you possess some method of turning people into companions, they won't join you on your chain. That said, you might encounter the same people multiple times if you visit often enough…

You also have exclusive access to a large hotel on this beach, with all amenities paid for.

Blood-Stained Practice Mat (-400 CP):
You may be wondering why such a peaceful world has something like this. Well, the blood we're talking about is *virginal* blood. The Seikou Academy Seikodo Club has a tradition of not cleaning the blood from someone's first time off of their practice mats, so when a member's spirits or devotion to seikodo start to flag, they can look at the physical evidence of their devotion to the sport and get a new rise of spirit. Yours… is a little more open-ended than that. As long as you—or anyone—willingly spill some blood (even non-virginal blood) on the mat, it will leave a stain. So long as this stain exists, whoever offered their blood will gain an outstanding increase to their willpower. An ordinary person could withstand torture, or hold off after being driven to the edge of orgasm for hours.

Stadium (-400 CP):
A great stadium, meant for sexual competition, that you can place anywhere in a jump that you wish. While this stadium is in place, nobody will bat an eye at sexual events that happen inside, regardless of the legality or morality of said acts by the standard of wherever you place the stadium. You gain access to a "guest star" list, letting you select people from the world you're in to star in special sex matches, using whatever rules you want. This doesn't use the real people, just produces copies of them, but that can still be exciting (or help you create material for blackmail).

Seikou Academy (-600 CP):
It doesn't actually have to be Seikou Academy itself. It could also be the Yurinodai Institute or any other school you desire. What matters is that this is a school—high school or college, your choice—with an active Seikodo Club. You are in charge of this school and can set its curriculum without interference or complaint from any school board or even the parents. You will always be able to find staff and students to fill your school, and there will always be at least some students willing to participate in the Seikodo Club. Even if the rest of the world doesn't have any form of competitive sex, your school will still be able to find rivals to have matches against and will still attend tournaments, which just sort of appear whenever the time is right.

Seikodo Dojo (-600 CP):
You have a building dedicated to the teaching of competitive sex. You are guaranteed to always have a steady supply of attractive students of your preferred sex(es), who are eager to learn the arts of seikodo from you in an especially personal manner. You may also periodically experience dojo challengers, strangers who show up and want to fuck you to prove that they're better at sex than you. These strangers will always be less skilled than you at sex, so you don't have to worry about having to give up the dojo or anything like that.

Companions

Seikodo Partner (Free):
No matter how much of a solo player you might be, the fact remains that seikodo is a sport that functions in teams of two. You can either import an existing companion into this role, or create a new one from scratch; either way, this companion will always be eligible to serve as your partner in any sanctioned seikodo match, and they receive **800 CP** to spend on perks and items, as well as the **200 CP** item stipend. They receive the same number of discounts you have access to. If you are importing a non-human companion, they will gain an alt-form as an ordinary human.

Companions (-50 CP):
Of course, it's quite possible that you have more than one person you want to bring with, or that you'd like to make more than one friend for this new world. You may either create or import additional companions at the price of **50 CP** each, or you may create/import a set of 8 for **200 CP**. All companions receive **600 CP** each to spend on perks and items, but do not get the item stipend (although they do have discounts).

Canon Accompaniment (-100 CP):
Of course, it can be annoying to go to a new setting, make new friends, and then have to abandon them all when you leave. By purchasing this option, then as long as you can convince someone to come with you when you leave this world, you can bring them along with you as a companion.

Proud Descendent of the Samurai (-50 CP):
This figure is the master of a century-old dojo. They cling to old notions of nobility and honor, and believe seikodo to be a noble art that serves as a demonstration of one's skill, culture, and willpower. Exalting it as one of the highest callings of humanity, they are an enthusiastic teacher of its ways; although they themselves have never "demeaned" themselves by joining the professional circuit and performing seikodo for *money*, they nonetheless have extensive experience and have defeated dojos across the country, both personally and when their students

competed. They are a single parent, although they are rather dismayed that their child doesn't hold the same values they do.

