Generic Lewd Setting Jump

A Jump by SpiritualStill
Version 1.0

Hey there, Jumper! Do you want to have tons and tons of hot, guilt-free sex? I'm going to assume you do, because I'm not sure why you'd be here otherwise! If you have, then you've come to the right place! Browse this Jump, and you can be the ultimate hentai protagonist, enjoying yourself in any lewd world that you could think of. You should get ready, because you are going to be one happy camper. If you aren't satisfied this time around, feel free to return to this Jump as many times as it takes.

To help with that, you should take this:

+2000 Choice Points (CP)

Location

1. A Modern World: This is a world not dissimilar to modern-day Earth.
2. A Utopian World: This world is a post-scarcity utopia where crime, hunger, and inequality have all been eliminated.
3. A Dystopian World: In this world, authoritarian nations and megacorporations abuse the populace.
4. A Fantasy World: This world follows the themes of western or eastern fantasy stories, with knights, princesses, heroes and gods.
5. A Sci-Fi World: This world follows the general themes of science fiction, exploring beyond the planet and into the reaches of space
6. You Decide: Select any setting that you want to go to

Origin

There are no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex Options

Pick whatever you want. Villains come in all shapes and sizes.

Perks

All perks, unless otherwise stated, cost 100 Choice Points. You receive 5 Choice Tokens, which can be redeemed to buy anything here for free. Everything here **can be purchased multiple times** unless otherwise stated, with each new purchase providing an additive bonus.

A Questionable Chain [Free]
As you may already know, most worlds along the chain are not particularly sex-oriented. As a matter of fact, sex is usually perceived as something inherently taboo to be open with. You will not have to worry about that, because this causes every world along your chain to have a sexual bend to them, while still maintaining the standard storyline. By default, this ensures that sex is never perceived as taboo, so neither lewd discussions nor lewd actions are perceived as vulgar. You can have this be as far as it goes, or tune it up all the way to sex happening around literally every corner.

Beholden to Your Desires [Free[
Everyone has their preferences, so take this! If you have any specific fetishes or interests that you like, you can make it common in your future Jumps. On the flipside, this can also be used to remove anything that you didn't like, and you will not run into it.

More Than Mind Control [Free]
With one exception, nothing in this Jump is designed for the purpose of mind control. After all, if your partners aren't genuinely in love, then what's the point? Still, you may modify any perk here to remove anything that you might personally view as mind control. You can also modify any other perks of yours that may resemble mind control.

Hentai Physics [Free]
A lot of things that you see in hentai cannot be reasonably replicated in reality, so let's fix that. This perk will, by default, add all the standard sorts of porn logic to a setting, such as lack of a refractory period, large insertions and cervical penetration always feeling good, and STIs simply not existing. If you have more extreme tastes, and the intention isn't death, you get all the physics necessary for them as well.

Dangerous Fantasies [Requires *Hentai Physics*]
There are plenty of people out there who have some pretty "lethal" fetishes, such as gore, for example. As you might guess, those sorts of things are much harder to act on in the real world, for reasons that shouldn't need an explanation. With this perk, you'll be able to act on any deranged kink you have, because so long as the damage was for sexual gratification, you and

your partners will be perfectly fine afterwards. Cut off your girlfriend's head for the purposes of sexy time, and it'll grow back just fine! Your partner chops off a limb or two, and they'll grow back right after!

The Urge to Cannibalize the Body [400 CP; Requires *Dangerous Fantasies*]
Isn't there just something romantic about eating your partner? To take all that they are into yourself? Whether you agree, or think that's the most deranged thing you've ever heard, you now have practical reason to engage in a little cannibalism.You are now able to consume the bodies of other beings in order to gain their powers and abilities. Save for their bones, the amount of power you get from them is proportional to how much was consumed.
So long as you genuinely love who you ate, they will revive within a day. If someone you cared for dies without your input, and you consume them afterwards, you can have their spirit tag along with you, becoming ghostly companions.

Artistic License
Depending on the artist, everyone in a hentai can either be a hot chick, hot futanari, ugly bastard, unreasonably buff dude, or a femboy. Before a Jump starts, you are able to design how everyone broadly looks, with their specific appearances always being at least aesthetically pleasing to you. You may also add special demographics, such as futanari, elves, dwarves, and more. Lastly, you can choose the exact percentages of how often each will appear.
This will not ever influence events, which can lead to some hilarious moments.

The Sixty-Third Rule of the Internet
Before a Jump begins, you are able to genderbend as many people as you want at the start of a Jump. These genderbends will modify the world in the minimal amount possible. If the genderbend genuinely breaks the setting, one or more characters may be modified or created so as to keep the story going as normal.

Out-of-Character Alert
We've all got headcanons for how characters act, and now you can have them act that way! You are able to decide how characters act in a Jump, be they normal, smarter, a sex pest, or whatever else. You may also modify the sexualities of anyone in a Jump, including yourself.

Stripperific
I hope that isn't too breezy. People broadly seem to wear less clothing than they normally would. Clothes are a lot skimpier, undergarments are rarely worn, and even bikini armor appears to be in style. Curiously, the myriad issues this would raise never seem to show up. You could wear a glorified bikini in a snowstorm, and so long as it is intended for protection against the cold, it will work perfectly fine.Since there are levels and variations in what would be considered "attractive" with this, you can modify just how much/how little is covered.

Sexual Morality
Women are now a lot more sexually aggressive, and while you won't ever be forced into sex (Unless you want that), you will be outright propositioned or asked out more frequently.

Convergent Evolution
Beauty is in the eye of the beholder, I know. You are now able to modify the appearances of all "non-human" sentient beings that you come across. They can range from just being humans with a different coat of paint, to anthros, to straight up eldritch abominations.

Passing the Harkness Test
Depending on what you are into, your potential partners may not be able to consent, so far as everyone else is aware. This perk makes it so that any potential creature that you might want to have sex with will be able to pass the Harkness Test. This includes human-level intelligence, and the ability to meaningfully communicate consent. Just make sure that they're sexually mature, since I can't help you with that.

Like a Fine Wine [100/200 CP]
While age may not necessarily be a deal breaker, the ravages of time are. From now on, everyone ages gracefully. For **100 CP**, this is largely relegated to visually aging. While people can certainly age and mature, they'll never look so elderly as to be unappealing to you. You could walk up to some ninety-year-old, and accidentally mistake them for being decades younger.
For **200 CP**, this also stops most of the biological consequences of aging. So long as one doesn't destroy their body, you can stay fit and able-bodied for their entire lives. Additionally, age-related problems, such as cataracts and dementia, do not exist. Dying of old age is technically impossible, but people can still die, so don't expect many centuries-old people to still be running around.

Ultimate Stylist [50 CP]
When it comes to fashion, you just can't be beat. No matter what you wear, you always look exactly how you intend to do so, and look good. You are also gifted in sewing and fashion design, letting you make outfits that are both practical and stylish.

Talented Artist [50 CP]
You are a master of arts, be it drawing, sculpting, painting, and anything else. Naturally, you excel when it comes to pornographic or otherwise lewd material.

Body Redesign [Free/100]
If you don't feel comfortable in your own body, how can you be expected to go down in others? For **Free**, you can completely remodel your entire body to fit whatever desires you want. Clear up your skin a little, change the eye color, give yourself a bigger penis, whatever. The form will always match your inner desires, even if you didn't know them yourself!

For **100 CP**, you can resculpt the bodies of anyone else to match their ideal form. Do note that this change has to be consensual.

Self-Inserting Character
There are plenty of characters that we'd rather be than ourselves in settings. You are able to seamlessly take the place of any character in a setting.

Embodiment of Desire
This right here is the ultimate, catch-all beauty perk. You are more-or-less the platonic representation of desire. You are aesthetically attractive to just about everyone, but you are appealing to all senses. Your voice is like velvet to the ears, your skin is soft to the touch, you smell divine, and you even taste nice (Although nobody intends to eat you for that).

The Most Interesting Jumper in the World
Well, you're probably the only Jumper in the world, but that's besides the point! At the start of your Jump, you are able to integrate the events of your past Jumps in the current one. These events are adapted in a way that best fits the Jump itself, while still being plausible enough for you to have all of your abilities and possessions.

The World's Most Popular Person [Requires *The Most Interesting Jumper in the World*].
Ah, so rather than just being a bit interesting, you are a world-wide sensation. For one reason or another (you may choose why), you are world famous. Most people like you, and quite a lot of powerful organizations would either like to recruit you, or ally with you. This popularity will also never negatively impact you in any way that you don't want.

The Happiest of Campers
Being intimate and friendly should be a happy occasion, and not just a cover for your own troubles. Any and all mental disorders, traumas, or past prejudice that you might have had are purged, and you never develop any new ones. Accompanying this newfound happiness is great extrovertedness and social talent. You are naturally charismatic, and with enough effort, you can tear down the mental walls of even the most stand-offish of people. If necessary, you can immediately identify anyone's social troubles, and assist them through it.

Inherently Trustworthy
Why yes, strange person I've never met, I *will* follow you down this dark alleyway. When you first meet someone, they'll always have an extremely favorable first impression of you. This makes them trust you immediately, so long as they are not given a reason to think otherwise.

We Saw You Across the Bar
This is for those Jumpers who'd like to give and receive it. If someone you would be interested in is in a relationship, you will find that their partner(s) will be sexually desirable to you as well. Adding to this, when seducing one partner, it becomes infinitely easier to seduce the other.

Advanced Flirting
Wouldn't this usually be sexual harassment? So long as you aren't intending to be malicious while doing so, "aggressive" sexual actions, such as catcalling or groping, and just considered flirting. They also seem to work a bit better than normal flirting as well.

Nothing Strange Here
Dunno what all those warnings about xenophobia were about. No matter how foreign you look in relation to natives, or whatever unsavory stereotypes your group may have, you will not be looked at strangely or seen with hostility purely based on that. If someone dislikes you, you can be sure it was your own fault.

Extra Motivation
It would be a real shame if your team lost because you accidentally distracted them with your good looks. When you are scantily clad, naked, or otherwise intending to be provocative, your companions and subordinates are deeply invigorated.

It's Alright if It's You
Now, nobody will bother about the weird stuff you get up to. Anything lewd or strange about you is considered completely acceptable by others, unless you'd want them to react negatively to it. This won't extend to everyone, but it will go to those you are engaging in strangeness with, or are acting on your behalf.

Casanova
Getting into people's pants should be easy for you. You are a master charmer, instinctively knowing just what to say to people to get them to either like you, or outright fall for you.

