

Adventure with Mother! RPG Jump

v1.1

By Orz

A mother and son by the name of Satoru and Risa are on their first trip abroad when the ship is caught in a storm and capsizes. Washing ashore on a mysterious island, Satoru quickly gets to work making their situation livable with the help of a set of magic workbenches. As he explores the island with his mother, they quickly find that this place is like something out of Satoru's favorite RPGs! Soon enough their bond deepens into something far more intimate than a normal mother and son relationship.

Enjoy your island adventure and take these **1000 Choice Points**.

Instead of choosing a specific Origin, you may choose one perk and item from each price tier to gain a discount on, with 100 CP perks/items becoming free as per usual.

You may choose your age and gender freely, as well as if you're another family member of Satoru and Risa's or just a Drop-In without any new memories or connections.

Perks

A Guiding System (Free!): Just setting foot on this island will give you access to a system straight out of an RPG! With it you can track your health and energy, gather experience and level up as you defeat enemies and even learn new Skills based on your personality and skillset as your level increases. During your time on the island, your level will be capped to fifty, which is more than enough to handle any foe you're likely to come across, but in future jumps you'll find that the sky's the limit when it comes to your possible level and skills, if with equally limitless experience requirements.

Fit As A Fiddle (100): Did you forget your mother is a black belt in karate and goes running everyday? Along with being quite physically fit you're also quite skilled in combat. Still only enough to be considered level one when it comes to an RPG-type system but enough that you would start with an extra skill or two and really impress that silly son of yours.

True Gamer (100): Well of course the boss would be resistant to fire! After all, the one we just fought was weak to that element! That's the sort of logic you're able to follow through your boundless experience playing RPGs, something that will be quite helpful on an island that follows the same logic and general tropes.

Sexual Savant (200): You may or may not be a virgin but whatever your actual experience you'll find that sex is something you have a real talent for. From foreplay to seduction to the act itself, you'll find yourself coming up with the best way to pleasure your partner by sheer instinct.

Ample Harvest (200): You happen to have a great deal of skill when it comes to harvesting resources. From fishing to mining to even milking cows and shearing sheep, you'll not only know the best way to collect the materials you're after but you'll also be able to gather a bit more materials than normal in the process.

Fairy Friends (400): There's something about you that the Give-Me Fairies of this island seem to like because they're showing up a lot more often, even showing up in other worlds. They'll ask you for some kind of material you can gather or item you can craft and in return they'll hand you something much more valuable before flying away giggling. There's also the occasional Give-Me Demon as well which will challenge you to a fight instead but give even better rewards.

Erotic Experience (400): Huh. Does the system consider this combat or are you just so lewd that you've managed to impress it? In any case you'll find that for every new kind of sexual act you perform after taking this perk you'll receive some experience points, with the more perverted the act you partake in the larger the resulting boost. Not enough to reach max level just from bedroom antics or anything but you should be able to get a handful of levels here and there if you really stretch your lewdness to its limits.

Veteran Adventurer (600): Or at least the system seems to think you are one. Instead of starting at level one like everybody else, you'll be starting at level twenty-five, halfway to the maximum level on the island and with the corresponding increase in power and skills. That should allow you to take down the first couple of bosses without any issues, although you

should probably help the rest of your party get stronger if you don't want to face off against the most powerful dangers of the island all by yourself.

Perfect Escape (600): While the various monsters of the island can all be escaped when they set their sights on the party if you set your mind to it, the same can not be said for the various bosses that rule over portions of this place. After all, that would completely destroy all sense of tension and suspense and make a lot more work for the System to…Oh? That doesn't apply to you and you can easily escape from the bosses with your party as well as the small fry? Oops.



Items

Starter Weapons (100): The island isn't cruel enough to force you to fight monsters with your bare hands. You'll receive something like a wooden sword or a bare of boxing gloves to fight your first foes and slowly upgrade from there. But if you want a bit of a head start we could replace that wooden sword with a copper one or those boxing gloves with a set of cestus.

Lewd Costumes (+Potion) (100): A wardrobe containing all manner of lewd costumes enchanted to fit whoever that wears them. From maid uniforms to gym clothes, swimsuits to playboy bunny outfits, there's all kinds of lewd cosplay options for you to enjoy. There's even a potion that temporarily regresses your body while still keeping your libido and kinks intact so you can add some ageplay into the mix

Magic Workbench (200): Appearing to be wooden boxes with an image of a hammer decorated their side, these marvelous workstations sit in convenient spots throughout the island and if you purchase this item you'll find them appearing in equally convenient locations elsewhere as well. Just touching these wonders will fill your mind with an assortment of plans for tools, furniture and even food and potions that make use of the materials on the island (or the surrounding area in future jumps). You won't even need to make any other tools to craft these recipes nor will there be even a chance of failure as long as you have the needed ingredients. It's so amazing that it seems like magic because it very much is!

Fruit of Wisdom (200): These trees grow a bountiful supply of beautiful and tasty-looking fruit and if you happen to take a bite you'll find that they're just as tasty as they look. Unless you're a human in which case you'll find that they're poisonous to your species. That said, nonhumans who consume them, from slimes to orcs, will slowly grow in intelligence and enlightenment as they eat more and more, eventually reaching the point where those very same orcs might take up pacifism and rebuild a set of ruins into a functional and beautiful town for them to live in.

