

Anomalous Mating Program

Welcome Jumper! This is a world that should be familiar to you. On the surface, this world is nearly identical to the one you came from: big cities, modern technology, beautiful wilderness, and a secret organization that defends the world from anomalous entities that could be the end of humanity. Okay, maybe not exactly the same as the world you came from, but that would be boring if it was. No? At least you can relax a bit more in this world. While this world does have monsters similar to the ones found in "creepypastas", a new resident from another dimension has recently arrived and turned everything on its head. An incubus who became The Demon King in his world has crossed over into this one, and with his arrival, weakened the boundaries between worlds. His arrival has caused two big changes that turn this world from a hell on earth containing creatures straight out of nightmares into a monster fucker's wet dream. The first change has weakened the borders between worlds and has resulted in various creatures being dragged into this one. The second (and most pleasurable) introduction is the massive amount of monster energy that has flooded this world to its very core. This has resulted in all creatures (both from this world and not) having become extremely horny and focused more on sex than on causing destruction. You'll see what I mean. Now enough yapping! Take these points to create your life in this new world. +1000cp! Any 100cp perk, item, or companion that is discounted is free. Perks and items from your chosen background are discounted by a whopping 50 percent.

Background

Researcher

You are a scientist working for The Organization. You are tasked with studying new and unknown entities that are found and contained by The Organization.

Containment Unit

You are one of the sorry few who are tasked with going out and capturing anomalous entities that are discovered by the foundation. Prior to the arrival of the demon king, you would regularly find yourself in near-death experiences, faced against otherworldly horrors beyond understanding. Now, your duties almost always require you to engage in a "sex battle" with whatever strange creature finds its way into this world.

D-Class Personnel

You were a criminal who was on death row. The foundation took you in as “fodder” to be used in experiments on newly discovered entities. Nowadays, these experiments mostly study how the newly captured creatures want to fuck you into unconsciousness today.

Founder

Whether a founding member or the child of one, you are one of the highest-ranking individuals within the foundation. You have clearance to nearly any and all files in the foundation and have luxuries that trillionaires would give away all their life's savings for.

Anomalous Entity

You are something other than human. Whether you were born into this world or pulled from yours, you are something much more than you were before. Be careful, there is a secret organization that will do everything it can to “protect” you should they find out about your existence.

Race

You can freely choose your gender and age, within reasonable limits.

Human (FREE)

The ol’ classic. You are a pureblooded, run-of-the-mill, vanilla ass human. At least the foundation won’t see you as a threat.

Anomaly (FREE/restricted to Anomalous Entity)

You are one of the vastly varied anomalies in this world. Your form is entirely up to you as long as the form is no shorter than 4 feet, no taller than 8 feet, and is humanoid in shape (bipedal, 2 arms, two legs, one head, no extra limbs, etc.). Your form can range from being a tall faceless man, a creepy clown with a cone for a nose, a bipedal smiling dog thing, or anything in between.

Starting Location

You may freely choose your starting location or gain 100cp by letting a die decide. A 6 gets you a free pick AND 100cp!

Foundation Headquarters

A secret base that houses the more "beneficial" anomalies and where most high clearance individuals meet when needed.

Foundation Prison

A secret prison designed to house dangerous Anomalies for testing.

Anomaly Incident Site

This empty town was recently attacked by an unknown entity. The foundation has just dispatched one of its elite teams to investigate the incident.

Secret Research Facility

A massive base designed to house newly captured anomalies for studying and classification.

Small Town

A small town that has been prone to anomalous activity.

General Perks

Always Ready (200)

Why let yourself get bogged down by things like real-world biology or "not being in the mood"? Let yourself have some fun! With this perk, your holes are always clean and well lubricated (but never uncomfortably so). This includes your throat, which is much more stretchy and is equally lubricated. Your body is immune to any and all sexually transmitted infections or diseases, as well as being equally immune to any pain, discomfort, or soreness resulting from copious amounts of sex. Your body also no longer produces waste (you still need to eat and drink, you just don't ever need to use the bathroom). This perk extends to any sexual and/or romantic partners you have.

Monster Fucker (200)

As you will soon find out (if you couldn't tell already), this world is much more sexual than other worlds you may have been to. If you would like to bring this kinkiness with you on your journey, this perk is for you. At the start of each jump, you can ensure that all beings have some form of genitalia and they will have at least some sexual interest in you. This does not mean that everything creature will try to fuck you or accept sex and payment instead of violence, it simply ensures that should you build a rapport with them, nearly all creatures will have the tools and desire to smash.

Background Perks

Researcher

Cuck King (100)

A lot of research involves more watching and less actual "doing". Now, you learn a lot more by watching others pursue sexual gratification. You can learn important biological and psychological information about a creature by watching it "procreate". This also extends to watching a being masturbate or any other sexual experience, so long as you are not actively participating.

People pleaser (100)

Studying the psychology of your subjects can be just as important as studying their biology, and information is only valuable if you are able to apply it practically. The more you know about a creature the better you can directly manipulate their actions and responses. If you just met someone you may be able to easily elicit emotions such as anger or kindness in how you interact with them. Learn someone's life story and you might be able to convince them to turn on their allies or steal something for you. Understand their philosophy on life and their trauma and you might just be able to turn them into an unknowing follower that believes their allies are going to betray them.

Mating Researcher (200)

Your ability to understand the sexual needs of your partner is unmatched. With just a glance, you are able to learn a creature's preferred "mating habits". In humans or beings that copulate for enjoyment, you can

identify any kinks or sexual preferences. For beings that only breed for mating purposes, you can instantly learn their mating habits and exactly how their reproduction and reproductive organs operate.

Crackpot Chemist(200)

Chemistry is a science akin to baking, precise measurements and understanding your ingredients is extremely important. Thankfully your experience in this field is enough that you can easily “cook up” injections and serums for various purposes without fail. To start you know how to make various weak poisons, nerve toxins, and performance enhancing injections. You can learn more “recipes” by observing the biological functions of various creatures. Learn the biology of a dragon and you might learn how to grant temporary fire breathing. An anomaly that resembles a ghost might allow you to turn someone intangible. No matter the potency, the serums you make are always a lesser version of the original and only last temporarily.

General Genius (400)

Your mind has been expanded to be a “jack of all subjects”. No matter the subject, you at least have a basic fundamental understanding of the topic. This understanding is equal to a fifth grader’s understanding of topics like math or writing, enough to hold a basic conversation on the subject but not enough to make any meaningful additions.

Brain drain (400)

Most creatures learn by experience; who to fight, what to avoid, what to eat, etc. However, not everyone has the time or drive to undergo grueling and tedious life lessons for said experience. Lucky for you, taking the experience that others have gained is an easy feat. Whenever you have sex with a creature and bring them to orgasm, you can drain some of their experience and memories. The amount that you drain depends on your skill in bed and the strength of their orgasm. You can drain anything from fighting experience, memories of college education, knowledge of alternate dimensions they have been too, secret military plans, etc. This stolen information can be temporary or permanent depending on your preference. Notably, this does not make them less intelligent so someone who graduated college at the age of 10 would still be just as bright, they just would have lost all those years of education.

Anomalous Mind (600)

Your mind has advanced past such trivial methods of attack as corruption, mind control, and hallucinations. Whether scientific, biological, supernatural, or Eldritch, your mind is immune to all forms of control and

damage. Your mind will continue to function long after your body has begun to wear down. You could even transfer your consciousness by simply putting your brain in any suitable host body.

Founding Researcher (600)

As one of the founding researchers and someone who regularly deals with anomalies, it is important to be as bright as everything believes you to be. To start, this perk grants you a doctorate in chemistry, biology, robotics, psychology, and engineering. While an education is important, information is worth its weight in gold, that's why you are now in possession of a HUD that provides you all the information you could ever need. This HUD, that can take on any style you wish and is fully and freely customizable, provides you with nearly any information about anything you can see. Of looking at an inanimate object you will learn its chemical make-up, boiling point, freezing point, density, any anomalous properties, toughness, if it's toxic/radioactive/poisonous, what elements it's made out of, where it came from, and what can be made of it. Viewing living creatures will show you their "stats", skills, powers, anomalous properties and/abilities, a brief description of their powers, their race, any significant accomplishments, titles, crimes, what they are carrying/wearing, and a karma score. This information is always accurate and can't be manipulated. Beings significantly more powerful than you may be able to hide their information should they know you are spying on them or wish to hide that information normally.

Life Bringer (800)

Perhaps the greatest achievement you have ever made was creating your own anomalous creatures. The exact build, height, and design of said creatures is entirely up to you, however they can be no smaller than a praying mantis and no larger than a large office building. To create these creatures, you must first construct the rough shape of the body using any materials you wish, the better the materials the stronger the base stats of the creature. The more effort and care you put in the more intelligent and easy to train the creature becomes. Once the body has been constructed, you must imbue one of your previously purchased powers or perks into the creature. This process is what gives the creature life and changes the creature into your desired shape and generic make-up. Build a sculpture of a weird alien out of rocks and turn it into a living breathing creature made of bone, muscle, and flesh. These creatures can count as companions for the sake of importing and have the exact personality and loyalty you desire upon their "birth". The perks used to create them are locked away for you until said creature has been slain. Their loyalty is as flat backed as the perk used to create them, that being enough to render all forms of mind control, possession, persuasion, blackmail, fear, reality manipulation, memory manipulation, and any other form of mind control completely moot. You can make their creature biological, mechanical, robotic, cybernetic, and anything in-between. You may also turn any items you have purchased into living creatures

as well, however the creatures spawned from items will always be mechanical in form. As a final note these creatures inherit the full power of whatever perk or item used to create them.

