

Churn Vector Jumpchain Gauntlet v1.0 By Somefella

Hitmen, mercenaries, call them whatever you want, needing someone else 'taken out of the picture' isn't a particularly new or novel concept, but (un)fortunately, in the civilization these anthropomorphic critters live in, modern technological advancements bring with them a whole host of bothers that make such activities significantly more difficult.

But where most other contract brokers found adversity, **The Agency** found opportunity for innovation, nobody knows their exact methods for scouting individuals for recruitment as their nominal **Agents**, neither the truth behind the capability for their men to make others simply disappear without a trace, no body to be found, much less a weapon to associate with, stifling efforts investigators of investigators and forensics analysts alike.

You, Jumper, have just recently joined the ranks of The Agency, maybe your interdimensional travels afforded you a little something-something that caught the eye of their scouts, maybe your knowledge of their existence eventually incited you to seek them out, or maybe it was something else, point is, after passing a battery of frankly unimportant tests, you were formally recruited as **Agent 790**, and after the upcoming surgery, will have all you need to be one of many in this world who can assassinate not with blades, poisons or firearms, no, a true Agent kills with their body.

(You start with 0 Churn-points, and nothing but your bodymod)

Race And Gender

If you couldn't tell by the high number of recruits before you, The Agency doesn't discriminate much in those who join it beyond having a body able enough to do what's needed in their line of work, for your Age, pick any number above 17, and feel free to be whatever gender fits you best, just note you will need either one(1) set of cock and balls *or* breasts (complete with mammary glands, not just the nipples, it's important, trust me) for your line of work, but worry not, any missing biology will be handily implanted to you via the surgery you'll need to undergo.

As for Race, this is a world full of anthropomorphic creatures (A.K.A Furries) so your body will need to be human*oid;* that of an animal molded into human shape,but as far as species are concerned, go nuts.

Important to note in this setting is that 1:while there can be characters based on animal species of very small/big sizes, such as mice or whales, the size of the anthros will scale to never diverge much from human-size standards, an anthro based on a mice won't be much smaller than a shortstack, and one based on a whale won't ever be much bigger than 2 meters, for example.

Furthermore, possibly due to the more civilized society the setting is based on, the characteristics associated with each anthros species will still be present, albeit lessened; fangs and claws aren't much sharper than human teeth and nails, Aquatics such as sharks can live on land normally, but are only modestly more capable at holding their breath and swimming, giraffes have much shorter (albeit still unnaturally long) necks to actually fit inside buildings, stuff like that.

Perks

Churn Vector (Mandatory, 0 CP/100 CP to keep): The special surgery that The Agency has their Agents undergo, which will upgrade your 'tools' into weapons capable of plying your trade.
Choose between cock & balls **or** nipples & breasts to be augmented into your **Churn Weapon** and **Churn Storage** respectively.
First of all:your Churn Weapon and Storage are now flexible and durable to a frankly cartoonish degree, becoming able to accommodate being expanded and stretched to more than a dozen times their original size before any damage or discomfort occurs.
Second:Anything your churn weapon directly touches can be sucked in with impressive force, able to swallow up most things not too much bigger than yourself in half a minute at most, anything 'swallowed' this way will be stored in Churn Storage.
And lastly:anything organic, alive or not, that ends up in your Churn Storage one way or the other will be gradually churned and broken down into an amount of semen/milk (depending on what you chose as your Churn Storage) equal to the digested material's mass, bigger and denser things will naturally need more time to be 'digested'.

Swift Stripper (100 CP): Indigestible clothes, weapons and tools for self-defense, all things which can be a hassle for field Agents, but not to you. Your mastery at getting people butt-naked is frankly astonishing. Provided you have a firm grip on your target, and they're not too much bigger/stronger than you, you can usually remove anything they're wearing **and** carrying in 10 seconds tops. Granted, doing it so fast means you're practically guaranteed to damage your target's stuff, but they won't be needing it where they're going.

White Outlines (100 CP): Now we're getting to supernatural territory. If you focus really hard while remaining perfectly still, you'll be able to see any living thing in a medium-range radius around you, regardless of physical obstacles that would impede normal sight, though you'll only see them as white silhouettes.

The Agency's Stealth Training (100 CP): Despite their seemingly low standards, The Agency does employ *some* training for the covert actions of their Agents. Your actions will only produce half the usual amount of noise, and while crouching down, others will need to be twice as close as they normally would to spot you, and when someone hears a noise you made in a stealth situation, you will instinctively know how many, and their rough position and distance relative to you.

Inescapable Grip (200 CP): Your grip strength is situationally astonishing, as long as you're clasping both of someone's wrists (or anything similar to those without traditional hands), they become physically incapable of slipping out of your grasp, furthermore, while under the effect of this perk, things such as using their other limbs or calling for help just doesn't seem to be things they ever do, instinctually or otherwise.

Incompetent Security (200 CP): You can't tell whether it's because of some supernatural factor, or because the senses of any would-be witness in the vicinity are just *that bad*, but hey, it makes your job easier, so you can't complain. While sneaking around, you won't be noticed by others unless you stay in their direct line of sight for a few uninterrupted seconds, and only if they're no further away than about a dozen meters from you.