Bunny-Ears Lawyer
It's always so frustrating to have to deal with people cramping your style (Read: investigating your code of conduct) just because you aren't a stickler for the rules. Not anymore, I say! So long as you are successful a majority of the time, your unusual behaviors or actions will not be questioned, and you will merely be seen as eccentric.

We Listen and Don't Judge
Come on, we're all friends here! You are a master therapist, with people feeling comfortable with telling you their deepest secrets and insecurities, with you being able to accept them with no sense of disgust or worry.

Give Me a Shot
Sometimes when you try to seduce someone, they might actually like you, but have been hurt so many times that they can't trust you. That's understandable, but surely that can't be the end of it, right? This perk makes it so that, if you proposition someone for something, be it sex, friendship, a job offer, or anything else, they will accept it even if they have bad experiences elsewhere.
Do note that they have to actually trust you on your own merit. A victim of sexual assault won't automatically assume your a bad guy, but you still have to put in the effort to get into their pants.

Authority is Attractive
There is nothing more hot than powerful men, or women, or whatever you identify as, at least to some folks out there. The more authority you have, be it knowledge, wealth, strength, positions of power, or a very good reputation, the more attractive you are to others. Even the most straight-laced and professional identity you craft makes you the target of innumerable sexual fantasies. Students might have daydreams of their intelligent, muscle-bound teacher. Secretaries might desire being called in by their boss, and ordered to go under their desk. You also more frequently run into situations whereby you can increase your authority in some way.

Proper Housekeeping [100/200 CP]
You are a professional, so of course you're good at this. You are inordinately skilled at various housekeeping duties. For **100 CP**, your housekeeping duties are fairly straightforward. You know how to accomplish all household chores, cooking, cleaning, and yard work.
For **200 CP**, you are also capable in other ways. You know proper security management, item acquisition, and cleaning.

Good Parenting
If you want to have kids, then you should really take this. You now have everything it takes to be the best parent in the world. You know how to feed them, sing lullabies, teach them, and how to protect them without ever venturing into helicopter parent territory. If your children have hobbies or interests, you will never find them boring or irrelevant, and can always further their interests without negatively impacting the rest of their lives. You've got an aura about you that makes you trustworthy to children, causing them to reveal to you any wrongdoings that they've done. It only takes a scolding from you to have them understand what they did wrong, why it was wrong, and instills into them to never do it again.

Beyond Your Wildest Dreams
A real problem that popular folks or subjects have, is that people hype things up so much that their expectations vastly exceed anything ever promised. You no longer have to worry about that, as what you make or perform will always exceed all expectations. This does not include anything wildly divorced from what you promised, so your action-packed video game may not resonate with someone who was expecting a slice-of-life dating simulator. It will, however, ensure that you can give someone the best night of their life, and convince someone that leaving their job to come to you was worth it.

Learn How to Roleplay!
I get that we aren't watching this for the plot, but come on! When it comes to acting or forms of roleplay, you are able to effortlessly slip into the role, as though it is what you truly are.

God of Cooking
The fastest way to the heart is through the stomach, after all. You become a master chef and even bartender, being able to whip up a delicious meal and drink in no time. You become able to instantly memorize any recipe, and simply looking at a food or drink tells you how to make it.

Master Sex-Haver
You may not touch the finish line, but you do know how to touch a woman…and a man…and monsters…and everything else. You are extremely good at all forms of sex and intimacy, and can use any part of your body to make any and all your partners extremely happy. What's more, you are incredibly vigorous, and could satisfy a dozen partners in a row, with only a bit of water needed to recharge yourself.

Interspecies Breeder
It would truly be a tragedy for you to not be able to have adorable half-robot babies. You can either impregnate or get impregnated by anything or anyone that you want. Helping with this is your vastly increased semen output, which you can also toggle. You may also decide just how your child will look, including whether or not they look like a perfect mixture of you and whatever you had sex with, or whether they favor one or the other.

World-Class Breeder [Requires *Master Sex-Haver* & *Interspecies Breeder*]
Your "talent" is so well-known that people are willing to pay for it. People will come from all around for the purposes of mating. This could be the "normal" case of someone wanting to ensure their child is healthy, or some sort of "nonstandard" case, like someone wanting to watch you fuck a tree. Whatever it may be, you can be assured that you will be compensated in a meaningful way. As a bit of insurance, your partner and the resulting children will be guaranteed comfortable and safe lives, even if you don't want to or just can't be in their life.

Chain Seduction
Naturally, when you sleep with someone, you also want to bang their entire extended family and friends, yeah? When you have sex with someone, you are more easily able to seduce those close to them, with repeated sexual encounters even encouraging them to help you. As you go down this chain, you unlock more and more people, although you can terminate it whenever possible.

Happy Happenings
I think that someone up there is looking out for you…at least in terms of the sexy time. You have extremely high chances of running into pleasing lewd accidents, with the other party never blaming you for what happens. Additionally, you always seem to run into willing sexual

partners, even when you're in some place like a desert or the depths of space. You may turn this off at any time.

Pay For It Another Way
You are able to pay off any purchases, debts, and tabs through sexual propositions. Those you try to “pay off” will accept it, and it will somehow monetarily compensate them for it. This will also work for you. Naturally, how much sex you do scales with the cost.

How Can I Ever Repay You?
Sharing a night together would be nice. When you do good deeds for other people, they tend to reward you in some way. Usually, this includes sex, but it can also extend as far as marriage, depending on how big of a deed it was. If you aren’t into that sort of thing, they may also give you some useful gift or privilege.

“I Know Exactly What I Signed Up For”
Did you somehow get *more* people to apply with this rule? So long as it isn’t going to result in their death, you may perform any sexual actions with any of your organization’s employees, even if it would normally be illegal. This will not hinder recruitment in the slightest, and will in fact increase based on your sex appeal. This will also never negatively affect your employees, even if their job is based on purity.

Monster Mounter
You didn’t play Monster Hunter because you wanted to kill the monsters, I’m guessing? When it comes to anything remotely inhuman, be it monsters, eldritch horrors, aliens, to even just kemonomimi, you are like a catnip to them. You are very good at “subduing” them, and can have sex with them perfectly fine, even if there is a considerable size or compatibility difference. This will only work on any “monster” that you’d be interested in having sex with.

Too Much for Yog-Sothoth
You’re a bit too much for anyone, at least in the sack. If you have a reason to, you can fuck someone so hard that they pass out, or even outright die. On the bright side, they’ll always come back just fine, with the happiest of smiles

Easy Breezy
For your partners, and those you bless, pregnancy is a very easy thing. It causes no stress onto the mother, and there are no complications that can arise for the growing baby due to negligence or stupidity. Furthermore, save for getting larger breasts (if you’re into that), there are no lasting effects on the Mother's body. The actual process of birth is also much easier and less bloody, giving a sense of satisfaction and not agonizing pain.

Locked In
Sexy time can wait until after we get down to business. Whenever you are in a serious situation, you can temporarily turn off your sex drive, keeping you from being distracted by any sexiness.

Virginal Resonance
One's first time is an overrated life event, because unless you know what you are doing, sex can be fairly awkward. Still, it's a precious thing for most people. When you consensually have someone's first time, they'll put you on a pedestal in terms of potential sexual partners.

Ambrosial Fluid
Well, this does have practical uses. All of your bodily fluids/waste, be they urine, sweat, tears, semen, and anything else will taste absolutely divine. What's more, these fluids will always be healthy to ingest, and can be substituted for normal food.

Designer Babies
No way your kids are going to have some defects, or be totally mundane! In addition to all of your children being at the genetic pinnacle of whatever species you and your partner happen to be, you can also design them to look however you want, and share as many of your perks with them as you please.

A Seed of Power
Yes, this is a euphemism. For any partner that you sleep with, you can bestow power onto them. You may give them copies of your perks, powers, and skills. Additionally, if they already have superpowers, this will supercharge them.

Pain is Pleasure
You probably want this if you are into BDSM. You are now able to turn anything considered "painful" into a pleasurable sensation. Things like riding crops, whips, and hot wax will merely feel pleasant. As a bonus,these painful things will leave no marks or damage behind, and more dangerous actions, like asphyxiation, will not cause any harm.

The True Weight of Life
In hentai, it is commonly accepted that sex is the answer to all of your problems, and now it does! By having sex with someone, or just being affectionate, you are able to induce a change of heart in them, turning them from their evil and destructive ways. In the event that your partner has something that is anathema to standard life, such as a bloodsucking curse, or body that causes decay, they will miraculously be able to control those urges and powers.

Fertility Mastery
They might be happy accidents, but it might be best that you make sure it doesn't happen. You now have complete control over your own fertility, letting you be totally sterile, or having triplets each time. You

can also control the fertility of your partners, and they will always believe you when you inform them of your fertility status.

Amazing Self-Control
In hentai, there is the baffling tendency for someone to be completely oblivious to the fact that their partner is insanely horny. You have that make sense, because no matter your internal desires, you are able to think, speak, act, and even look perfectly normal. Useful for having people think you are perfectly normal, and also neat if your partner has a thing for emotionless looks during sex.

NNTR
It stands for "Not-NTR" by the way. You and all of your partners cannot fall out of love with one another by way of outside interference, and no amount of hentai logic can make your love waver even a little.

Love in All Its Forms
There are many ways that you can love someone, and not all of them are conducive to sexual desire. All of these ways are fine for you, because when someone likes you one way, they love you in all other ways that suit your desires. Your superior who values you as a worker won't see you like a child or something, but they will grow to care about you like a friend, and maybe even a potential lover. Pursuing those relationships will never negatively impact your original relationship. You can turn this off for specific individuals if it would make you uncomfortable.

Rescue Romance
Jumper my dear, don't ever disappear~! You've got an uncanny ability to save people from any bad relationships with lazy, inconsiderate, unpleasant, and/or abusive partners. When you tell them of how terrible their partner is, they will believe you if you are telling the truth, and so long as you will protect them from any potential harm, they'll leave.
So long as you value that person, they'll never face retaliation for breaking off their previous relationship.

Unique Sensations
Everyone is different, and you are intimately aware of this. By being in contact with someone, you instinctively understand every subtle thing that makes them special, be it from how their hands feel, to their deepest parts. This has the effect of having every sort of sensation never get old, and lets you find the best ways to make your partners happy.
As a side effect, this also stops you from ever being deceived by evil clones or evil twins, because no matter how identical they might seem, there is always something inherently off.

Don't Put Me On a Pedestal
When pursuing genuine love, there is always the risk of you accidentally coercing someone, due to the inherent power imbalance. So long as you aren't intended to exercise your authority for

that purpose, people will treat you like normal. Sure, you'll still have the enthusiastic fans, but they won't be complete lunatics about it.