Miracle Machine Maker (1000)

There are many phenomena that are unexplainable by the regular Joe. Even ones that are completely explainable are almost always limited to the select few born with the capacity to utilize them. You have been given the power to even the scales. When witnessing any phenomena in person, you are imbued with the instinctive knowledge to build a machine perfectly capable of replicating said phenomenon. This can be anything from a creature's natural ability to manipulate elements, to a person's ability to utilize a unique energy for various effects. The shape and size of said machine depends on the power and "uniqueness" of what you are trying to duplicate. For example, a machine built to replicate a "kamehameha" might be something large enough to be worn over a human's torso, while trying to replicate the big bang would be a machine that dwarfs a solar system. Gaining knowledge and intelligence not found in this jump might allow you to design your own versions of said machines that are more sizable or made of more easily gatherable materials. Speaking of materials, this power only provides you with the knowledge and schematics of the machine, not the required components. You will have to do the legwork of gathering and building everything you need. There are no limits to what you can create with this power. Given enough effort you could create machines that rival God himself.

Containment Unit

Weakness spotter (100)

Your mind craves to bring those who think they are better, stronger, or tougher to their knees. You are instinctually able to identify the weakness and "weak spots" of any sentient creature you encounter. Whether these be biological weaknesses ingrained in a creature or a personal flaw, your mind will identify them all the same. This works in combat-related weakness, but also in sexual or personal weaknesses as well. This perk can only find what already exists, so if a creature were to have NO weaknesses, this power would be mute.

For The Greater Good (100)

It is your job to defend the world from the dangerous (and hot) anomalies that exist in this world. Sometimes you will encounter beings straight out of nightmares or be forced to enter dimensions that would break the mind of even the most hardened soldiers. When putting yourself at risk for the sake of others,

pain and fear are no longer concerns. As long as you are acting in the interests of others (willingly or not) you will be immune to the effects of fear, trauma, and pain.

Entity Endurance (200)

In this world, fucking a creature into submission is a regular occurrence and will now take up the vast majority of your duties. It would be a shame if you were to die mid-fuck! Now, you are able to have sex for hours on end (as the giver or receiver), your body having near-endless amounts of stamina for sexual activities. Your body is also immune to any negative effects from too much sex (such as soreness, dehydration, muscle cramps, overstimulation, etc.).

Bio-Android(200)

Gain the ability to incorporate technology into your body. Any items can be incorporated and summoned at will. Can utilize the items without fully manifesting them at 50% efficiency.

Anomalous body (400)

Some Anomalies have the power to corrupt or transform their "partner's" bodies for mating. This will no longer be a concern for you, as your body is immune to any change that you do not allow. Corruption, transformations, polymorphing, and flesh molding are just a few of the things you can now shrug off. Your body will always stay as you will it so long as you will it. (Does not protect from physical damage or attacks)

One of a Kind (400)

You my friend, are a one of a kind S.O.B. and there is NO ONE like you. Literally. Maybe due to your constant brushes (and touches) with the anomalous, You cannot be mimicked, copied, cloned, or duplicated in any way. Shapeshifting fails, clones die, power copying blows results in catastrophic failure, and any attempts to even mimic your voice will come out a garbled mess. This does not mean beings don't exist with similarities (just because you control fire doesn't mean others can't), but anyone who deliberately tries to mimic any part of your being will be in for a rude awakening. This includes any original technology or items you manufacture/possess.

Anomalous Physique (600)

If you are going to be hunting anomalies, then you will need a body that can keep up with them. Your physical body is enhanced to that of a low level Anomaly. Able to throw cars, run faster than any animal, have a sense equal to a dog, and be durable enough to be immune to most attacks from humans and nearly immune to low-level firearms.

Dirty Wrestling (600)

In world of beasts and breeding, sex is commonly used in place of actual violence and you are more likely to end up fucked silly than you are to end up dead. This "protection" is extended to future jumps. You can challenge any being to a "sex battle" in place of actual combat. Only beings that are leagues stronger than you may refuse. The loser of this battle is the one to lose consciousness, tap out, or lose the will to continue first. The loser of this battle will have to submit to the will of the winner no matter the conditions.

Reality Anchor (800)

Your adventures will take you to lots of strange dimensions and worlds, some easier to leave than others. To ensure you remain free to continue your journey, once per jump count can place a "reality anchor" once per jump. This anchor appears as anything you wish, but cannot be larger than a small house. It is immutable and unbreakable and visible only to yourself. You may teleport yourself to this anchor at will after a thirty second build up. During this charging period you must remain stationary and focused. You may bring anyone touching you along and can teleport to this at will. This teleportation cannot be blocked in ANY way. No magical restraints, reality barriers, or meta story rules can prevent you from teleporting to your anchor. Be careful that the location you place it remains unchanged as you may transport yourself in the middle of space should the planet you placed it on be destroyed.

Level Up (1000)

Sex and combat are the ways of a containment unit specialist. To help grow your power in this world and others you now earn experience by battling and having sex. The stronger the opponent and the more dominance you display in "combat", the more experience earned. Upon reaching various thresholds that increase as you grow, you will "level up" which will increase all of your stats slightly and allow you to upgrade your perks and powers in unique ways. At certain levels you will "evolve" this provides a drastic boost in physical stats and power potency. This evolution also allows you to change your race to something similar yet stronger. Ex from a human to an undead to a vampire to a vampire lord, or from a goblin to a hobgoblin to an orc to an oni, etc. This provides unique abilities depending on the evolution. Since you are leveling and evolving your base kit, any stat ups and racial abilities provided by evolving from a human become part of your bodymod. The bigger the jump in evolution the higher the level required. You could go from a human to a werewolf much faster than a human to a demigod.

D-Class Personnel

Perfect Victim (100)

In this world, there is a much higher chance of getting fucked by monsters than killed by them; this chance is infinitely higher for D-class Personnel, as they are at the bottom of the totem pole of society. To protect you from all of the potential unwanted sex you may or may not be having, this perk makes you immune to any negative mental effects of unwilling sex. You will never suffer trauma, mental disorders, stress, or fear from sex. Your body simply ignores any negative emotions and focuses solely on amping up the pleasure you feel, and afterwards, your mind files the memories away as "something that happened once" instead of a traumatic event.

Bloodless (100)

Your body has become something akin to a doll. Your body is still made of flesh and bone, but you no longer have any blood in your body. Despite the lack of a very essential part of your body being missing, you don't feel nor see any changes in your bodily appearance and functions. This means that you cannot bleed out. As an added benefit any damage to your organs will have no negative effects on you, you will still be able to move and function with a gaping hole in your chest for example. This does not apply to your brain or heart as significant damage to these will still kill you.

Fearless Fucker (200)

While the demon king turned blood thirsty and evil monsters into horny and feral monsters, he didn't just magically make them all beautiful, hot people. This perk ensures that you are able to remove bias, fear, or disgust you may feel due to physical appearances or physical features. You are able to project a mental image over any sexual partners that makes you view them as if they had a more "attractive" form.

Path to Healing (200)

You will always be able to recover, you're not getting out of work that easily. No matter what you are afflicted with (other than outright death), you will always be able to recover. The time it takes to recover varies greatly depending on what it is you are trying to heal from. For example, healing from a gunshot will take significantly less time than healing from an unbreakable magical curse, and some things, like divine punishment or being burned by flames that never go out, can take centuries to heal from. But, as long as you live your body and soul will eventually be able to recover from any ailments.

Toxin Immunity (400)

Some Anomalies utilize deadly toxins or noxious fumes to attack their targets. To combat this, the foundation has infused you with an experimental drug that has rendered you completely immune to any and

all poison, toxins, diseases, and any other bodily "infections". Now, when you are infected with a toxin, instead of the normal effects, your body will simply enter a heat/rut that's intensity is equal to the lethality of the toxin. For example, a common flu might make you a bit hornier than normal, while an instant kill poison might send you into a breeding frenzy.

Bastion (400)

You won't be the only one suffering from cognitive hazards, anomalous infections, and reality warping changes. To better protect your fellow D-class prisoners, anyone who is mutually considered an ally will benefit from any immunities that you do. If you are immune to poisons, so are they. If you are immune to cognitive hazards, so are they. This only applies to things you are immune to, resistances do not count.

Anomalous Durability (600)

Your body (especially sexual organs) has become extremely durable. While you get the stereotypical boost to your physical durability (able to shrug off small, round gunfire and survive small explosions), the most notable change to your body is the extreme elasticity. Your newfound stretchiness makes you immune to nearly all forms of pulling, crushing, pounding, and blunt force trauma. Should you take any meaningful amount of damage, you will be able to recover from nearly any wound as long as it doesn't outright kill you and you get the proper medical treatment.

Perfect Crash Dummy (600)

Getting your holes and rods abused by dangerous creatures all day every day can become extremely tiring. Why not have someone else take your place for a bit! You can create clones of yourself that perfectly mirror your current appearance. These clones do not share your powers, perks, and abilities and do not come with any items or weapons outside your base clothing. On the upside, these clones are eternally loyal to you, persist as long as you would like, and are completely indestructible. They are essentially you reduced down to your body mod when you first start your jump. They cannot be killed or harmed in any way, and can only be "destroyed" when you dismiss them. You start off being able to make 3 of these clones but can grow with practice with no true upper limit to the amount of clones you can make.