Churn Pockets (200 CP): With this, your Churn Storage can function as an actual storage, you can take things into and out of it about as casually as if it were a pocket, just be careful you don't put anything organic there, or it'll be churned like normal, and since you'll still need it for your Agent work, don't go stuffing too many things there.

Improved Churn Weapon (400 CP):A Worker's tool is an extension of themself, which is literal in your case, so of course you'll take the investment to augment it even further.
The musculature and durability of your Churn Weapon is even stronger now, able to swallow up even targets significantly bigger than yourself, also, Particularly strong targets might have been able to crawl out of your Churn Storage and back onto freedom if you're not careful, but with this reinforced surgery, that concern is nigh nonexistent now.
Furthermore, even with a size disadvantage, it'll be able to swallow others so fast, the target might not even realize what's happening by the time they're in your Churn Storage.

Improved Churn Storage (400 CP): This is where the magic happens, so naturally you felt appropriate to splurge and get the premium package. Your Churn Storage can now churn organic material inside it much faster, before, depending on its size, any target chucked in there would have anywhere between a couple to a few minutes to bother you with its squirming and squeals, now, most targets will be lucky to last more than half a minute, and it'll take something much bigger than your whole body to take more than a full minute of churning before its reduced to fluid.

Churn Absorption (600 CP): Your methods already make forensics a massive headache, with this you can make their jobs nigh impossible. Your body will naturally take in the churned material in your Churn Storage as nutrition, leaving 0 trace of your target's body, the process is slow however, usually taking multiple hours to fully absorb 1 medium-sized target's worth of material, though the speed can vary depending on your body's nutritional demand, such as with skipping meals, exerting yourself, or just having a larger body.
Beyond just an alternate food source, absorbing churned material this way is quite beneficial for your body, healthier targets will yield better results, but generally you'll be in above-average condition just by making frequent use of this feature.

Items

Agency-Brand Condoms (50 CP):A Pack of 6 condoms manufactured within one of The Agency's subsidiaries, has been rigorously tested to be able to hold up to 120 liters without risk of popping. Useful for releasing excess mass accumulated in your Churn Storage, just be careful where you put it, if the liquid remains of your churned target are found, it could escalate into trouble for you and The Agency. your stock of condoms will be replenished each day if you use any.

Agency-Brand Plushie (50 CP): At a glance:ordinary and unassuming, but the sex toy technology cleverly hidden inside it has been carefully curated to be able to bring anyone foolish enough to stick their dick inside it to an ejaculation in literal seconds. useful if you need to dispense some weight in your Churn Storage at emergency speed. Will break after one use, but will be repaired on the following day.

Agency-Brand Milker (100 CP):A high pressure milk pump that comes with many attachable tubes and containers capable of extracting and storing several dozen liters of fluid in less than a minute. while being just the right shape to be hidden in one's outfit. The pump, tubes or containers will be re-supplied to you at the end of the week if lost or damaged to the point of unusability.

Taser (200 CP):A tool which launches prongs that latch onto its target to deliver paralyzing electric shocks, useful for non-lethal incapacitation, favored by security and law enforcement, reappropriated for your personal use. It automatically charges any compatible battery inserted into it fast enough to get one shot every 10 minutes or so, but is otherwise the same as any common taser. Will be replaced at the end of the month if damaged or lost.

Holo-Clothes (100 CP):(Disclaimer:not actual clothes) with but a thought, you can manifest or dismiss a hologram “covering” any parts of your body with whatever mish-mash of wearables your imagination can whip up. Clothes can get in the way of the tools of your trade, but *not* wearing any might draw attention, this is a decent compromise. The holographic clothes ‘update’ in real time to keep up an extremely convincing facade, swaying when you move or alongside the wind, changing to display any stains or damage that they *should* have based on what happens to you, even if you pretend to tip your nonexistent hat or something similar the graphical deceit will play along. Though keep in mind it is still just a hologram, all it takes is someone placing a hand on you and feeling skin instead of cloth to jeopardize the charade.

Agency Insiders (100 CP):A nondescript and unspecified number of Double-Agents sent from the Agency to make your job easier, they excel at placing themselves into positions were your services will be required (regardless of how much or little time passed between you receiving a mission and arriving there), and will gladly offer up keycards, passwords, intel on amount and location of guards, flaws in security, anything to help you get to your target and complete the hit. In a pinch, they’ll even allow you to ‘release’ churned material from your Churn Storage into them to keep you limber and sneaky. The only downside is that their ever-varying personnel and consummate professionalism means getting to know any of them to a personal level as you would a companion is most likely not happening.

Drawbacks

Crowded (+100 CP): Whenever you are out on a mission, there just seems to be more people than there should be. Workplaces have more employees than realistically needed, public spaces will have a decent number of people going about no matter the time of day, etc. don't expect to be able to churn your requested target without either risking potential witnesses or somehow dragging them to a secluded spot first.