Tentacle Monster in Shining Armor
You are a man of culture *and* quality, and you will not let any ruin the joy of consensual sex! In the event that a crime, sexual or otherwise, happens in your general vicinity, you will spontaneously be in a position to resolve it.

'Till Death Do Us Part
As a Jumper, it's entirely possible that those you love will perish long before you do. Now, so long as you and another love each other, they are guaranteed to stay alive for longer than you do. If you happen to be immortal, so will they.

Soulbound [Requires *'Till Death Do Us Part*]
Actually, no, death shouldn't separate your love. If the two of you are truly certain about your love, you may bind your souls together. Rather than doing that lame thing where you both die if one does, you will instead both revive endlessly until the two of you are killed at the same time. If only one of you dies, they will revive within an hour, either beside their beloved, or in a safe place. You may add as many people as you want into the soulbinding.

Harmonious Love
Harems: we all know 'em, and we may like them. If you do like them, and want everyone to get along, then you should definitely take this. Now, when you have multiple partners, they'll quickly grow to accept one another, and make an honest effort to get to know each other. After some time, they'll all grow to love one another as much as they would love you.

Flawless & Firm
If you are going to fight alongside those you love, then you should know how to fight with them. When you and your partners fight together, you instinctively know what to do to best compliment one another, and maximize teamwork..

No Hard Feelings
What happened was a one time thing, and they'll understand that. When you have flings with someone, with no intention of having it be serious, they'll understand it, and not get angry.

Armed and Dangerous
It might be good for you to know how to use weapons, after all. While you aren't a master or anything, you are decently competent at utilizing any standard melee weapon and firearm.

Unarmed and Dangerous
Still, you don't need a weapon to be a threat. I'd hesitate to call this any fighting style, but you are capable of using your entire body to fight someone effectively. This is usually for nonlethal blows, but if you do mean to kill someone, you can get vicious.

Barely a Scratch
If you get into a fight with someone, maybe you wouldn't want to damage their pretty face. No matter how powerful or lethal an attack is, you will not do any true physical harm to your opponent. When they are considered defeated, they will simply pass out from exhaustion.

Drug-Proof
You are now immune to all forms of hostile dugs, be they standard, alcoholic, or of the date rape variety. You are also intrinsically aware of if something has been drugged, and can compel someone to either reveal it, or ingest it themselves.

Remembering Every Little Detail
There are some memories we have that are so important to us, that we recall everything about it. You have something like that, except for literally all memories. You remember everything in perfect clarity, including all of the sensations and thoughts you had. If need be, you can even walk into those memories, and observe everything around you.

Least Enthusiastic Smut Writer
How can you be expected to write your 100,000 words per chapter per hour erotica otherwise? You are able to not only visualize what story you want to write, but you can also write it down or type it out at lightning-quick speeds, with no spelling, punctuation, or grammatical errors. Despite the name, this applies to all forms of writing.

A Simple Wager
They accepted the wager, so they can't complain about it now. You are able to challenge someone in anything, for anything. You can wager money, possessions, supernatural abilities, and even relationships. If you win, you get everything that was wagered, and they will not be able to do anything about it. Of course, unless you have a method of perfect retention, then you'll also have to abide by the wager, although you can win it back.

This is Mine!
And nobody else can have it! If something is owned by you, you retain it forever. It does not matter if you purchased it, borrowed it, loaned it, or it was some temporary blessing. It cannot be taken away from you legally or metaphysically. You cannot lose it if you made a deal or wager, unless you genuinely intend to lose it. Nobody will find this strange or unfair.

Getting Away With It
And you will keep getting away with it until morale improves. You nor your partners will ever suffer negative consequences from your affairs, even if the two of you happen to be idols. This does not work if one of the parties didn't consent to it.

Obligatory Site Warning
Aren't you a little young to be exploring the multiverse? No matter your actual age, people and organizations will treat you as though you are an adult, even if they know otherwise. You could be in middle school, and your parents could invite you to go drink with them.

Absolutely Shameless
Adam and Eve might have felt shame for their nakedness, but you are simply built differently. You are unable to feel shame or be harmed for being who you are, and those you care about (even if simply based on principle) will share in this protection. This also includes a blanket protection for any romantic relationships you choose to pursue.

Heroes of Another Story [200 CP]
In certain settings, saving someone from their suffering could unintentionally lead to the suffering of other individuals. For example, saving Daenerys Targaryen in her childhood would mean that her campaign of liberation never begins, and slavery still persists at Slaver's Bay. This is your insurance for that sort of scenario, because so long as you view something as significant, you will indirectly set off a domino effect that resolves problems that said person would have solved. This also resolves any problems that you simply can't focus on, for one reason or another.

Life of Adventure
Yeah, sex is cool and all, but have you ever felt the spirit of adventure? If you want your porn to have plot, this is for you, because in every setting you go to, you become connected to many plot threads. These threads allow you to go on amazing adventures based on the setting itself, and things you would be interested in. Naturally, the journey itself is full of consenting partners, and the end reward is always worth the trouble.

KYS (Keep Yourself Safe)
Boy, tripping and falling onto a rock would be an embarrassing way to go, wouldn't it? This perk ensures that neither you nor your loved ones will ever die from stupid accidents, nor can they die outside of "story events." You and others will be aware of when a story event is occurring, although it will be subconscious.

Unseen Aid [200 CP]
As you go fucking like a rabbit, it's entirely possible that you could earn a few enemies, trying to get you unaware. This will punish them, as you will be protected from any conspiracy against

you that you aren't aware of. An assassin will trip and accidentally stab themself. The honeypot trap might just genuinely fall in love with you, or suddenly feel too guilty to go through with it. Someone spreading malicious rumors will find themselves to be the center of said rumors.

Guilt-Free Fun [200 CP
Having fun is the best thing in the world, and it being ruined by things like "consequences" are the worst. Now, so long as you have no malicious intent in your actions, things will always turn up your way. Sneaking out of the house will result in you accomplishing something that washes away any punishments. Reckless driving leads you to unintentionally stopping a runaway criminal. Sleeping with students only results in them being motivated enough to ace the class.

This is Fine, Actually [300 CP]
When fighting with the villain, odds are that you probably don't want to die, as most don't. Now, when you or your loved ones are defeated by an enemy, they will instead opt to simply capture you. If the villain is attractive, they will also use you in a way that would be desirable.
Enemies will not try and do so if you are exceptionally violent in captivity. Additionally, this will not work on entities whose sole purpose is to kill.

Polymorphism [100/200 CP]
Why settle for one shape, when you can have all of them? For **100 CP**, you possess the ability to shapeshift, changing your form into any animate or inanimate thing that you can think of. This will not change any of your parameters beyond your body shape, and it must be your entire body that transforms.
For **300 CP**, your body is biologically malleable, with you being able to mix-and-match various parts together. Give yourself bird wings, tentacle limbs, and an insectoid mouth.

Hypnotic Gaze
And you don't even need a weird app for it! You possess the ability to hypnotize others via your gaze, although they must be weaker than you. If you don't like hypnosis, this also has the power to break any form of mind control.

Instant Victory
If you are able defeat an opponent without considerable effort, you can magically defeat them instantly via some comedic transitional effect. This can be in either a fight or sex.

New Age Sadako
I imagine there's a lot of people out there who want to have sex with ghosts. You are something of an electronic ghost, being able to haunt, phase through walls, and interfere with and teleport through electronics.

Dreamwalker
It seems you really are the man of their dreams. When sleeping, you have the ability to go into the dreams of others. In this dream state, you retain your powers, but can change your form to however you want. While in dreams, you can pretend to just be part of the dream, or you can induce lucid dreaming in the dreamer.
In the event that you have sex inside the dream, the sensations will generally be real, but there is zero chance for something like a dream pregnancy.

Mutually Beneficial Arrangement
While parasites and viruses are typically threats to your well-being, there are many worlds where those sorts of beings could be useful, if controlled. Whenever you come into contact with a virus or parasite, you are able to form a symbiotic bond with it, excising any of its negative effects. If it is a parasite, it will feed off any waste or excess energy that you have in your body.
This includes supernatural, metaphysical, or atypical parasitism, such as ghosts and living ideas. While you do not need to propagate your new partner, should you choose to do so, all further instances will have the same benign effects that it has for you.

Black Tar
Straight from a whole different planet! At will, you can generate an infinite amount of a black, almost tar-like substance from your body, and completely control its movements. In terms of practical uses, it can defend from attacks, be fired off into hardened spears, use it to surf, grapple, "swim" up walls, fly, and literally anything else you can imagine. You can also use them for tentacled sex, and read the minds of anyone engulfed in it..

Bloodlight [100/300 CP]
It seems that you've got a touch of demonic blood in you, bestowing upon you greater powers, and without the risk of going evil and/or insane from it.
For **100 CP**, this manifests in mild ways. You have superhuman strength and durability, letting you pick up and toss a fully loaded carriage with minimal effort. You've also got a tail that functions like an axe, and ripping humans apart is easy for you. Cosmetically, you can also give yourself goat eyes and white hair.
For **300 CP**, you develop a form that is truly monstrous. Your natural capabilities are multiplied, and you now have a demonic alt-form which further amplifies it. You have complete control over your impulses in this form, and you can decide if you have a nightmare face or not.

Invisibility [100/300]
Ah, the classic superpower. You are able to render yourself invisible to the naked eye. For **100 CP**, you get the standard power, whereby your body is invisible, but your presence can still be

detected. You leave footsteps, make noises, and generally leave the same signs as a normal person would.
For **300 CP**, you are totally imperceptible. You are totally silent, leave no traces, and if you speak to someone, they will not be able to recognize it unless you inform them.
For those scientifically minded folks out there, this will never negatively impact your ability to sense the world.

Companion Copycat [200 CP]
While recruiting companions is (usually) always an option, there is always the issue that they reject you, if only because they want to stay in their world. This is perfectly fair, but we have a way to fix this issue. So long as you can be said to have formed a meaningful bond with that person, you receive a perfect clone of that once the Jump ends. They have all the same memories, abilities, and personality, with the addition of wanting to go along with you.
Those you leave behind on your Jumps, if desired, *also* receive a perfect copy of you, who is content with simply staying on that world with those they love.

The Wolfman [200/400 CP]
The ladies love werewolves! With this, you develop the alt-form of a wolfman, letting you transform without the need of a full moon.
For **200 CP**, your form is two feet taller, with incredible acrobatic skills and physical strength. You may also release a howl that frightens weaker hostile entities.
For **400 CP**, you are an absolute beast. You are taller, stronger, faster, more nimble, and can call upon a dark fire that destroys the living and non-living.