What Doesn't Kill You (800)

Over the course of your journey you are almost certain to meet your end in some capacity, and it would be a shame if you were to constantly fall to the same hazards. Well no worry! Now, when you are killed, sealed, fatally infected, critically wounded, or otherwise incapable of acting freely, your strength will grow naturally as you recover. The worse your condition is, the bigger the boost in power once you are fully recovered. You

also become slightly more immune to the source of your pain. Any attempt to harm you in a similar fashion will be just a bit less effective. There is no limit to how much these attempts can be hindered and this can grow to absolute immunity.

Restless Spirit (1000)

Your soul has become just as anomalous as the creatures who terrorize your time here (probably all the monster cum). Now, if you die from overuse indulgence of carnal passion (or any other source) your soul will possess a nearby living being. Who gets possessed is completely random and outside of your control. This will cure you of all ailments including any anomalous "infections" and you will automatically possess a new host should you be infected with any cognitive hazard or anomalous "infection" that would render you unable to act as yourself. You will lose access to any powers that stemmed from your physical body but will retain any powers that are external in nature. You can possess any living creature nearby and anyone you wish will be able to tell it's you despite being in an entirely new body. Post-jump the body you are currently inhabiting will become an alt-form and your original body will be recreated. The only way to kill you for good is to erase you from existence, destroy your soul, or seal your soul while it is finding a new host.

Founder

Dressed to Impress (100)

The standard of "professionalism" is entirely arbitrary; who decided that sweatpants and a big shirt make you less of a professional!? No longer! Now, no matter your physical appearance, people will always treat you with respect. Beings with human-like intelligence will always judge you based on your actions rather than the way you choose to dress.

Employment Interview (100)

Anyone who wants to work for you can be required to preform sexual acts. No one will ever question this and no matter the act it will be completely acceptable by the general public. You can also set the dress code anyway you like and things that would normally be "HR" violations will be common workplace activities and behavior. You also gain a bachelor's worth of knowledge on business management, business, financing, accounting, and human resources.

Pretty Privilege (200)

This perk allows you to apply your "pretty privilege" to non-human creatures. Any creature with intelligence less than that of an average human adult will now be much "kinder" to you. They will always settle for mating

rather than killing should they be hostile or aggressive towards you. Any non-hostile creature will default to being friendly with you rather than neutral or wary.

Fake It and Make It (200)

On your adventures you may find yourself leading a group with no actual knowledge of what the group stands for or how to maintain their daily operations. By purchasing this perk, you are able to maintain the status and operations of any organizations you lead without actually knowing what you are doing. You will never be able to improve the organization, but you can rest assured that it will never fail or go downhill due to your leadership.

True Love (400)

Being someone in power can have a very negative impact on your love life, as people normally want to be with you due to your wealth/influence, or expect a certain personality or demeanor due to your station. No longer will you be held back by your partners! Any romantic partners you have will always love you for you. You can be a sex fiend, a total goofball, or just a "little guy", and they will always love and respect you all the same. You can be totally "you" and always be accepted by your romantic partners.

Commanding Touch (400)

You wouldn't be much of a leader if others did not follow your directives. While this will no longer be a problem for you as anyone under your command will see your orders as absolute law, sometimes a more direct approach is necessary. You can force anyone who hears you to follow any commands you give. Beings stronger than you can resist these effects, but anyone weaker than you (even if barely so) will be forced to follow your orders. You may only use three words on a single individual as day as these commands last for up to 12 hours. You may split these words however you like but the more specific the command the more likely it is to give your desired outcome. Telling someone to "fight" might have them rage out and attacking anyone nearby while telling them to "protect me" will have them follow you around for the duration and only attacking people they see as enemies.

Anomalous Privilege (600)

Your station in life is more than just "having more money than the average person". Anyone who is "lesser" than you will feel an uncontrollable urge to submit and follow your orders. This depends on the difference in your "station", with a higher gap leading to stronger levels of control. A being's "station" is decided by their influence, station, power, and wealth. The more categories you hold an advantage in and the bigger the advantage, the stronger this perk is. Anyone belonging to a group to lead will automatically fall completely

under your control. They will view you in a similar light to a deity and will worship you as such, following your words without argument and offering themselves and their services to you with fanatic fervor. You can easily make adjustments from dress codes, work ethics, policies, and goals without a single complaint. You could go from a chaise religious organization that fights injustice to a slutty brothel whose goal is to violently take over the city overnight and all of your subordinates would wake up ready to spread chaos in their birthday suits. This allows you to essentially make any rules for your organization barring any rules that would directly, purposefully, and frequently cause harm to its members. (This does not include dangerous actions light combat but does including self harm or suicide.)

Captain Goes Down With the Ship (600)

A true leader does not abandon their followers when things get tough. However, a leader should also be the last one to fall as no organization lasts long without their beloved leader. Turning these weaknesses into unparalleled power, you cannot be permanently killed or imprisoned so long as any organization that you lead remains. As long as your business. Cult. Army, assassins guild, government, or any other organization exists, you will always be able to escape any confinement you find yourself in and resurrect from any death that befalls you. Should your original body become inaccessible, a new one will form inside any bases or housing under the control of your faction. To put you down for good, any enemies would need to completely destroy any territories you control and slay any followers you possess.

Head Honcho (800)

In this world, your bloodline is the very foundation of the world's most powerful and dangerous organization. That is a life that is hard to leave, especially when I'm the next world you could end up as another nobody on the street. Someone of your standing should never be reduced to another middle class commoner. When entering any jump. You can select any preexisting organization to become closely entangled in. You will now be a blood relative to the founding member(s), this provides you with several perks to ensure your status in the new world. The first perk ensures that you will have a starting wealth and living condition based on the selected organization. A military group would provide you decent wealth and an abandoned military base all to yourself, while a secret assassin guild might provide more wealth but a less sizable and conspicuous living arrangement. The second benefit ensures that members of the organization (past, present, and future) treat you with the respect and admiration that you deserve. They will see you as someone deserving of admiration and companionship and the only thing they will place before you is their family (if they have any) and their organization's mission. You will have significant sway with the members on an individual level (although you have no actual standing or sway within the organization as a whole). Members will often go out of their way to earn your favor and will let you get away with more than they would even childhood friends.

The final benefit is that this organization will almost never act against you regardless of your actions. If your actions and goals align with theirs they will go out of their way to aid you, while as long as you don't take direct action against them they will never punish you or act against you. Aligning with a governmental organization will let you get away with breaking plenty of laws before you even get a talking to.

Adam's Apple (1000)

You are more than just the founder of an organization, you are the founder of humanity. How this happened is up to you, but no matter the original you are one of the first beings to be considered human and all humans thereafter can trace their ancestry back to you. Logically, this would mean that everything that humanity has accomplished can be traced directly back to you as well. The very essence of all of humanity's achievements can be traced back to your DNA, every skill, invention, creative idea, innovation, etc is in your blood. As long as it originated from humanity and not from an exterior source, you can not only duplicate it, but elevate it to perfection. Swordsmanship capable of testing any warrior in the humans of a human could be elevated to be capable of defeating entire armies singlehandedly. This includes things such as technological advancements, armed and unarmed combat, seduction and social skills, cooking, driving, and animal handling to name a few.

Anomalous Entity

Anomalous Build (100)

Your new biology places you in the upper echelon of strength in terms of humanity. Your physical stats are around twice as high as the "peak" that humanity is capable of. Run faster than Olympic athletes, strike harder than professional boxers, lift more than world-class strongmen, and be more durable than a human in full plate armor.

Scary Scarecrow (100)

Is it just their mind playing tricks on them? By the time they realize that you are more than just a shadow in the corner or a scarecrow on a plank it will be too late. Whenever you are completely still, any one nearby will mistake you for an inanimate object of some kind. This is due to a cognitive barrier that surrounds you that shifts their very perception of you. What they see depends on the environment but they will always see something that *could* fit in a given situation, and more often than not they will just write it off as their mind playing tricks on them. This only works for direct viewing by living beings, robots and cameras will still be able to track your actual appearance.

Anomalous Appendages (200)

Your anomalous power has grown, causing a mutation (or mutations) that has provided you with a few natural advantages. One of which has mutated your body to have up to four additional limbs. These limbs are retractable (to allow a more humanoid shape) and can range from additional legs/arms, wings, or tails. You may also use one slot to turn your nails into razor sharp claws stronger than steel or your teeth into fangs equally strong. These limbs are decided once the perk is chosen.

Walking Alchemist (200)

Your bodily fluids have become your own walking potion distributor. For starters, you are now immune to all poisons, toxins, and potions. Ingesting these items will now allow you to recreate them on command via any of your bodily fluids. These fluids only take on the properties of these concoctions once they leave your body, so blood and semen will be regular blood and semen into your cum or are cut. By purchasing this you start off with potions and elixirs for a strong poison, pain numbing agent, extremely powerful aphrodisiac, paralysis agent, and mind numbing serum that prevents all thoughts and memories from forming. Should you possess claws or fangs, they will not secrete any toxin you have access to at will.

Anomalous Power (400)

Your body has begun to produce an anomalous mist that affects humans' perception of you. You can choose how this manifests, but it will always take the form of a sensory illusion. This can range from making you invisible to the naked eye, making you appear as the victim's greatest fear, turning you into a swarm of bugs, etc. This power only affects eye-witnesses, so cameras or other forms of digital or magical surveillance are not affected. This is toggleable.