Wild Child of the Samurai (-50 CP):
This person is the heir to a century-old dojo, but while they fully intend to eventually inherit it, they have no particular respect for the traditions of seikodo. They love sex, and especially love competitive sex as a method of scoring their performance and getting paid to do what they enjoy, and want to share their vision of what seikodo should be with others—a way for two people to enjoy themselves, a way to compete against others, and a way to show your pleasure to the world. This puts them at odds with their stricter parent, although they do love them… even if they get quite frustrated with the attempts to inject formality and tradition into the sport that they adore.

Avid Commentator (-50 CP):
They love sports, they love sex, and they especially love seikodo. This up-and-coming online personality is blessed with a beautiful voice that perfectly conveys their enthusiasm, but a body that easily catches ill and is unsuited to devoted exercise. With actually performing sports out of their reach, they resolved not to give in to despair and to get involved in their passion in a different way, which is how they picked up a career as a commentator. They're only an amateur at the moment, but they've caught some attention from bigger names in the business and there's some discussion of contacting them to actually perform live commentary professionally, although they themselves are ignorant of this and only think of what they're doing as a hobby.

Drawbacks

Let's face it, 1000 CP is rarely enough to buy everything you want in a jump. If you want to get more points, you can make your time in this world more difficult. There are no limits on how many you can take.

Supplement Toggle (0 CP):
If you like the idea of seikodo but don't care to return to a mundane Earth again, you can use this jump as a supplement to a different jump document. Keep the points separate between them, but otherwise merge seikodo into the setting of the other jump.

Age Toggle (0 CP):
Almost all of the named characters are in high school. Sure, you could just avoid matters and stick to the older, professional circuit of seikodo, but what's the point of going to a sex jump if you can't bang the main characters? Or maybe you just don't want to deal with the knowledge that there are kids out there having sex. Regardless, this modifies the world by aging up all the characters so that they're at least in college, and entirely removes the high school bracket from competitive seikodo.

Seikodo for Life! (0 CP, Mandatory):
Seikodo is going to be a part of your life for the next ten years. The details don't really matter—join a club, be a fan, be a commenter, sell merchandise, be a professional competitor, whatever. But the more you try to resist being involved in the competitive sex scene, the more events contrive to draw you into it, so you might as well embrace it and have fun!

"Don't call it the sex club!" (+100 CP):
You're convinced that seikodo is more than just sex or a sport, but a noble calling and an art form. You will respond harshly to anyone who treats it as just a method of getting sex, and will get very upset and personally angry whenever people objectify seikodokas or reduce seikodo to being "just" something sexual. People will respond like you are a fool.

You're Just Too Good (+100 CP):
It's not that you're a quick shot, other people are just too good at sex. You lose all ability to prevent yourself from orgasming, and although this won't make you cum prematurely, not being able to restrain your orgasm is going to cripple your scores in seikodo matches. Not to mention that coming as soon as you feel like it isn't going to be too appealing in regular sex, either.

"…You're the worst…" (+100 CP):
You have a strong tendency to be overheard by the last person you'd want to hear you, and have an even stronger tendency to shove your foot into your mouth like you're trying to kick out your own brain. This combination of having your conversations half-listened to and your own verbal fuck-ups means that you're going to wind up accidentally insulting a lot of people. You can make it up to them afterwards, but expect it to happen again in the future.

Bratty Rival (+200 CP):
You've picked up an annoying rival, who has a remarkable ability to show up when you least want them and who's sexual skills are at least as good as yours. If you're a competitor, they'll do seikodo too. If you sell merchandise, they'll peddle the same wares, with just as much economic skill as you (and specifically try to steal your customers, too). If you're just a fan, they'll still stick around and annoy you. They take great delight in mocking you over anything they possibly can. If for some reason you want to keep them, you can take them with you as a companion once the jump is over.

Creepy Fans (+200 CP):
You have a strange tendency to attract fans and paramours who are just… icky. Not necessarily physically, but they'll do things like stalk you, creep into your house and steal your underwear, write threatening letters to other people who are interested in you, and generally creep on you something crazy. You can dissuade them, but someone else will always show up.

Physically Failing (+200 CP):
As a competitive sport, seikodo requires its performers to keep themselves in tip-top shape. Unfortunately, you've got a condition that inhibits the growth of muscle mass. You're never going to be particularly strong, nor will your physical

stamina ever be something to write home about. While this only leaves you a little weaker than the average person, it will be crippling in the physically-demanding competitive arena of seikodo. You can expect to be performing in the bottom rungs, if you're even able to qualify for a five-minute bout in the first place. You might want to look into alternative methods of interacting with the seikodo community, because you're going to be a shit competitor.