The Gift of Prophecy [300 CP]
Apollo gives his greatest prophecies to his funniest internet soldiers. You possess a somewhat limited ability to see the future, which manifests via your art and off-color jokes. It will be very obvious to you when you've accidentally predicted the future, giving you ample time to prepare.

Body Beyond the Body [400 CP]
Did you steal this technique from a monkey king? By plucking out one of your hairs, you are able to create a copy of yourself. These copies are able to act independently of you, but you can still give them orders, and you receive all of the information that they encounter, without it ever causing mental strain. You lose the hair until your clones dissipate, where it is then automatically returned to you.
You may decide how much power you share with your clones, which by default are as strong as a normal human being. You can also have your clones mimic the appearances of other people, but they will not have the memories, personality, nor strength of who is being mimicked.

Barous Bargain [400 CP]

Of course you'll have your wish granted…for a price, of course. You now have the ability to make deals with others, and the Chain itself will have it be granted. As a matter of fact, the wish will be granted in the spirit of the wishmaker, rather than the letter, or some monkey's paw. But in exchange for their wish being granted, you now have conceptual ownership of them. They cannot ever harm you, nor refuse any of your advances, unless it nullifies the point of their wish. As a bit of insurance, nobody can add a clause to their wish that keeps them safe from your ownership.
If you are a good person that just wants to help, you can have the price just be something valuable, or you can even relinquish their soul back to them with no penalty.

Happy Time is All the Time [600 CP]
Wouldn't it be great to just have all the time in the world to do what you want? While time flows normally when it comes to standard events, anything considered as "downtime" to you, including your love life, has an infinite amount. You could go out with hundreds of people a day, and you wouldn't lose a second of "real time."

Entwined Destinies [600 CP]
The ultimate way to ensure that you manage to have all the partners you desire. Before a Jump, you may designate as many people as you desire in a Jump to be your soulmate. During the Jump, you will encounter them, and fate will ensure that the two of you form an inseparable, unending love.
In the event that your relationship would drastically change events, you are instead taken to a universe where it is feasible to do without totally changing the plot.

I Love Everyone [600 CP]
And everyone loves you! You are like a beacon of light at the heart of the world. You don't inherently choose to love everyone, but you have the capacity to see the good in everyone, and wholly love an infinite number of people. Your existence makes the so much brighter, and with every good deed you do, no matter how small, the world inches more and more towards a more utopian view. People become more loving, gray skies become shimmering light shows, and dictatorships and evil find their foundations crumble.

Gamer System [600 CP]
So, you want to live life like a RPG? You now have access to a Gamer System, of course with a somewhat sensual bend.
Unlocks the **Game System** section.

Instant Loss [1000 CP]
Okay, this is less of a perk, and more a cheat move. People you have even a passing sexual attraction towards have a complete conceptual weakness towards you, and pretty much can never beat you in anything, no matter how improbable. If you challenge the smartest person in the world to chess, you'll

beat them in five turns. If you are on an island of Amazons and are about to be put to death, you'll escape it soon enough. If you are fighting a god that can blow up the Universe, he'll be defeated in short order. You are able to dynamically toggle this based on how much of a challenge you actually want it to be, ranging from an effortless victory to a genuine struggle. You can also toggle this on or off at will.

Game System

Should you have chosen the **Gamer System** perk, you gain access to this section. Choice Tokens can be used to purchase any function, except for any "Special Modifiers." You receive a **+2000 Gamer Point (GP)** stipend. Choice Points can be converted into Gamer Points at a 2:1 conversion rate.

Uncapped Growth [Free]
Infinite growth is fun, and that what the System is all about. No matter what it may be, you are always able to improve any aspect of yourself with enough time and effort.

Integrated [Free]
This might not be your first rodeo, and that's just fine! You are able to integrate any Gamer system that you already have, or will have, into this System

Friendly System [100 GP]
Consider this to be your friend! The system you have is now sapient, and loves you. It loves you so much that it regularly tries giving you shortcuts to become even stronger.
+Lover Modifier - *Very* Friendly System [100 GP]: Your System now *really* loves you, viewing you as its lover. It can now manifest in your vision and dreams as one who you would consider to be it's "ideal" partner. But the real benefit here is that it sorta just…*stops* caring much about balance. Some days, it might just give you some arbitrary achievement with an overpowered reward. Maybe you get something special from the gacha. Maybe the dungeon it recommended has insanely good gear for its level. Sometimes, you might even stumble upon a "glitch" that is super beneficial to you, and the System is "uncharacteristically" slow to fix it. How this help manifests is ultimately up to you.

Heads-Up Display [Free]
This is pretty important for the whole "game" aspect. Your system now creates several boxes of light that display relevant information to you, and cannot be seen by anyone else. It will be tailored to your tastes, and its GUI can be used mentally.

Settings [Free]

I imagine that this would be a bit helpful. You are able to toggle off or on anything in your System, including various functions or skills of yours. This also includes things like background music or subtitles.

Tutorial Mode [Free]
No need to fiddle about with the controls. When accessing a new feature with your System, you receive a tutorial that explains exactly how to use it, and gives recommendations.

Camera [Free]
A helpful way of letting you see more. When activated, you can have a "camera" fixed around you in the third-person, letting you to see things that you would not normally pick up on.

Normalcy Filter [Free]
When people not in the know are around you, they do not question anything strange that you do as a result of your System.You may toggle it on and off at your discretion.

Musical Selection [25/50 GP]
Who doesn't want to hear some nice tunes while out and about? For **25 GP**, You are able to hear the official soundtrack of a setting, with it playing in appropriate moments. Your music selection increases with each Jump you travel to.
For **50 CP**, this music selection increases to encompass any remixes and custom soundtracks available, even if they previously existed only in your imagination. You may also decide when a soundtrack plays, even if technically inappropriate.

Observe [25/50 GP]
A very simple, yet very useful function. For **25 GP**, you gain the ability to gather basic information about whoever it targets. Depending on your purchases, it can determine their levels, attributes, and skills. This fails if they are 50 levels above you.
For **50 GP**, the level limit is lifted, and you receive more information. This includes a basic history of their person, relevant weaknesses, kinks, and fetishes. You gather more secretive information about them based on how strong you are relative to them, and if you are stronger than them, they can hide nothing from you.
+Special Modifier - Code-Switch [200 CP]: If you are at least 25 levels stronger than your target, or have their express consent, you may modify any aspect of their observed data. You can't do things like steal their powers, but you can remove any negative parameters they have, or change their preferences, or reallocate their attribute points. If you are 50 levels stronger, you can also rewrite their identity, molding them into whatever you desire.
+Special Modifier - Data Drain [400 CP]: If you are at least 25 levels stronger than your target, you can steal observed data from them. This includes their levels, skills, traits, titles, attribute

points, relationships, and more. You may toggle how much you drain from them, although the maximum is reducing them to their lowest possible threshold of Level 1.

Cutscene Selection [25/50 GP]
You ever wanted to look back on your greatest moments? For **25 GP**, you are able to rewatch any relevant moments you or your allies were present for, with sweet cinematography to help the viewing experience.
For **50 GP**, you can look at any hypothetical "what-ifs" based on decisions that you didn't make, whether it simply be alternative events or bad ends.
+Special Modifier - The Parts You Weren't There For [200 CP]: You now receive "cutscenes" of all people of interest in a setting, even if you haven't met them yet, and were nowhere near them. You may decide if you can discern their identities or not.

Gamer's Body [50 GP]
To become closer to that of a Gamer, your body has been modified. Your body stays at its physical peak so long as you are alive, and you no longer require sleep. If you choose to, you'll only need a single hour of rest to restore all health, and cure any negative status conditions. For the sake of clarification, "negative status conditionsf" refers to things like illness, actual status effects like paralysis or curses, and even the loss of limbs.

Gamer's Mind [50 GP]
To become closer to that of a Gamer, your mind has been modified. You are now completely immune to anything that would negatively affect you mentally, be it drugs, mind control, or mental illness. While you still feel emotions, you are also protected from panicking or losing control of your emotions.

Rosetta Stone [50 GP]
You now intrinsically know how to speak, understand, read, write, and transcribe any known and unknown language. All you need to do is come into contact with it, and you become a master.

Three Points System [50 GP]
These are the staples of the Gamer System. Health Points (HP) denote how much health you have, with zero meaning you are dead. Mana Points (MP) allows you to use magic. Stamina Points (SP) are an extra reserve of stamina that supplements natural endurance. Depending on skills used, either one or all of these points may be used.
If you purchased **Gamer's Body**, HP, MP, and SP will all slowly recover over time, and be fully restored after sleeping. Additionally, should you reach zero HP, you don't instantly die, but you instead cease regenerating HP for s full minute.
By purchasing the **Leveling System**, your points are automatically restored on level up, with their maximum amount increasing.

Level System [50 GP]
By slaying others, you receive Experience Points, allowing for you to Level up. Always starting at Level 1, you are totally rejuvenated upon leveling up. So long as your opponent is not at least 50 levels above you, you can see their level.
+Lover Modifier - Sex and the System [50/100 GP]: By having sex with someone, you also receive Experience Points. For **50 GP**, subsequent encounters with the same person slowly experience diminishing returns. For **100 GP**, there are no diminishing returns.

Attributes System [50 GP]
Also known as stats, these are statistical measurements of your capabilities. Attributes can be things like Strength, Dexterity, Constitution, and others. They are able to be increased via training, although this is more difficult at higher ranges. You can decide how many attributes you have, with the only caveats being that they can't be exceptionally overpowered, cover the same amount of things, and must all be equally useful. All Attributes start at 10 by default, but do take perks into account. By purchasing **Level System**, you gain a fixed number of attribute points (One less than the amount of attributes you have) per level up, which can be allocated however you want.
+Special Modifier - Greater Aspirations [50 GP; Requires *Level System*]: Every 25 Levels, you gain 50% more attribute points per level up, rounded up (For example, if you start with 7 attribute points, at Level 25, you would get 10.5, which rounds to 11. Reach Level 50, and it becomes 16.5, which rounds to 17).

Threat Level Warning [50 GP]
Unless you want to run into a superboss by accident, you'll take this. Above the heads of everyone are symbols of varying colors and shades, signifying how dangerous the entity is relative to you. How these colors and symbols are chosen is up to you. These Threat Levels are informed not just by relative power, but also by how prepared you are, and if they have powers that counter you.

Skill Function [50/100 GP]
For **50 GP**, any ability you have will be converted into a Skill, whose power and efficiency can be increased via boosting its skill level. Skill Level 1 represents it at its least efficient, with Level 100 being the maximum. Upon reaching this maximum, it may become a Prestige Skill, which is a similar yet stronger skill, which can be leveled up further. It is possible for you to find skill books, which manifest as instruction manuals that will either teach you new skills, or help level up your current ones.
For **100 GP**, you are able to merge skills together, without losing the original Skills.