And The Black Crow Screamed (400)

While sex with monsters is all well and good, it is sometimes important to remember the absolute fear these creatures once inspired. A generational fear that haunted the minds of all ages is yours to command. Your very being is intrinsically tied to the element of fear and the more creatures fear you and the greater their fear, the stronger you become. Cause small villages to fear you and you might become strong enough to slay lions and bears as an average human. Cause an entire country to fear you and you would grow strong enough to defeat entire armies with little effort. Become a myth that the entire world wouldn't dare speak of for fear of speaking you into existence and well... There is no telling how powerful you can become. For those who want to add a level of kinkiness to their terror, a fear for you is directly tied to their pleasure during sex. The more fear they feel the more pleasure and the stronger the eventual orgasm. Someone who would be on

the brink of consciousness in your presence might just lose what's left of their mind as soon as you put it in.

Demon King (600)

Just like the demon king, you now have a bottomless pit of energy that has turned you into a walking breeding machine. For starters, your stamina both inside and outside of the bedroom has become infinite. You could fight entire armies for months on end with no reprieve and then turn around and then turn around to breed all of the prisoners into submission. The next benefit is a massive boost to your sexual knowledge. Your pure skill in sex is enough to bring a being devoid of all physical sensation to the very brink of consciousness with just a few touches. There is no being that exists that you cannot bring to a mind numbing orgasm in minutes if you try hard enough. To help with this passionate lovemaking, your sexual organs have been similarly boosted. You may freely control the size of your rod and/or chest as well as the tightness of any holes. The limits on this are vast, ranging from size large enough to breed a massive dragon as a mere human, down to the size of a small coin. Regardless of the size of an appendage or hole, both you and your partner will experience immense pleasure regardless of the difference in size. Your sexual fluids have been greatly increased and provide a nutritious yet highly addictive element. You could cum enough to make a human look pregnant and still have enough for several more loads or enough to squirt or spray milk enough to drench several towels completely. Anyone who ingests your fluids or has your cum inside them will be provided enough nutrients for a full meal. Any fluids are also much hotter and thicker than before and once they get a feel of it, no sexual partner will ever compare to you. Even the god of sex would put his partners to sleep from boredom before they ever bring a former partner of yours to orgasm. The final benefit of this enhances the loyalty and devotion of anyone you sleep with greatly. One night of passion would turn them into a loyal and life long friend (with benefits). Make it a constant thing and they will quickly turn into your biggest cheerleaders who would support you in all your endeavors and willingly turn their backs on any loved ones who dare to even think negatively about you.

Mystical Anomaly (600)

The world the demon king originated from was filled to the brim with mystical creatures. Tower giants like dragons and golems along with deadly predators such as lamia or arachne all walked the earth. You now possess traits of one such creature. Choose any creature from mythology and gain a lessened version of their powers. Dragons will grant flight, toughened scales, and an elemental breath, while lamia might replace your legs with a tail and provide an aphrodisiac poison in your new fangs. The creature chosen should be a relatively common/standard option and not a one off creature such as Medusa or Chrybdis, they should be

part of a race and not one of a kind. Any reality warping or god devouring creatures will be downscaled in power to planet level.

Symbiotic Leech (800)

You aren't alone in your journey any longer. Willingly or not, a symbiotic entity has made its home inside your body. In exchange for the meager amount of energy this creature needs to survive, it provides you with a rare and powerful ability. This creature (and by extension this perk) is now considered part of your body-mod for the sake of gauntlets and drawbacks. This alone is a powerful ability, however the main power of this creature is its ability to store your perks inside of its body. This makes these perks act as though they too are part of your body-mod. To start this creature can only store a single perk inside its body. At the end of every jump you may swap which perk it has stored. This creature will grow and evolve every 7 jumps, allowing it to store an additional perk or power inside its core. This creature creates a core located somewhere inside your body. If this core is ever destroyed or removed you will lose access to any perks it was storing until the end of the jump.

[Redacted] of Lust(1000)

There are a few anomalies that are considered to be threats to the whole world if left unchecked. While spreading plagues and destroying planets are all well and good, there are other ways to "destroy" the world as we know it. You naturally emit a meta level cognito-hazard to all beings with any level of intelligence. Imbued with the power of the demon king, you possess a level of attraction that will pull the very stars to your side. Any being with a shred of intelligence will become absolutely enthralled with you upon a single glance. You quickly become the only goal they desire to reach in their existence. No matter their intelligence, power, influence, or species a single glance will send them to their knees in love and devotion to you. The length they would go to stay within your sight and good graces have no limit. No line won't be crossed, no oaths remain unbroken, and no aspirations or bonds come before you. They could be an arch-demon from hell with no emotions or a genetically engineered being whose very essences and genetics were designed for one purpose, one glance upon your visage will infect them with a love that steals their breath and makes them weak in the knees. Any being that is affected with this perk will know exactly what you would like and what you wouldn't, so no need to worry about super villains destroying cities to try to win you over (unless you're into that). Creatures afflicted with this will not lose their sense of self, but they will instinctively change things like their style, clothing, demeanor, actions, and philosophy as much as necessary to earn even a glance from you. So if you liked a certain guy/girl's personality but didn't like their style or the fact they hated animals they would instinctively know what to change without so much as a word from you. Should you actually return their affections their love for you will skyrocket and be locked

into their very being and souls, no amount of mind-control, reality manipulation, time manipulation, magic, meta story changes, persuasion, seduction, blackmail, torture, or past love would be able to free them from your afflictions. They are yours, now and forever.

This power extends to any being that has a scrap of sentience, from animals, to humans, to aliens, to robots, and anything else that has a single thought in them. As some jumpers may not want a horde of fan girls and boys following them around, you may seal this power away in a rather attractive yet concealable tattoo anywhere on your body. This turns off the on-sight aspect of this power, yet allows you to utilize the power by activating it while making eye contact with the subject. While not sealed, no clothing, protective suit, containment unit, or any other obstructions that still allow sight of your figure will be able to protect any onlookers. Regardless of your actual appearance, anyone under these effects will see you as a truly perfect being in terms of raw sex appeal and beauty. Even beings with no sense of emotion or beauty are safe from your advances.

*Note: for beings without a sense of sight, any other sense can be utilized to inflict this power. Seismic sense, echolocation, spirit sensing, touch, hearing, etc. This power is able to be utilized through things such as video, pictures, future sight, magical viewing/scrying, etc. Anything that allows the user to "see" you will activate this power.

Items

Items are half price for their respective background.

Researcher

Ever-Clean Lab Coat (100)

This high-tech lab coat was designed to be the perfect accessory for experimentation. No matter the material that gets on it, it will always stay clean and fresh. Any dirt, slime, or grime that gets on it will simply slide right off with a little shake.

SCP-113 (200)

This red, palm-sized stone has the ability to change a creature's biological sex. Simply place the stone in the palm of their hand, and after a (very) pleasurable transformation, they will become the opposite gender. Can be undone by simply using the stone again the next day.

SCP-914 (400)

This anomalous machine has the ability to transmute objects by placing them inside and selecting one of its five settings (Rough, Course, Fine, 1:1, and very fine). Since you are paying a premium, you can “undo” any transmutations that you are unsatisfied with.

Test Dummy (600)

This golem is the perfect lab partner for any scientist. It is humanoid in shape, very durable, and follows your orders perfectly. Should it ever be lost or destroyed, it will reappear next to you within one minute. You are able to extract all of its memories and experiences via a USB port at the base of its neck.

Containment Unit

SCP-261 (100)

This all-black vending machine will take any form of currency inserted into it and will dispense a random “snack” item in exchange. The snack dispensed will be completely random and will oftentimes be flavors or variations of popular snacks from across the world that are not actually made (such as watermelon-flavored Pepsi or cherry Twinkies).

SCP-427 (200)

This small locket produces a small orb of light when opened. Despite the light being spherical, it produces a single beam of light that cures its target of any and all infections, diseases, and poisons. Prolonged exposure increases the target’s resistance to these ailments, but unlike other versions, this one runs no risk of turning the target into a “flesh beast” from overuse.

Anomaly Containment Device (400)

This small black orb has the ability to capture Anomalies by throwing the sphere at the target. One hit, the target will be captured within the sphere for 24 hours, and once released, will be immune to capture for one year.

Stud Suit (600)

This skin-tight suit (of any color) utilizes gel and nanite technology to “adapt” your biology to match any creature’s preferred “mate”. Forming new phalluses or holes, extra appendages for holding, and changing forms to be more appealing are all possibilities with this suit.

D-Class Personnel

SCP -871 (100)

This seemingly ordinary cake will “respawn” immediately after being fully eaten, fully destroyed, or expiring. Unlike other iterations, there is no fear of this cake spawning an endless supply of cakes that will eventually take over the entire world.

All Sex-Toy (200)

This pleasure device has the ability to replicate any sexual organ belonging to any creature the owner has met. This organ will be fully functioning, including the ability to produce “liquids” such as cum, precum, and “slick” depending on the organ and the creature.

SCP-500 (400)

A bottle of pills that will fully cure any ailments (disease, poison, toxins, and infections). This bottle contains 50 pills and is refilled every 10 years.

Cloning Pod (600)

This pod stores the DNA of the jumper and is capable of reviving the jumper if they should be killed, erased, or otherwise rendered “inoperable”. Your soul and mind will be transferred to the cloned body that is grown within this pod. The pod is able to regrow a new body once every 10 years.

Founder

Inheritance (100)

You have been left a sizable fortune by some high-ranking member of your family. You are provided enough money to live lavishly regardless of your setting, a large collection of expensive and fast cars, as well as a large mansion whose design and architecture is decided by you at the start of each jump.

SCP-038 (200)

This seemingly normal-looking fruit tree is actually an all-natural cloning device. Any item placed against its bark will be “grown” and cloned as if it were another fruit growing on the tree. Any living being cloned through this method will age rapidly and die of old age within two weeks.