Cozy Cottage (400): This peaceful wooden house just off the paths through the island is a far cry from the coastal cave that you would normally be calling your home here. Not only do the various hostile monsters of the island never show their faces here but it comes with all manner of furniture and tasteful decorations. It even has working plumbing and heating, allowing you to take a nice warm bath whenever you please.

The Legendary Tree (400): It's said that anyone who proposes underneath the branches of his tree is said to be blessed with eternal good fortune and a happy married life. Whatever the truth of the matter, only married people can see and interact with the fruit that grows from it, and anybody who eats one will temporarily fall into a state of absolutely lustful heat as their body rejuvenates itself and any physical obstacles to having children fall away. Even such things as old age or the required organs being tragically destroyed beforehand are no match for these legendary fruit.

Endgame Equipment (600): Well if you just want to skip to the tech tree I suppose I won't stop you if you're willing to pay the corresponding price tag. Instead of a wooden sword you'll be hefting around Balmung or some other famously powerful weapon that fits your style of fighting and you'll be garbed with equally impressive armor be it made of forged orichalcum or woven from threads and cloth blessed by heavenly deities.

The Mysterious Island (600): That's right, the whole island. Created by the Magician Craft to train heroes, this place has everything you need to bring adventurers up to 'cheat skill' levels of power. As long as the would-be-hero honestly clears the needed trials they'll find themselves

greatly increasing in both level ranking and quality of equipment as they reap the appropriate rewards. There's also a nice town full of friendly orcs, slimes and fairies with which to trade resources, commission construction projects and generally provide the benefits of civilization.

Companions

Import A Companion (50 HP each / 300 for 8): If you already have a group of loyal friends, you can have one or more of your companions join you here. They gain the same discounts as you and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

The Mother (100 CP): Kind and strict in equal measure, Rika is the epitome of what a mother should be.The fact that she's a black belt and karate and more than willing to use some physical discipline if it's truly required just as she's willing to give praise and a hug only makes that lofty title even more fitting as she defends what's hers with all the fierceness of a mother bear.

The Son (100 CP): Perverted and crafty, Satoru has been in love with his mother since day one, declaring that he would marry her as early as his playground days. His father passing away only furthered his desire to make his mom the happiest woman alive and he's taken the opportunity to make that dream a reality on this island with both hands. He's so close to his mother in fact, that if you take her as a Companion you'll gain him as another one for free.

The Demon Queen??? (300 CP): The truth of the matter is that the one to capsize the ship and bring them to the island in the first place is none other than an alternate version of Rika herself, who upon her son tragically passing away went utterly insane and became a Demon Queen, destroying the world she was on in the process. After getting closure with this version of her son (and some nice hard babymaking sex), she seems to think traveling with you through the multiverse is a lovely idea. Do note that while she's no longer murdery, she's still pretty clingy and will likely latch onto you and try and earn your love through lots of lovemaking and destroying your enemies with her no-longer-world-ending but still quite terrifying power.

Drawbacks

Self Insert (+0): By default you'll show up on the same beach as Satoru and Risa, with the three of you forming a "party" together as you explore the island and discover its secrets but if you wish you can instead take the place of one or the other, gaining the appropriate relationship to the other member of your group in the process, ie a son/daughter to Rika or a mother/father to Satoru. Alternatively, you can replace Satoru or Risa with either a real family member or one that you picked up at some point over the course of your jumpchain.

Skip The Tutorial (+100): Normally the island would do much to guide its would-be heroes be it by having "fallen adventurers" give important information or advice or just straight up having a sign explaining details of the System in some cases. Except now there's none of that stuff.

More Bond Crystals (+100): Blocking your progress in certain areas are towering crystals in various colors that will only allow you to pass if you strengthen your bond with your party. The intent was clearly to help encourage teamwork but naturally Rike and Satoru strengthen their bond in a more intimate manner that the crystals still acknowledge nonetheless.

Sealed Away (+200): Uh oh! Looks like there's something stopping you from using your out of jump perks or items! You'll be stuck with your BodyMod and anything you purchased in this document during your time here.

Barren Fields (+200): While normally the island is full of bountiful resources from ore and lumber to fish and even some farm animals scattered about now you'll find the island to be a lot less abundant. There will still be enough resources for you to progress but only barely.

Stronger Monsters (+300): It seems that something has turned the difficulty up because you'll find that all the monsters on the island are now a handful of levels stronger. While this does mean that you'll reach your maximum level of power faster than if you didn't have this drawback, you'll still be in for quite a rough time as the difficulty curve becomes more of a cliff.

Regal Impatientence (+300): The one that brought the party here in the first place is normally quite willing to wait as long as she needs to claim her darling son's seed but with this drawback that'll change. The slower the progress you make towards clearing the island's challenges the more bad luck you'll find yourself experiencing, and you might even find yourself beset by demonic monsters if you really drag your feet for some reason.



Ending

Stay Here

Go Home

Move On

Changelog
1.0: Created Jump.
1.1: Fixed typos. Allowed you to insert other family members into the party slots as requested.