Trait System [50 GP]

These aren't exactly skills but they are valuable. Traits are positive, unusual qualities about yourself that can't be trained, such as accelerated growth or 1-Ups. If you purchased **Level System**, all traits with quantifiable effects will increase, and every ten levels, you gain traits based on how you got said levels.

Title System [50 GP]
Getting cool nicknames is now a superpower. Titles are rewarded for doing exceptionally noteworthy things, like making an impossible journey, or slaying a mighty dragon. Titles tend to bestow houses onto you, and if you one-up your previous deed, your title is upgraded. You may equip only one title at a time. If you purchased **Level System**, you can equip an extra title every 25 levels.

Achievement Function [50 GP]
For accomplishing some milestone, you receive an achievement to commemorate it, and rewards proportional to its difficulty. If you purchased **Level System**, quests will also give EXP, with the amount depending on difficulty level. If you purchased **Trait Function**, **Title Function**, **Skill Book Function**, and/or **Class System Function**, you may be awarded one or multiple of them for completing a quest.

Pause Function [50 GP]
Sometimes, we need a moment to think. On a whim, you are able to pause the entire world, and everything in it. You cannot do anything during this time, but it does allow for you to think about what you want to do. You can unpause it at any time.

Crafting System [50/100/150 GP]
Who wouldn't love creating their own equipment?
For **50 GP**, you gain the basic ability to craft items via sacrificing gathered materials. This includes things like potions, weapons, armor, and more.
For **50 GP** each, you may purchase additional functionalities for this.

- **Recipe Book**: Whenever you gain a crafting material, you automatically learn how to craft anything that uses it.
- **Deconstruction**: You are able to break something down into its basic components, without losing any of its materials. This cannot be done with living beings

+Lover Modifier - Crafting Love [50 GP]: With this, you are able to create items that can either decrease or increase your relationship with another person. Naturally, higher grades of these are more expensive.
+Special Modifier - Organic Reconstruction [400 GP; Requires *Deconstruction*]: If need be, you are able to deconstruct living beings, and recreate them. You can also revive the dead by deconstructing their corpses, and bringing them to life via their components and the sacrifice of

some valuable, life-giving material.

Food System [50/100 GP]
For **50 GP**, Health and stamina can be restored with food, with the recovered amount increasing by how well it was prepared, with some even offering temporary status buffs. Food and water, along with using the bathroom, are now not required to live.
For **100 GP**, you now have the power to make all biological matter edible, and even taste good based on your skill level. You could turn that grass into a nice stew, or make slimes into tasty gelatin. How this fully works, and if it can be transferred to others is up to you.

Claim Ownership [50 GP]
If you wanted it, then you should have said so. You are now able to claim anything as your own possession, including land, homes, and artifacts. Anything currently unclaimed can be claimed immediately, with no delay. If something is owned by someone else, you have to control it for twenty-four hours, after which it becomes yours.

Mini-Map [100 GP]
Use this to get around. You receive a handy Mini-Map that you can use for navigation, readable in either 2D or 3D. You can place markers for future reference, and if you specifically searching for something, it's location will be automatically noted.

Inventory Function [100/200 GP]
Carrying has now been made much easier. You have access to an infinite pocket dimension that allows you to store an unlimited amount of objects, and recall them at a moment's notice. For **100 GP**, this includes anything that you are feasibly able to carry. Anything stored in this pocket dimension is kept in perfect stasis, with nothing inside being able to age or decay. The only partial exceptions are things that tell time, as they always tell it correctly. You can also carry living beings, and they will also be put into stasis. However, if you die, then any living being is automatically kicked out, and put to the nearest safe location.
For **200 GP**, there is no limit to the size of the object, with the sole caveat being that it must be counted as one thing. You could theoretically pocket something the size of the Burj Khalifa, but you cannot an entire city at once, for example. To make sure this doesn't become an issue, you are now aware of exactly the space that your item will occupy when it is placed in the real world.
+Special Modifier - Equipment Inventor [100 GP; Requires *Inventory Function*]: You have a secondary inventory dedicated to any armor and accessories that you have. When placed into this slot, you receive all the benefits of wearing the equipment piece. You have twenty inventory slots available, and for the purpose of utility, "paired" equipment like gloves and boots count for only one. If you purchased **Level System**, you receive an extra slot every 25 levels.

Loot Function [100/200 GP]

Better to be rewarded for your victories, yeah? You are now rewarded for defeating enemies.
For **100 GP**, By slaying an opponent, you receive money proportional to the danger of your opponent. You also sometimes gain items from your opponent, scaling to their danger.
For **200 GP**, you now receive all possible items from slaying an enemy.
+ Lover Modifier - No Killing Necessary [100 GP]: Rather than needing to kill your opponent, you merely need to have unequivocally defeated them to receive available loot. This also includes things like organs, which would normally kill them. You are able to repeatedly harvest from enemies.

Quest Function [50/100/150 GP]
Wh doesn't want adventure? You are now able to take on missions that earn rewards. For **50 GP**, you can undertake quests in exchange for useful things, such as items or fame. If you purchased **Level System**, quests will also give EXP, with the amount depending on difficulty level. If you purchased **Trait Function**, **Title Function**, **Skill Book Function**, and/or **Class System Function**, you may be awarded one or multiple of them for completing a quest.
For **100 GP**,you receive a step-by-step guide on how to complete these quests. If you purchase a **Mini-Map Function**, you are also told where to go.
For **150 GP**, you gain access to Legendary Quests, or Scenarios. These are massive questlines whose scope is considerable to the "main quest" in a Jump. These Legendary Quests offer you great rewards for their completion.

Conversation Wheel Function [50/100 GP]
Never fumble over what to say again! When conversing with someone, you receive a wheel of options to choose from. For **50 GP**, time slows to a crawl, giving you all the time to choose an option. Some options are good, others are neutral, and others are very bad.
For **100 GP**, your choices are now color-coded to inform you of which options prompt positive and negative responses.

Relationship Function [50/100/150 GP]
Come on, you know it had to be here somewhere. Your relationship with others can be quantified. Make the right decisions, and your relationship will improve. For **50 GP**, your relationship slowly but surely progresses, with you needing to be a complete moron to have it worsen. Relationships will always progress in ways that you would find to be ideal. If you purchased **Conversation Wheel Function**, choosing the correct options can help progress a relationship If you purchased **Level System**, then increasing your relationship awards EXP.
For **100 GP**, you receive personal questlines with people you've established a relationship with. The intent of these questlines are to help them with the greatest problem currently affecting their life. By completing these questlines, their trouble will be resolved, and your relationship will massively improve, if not maxing out. If you purchased **Quest Function**, you receive some special reward for successfully completing these quests.

For **150 GP**, you will become aware of various events that can be done to greatly boost a relationship. This includes going on dates, exploring with one another, or even casual sex.
+Lover Modifier - Love is My Strength [100 GP; Requires *Attribute System, Skill System, &Trait System*]: By deepening your bonds with others, you grow stronger. If you are merely acquaintances of someone, you get a permanent +1 to a single stat per four stats (Ex: 1 stat if you have 1-4 stats, 2 stats if you have 5-8 stats, 3 stats for 9-12 stats, etc.). If you are friendly, you now receive a +2 for the chosen stats, and a new skill. If your bond is inseparable, you now have a +3 stat modifier, an upgrade to the previous skill, and a trait that lets you charm people who fit an archetype related to your companion.

Alignment Function [50/100/150+ GP]
How you act can now be beneficial to you. For **50 GP**, you receive an "alignment" meter that measures your actions based on two diametrically opposed concepts. Do note that it does not have to be Good and Evil. Your behaviors will push you towards one end of the spectrum, or stay in the center. Whatever it may be, you tend to connect easier with those in a particular alignment. If you purchased **Relationship Function**, you bond much quicker with people of your alignment.
For **100 GP**, all abilities strongly associated with your alignment will receive a considerable boost in their capabilities.
For an additional **50 GP**, you may choose another alignment meter. You can purchase this as many times as you are able.

Gacha Function [100/150/200/250//300 GP]
Let's go gambling! You now have access to a gacha system that lets you spin in order to receive something potentially valuable. You can spin the gacha once per day, in order to receive one item. Because this is a gacha, it's randomized, with more valuable things being rarer. You have a chance to get money, items, levels, attribute points, skill books, titles, traits, unique classes, more spins, temporary bonuses, companions, and potential summons.
For an additional **50 GP** each, you may purchase these extra functionalities:

- **More Rewards**: You still spin once per day, but you now receive ten rewards per spin.
- **Unique Reward**: You now have the chance to receive copies of one-of-a-kind artifacts in a setting from the Gacha
- **Removal**: Upon buying something non-generic (Such as a cool sword or summon), it is removed from the summoning pool, increasing your odds of getting rarer, better rewards.
- **Alternative**: Whatever you summon from the gacha can be made into a hypothetical alternate-universe version of itself.

+Special Modifier: Literally Cheating [400 GP]: You are now able to pick out whatever you want to be pulled from the gacha.

Store Function [100/150/200 GP]

This is a special shop, made just for you. You now have access to a store controlled by the system, letting you spend money to buy things. For **100 GP**, this store gives you the ability to purchase various items, levels, attribute points, skill books, titles, traits, unique classes, more spins, temporary bonuses, companions, and potential summons. Costs will naturally scale with the commodity, and you may sell or trade anything that you have.
For an additional **50 GP** each, you may purchase these extra functionalities:

- **Discounts**: While you don't have access to them immediately, you are able to find or be rewarded with special collectibles that reduce the prices of items in the store by 5%. There will be ten available collectibles that do this. Additionally, there will be temporary discounts and special sales based on milestones or special events.
- **Unobtanium Purchase**: So long as you've collected it once before, you can purchase any non-unique Item from the store.

Instant Dungeon Function [100/150/200/250/300 GP]
These are quite helpful, to be certain. You now have the ability to enter and exit Instant Dungeons (IDs) at will. For **100 GP**, these IDs will be twisted, grander reflections of the real world, with generated non-sentient monsters for you to fight and slay for EXP and loot. Upon slaying enough enemies, a boss monster will become accessible. With consent, you may bring people with you into IDs.
For an additional **50 GP** each, you may purchase these extra functionalities

- **Treasure Abound**: Throughout IDs, you will find various treasure chests with valuable loot in them.
- **Time Dilation**: Within IDs, time does not pass for you in the real world. Once you exit, it will be as though no time passed at all.
- **Not-Quite Fake**: The IDs you go to, rather than being spontaneously generated, are instead real locations that have always existed, even if inaccessible to the mundane. Depending on the dungeon itself, you may earn the praise of people whom you unintentionally or intentionally helped.
- **A Real Monster**: In certain dungeons, you will come across monsters or entities that are sentient, but are non-aggressive by default. You can help them by dealing with the rest of hostile entities within the dungeon. By conquering the dungeon, you gain the admiration of the non-hostile entities, who will reward you, and help you in unique but beneficial ways.