Demon King Pendant (400)

This pendant is infused with massive amounts of "lust" energy. Anyone who wears it is transformed into a "sex machine", greatly increasing their sexual stamina, turning their sexual organs into the "perfect" version, and gaining the ability to shift their biology to become a "hybrid" of any monster race. (See Notes).

They Hide Inside (600)

This strange device was created by putting a copy of SCP-662 and a strange cube inside SCP-914. It appears to be a pocket watch with intricate embroidery on the cover, and despite all attempts, the watch will not open, and the only functioning feature is the button on top. Once pressed, a lavishly dressed maid/butler will appear from out of sight. The servant will always be some kind of anthropomorphic being with brightly colored fur/skin. This being will complete any task given to it as long as it has the ability to do so. Its full capabilities are unknown, but it has been known to possess the abilities of teleportation, immortality, acute intelligence, professional cooking and housekeeping skills, and a wide variety of combat, assassination, and sexual training. The servant will immediately turn to dust upon completing its task.

Anomalous Entity

Lil Jumper (100)

This small creature greatly resembles the jumper and can be considered a chibi clone of the jumper. This creature is entirely loyal to you, can fly, turn invisible, and share its senses with you. If killed, it will reform inside your home/warehouse within 24 hours.

Breeding Station (200)

Sometimes the Jumper's anatomy is... less than human, and this can make it very difficult to find a willing mate. This machine appears to be a typical breeding mount, but has the ability to reconfigure itself to perfectly fit the jumper's anatomy. It is nigh-indestructible and can grow or shrink to perfectly fit the jumper.

Mating Collar (400)

This collar has been infused with your DNA, and when placed around a living being's neck, it slowly transforms them into a member of your species. On top of that, it will also adjust their body into that of your "ideal mate". The collar cannot be removed, and the transformation takes 1 week to fully complete. After the transformation, the wearer will become obsessed with you, following you around and submitting to your will. The collar will then open, making this transformation permanent, and allow you to use it again.

Anomalous Territory (600)

A sizable island filled with genetic copies of any alt forms you possess. All of these creatures are irrevocably loyal to you. Any living creature that arrives on the island will feel a strong compulsion to stay and will slowly transform into another one of these creatures.

Companions

Companions are half-price for their respective backgrounds.

Researcher

Rugs The Rabbit (200)

This anthropomorphic grey rabbit appears to have crawled directly out of a children's cartoon. Despite his rather thin build, Rugs has all the properties of a cartoon; immune to most forms of damage, item creation, teleportation, shapeshifting, etc. Despite his near limitless power, it seems Rugs is a very laid back individual who (due to the corruption) really only wants to relax and have sex. He does have a habit of dressing up as women; it is unknown if this is due to preference or corruption.





NeverAlone (200)

This creature is bound to an anomalous app that is found on the deep web. Once downloaded, the user begins to get strange photos of themselves throughout the day. The photos are always taken when the user is naked (changing, showering, sleeping, etc.), and there is always a humanoid monster with thick black fur and a skull for a head in the background. As time goes on, the user will get more and more proactive messages until they start to report "phantom orgasms" where they feel something stimulating them at random (and often inappropriate) times. There have been multiple occurrences of this app discovered at one time, and it is unclear if each app hosts its own entity or if it is simply one extremely horny anomaly.

Patchwork (200)

Despite the name, this anomaly displays no visible scars or stitches. Instead, this creature is covered in a thick blue fur and has six limbs (two legs and four arms). It is extremely intelligent but also animalistic in nature. Tests have shown this creature is capable of solving complex equations and logic puzzles. Despite its intelligence, it prefers using its immense strength and nigh-invulnerability to aggressively mate with most things that move (including itself).



Ratkate (200)

This mountain of a "woman" was captured by the foundation several months ago. Since her capture she has become strongly attached to one of the staff members, referring to them as her "brood mate". "Ratkate", as



she refers to herself in third person, is a mix of rat and human and stands around seven feet tall. She is covered in thick grey fur, has a fleshy pink tail that spans three feet in length, has a protruding, rat-like face, and a facial covering that hides both of her eyes. Her mountainous stature is complimented by a very thick and muscular physique, which she proudly displays due to her refusal to wear most forms of clothing. She has become highly protective of her chosen partner, almost never straying too far from their side and constantly pulling them into a tight embrace in an attempt to cover them in her "scent".

Ratkate's body releases a powerful pheromone that most

people find repulsive. Her mate has stated that they find the scent intoxicating and often become wildly aroused by its odor.

Containment Unit

Fang (200)

Fang resembles a four-legged dragon around the size of a large horse. It is extremely intelligent and has been shown to form a strong bond with certain individuals. Those it bonds with become a sort of “mate” to the creature, with Fang allowing its partner to ride on it and issue orders out in the field, but it expects an intense mating session in return. Has been shown to be able to retract its teeth during mating sessions. (You may choose the gender/biological sex).





Fox Arctic (200)

Fox resembles an anthropomorphic fox with solid white fur. His intelligence is on par with more advanced humans and has stated that he is capable of creating advanced technology that allows space travel (yet he has yet to do so). He has shown a strong resistance to the corruptive effects of the Demon King and is able to go long periods (more than a day) without sex. He is naturally good-natured and even volunteered to join the containment unit to save civilians. Despite being highly trained in both unarmed combat and

utilizing firearms, Fox almost always ends up “offering his body” in exchange for the safety of the civilians (even if no civilians are actively in danger).

Pony Bros (200)



These three stallions claim to come from an alternative dimension in which most sentient creatures are talking equine. Despite the absurdity of the claim, their biology is supported with the trio being stallions the size of large dogs and being various colors out of the norm for horses of this world. "Biggy" is a solid red stallion and is the "thickest" of the group, with him displaying a muscular build. "Bright Suit" is a solid white stallion with a blue mane who stands a fair bit taller than the other two, and "HayFire" is the shortest of the group and displays a bright yellow coat. The trio was discovered "releasing" themselves inside an

abandoned barn and agreed to join the containment unit upon their capture and arrival at the foundation. Each of the three displays a tattoo-like symbol on their right flank, with Biggy and HayFire displaying an apple and Bright Suit displaying an ornate shield.



Yujani (200)

The Yujani are a race of space faring hunters who pride themselves on hunting the most exotic and dangerous of prey. This particular subject arrived on the planet not long after the arrival of the Demon King, the lust energy surrounding the planet quickly warping her idea of "hunting" from killing to sexual domination. She stands around six and a half feet tall, displays a greenish grey skin, and long black tendrils similar in style to dreadlocks. Her face is typically hidden by a metallic mask, but a few members of the containment have reported seeing her without her mask and have noted several "mandibles" around her mouth. This

anomaly has agreed to join the containment unit in order to "hunt" the most powerful creatures possible. She often seeks out unit members to challenge them to "combat" when the duration between missions grows too long.

D-Class Personnel

King Kappa (200)

The King is an extremely arrogant and dangerous anomaly. He resembles a yellow kappa, a creature belonging to Asian folklore. He towers over most humans, can breathe fire, and is strong enough to shatter most metals with his strikes. He believes that he is superior to the Demon King and that the world should be bowing to him. Containment requires several D-class personnel being sent to his containment cell daily to satisfy his heightened sexual urges by worshiping his body. Recommended to only send masochistic personnel as his mating habits can be very rough on his "subjects".



Pigor (200)



Resembling a pink-skinned orc, Pigor is a mix of man and pig. He is very hostile, attacking and forcibly mating with anyone who comes into contact with him. This anomaly stands around 6 feet tall, wears nothing but a brown loincloth, and has enough strength to overpower any human. The only thing it seems more interested in than sex is gold. Anyone wearing visible gold clothing or accessories seems to be spared from the creature's wrath

and even causes the creature to act in a friendly and familial way. Providing Pigor with sold gold blocks results in the creature providing random but useful items of equal value. Where the anomaly acquires or stores these items is unknown.

The Fazfreak Trapper (200)

The Fazfreak Trapper (faztrap for short) was a normal human who ran a very popular family-friendly restaurant 50 years ago. The main attraction was animal-themed animatronics that doubled as suits, which allowed the characters to feel more realistic for the children, according to FazTrap. Once it was discovered that the anomaly was donning the suits to murder customers, he was quickly cornered by police and killed, but his body was never recovered. Upon the arrival of the Demon King, FazTrap's corpse was flooded with demonic energy, which not only reanimated the body but also fused the corpse with the animatronic suit. Metal and bone melded into one and created the anomaly, as it is known to the foundation. The suit is that of a dull yellow bunny with floppy ears. The suit itself is in a state of disarray, with several spots being rotted away, exposing the red and raw flesh of the original body inside. FazTrap has become obsessed with creating "mates" by fucking its victims into unconsciousness and stuffing them into suits (which are closer to costumes than animatronics) and turning them into its "band mates". FazTrap has the ability to retract its suit around the genitals for mating. This exposes his rather large human-like phallus that resembles a mix between metal and flesh.



Immortal Lizzy(200)

This overgrown lizard woman is one of the most dangerous anomalies contained by the foundation. Lizzy possesses extreme levels of supernatural strength, regeneration, durability, and intelligence. There have been no known methods to completely destroy this six foot tall muscle bound force of nature. Despite, the resemblance of a lizard (such as scaly body, long tail, protruding about, and razor sharp fangs). Lizzy is strangely humanoid in shape with strong (almost exaggerated) female features. Many D-class personnel have shown an interest in her very large chest and rear before being locked in the cell with her. Thanks to the Demon King's influence, Lizzy has decided that instead of destroying all human life, she would rather fuck any human she can. Unfortunately however, her hatred for humanity has not subsided and any sexual contact with her turns into a rough and grueling domination session from the anomaly.