Ugly Bastage (+200 CP):
Remember what we said about seikodokas rarely being unattractive? Yeah, forget that. You aren't quite ugly as sin, but you definitely aren't far from it. Nobody is going to be turned on by your appearance, and even if appearance technically doesn't come into play in scoring seikodo, it doesn't change the fact that people are inherently better predisposed towards attractive people… which you ain't.

Unwilling Partner (+200 CP):
Normally, whatever seikodoka you have as your partner would be more than willing to perform with you. But take this drawback, and they'll develop a marked loathing for you. They don't hate you enough to attack you, but they do despise you and your existence, will spread bad rumors about you, and although will technically do their part in seikodo, will always make it clear how much they object to it. For one reason or another, you can never switch partners. If this affects your free companion, then once the jump is over they will have a marked change of spirits, and be very contrite until they feel that they've made it up to you for acting so horribly.

Fair is Fair (+300 CP):
Now, look. You've got all those fancy advantages, and considering that you're going to a world of sexual sport, having all your perks and powers is just… unsportsmanlike. Now, your out-of-jump powers and items are taken from you, to be returned once the jump is over. For double the points, *all* of your perks and items are taken from you, even those from this jump, forcing you to participate in the seikodo scene as an ordinary person. Well, I suppose you have your Body Mod… but even then, anything that could relate to sex is limited to the range of human possibility.

Just Can't Climax (+300 CP):

You have lost the ability to orgasm. Well, that's not technically true. You *can* orgasm, but only when having sex with your **Seikodo Partner** companion. And don't think you can get around this with group sex; if there's anyone else involved in your sexual activities, you still can't cum.

K.O. (+300 CP):
When you orgasm, you always cum so hard that you fall unconscious. Leaving aside how that could be an issue in any circumstance, in seikodo that calls for automatic disqualification. You're only out for a couple minutes, but that's more than long enough.

Not Looking for Love (+300 CP):
Oh, sure, you can get laid easily enough… if it's for seikodo. But an actual romantic relationship? Absolutely no one is interested in you. You can form friendships easily enough (although never sex friends), but that's the most intimate relationship you can expect to have. If you import any characters that you are already in a romantic relationship with, they will feel the need to "take a break".

Loyalty? In the Sex Club? (+300 CP):
People you are in a sexual or romantic relationship with feel no compulsions against having sex with other people. Even your partner in seikodo will find nothing wrong with "practicing" with other people. If you ever try to bring it up in conversation or raise an issue with it, people will act like you're being crazy and unnecessarily jealous over something that doesn't matter. Hopefully you're big on compersion.

Conclusion

So, you've completed yet another world on your journey through the multiverse. Hm… why do we call it "the multiverse" when so many jumps have multiverses of their own? Or even omniverses? Is this another instance of where your tiny human languages are just insufficient to grasp the vastness of existence? Anyway, musings aside, what are you going to do now?

Stay in this world
Go back to Earth
Continue jumping

Notes

Thanks to everyone on QQ for their suggestions.

Changelog:

- Version 1.0
    - Grammer and spelling corrections, minor clarifications
    - Added in that you can freely select your sex and/or gender.
    - Removed the part that makes you fail your chain if you don't participate in seikodo; it's now a mandatory drawback that ensures that you can't escape from seikodo instead of risking failure.
    - Added a supplement toggle.
    - Removed Sexually Transmitted Immunizations. Apparently STD immunity is implicitly a part of hentai jumps unless it's brought up in the source material, like how the square-cube law is ignored with giant robots.
    - Reduced Build of an Athlete down from Olympic levels. It was a bit much for the setting.
    - Added the Bratty Rival drawback
    - Added the Just Can't Climax drawback
    - Changed Not Just Another Pretty Face to Absolutely Attractive
    - Reduced Wanigasaki Swimming Beach to 200 CP

    - Added the Stadium item.
    - Added the Fetish Performances perk.
- Version 0.5
    - Created Jump