Safe Zone [50 CP]
In every town or settlement, there will be one building that is completely safe for you and your allies. Nobody within can be hurt, nor can they hurt others. All properties that you own can be given this feature, and it can be toggled on or off at will.

Fast Travel [50/100 GP; Requires *Safe Zone*]

If they're safe, then surely you shouldn't have to risk your life going to them? You now have fast travel enabled. For **50 GP**, you can instantaneously move between all Safe Zones that you have traveled to.
For **100 GP**, you are able to Fast Travel to any location that you've been to, albeit in the safest possible place for you.

Party System Function [100/150/200/250/300 GP]
You know what they say, the more, the merrier! You are now able to create your own parties. For **100 GP**, you can invite up to nine other people to join, gaining access to their own UI. Should you purchase **Three Points System, Mini-Map Function**, **Threat Level Warning**, **Level System**, **Attribute Function**, **Skill Function**, **Trait Function**, and **Title Function**, they have access to them as well. Party members will be alerted if one is under attack, nobody can harm someone in the party, and EXP can be divided between everyone based on whatever parameters you desire..
For **50 GP** each, you may select these additional functionalities

- **EXP Share**: Everyone directly involved in combat will each receive full EXP, with those not involved still getting half EXP.
- **Personal Messages**: Everyone in the party can send mental messages to one another, allowing for easier coordination and information transference.
- **Team Attacks**: By combining your powers, you and your parties members can create Combination Attacks that are much stronger than the sum of their partners
- **Swap**: If someone is in danger, then they can be "swapped" with someone else, allowing for the endangered party member to recover.

Guild Function [100 GP]
We could all do with more friends. You are now able to invite others to your Guild. Guild Members are able to send messages to one another, divvy up responsibilities amongst each other, institute a "tax" of gathered materials that go to the Guild, and design cool symbols.
If you purchased **Title System**, your Guild can also gain titles from various accomplishments, and equip them, giving a bonus to everyone in the Guild. You can also create supplementary titles, giving minor boosts to whoever you give it to, as it designates their role within the Guild.
If you purchased the **Store Function**, then the Guild has access to it, using either their own funds, or the Guild's funds. People can only use Guild funds at your discretion.
If you purchased the **Party System Function**, Guild members have access to it and all purchased functionalities.

Class System [100/200 GP]
This power is now yours. For **100 GP**, you now have access to a number of "Classes" (ex. Barbarian, Bard, Rogue, etc.), with each class having skills that you are able to learn through

leveling up. Each class maxes out at Level 100, but you are still able to switch to different classes at any time, retaining any growth you had, even with your new class starting at Level 1. For **200 GP**, you also gain access to Prestige Classes, accessible only after maxing out one or more other classes.

New Game Plus [200 GP]
Once your Jump has ended, or after ten years (Whichever comes first), you are able to go back in time to the start, retaining any improvements, powers, and items obtained. Do note that you'll have to go through the same thing again to complete the Jump.

Save Slots [200/250/300/350/400/450/500 GP]
The power to retry is a strong one, and now it's yours. You are able to "save" a single point in time, which you can return to at will. You lose any progress you may have made since that point, but you retain all of your memories. Should you find a better spot, you can overwrite your previous save to create a new one. If you ever die, and don't have other 1-Ups, this will return you to the save point, which is subsequently destroyed. If you have 1-Ups, you may convert one or all of them into a new save slot.
For **50 CP** each, you may purchase additional functionalities:

- **Extra Slots**: You are able to purchase an additional save slot. This can be purchased as many times as you desire.
- **A-Okay**: Should you have developed any traumas or instabilities, it will be wiped away after you go to an earlier save.
- **More Gains**: You retain any positive skills and abilities that you developed since the previous save.
- **Bound to Me**: You retain any items that you collected in the previous save. This may cause some interesting scenarios due to having multiple of the same item.
- **Do You Remember Me?**: You are able to bring people with you before you go to an earlier save. This allows for them to remember what happened in the previous Jump. They share the benefits of your additional save slot functionalities, with the exception of "Extra Slots." As you can imagine, this has extraordinary benefits.
- **Deja Vu**: Anything good that you've done in a previous save is either miraculously preserved, or events conspire to ensure that it happens again, with or without your direct involvement.

Summoning System [100/150/200/250/300 GP]
Arise, as they say. When you slay an enemy, you have three chances to bind it to yourself as a summon. This excludes "Boss Enemies," along with other entities higher levelled than you. They cost MP to summon and maintain, but they will obey all of your commands. By default, you have three summon slots. Should you have purchased **Lover Modifier - No Killing Necessary**, you don't need to kill an enemy to bind it to you, nor even fight at all.

For an additional **50 GP** each, you may purchase these extra functionalities:

- **Extra Slots**: You gain two slots. Furthermore, you gain five new slots every 25 levels.
- **Summon Leveling**: Your summons are now able to level up by defeating opponents.
- **The Ol' College Try**: You are able to try and bind entities that are stronger than you, along with any "Boss Enemies.".
- **Determination**: You now have ten tries to bind an entity to you.

+Lover Modifier - Anthropomorphization [50 GP]: Your summons now develop forms that are sexually appealing to you. The closer you are to them, the more they will love you, and the stronger they become.

+Special Modifier - Total Domination [100 GP, Requires *The Ol' College Try* & *Determination*]: Once you defeat any opponent, you may immediately bind them to yourself, no matter how much stronger they may be.

Lore of the Land [100/300 GP]

When going somewhere new, it might be best to know a bit about it. For **100 GP**, When arriving in a new area, you gain common knowledge that any inhabitants would know, along with knowledge of the local climate, topography, and weather.

For **300 GP**, you receive deep insight into the land, including secret heroes, treasure stores, conspiracies, and anything similar.

+Lover Modifier - Laid in the Land [50 GP]: In the event that there are inhabitants of the land, you gain knowledge of any who would be willing to sleep with you.

Items

All Items, unless otherwise stated, cost 100 CP. Any items that are lost or destroyed will shortly return to your Warehouse in perfect condition. You may import the effects of an item into similar ones. (Such as weapons to weapons, and properties to properties). Buildings, lands, vehicles, and other properties will, unless specified by you or their description, manifest close to where you begin your Jump, and will have an infinite amount of whatever is needed to work. Your items can never harm you or your own. Any modifications you make to your Item are remembered and fiat-backed, and anything in this section can be combined..

You receive a **+300 CP** stipend.

Your Journal [Free]

Here is your journal, Jumper! This deceptively thin notebook actually has infinite pages within, and will record all of your adventures throughout the day, serving as the perfect record. If you have issues recalling some specific detail of the day, you can consult with your journal, and it will automatically go to what you are looking for.

Ultimate Laptop [Free]
This laptop is a gift to you, and definitely not a way for me to keep people from finding out all the weird shit I've downloaded. This laptop has infinite storage, infinite battery life, cannot be hacked or suffer malware, and can process any game or any software. Your Wi-Fi is always perfect, and you can go to any website or database without it being traced to you.
Also, for some strange reason, this has a file that has every form of porn that you would like on it, continuously updating with every world you go to. People will not be able to access it without your permission.

King-Sized Bed [50 CP]
The greatest bed in the entire Universe! This bed, shaped however you please, is guaranteed to be soft and firm, guaranteeing that it is comfortable no matter what. Staying in bed rapidly soothes any pains and aches, along with giving endless vigor. It's also big enough to host an orgy, and warps space to ensure that not only can all your partners fit on it, but you can also effortlessly leave it at any time.

Anti-Horny Brick [50 CP]
When you throw this brick at someone, they stop being controlled by their libido, although they can still feel arousal. This brick is harmless, and throwing it at them again will restore them back to normal.

"Incense" [50 CP]
To help set the mood. You have an endless supply of a special incense that, when activated, reduces the sexual inhibitions of everyone present. This won't make them want to have sex just because, but if they have some hidden desires, then it will release that desire.

Smart Smartphone
You have access to an indestructible, top-of-the-line smartphone with all the features that you desire. It will send you lewd images of people who might be interested in hooking up, or letting you know if someone you care about is in danger or is cheating.

Portrait of Companionship
A simple portrait that depicts you and your companions, which changes in every Jump. This portrait records a fond memory that you have, and inspires you to continue on no matter what.

Stratagos
A memetic sword that bestows enhanced analytical capabilities. This is a simplistic ability, but one that grants borderline precognition if one has decent pattern recognition. Its major power is the ability to counter any physical or magical attack, although a standard human brain can only do it once per battle.

Like a Jumper: Infinite Wealth
You have access to a bank account with an infinite amount of money in it. This money will instantly transform into the needed currency, has its taxes automatically paid off, and will never negatively impact the economy.

The Toybox
It's a bunch of sex toys! They're all high-quality, suit all of your desires, automatically clean themselves, and return to their box after you are done.

JumperLive
This is your own talent agency, Jumper! It can be for idols, singers, streamers, or just standard entertainers. They'll all be wildly successful and willing to sleep with you. The more successful this agency is, the more recruits you receive, who will all invariably be talented at whatever you wish for them to be.

Everyone Knows That
The funniest case of lost media is now yours, along with more. You have a stereo that plays wonderful, unique music while you're in the middle of having sex. The music is recorded, so you can play it anywhere.

Jumper Studios
Who doesn't want to make movies? You now own a business that is in the habit of making movies, both standard and pornographic. All movies made will be top-quality, and invariably popular with the masses.

Sweet Ride
Here's the keys, and go have fun! You have a top-of-the-line car that looks wildly expensive, has infinite clean energy, and has an auto-driving system that will never get into an accident. When in this car, people will also not have the opinion that you are compensating for something (even if you actually are).

Top-Notch Equipment
I see, so you like to make your videos at home? These are high-quality cameras and rigs that will let you record whatever you want: especially porn! If you want exceptional camera work, these are also free-floating, letting them hover around you without needing a camera person.

Exactly What You Wanted
Aw, how did you know? This is not a solid object, but is instead the idea of the perfect gift. When intending to give someone precious to you a gift, the thing that they most want will

spontaneously manifest. If said gift is non-physical, you receive a piece of paper that tells you what it is, and what you can do. You have an infinite number of these gifts .
So you aren't caught flat-footed, you will receive intrinsic knowledge of just why this gift is important.