Overworked (+100 CP): The Agency will send you missions much more frequently, before you wouldn't be sent on any more than 1 hit per week, but now you'll have a target to take care off every 3 days *at minimum*, while you'll be raking in money at an enviable pace, be careful not to lose your edge and slip up.

Competent Security (+100 CP): Shrieks of anyone targeted by your Churn Weapon, the sloshing sounds of your filled Churn Storage as you move around, *strange scents*, such things would completely go over the head of bystanders as you do your work, but now it's something you have to take into consideration.

Leakage (+100 CP): Something went wrong during your augmentation procedure, whenever your Churn Storage is not empty, sudden or hefty movements will have you spilling some of your contents around, and if significantly filled, even if you don't do anything. Careful where you move, as you may leave a literal *and* metaphorical trail behind you that can be followed. (You may take this drawback at +200 CP instead, though if you do and finish this gauntlet, this drawback will permanently affect you for the rest of the chain)

Budget Cuts (+100 CP): The Agency's finances have been taking a dip lately. Usually, anywhere you're sent on a mission would have hidden condomed-masturbators/milkers to let you stay light and limber, and Double-Agents for inside help. Not anymore, you'll only have yourself and your own things to count on.

K-9 Security Unit (+200 CP): Doberman anthros will now be either present as patrollers on open spaces, or hired as private security on buildings, either way, expect them to be a nuisance that any witness to your shenanigans will run to if they catch you shenaniganing. They are fast, rowdy and have tasers that they will use with no warning if they directly or indirectly become aware of your skulduggery. Also, if one catches your scent, dispose of them by any means necessary, or you **will** be tracked down.

In Debt (+400 CP): You somehow racked up a **one million dollar** debt to The Agency, who decided to employ you to let you repay it. You can no longer complete this jump unless you've paid off the debt in its entirety. On the bright side, while you can't put a price on life, a single successful mission is likely to earn you more than an honest year's wages, moreso if the target in question is one of great significance.

Picky Churner (+200 CP): Your churning abilities have a quirk, a kink if you will, you only seem to be able to use them to any capacity against individuals you find sexually attractive. Don't worry, The Agency will make sure only missions with appropriate targets are sent to you, though limiting your capabilities like this could complicate your life if you need to take out a guard or bystander that doesn't suit your tastes (You can take this drawback as +600 CP instead, though if you do and finish this gauntlet, your churner abilities will remain limited by this for the rest of the chain)

Non-Exposure Agreement (+200 CP, Cannot be taken with 'Public Knowledge'): The secrecy of The Agency's methods is paramount. You will fail this jump if you ever permit the truth of The Agency's modus operandi to breach into public knowledge, whether through your direct shortcomings in a mission or other circumstances. Just leaving some white stains on the scene where one of your targets was last seen won't immediately tip investigators off, but be careful with how many bread crumbs you leave for them to follow.

Public Knowledge (+400 CP, Cannot be taken with 'Non-Exposure Agreement'): It seems The Agency's machinations have been revealed to the world, this is sure to make your role much more difficult. Walking around with your penis or nipples exposed will be treated as harshly as openly carrying a weapon instead of indecent exposure, and unnaturally engorged balls/breasts will now be recognized as evidence enough for arrest in itself. Lastly, churned material not disposed of properly is that much more likely to be traced back to you.

Now we are homeress (+400 CP): The standard for The Agency is to house their Agents within their own perimeter, guaranteeing a trajectory for them to their missions without being traced, as well as a safehouse to return to where they can expect their basic needs met, if nothing else. But that is no longer the case, you begin this jump with no roof to put over your head and must find your own sources of food, water, shelter and such, to say nothing of the potential dangers of having your activities being tracked down.

Victory Conditions

This Jump will last precisely 1 month, during your stay, you will periodically receive missions from The Agency (about once a week by default), where you must find your target, take them out using your churning capabilities, and leave the premises.
You will fail the jump if you cannot churn your target a full week after being given the mission, or if you are ever captured (most likely by law enforcement or security of some kind), if that happens you will be booted from this world, losing all you've gained here, but you are otherwise free to continue your chain as if nothing happened.

Succeeding in your endeavors, however, will find you rewarded with the ability to continue your chain with all perks and items acquired here, as well as the copious amount of money you've likely made with all the missions you've succeeded, and what the heck, since you did such a good job, i'll even give you the option of keeping the anthro body you were using in your stay here as an Alt-Form, you can even partition all your churning-related abilities to only be present in said alt-form if you want.

Regardless of the outcome, your allotted time here has come and gone, now there's only one thing left to discuss, will you...

Stay Here:if you really like this world for whatever reason, then make yourself at home, you'll regain access to everything you've acquired from previous jumps and drawbacks will be lifted, feel free to continue acting as Agent 790, go rogue or do whatever

Go Home: If you've had quite enough of hopping between worlds, now's about as good a time as any to retire back to your home-world, every perk, item companion and whatever else you picked up along your travels will return with you.

Move On: There are still many worlds out there to explore, worlds you may or may not be itching to try your new powers on, at any rate, pick a new jump and proceed with your journey.