Founder

Saber (200)

Saber was once an eternally faithful servant to an unknown witch until he was cursed with madness. He was captured while in combat with another anomaly that was able to escape. His madness caused him to be an extremely dangerous and violent anomaly until he was introduced to a higher-up upon request. Upon meeting the founder, Saber almost immediately latched onto them. Over the course of a few months, Saber's madness began to subside as his loyalty grew. He is now an extremely powerful and faithful servant who serves his new master in any way he can. His primary roles are those of a guardian and messenger. Reports from the founder have indicated that the Demon King's influence has caused Saber to branch out into more erotic acts of service.



Cuddle Tempest (200)

This extremely friendly anomaly is a large blue slime that stands around 5 feet wide and 3 feet tall. This anomaly is extremely friendly and has the intelligence of an obedient show dog. Prior to the arrival of the Demon King, Cuddle had the ability to induce feelings of relaxation and joy into anyone it interacted with. These abilities have been augmented and now spread intense feelings of arousal and euphoria into any that comes into contact with it. Cuddle has the ability to form tendrils, appendages, and orifices out of its body that are used to repeatedly bring its owner to orgasm. It has been reported that it also has the ability to form a sort of bed for its owner to sleep on to boost their sexual stamina and rejuvenate any lost fluids overnight.



Ruckus Waterlog (200)

Ruckus is a unique anomaly that was discovered due to tears and rapid fluctuations in reality. Mr. Waterlog is a large anthropomorphic pink bunny that stands around 6'8" tall and would be classified as obese by most health organizations. Most of Ruckus' daily activities include sleeping, masturbation, eating, and watching tv. This schedule is closely monitored as any attempt by Ruckus to engage in "productive" activities, such as working or doing chores, results in rapid deterioration of reality. Due to this, Ruckus has been supplied a "wife" who does all of the housework, shopping, working, and potential parenting required. Thankfully, Ruckus is extremely lazy by nature and has even been shown to be a "free use" partner to any potential mates.



Shade (200)

One of the most tragic anomalies and one of the only examples of an anomaly that was intentionally created. Shade was bioengineered by taking samples of various anomalies with the goal of creating the ultimate life-form. Born on a secret space station, she was an outcast upon her creators and the only living



subject. She was out through hellish training and tests from birth and was treated as a weapon to be used. Her only companion was a child of one of the head researchers. Once the foundation realized the power Shade possessed they immediately ordered her execution. Their attempts were unsuccessful and resulted in the death of everyone Shade held close. She has recently been reawoken from cryogenic sleep at the request of a high ranking member of the foundation. She initially went on a rampage until meeting you, believing you are the young child she bonded with all those years ago. Shade resembles an anthropomorphic black hedgehog with red streaks in their "hair". She is quite the brooder and often displays a cold and harsh demeanor with everyone excluding her only "friend". The Demon King's influence along with her betrayal

and newfound friend has resulted in Shade acting like a goth teenager with strong sexual urges despite being around 100 years old.

It has been speculated that she often uses her hypersonic speed and control over time to "handle" her powerful urges without getting caught.

Anomalous Entity

Dogbed (200)

This is one of the first known “created” anomalies discovered by the foundation. Dogbed was once a human of unknown origins who was unwillingly transformed into a giant stuffed animal. He (or she, depending on your choice)

resembles a 9-foot-tall stuffed cat.

Despite his resemblance to a stuffed animal, Dogbed is quite thin and lanky with a permanent smile and black eyes. There is also a zipper that runs from the nape of his neck around to where a human’s belly button would reside. Dogbed has become something akin to a religious fanatic to his new owner, believing they are the true savior. This has been theorized to stem from some form of betrayal suffered at the factory in which he was recovered.

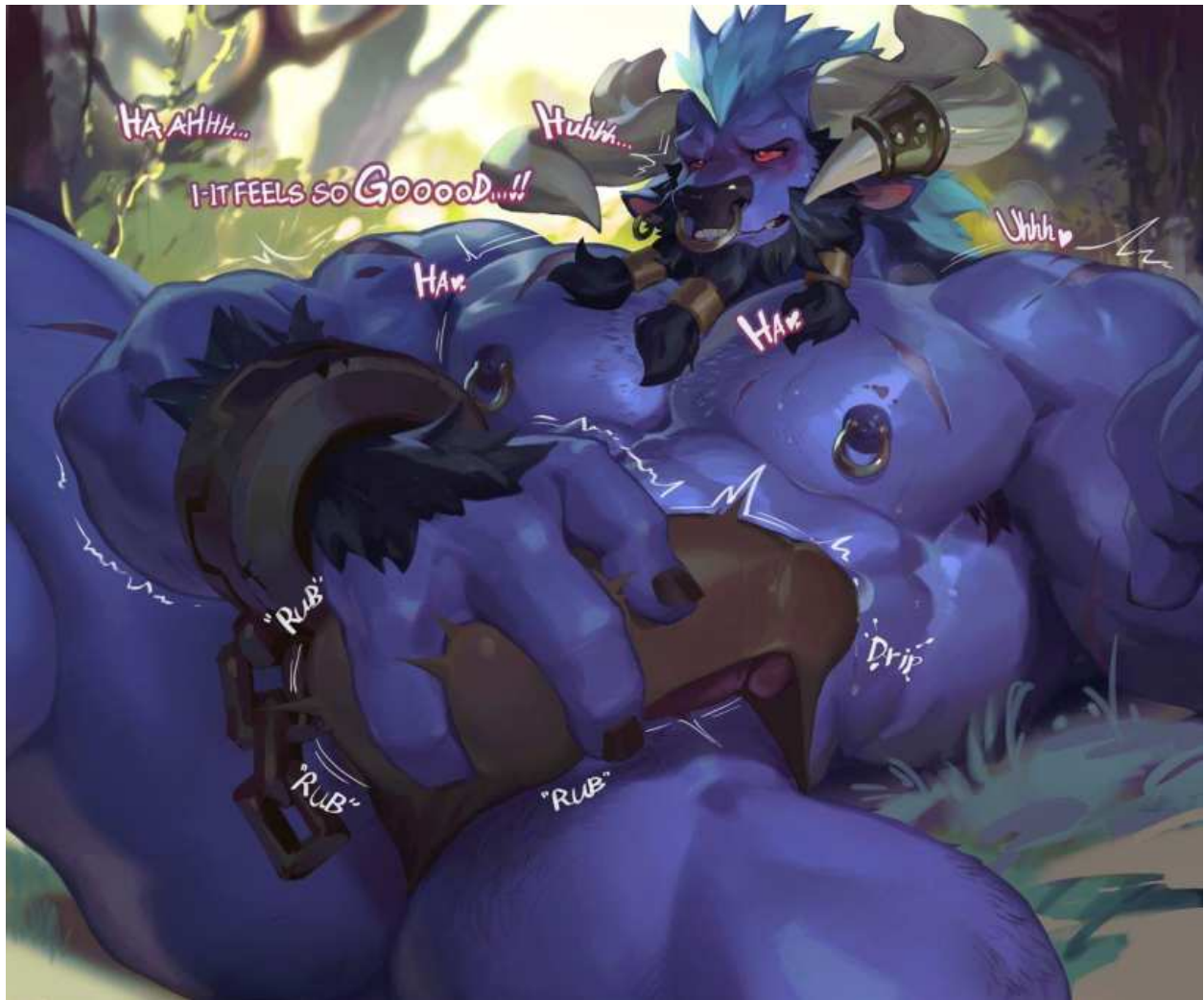
Dogbed’s only goal (according to his own statements) is to please his new master in any way possible. Dogbed has been shown to be able to release



a thick red mist from his mouth that can induce sleep, intense wet dreams, and/or immense arousal.