Special Rings
If you intend to get married, then you'll want this. This is an infinite number of wedding rings and promise rings. Each ring matches one person in a setting, perfectly matching their aesthetic and desires. Once you have reached a point in a relationship where they desire marriage, the ring itself will spontaneously manifest beside you, informing you of what you can now do.
Anyone wearing these rings are able to safely communicate with one another across time, space, and dimensions. It does not matter if you or them are not currently wearing said rings.
If you've no interest in someone, this ring will also manifest if someone you care for has a partner that wants to marry them. You will instinctively know who the ring is for.

Musical Instrument
You don't need to be good at music for this one. You are able to select any one musical instrument, and you will receive a high-quality version of it that perfectly suits your personal aesthetics. Whenever you play it, you are instinctively aware of how to actually do so, and whatever you play will always sound wonderful to those hearing it.
If it would require an external source to work, like an electric guitar, it can now work by itself.

The *S.S. Jumper*
You have access to an absolutely huge and decadent yacht. It has infinite fuel, endlessly restocking supplies, and packs enough ammunition to repel any would-be attackers. The hull of the ship is also strong enough to smash through anything like an iceberg, and it is impossible for anything to malfunction. Your ship always has a full crew that is willing to fulfill your sexual desires.

Binding Chains
Use these to capture anyone. These mystical chains are capable of binding any entity, sealing off any of their superpowers, and reducing them to the standard level of strength for their body. These chains will magically move on their own to imprison any defeated foes.
These chains are infinite in length, manifesting into physical reality through portals. Once an enemy is successfully bound, the chain breaks from the binding, and the binding itself vanishes, although its effect persists. This sealing doesn't induce stockholm syndrome, but will vanish once the enemy is no longer hostile towards you.

Tantric Jewel Battery
This handy-dandy jewel is going to help you out, should you be the pervert that you are. This jewel absorbs any and all tantric energy. This can be done through practices such as yoga and meditation, but obviously, you can charge it up with sex. How much it stores has no upper limit, and you can use it for just about any purpose, be it for powering a spell, using it as an energy source, or releasing the stored energy in a big explosion.

App of Love
This handy little app is the perfect way to ensure you never miss anything with your partners! When you identify someone as inherently important to you, their data is placed into this app. It reminds you of their birthday, special occasions, and opportunities to spend time with them.

AmorTube
We're going live in an hour! What you have here is an eclectic mix of Youtube, Twitch, and PornHub. Here, you are free to post videos and do streams of whatever you want, so long as it's consensual, and nobody stays dead.

Warehouse Addons

All addons, unless otherwise stated, cost 100 CP. Each will follow you into a Jump at your discretion, and will sufficiently modify itself to fit the setting. Any changes or modifications caused by you will be fiat-backed and retained throughout Jumps. Every location will have infinite resources, be self-sufficient, and fully staffed at all times to function correctly. Followers that are part of each addon remain the same, and retain any modifications. You are guaranteed complete ownership, and they will manage themselves perfectly fine, although your Perks will help. Everything in this section can be combined together.
You receive a **+300 CP** stipend.

Tavern
What will you have today? You are now the proud owner of a popular tavern, stocked with the best alcohol and high-quality meats and cheese. It also doubles as an inn for weary travelers. While quite lucrative, your tavern will occasionally run into those sorts who put it on their tab. Curiously, these people are invariably attractive to you, and would be willing to do sexual favors to pay it off instead.

Your Home [50/100/200 CP]
This is your house, Jumper, so I hope you like it. For **100 CP**, you receive a fully-furnished house. It's one story, has a basement, and it will always feel cozy. For **200 CP**, you've got a colossal mansion,

complete with every form of entertainment, perfect internet, pools, garage, and servants of your preferred gender.

Personal Dreamlands
A slumbering world, and it's all for you. You now have access to a pocket dimension, containing an infinite, ethereal, dreamlike world. It has all the amenities that you would need to live and work, and it continuously generates newer structures in case you require something new. Everything within, from the topography, to the sky, to the structures, to even the general atmosphere, can all be changed to suit your specific desires.
While things in this world will work just fine while in it, nothing can be taken out of it. However, anything that you create here, using materials from the real world, can work just fine.
Within the Dreamlands, time is frozen, and should you return to the waking world, you'll find that no time has passed since you left. In the event that you "anchor" others to the Dreamlands, this freezing effect only works when everyone is present inside, otherwise time will flow to prevent temporal aberrations.

Nursery
If you want kids, or just like kids, then this is the place for you. This colossal room is meant as a place where children are cared for. All of their needs are taken care of, there are attendants who give them proper advisory, and the room will generate anything that will make them happy. The room itself has a special "grace" that prevents anything considered harm, be it physical damage, mental pain, sickness, or even possession. Children in the room also tend to take in knowledge far quicker, allowing for them to learn lessons much easier.
If you are looking for a business, this place also serves as a daycare that can tend to any children, either for free or for a price.

Hanazono Room
Yes, this is *That Pool*. You have access to this "prestigious" location for the purposes of enjoying the luxurious pool, and also making very popular porn. If desired, you can designate one or more people to be at the pool, and they will always be willing to have sex with you. You can also rent the pool out for promotional material, or have porn be created without you.

Playroom
No, this is not where your Xbox and stuff are. You now have access to a straight up sex dungeon, which can be used for "prisoners" and actual prisoners. Besides having everything needed for BDSM, you've got several cells that can hold people, while having enough amenities for them to not go stir-crazy.

Top-of-the-Line Kitchen
If you want to be a master cook, then you'll probably want this! This is a large kitchen stocked with an infinitely replenishing supply of literally every possible food ingredient in the world. It also has every type of perfectly clean and immaculately designed kitchenware, along with every type of stove. It is also guaranteed that you will suffer no kitchen fires or spills or spoilage.

Loving Home
Jumper, you should know that your Warehouse is alive! Luckily, it adores you, and will do what it can to make you happy. It arranges itself to your tastes, helpfully directs you to where you need to go, and may play light pranks on you to cheer you up. It will never hurt people you care about, but it will ward away any hostile invaders, even if they are conceptual, spiritual, or parasitic. It wills always be there for you, and I do mean that literally, because you can spontaneously create entrances to it on the fly, which helpfully vanish afterwards.
This genius loci can connect to each and every single one of your properties, reshaping them and binding them together like a nexus.If another one of your properties are alive, it can merge with their consciousness, or will work together.

Lewd Laboratory [100/400 CP]
Ah yes, now you can satisfy your sexual desires *and* scientific curiosity! Despite the name, this place is actually a very large lab, full of high-tech equipment, perpetually sterile environments, and samples of whatever you might need to study at any given time. What makes it "lewd" is that anything designed for sexual purposes seems to be very easy to accomplish. Why do you want to make a potion that instantly makes everyone horny? Why do you need some drug that can make breasts bigger? So long as it's for the purpose of sexual gratification, you can have it be done in an unreasonably short time..
For **400 CP**, this fast development cycle now applies to everything that you are researching. Go find the cure to cancer, or make lab-grown meat, or bring back the dinosaurs, or make a sex virus!

Dollhouse
Exactly what kind of dolls are you making here! This mildly haunted, gothic house is host to a number of dolls. These can range from plush, to wind-up, to wooden, to 7'0 anatomically correct porcelain dolls. Naturally, they're all haunted, but the ghosts inhabiting them are all quite friendly and helpful, and the worst they'll do is spook someone as a prank. If you're into that, they'll also be down for sex.

Beastlands
You are the best hunter, after all. This is the place where all of your…let's say "feral" would-be partners wind up going if you have to leave them behind, or if you have to kill them before anything could reasonably happen. They must consent to come here, and cannot be coerced by even fiat, so you can be sure that if someone is here, they are here for you. No harm can happen in the Beastlands, and you can "reenact" your encounters with them, although the ending will usually be a bit hornier.
Dead beings cannot leave the Beastlands if they died in the current Jump, but can leave in later Jumps.

Maid Cafe
What will you have, master? You now own a popular themed cafe of your choice, which may or may not actually involve maids. It will earn plenty of money, its workers are willing to sleep with you, and you can be assured that the clientele will never be creepier than they are comfortable with.

Wonderland
This isn't the rabbit hole I thought it was. You have access to a pocket dimension that blends the surreal, nonsensical, and the sexual. It's full of hot anthros, weird landscapes, lewd rules, and cool monsters. At

the center is the capricious Queen of Hearts (Whose form is whatever you want), who will order you to perform “punishments” for her, which usually involve some form of sex.

Game Board
Would you like to play a game? This small, island-sized pocket dimension is a space that you have absolute control over, and can be used to play “games.” These “games” are usually reenactments of actual genres, such as murder mysteries, but it can be used for Mario Party-style escapades. You can shape all the rules and punishments, and anyone playing must accept them, no matter how lewd.
Do note that the players must be aware of all the rules, and must genuinely consent to them. Additionally, no matter how comically dangerous you appear to have them be, nobody will ever be truly harmed during these games.

Modes

Supplement Mode
You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode
Import another jump of your choice. You’ll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companions

All companions, unless otherwise stated, are Free. You are able to define their personalities, sex, and appearance. You are able to combine any companions here, import one into an archetype, and buy each one multiple times. If desired, you can choose to meet them in the setting when it would be narratively appealing. Each companion will receive 600 CP, and 5 Choice Tokens, just as you did.

Import [Free]
You can import all your companions.

Recruit [Free]
Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

The Artist
This lady here is a pretty strange one. Although initially seeming quite refined, she's actually a rather well-known Rule 34 artist. She's also not that reserved, because once you've got a good conversation, you quickly realized that she's horny and unhinged. She's very interested in drawing you, and some lewd actions of yours throughout your chain.

Brocon/Siscon
My little sibling can't be this cute! What you have here is a brother, sister, or some non-binary fellow that adores you. They're willing to help you out, and will always come to your defense. If you want to pursue that sort of relationship with them, then go right ahead.

Groupies
You've got a collection of fans that just love to spend time with you. They're pretty much normal people, but they'll help you in any way that they are able to, will never be too intrusive for you, and would rather suffer for eternity than betray you. Luckily, if they ever die, they'll just respawn within a day.

The Oshi
This is your favorite idol, Jumper. Whether they are niche or incredibly popular, they'll be everything that you ever dreamed of, and they'll love you. Should you go out with them, the two of you will never face the standard issue that stems from idol culture.