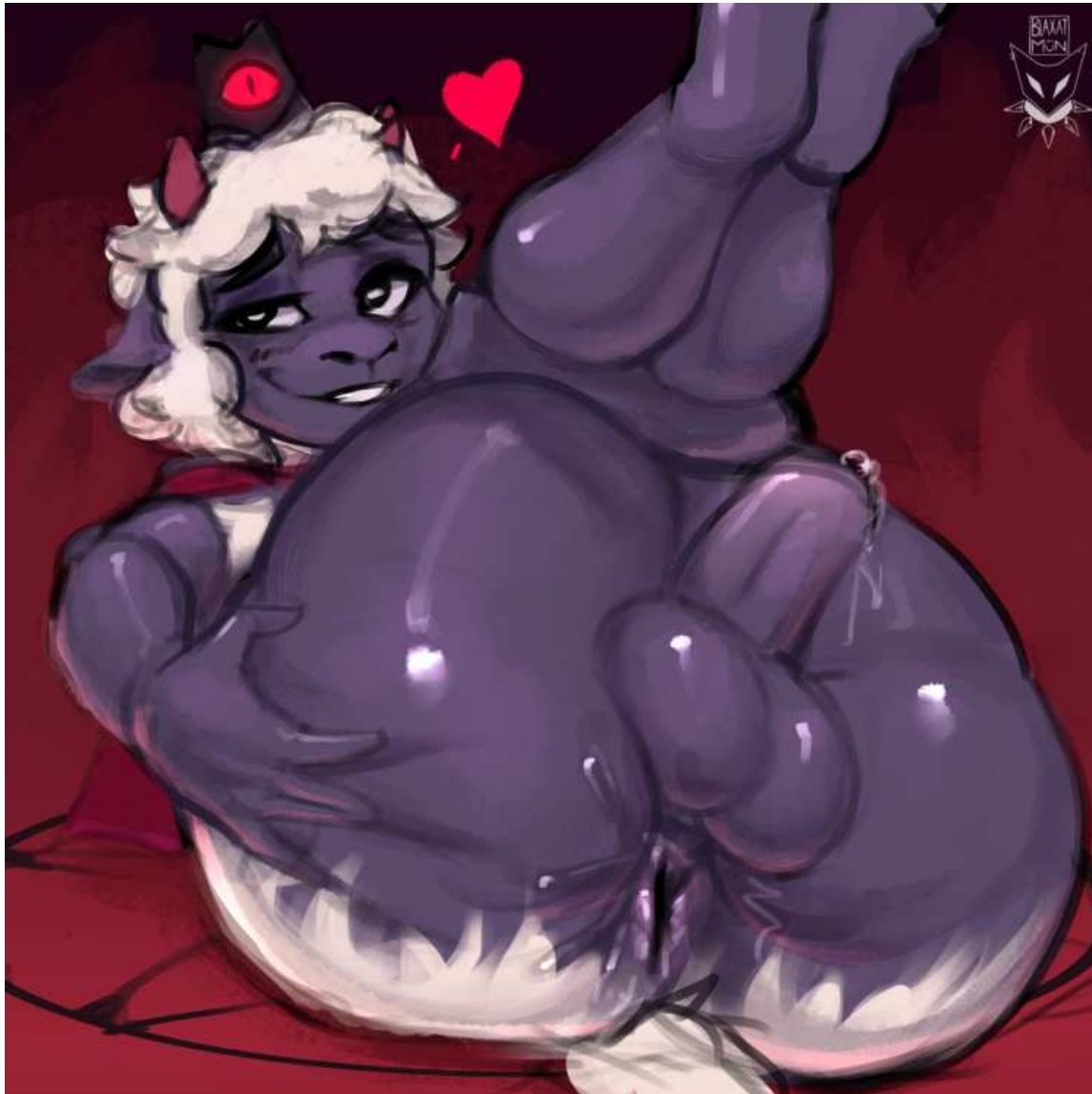
Alley Nova (200)

This anomaly was found in an underground bull-fighting ring after his former owner was reported for bringing a large anthropomorphic purple bull to the event. Alley's muscular body is covered in scar tissue, indicating that this was not his first fighting event. Mr. Nova has displayed astounding combat ability, fighting in a similar style to Greek gladiators. He has stated an inclination to pacifism but is willing to violently defend those with whom he forms a bond.



The Shepard (200)

One of the more interesting Anomalies, the Shepherd was discovered at a religious camp deep within the [redacted] forests. From information gathered by interviewing the various anthropomorphic members of the cult, The Shepherd was once a normal sheep until she was saved from slaughter by an unknown entity. The anomaly was then transformed into a more humanoid form and was tasked with creating a cult to gain power. The Shepherd has been shown to have the ability to transform animals into anthropomorphic followers as well as the ability to perform various rituals and acts of "magic" based on the number of followers it currently possesses. The cult's main goal seems to be to spread sex and lust throughout its members, with most members becoming sexual deviants upon joining. The Shepherd has noted that the "jumper" strongly resembles the entity that gifted it its powers and a strong desire to serve them.



XenoRoyal (200)

This anomaly embodies humanity's fear of extraterrestrials. Her sleek black chitinous skin, elongated eyeless head, rounded prehensile tail, and a tongue that functions as an extendable second mouth all contribute to this queen's frightening appearance. However, this ten foot tall behemoth still possesses a strong "womanly" charm. It is unknown if her thick and puffy lips, rounded posterior, and massive breasts are features designed as hunting tricks to lure in prey, or changes induced due to the newly added lust energy. Regardless of the source, this creature is more interested in breeding the next generation of her army. The queen has displayed a habit of designating a mate and having copious amounts of sex, harvesting her partner's sexual fluids to fertilize her eggs. These eggs are pushed out of the Queen's tail and give birth to small creatures that are nothing more than long legs and an even longer phallic-like tail. These creatures latch onto their victims and breed any hole they can with their tail, filling their victims with eggs that will eventually be birthed and hatched by the victim into small "drones" that eventually grow into soldiers that serve the Queen and her mate. The process of birthing the eggs has been observed to give the host repeated mind breaking orgasms.



General Companions

Companion Import (300)

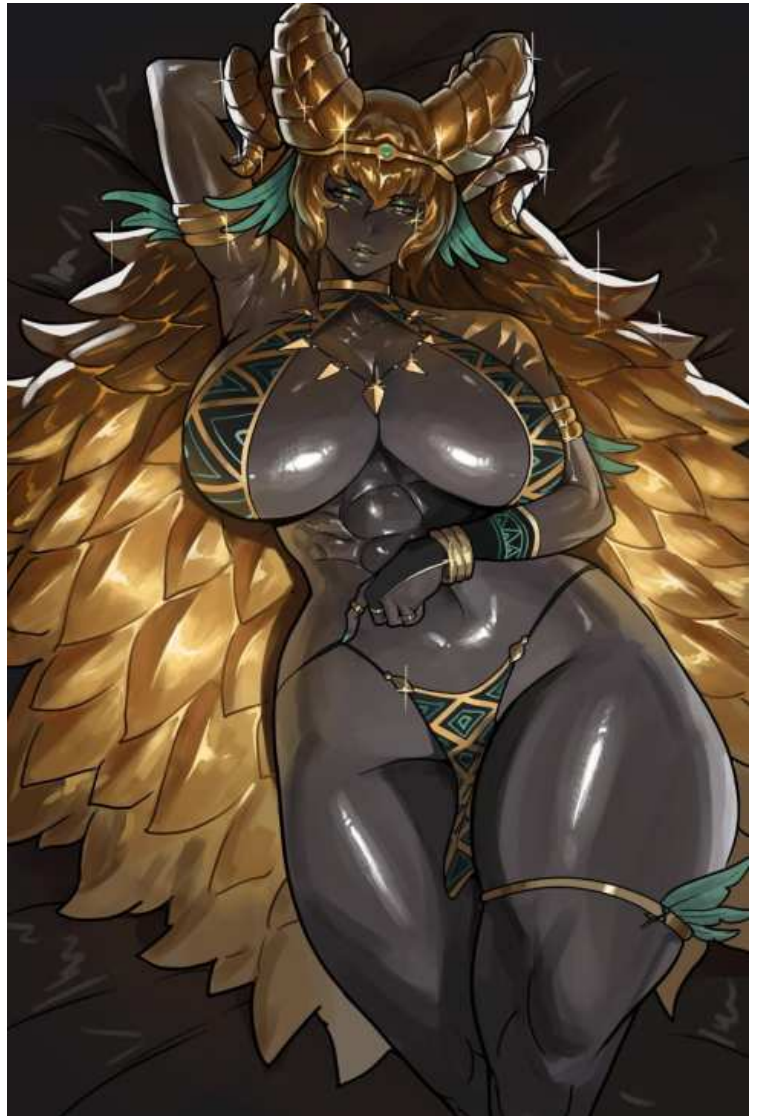
Import any of your existing companions with you. They gain 800cp to spend in the jump.

D-Class Personnel (100) You may recruit and take along a single D-class class personnel with you on future jumps. This D-class, (gender and appearance of your choice) is a massive pervert gooner/goonet and is into things like bestiality, rape tentacles, gokkun, and more.

Eliza Trask (600)

Eliza appeared in this world not long after the "New Demon Lord" and has stated to originate from an alternative dimension in which she was the demon lord. She is an immensely powerful empress who has displayed the ability to reshape her body as she pleases. She has shown to have the ability to change her body down to her very atoms. She is able to change her appearance into nearly any humanoid form, even mimicking other races and species as long as they are not too extreme as well as rendering herself completely invisible and intangible. Her most potent ability is to consume the essence of living beings to not only feed, but enhance herself. Once she has consumed someone's essence, she is able to perfectly mimic the appearance, powers, and mannerisms of that person. She is able to copy any and every detail including memories, mannerisms, languages, and even unconscious habits. She gains all of their experience, knowledge, skills, and powers. The amount she takes is irrelevant in terms of her ability to mimic the subject, however depending

on the amount stolen, the victim could permanently lose memories, powers, skills, body density, and/or feelings. Whether this loss is permanent is entirely up to Eliza. She has stated that she doesn't just always mimic things like memories and feelings, and can actually steal them (meaning she experiences all stolen memories and feelings as if they were her own). She has informed the foundation that she is here looking for a partner to act as her king/queen that she will submit to, and hopes to serve someone who is able to help her experience sensations she missed out on in her royal life. This has essentially turned the foundation into her own personal dating app. No one thus far has been able to satisfy her ice cold and sex driven personality and we are running out of D-class personnel to throw at her. According to the few subjects who have survived, she is unable to feel emotions herself, and thus drives others to insane highs or lows to steal those feelings for herself. She has even convinced several staff that she is their "inner voice"



by replicating their appearance and convincing them to partake in depraved acts. No methods this far have been able to contain her and she possesses incredible strength, speed, and durability. She has stated that she can also manipulate the minds of others as well as her own "lust energy". She claims she could easily destroy the entire planet, although she has done nothing thus far to back that claim she has displayed power enough to devastate large landscapes. The foundation is hoping you can satisfy her urges.

*Several staff have noted her becoming oddly flustered, giddy, and nervous when you were mentioned. Any mention of this by said staff has been met with extreme violence.

Containment Spheres (600)

These six spheres were found in the lair of a treasure collecting anomaly. It is unclear where these orbs originated from or how the various creatures contained inside them were contained. Any attempt to recreate these spheres has resulted in failure. Inside these spheres appears to be animalistic creatures of great power. Only two have been opened so far and their images have been attached below. These creatures seem to be highly intelligent despite their animalistic nature yet they have been extremely aggressive to anyone who comes into contact with them. Despite their violent nature, it appears that they have taken quite a liking to you. They have displayed extreme loyalty, attraction, and admiration for you and have thus far resisted all attempts at coercion, mind control, blackmail, fear, and seduction. When one was slain it was able to be resummoned via the sphere after 7 days. The creatures contained in the remaining spheres have yet to be discovered (and are thus up to you). The spheres have thus far proven indestructible and have been noted to reappear in your possession when lost or stolen.



Living sword (600)

This sword breaks all rules of this world and is completely immune to the effects of the corruption plaguing its residence. This flesh covered blade is alive and has a powerful will of its own. The only thing this blade longs for is bloodshed and violence. Once wielded, this blade forms a psychic connection to its new host. Several D-class personnel have stated its overwhelming desire for violence. After wielding the blade for several days, the D-class subjects were completely drained of their life-force. While on death's door, they all mentioned the blade's desire for a worthy host and your name being mentioned with fanatic desire. This blade seems to grant its wielder greatly increased strength, the ability to fire off blasts and waves of energy, summoned and dismissed at will, the ability to regenerate from complete atomic disintegration, and one subject showed the ability to manifest some form of armor (although the subject died before displaying its full potential). The strangest ability seems to be the blade's ability to completely control anyone who stares into his giant eye while being wielded. The foundation would be highly grateful if you would take this anomaly with you.



Hive Queen (800)



The Queen is a unique anomaly as she willingly surrendered herself after her arrival and has stated to originate from the same dimension as the newly arrived demon king. The queen resembles a mix between a plant and a human, and takes the form of an extremely attractive woman with green skin whose human body is normally contained within a massive black rose. The plant portion of the body is around the size of a two-story home, with roots that have already spread far enough to cross state lines. Her one condition upon containment was to be introduced to the "Jumper", whom she refers to is unknown. Based on interviews, her only goal is to serve this person as his "True Mate". The queen has shown the ability to create "buds" at the base of her flower that contain genetic copies of creatures. These genetic copies are identical to the original and are created by the humanoid body ingesting "DNA" from the host. The genetic data can vary widely and does not need to be organic in

the case of androids, robots, or other sentient creatures. These clones are part of a hive mind that originates from the main plant body. The copies share all of their memories, powers, and personalities and are perfectly replicated. Due to the Queen's near obsession with the "Jumper", these clones essentially create a sort of "harem" that shares one mind yet are distinct in personality. The queen has been stated to have the DNA of a wide variety of creatures (see notes).

Drawbacks

There is no limit on the amount of CP you may gain from drawbacks.

Beast Lover (100)

You struggle to form any meaningful relationship with any creature with at least a human-level intellect. Most people will view you as nothing more than a wild animal, despite your race, and will naturally feel distrust and disgust for you. This can be overcome with great effort on your part.

Beast face (100)

The anomalous energy of this world has caused an unwanted mutation to your body. Despite your race, nearly all living creatures will find you overwhelmingly disgusting to look at. Most animals or animalistic creatures will naturally be fearful of you.

Sensory Loss (200)

Each purchase removes one of your five primary senses and can be purchased up to five times. These senses cannot be healed or replaced by any means within the jump.

Limb loss (200)

Each purchase removes one of your limbs from the knee/elbow down and can be purchased up to four times. These limbs cannot be replaced by any means within the jump.

Baby jumper (400)

Your life is tied to a chibi version of yourself. This being has the intelligence and physical ability of a 10-year-old child and is 1 foot tall. Most anomalies that come into contact with this creature will become extremely hostile to it. The creature cannot be more than 10 feet away from you for longer than 1 hour.

Item Lockout (400)

You are locked out of your warehouse and unable to use any items acquired from other jumps.

Infected Cognition (600)

Your mind has been infected with a dangerous cognitive hazard. This infection causes your senses to randomly become distorted. While under its effects, you will view enemies as allies and vice versa. These "visions" are so powerful that your body will react on its own; this often results in you lashing out and

attacking your allies. No amount of mental resilience, training, powers, or perks will be able to convince you otherwise. When you have these "outbursts", you must simply wait them out. There is no way to tell when they will happen, but your senses will always begin to shift and blur before you lose control.

Power Lockout (600)

Your powers and perks purchased outside of this jump are nullified, reducing you to your body mod and any perks purchased in this jump.

Frenzied Anomalies (800)

Any anomaly that you encounter will immediately be cleansed of the demon king's energy, and in its place, it will be flooded with an equal amount of energy belonging to the demon king of wrath. This causes any anomalies to become extremely hostile and to rapidly mutate, becoming increasingly dangerous and powerful.

SCP (800)

The foundation has deemed you a threat, and as such, you are something that needs to be contained. They will immediately use everything at their disposal to capture and study you, including all SCPs and anomalies in their possession. Their desire for your capture will persist throughout your time in this jump, and no amount of persuasion, fighting, or power will stop them. Should they be completely wiped out or on the brink of defeat, they will release the Red King in an attempt to take you down permanently.

Demon King's Wrath (1000)

The demon king views you as a threat to his life and has begun focusing on corrupting you. Every sexual act you partake in will corrupt you further, causing you to gain an increasingly strong desire for more. Even without sex, you will become a mindless creature within 3 years. Before this, you must find and defeat the king or convince him you mean him no harm. He is extremely difficult to persuade, and any perks, items, or powers will be useless against him.

Ending

And once again, your journey to this world comes to an end. Did you enjoy yourself? I hope you accomplished what you set out to do. And now, just as always, you are faced with your choice.

Leave

Exit this world and move into your next jump. Good luck, Jumper!

Stay

Maybe you have created your own home in this world; well, you could always choose to stay here permanently.

End

Time to end your Jumping adventures and head home.

I hope you will be satisfied with your choice and happy jumping!

Notes

- This jump is based on an idea I read once in the Jumpchain reddit. I don't remember who suggested it, but if anyone knows, I'll credit them in an update! It was basically what would happen if the succubus from monster encyclopedia entered the SCP world.
- The organization in this world was left ambiguous intentionally. It can be the SCP Foundation if you would like, but it can also be its own thing. Yes, there are items that are named after actual SCP's. That was some to make it easier to understand what the item is/does. That is not an indication of what they are labeled as by the foundation.
- Any of the companions can be changed to female upon purchase.
- Demon King Pendant: You may choose to become a hybrid of any species from the monster encyclopedia.
- Companions are based on the following characters in order: Bugs Bunny, Scp-1471, Stitch, Toothless, Star Fox, generic MLP ponies, Bowser, Piglin, Springtrap, Blaid, SCP-999, Richard Waterson, Catnap, Allistar, and The Lamb.
- Any companion purchased will be loyal and friendly with you, despite its initial disposition. Companions purchased will never force themselves on you (unless you want them to), but can be pushy about sex or will find other partners to satisfy their urges. After leaving this jump, their libido can be greatly toned down if desired.
- The Hive Queen is an alraune from the Monster Girl Encyclopedia world. She already has the DNA of all of the monster races found in the monster girl encyclopedia (not including the demon queen/king). The queen can only create clones of creatures up to 20 feet tall (beings who have the power to grow can grow beyond this).
- The female companions are based on the ratkin from Warhammer, the yuatja from the predator series, the hard to kill lizard, a female shadow the hedgehog, and the xenomorphs from aliens.

- Adam's Apple: This perk essentially gives you access to every skill, technological and philosophical breakthrough, language, creative idea, and military tactics that humanity has ever created. Think about the entire history of human kind, you have the ability to replicate and elevate anything you can find that was attributed to humanity. This updates each jump to include anything that humanity has done in that jump. The original strength of these feats depends on the world, the world of Baki would give you such stronger strength and combat feats while Food Wars would give much better cooking skills. This only grants you what humanity is capable on their own. This does not include access to supernatural elements like Chakra or nen or increase the amount of it you receive. It would however include your proficiency with it as well as the techniques you can use should you gain access to it somehow. Mutants from Marvel or other races that branched off due to genetic differences are not included. Things humans could only accomplish by attaining power from other worlds (Symbiotes, Lantern Rings, alien technology), other dimensions (angelic or demonic powers), or other worldly entities (Nen, Chakra, Haki, etc) are not included. However if humanity learned to recreate this technology completely on their own after studying it then you would gain that knowledge).
- Containment Spheres: Based off of Pokémon and Palworld and can be used to take the two listed creatures as well as four Pokémon or pals of your choice along on your journey. These Pokémon and pals are anatomically correct and just as lustful as the other creatures from this jump. I picked the first two primarily so I could attach images to the companion description. If you want your full template of six do a Pokémon or Palworld jump.
- Companions: Any companions purchased in this Jump will find you extremely attractive and will be eternally loyal and "affectionate" so long as you return their interest in some capacity. While they each have their own way of interacting with you, it will never branch into the realm of uncomfortability or violence. You can decide if they are a top or bottom in your relationship.
- Eliza: She essentially is a vampire and succubus mix. Able to absorb the essence of living creatures to either mimic or steal their memories, feelings, knowledge, skills, history, powers, etc. Think Rogue from X-men mixed with Toga from MHA. Her ability to mimic others is perfect and can fool even beings who can see the "real" form of other creatures, see through illusions, identify shapeshifters, etc.