Your Enabler
What a troublemaker of a friend that you have. This person is attractive, funny, something of a gremlin, and greatly encourages your shenanigans, be they standard or sexual. If you purchased the **Playroom**, they'll help to "encourage" certain prisoners to come to your side.

Twin Fairies
You've got two tiny fairies with you, with one being nice and ladylike, while the other is a brash tomboy. The two of them both like you, "like" you, and try to help you in whatever ways they can, usually via their helpful utility magic..

Mad Scientist
All the perverted things that you do, you do for science! This multidisciplinary fellow right here is someone with a healthy sense of curiosity, and a desire to learn. They have learned of your chain, and are eager to explore the multiverse with you. Put them to work on something, and odds are that they'll figure it out in short order

World-Famous Hero(ine)
This person has helped the world, and now they want to help you! Depending on the setting you go to, this person is a famous figure that performed a legendary deed for the betterment of others.

While they have been laying low for a time, meeting you has invigorated their desire to help others, and what better way to do that than a journey through the multiverse?

Ineffectual Stalker
For a stalker, this person isn't that bad. When they saw you, something ignited their heart, and it was love at first sight. Unfortunately, they've got the bravery of a mouse, and have since decided to follow you around, out of sight so you don't get scared of them. They're extremely conspicuous however, and you can just take them home with you.

Leannán Sídhe
Everyone could use a little. Counted amongst the fae, the Leannán Sídhe offer creative people great inspiration, and will even become their lover. In exchange, of course, she feeds on your life force, dooming you to a short life. This Leannán Sídhe has found you and, seeing that your life is sustained by the chain, offers to become your lover. By doing this, any and all creative ventures you do, such as writing, sculpting, painting, decorating, and other such things will be boosted. Should you have **Overflowing Salubrity**, your creativity becomes even greater, letting you come up with ways of overcoming any problem, provided you have some time to do so.

Your Frankenstein
It's alive! What you have here is a remarkably beautiful flesh golem composed of various body parts. If you can ignore the stitches, this is a friendly person who views you as someone deeply important to them. They are fairly normal otherwise, save for the ability to conduct colossal amounts of electricity.

The Djinni [100/600]
What is your wish? For **100 CP**, you receive a beautiful genie here to grant your wishes! Of course, these are minor ones. Sex is usually simple, but her more generalized wishes are along the lines of making things easier, or having chores done.
For **600 CP**, your genie can now make powerful wishes, such as reviving the dea, restoring destruction, blessing you with riches, power, and other such things. Three times per Jump, your genie can also make three "invincible" wishes that, so long as they don't subvert a Drawback, will come true.

Maid in Jumpchain [300 CP]
Who doesn't love maids? In every Jump you go to, you are allowed to turn nine canon characters into your loyal servants. This can include protagonists, supporting characters, and even early antagonists. No matter who they are, they will have some story of how they became your servant, and will be as devoted to you as you will be to them.
Their level of power will be equivalent to near the beginning of the story, although they can still grow as much as they want.

Mother of Monsters [400 CP]
A very scary mommy. This shockingly beautiful monster is the creator of many of the most dangerous and horrific monsters in the world, and has no interest in stopping. While she needs no partner to do so, she's learned that copulating with you (*even if you don't have the parts for that*) makes them even stronger. Thankfully, she's not actually evil, and neither will your kids!
By default, the mother will be able to instantly "birth" monsters from Greek Mythology, such as the Chimera, Cerberus, and the Hydra. As you take her along your chain, she will be able to birth any monster that you have slain before. These monsters will be largely mindless, but loyal to you and their mother. If you has sex with her, the child takes much longer to be born, but will be intelligent, much stronger, and has the capacity to get your perks.

Drawbacks

Unless otherwise stated, each Drawback is worth **+200 CP**

Leave When the Story Finishes [+0 CP]
You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle [+0 CP]
If the setting is applicable, choose what continuity this takes place in. It can be the mainline setting, a spin-off, fanfiction, or the canon you came up with in your head.

Be the Main Character [+100 CP]
You become the central protagonist of the Jump, with the plot now revolving around you. It is now impossible for you to avoid the plot.

Longer Stay
You'll spend 5 more years here. Pick as many times as you want.

Uncontrollable Perversion
For the duration of this Jump, you are uncontrollably perverse, and it takes a herculean effort to avoid doing something incredibly stupid. On the bright side, you will not do anything especially illegal, save for potentially public decency.

Zero Game
You are astoundingly terrible at seduction, and your "size" is really not helping your case. This does stop you from scoring, nor does it even affect your sexual prowess, but it does make things much harder. Additionally, any seduction perks you may have are nerfed.

All Shapes and Sizes
It seems like every creep and monster seems interested in you, and will try and rape you when they think you are helpless.

Trouble Magnet
No matter what you are doing, you always seem to stumble into some sort of trouble when it would be most inconvenient for you.

Bringing You In
On one hand, you seem to run into a lot of hot police officers. On the other hand, they seem very interested in molesting you, and will use any sort of resistance or mild crime as justification to bring you in. Luckily, they'll usually let you off the hook if you give them a "favor" of sorts.

Snowbunny Mind Control
Unfortunately for you, you seem to have attracted the attention of a woman with a specific sort of fetish…who's also a gold digger. You are gonna have to put up with her for a while, unless you want more problems. You also can't kill her.

It's Time For Your Dick-Flattening
I really hope you are a switch, because all of your partners in this Jump will not be what you'd want. If you're a top, then you are getting pegged. If you are a bottom, then the two of you are going to be sitting there real awkwardly

Selectively Incompetent
In situations where it would be inconvenient, you seem to randomly start sucking in combat. You'll never be so bad as to be unable to win, but unless you want to be a sex slave for a couple of days, it's gonna be an uphill battle.

Blistering Pacing
Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

"I NEED TO BE BRED!"
You have an obscenely high libido that flares up at the most inopportune times. When it does, you will ***very loudly*** declare it to everyone, and if you don't resist it enough, may be liable to jump the bones of the nearest willing person.

Item Lockout
You can't bring items from outside the jump into this jump.

Power Lockout
You can't use abilities from outside this jump here.

Warehouse Lockout
You can't access your warehouse.

Companion Lockout
Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy
You're the bad guy and have to deal with that.

Dossiers
If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

The Boss Dislikes You
You've drawn the attention of a major antagonist and now must handle that.

NTR Victim [+300 CP]
You are a victim of NTR, and you have had a companion or lover of yours stolen from you. Skill issue. Anyway, if you want them back, you're gonna have to fight for them, which may or may not be easier said than done. You may choose this as many times as you can.

Crisis Situation [+300 CP]
Once a month, some sort of problem will occur that requires effort on your part to deal with. You may select this up to 28 times, but this is not recommended.

CONTINUE THE BLOODLINE, JUMPER! [+1000 CP]
"Europe, Asia, Africa..." This is going to be a real problem for you, Jumper. It seems that you have an admirer, and *they* have a scary family member (Most likely a brother) who intends for you to get together with said admirer. Unfortunately, for as much as you'll love them, getting with them will result in an immediate chain-failure. Their family member views this as acceptable, and will pull out all the stops. This person scales to you, cannot be killed or trapped, and use increasingly complicated strategies to win.
Still, at the end of it, should you manage to survive, you at least receive **The Admirer** and **The In-Law**. The Admirer is effectively your soulmate, being someone that you would love with all

your heart, and they always receive the same amount of CP as you do. The In-Law, now that they aren't trying to kill you, is a rather kind person who views you as family, and still scales to you.

Ending Choice

What will you do now?

Stay here?

Go home?

Move on to the next jump?

Notes

Out of every Jump I've done, this Jump is by far the one that has evolved the most. It was originally a job dedicated to Nyantcha's work, because Parrot4Chan's video about Mikeneko made me remember her controversial Rushia fanart, which became hilariously prescient. I thought the idea of a perk that tells you the future through bad humor was hilarious, and that evolved into a full-blown Jump. For various reasons however, the Jump got put on hold.
I returned to this one after decided to wrap up my incomplete Jumps, but I felt it was somewhat lacking, As a result, I fused it with my other NSFW Jump ideas ("Lewd Virtual Youtubers" & "Generic Hentai Protagonist"), before adding more and more to it. This rapidly escalated when I took ideas from my personal stories and fics, which ballooned the Jump length, namely through the addition of the Game System.

Special thanks to Burkess for creating the base supermarket template for this Jump. I'd also like to thank Bluesnowman, whose Smut Jump (NSFW) was the inspiration for the reformatting.

A Most Questionable Chain/Tentacle Monster in Shining Armor: These are references to Questionable Questing, of course. They are partially sentimental, as the Jump that first got me into the Jumpchain, *Kuroinu*, was from Questionable Questing.

The Urge to Cannibalize the Body: Bizarrely, this is a holdover from the Lewd Virtual Youtuber Jump. This initially came from a kayfabe joke from Matara Kan about traditional feminine urges. This is a real thing that happens, and the idea of cannibalism as a love metaphor is a real thing.

Master Sex-Haver: The name is based on Jehtt's video on Jet.

Black Tar: This is actually just a disguise for three different references. The name itself is a reference to Xenoblade Chronicles X. Its defensive and mind-reading capabilities are a reference to the dark matter from Nikke. Most importantly, it's combat capabilities are based around Shadow the Hedgehog's doom powers from *Sonic x Shadow Generations*.

The Wolfman: While it's true that werewolves are indeed pretty popular for romance, this trope is specifically based on Bao the Whale, and her…enjoyment of Blaidd. The upgraded version is based on Maliketh

Snowbunny Mind Control: This is based off of Nyantcha's character Tiffany, who is notable for sleeping with black dudes who play basketball. The name of the drawback comes from the hilarious title of this surprisingly good Arcane video, which fits very well.

Game System: Random though it is, I did have a vague idea on creating a Jump that had a Game System, because I love the idea. This is somewhat self-indulgent, as it is partially out of convenience, partially because I use the Gamer system in my NSFW works, and partially because I've read several NSFW fics involving the Gamer System.

Beastlands: I intended for this place to revolve around monster girls or outright monsters, but it can refer to pretty much any wild, animalistic partners you may or may not have. This may also include literal animals.

Your Frankenstein: This is actually based on the lore of Michi Mochievee, who is made from the bodies of six different people.

The Djinni: This is actually based on the original story of *Aladdin*, alongside *Dragon Ball* & *Sonic & the Secret Rings*. The 100 CP version is basically just a (Lewd) version of the Genie of the Ring, which was a lesser djinn. The 600 CP version is based on the Genie of the Lamp, which was far stronger, and had unlimited wishes.

Maid in Jumpchain: This is based on Nyantcha's *Maid in Fire Emblem* art pieces.