

Magical Princess Miracle Berry
v1.6

by Dead End v1

Earth, a Blue Planet drifting through the starry expanse of space… and the next target of the Milking Alien scourge. Fresh off their conquest of the planet Rokiriyo and hungry for more an advanced force has been dispatched to subjugate the local intelligent humanoid lifeforms inhabiting earth, namely humanity.

Landing their ship over a certain girls school in a certain city, the aliens quickly establish a beachhead. Deploying an impenetrable wall around their new command center from which they'll recruit i.e. brainwash fresh troops before using them to breed an army capable of spreading across the globe.

Their purpose is two fold. Convert the woman of earth into livestock that will provide Miracle Energy, a miraculous power generated within the breasts of woman, in the form of milk. And to strip the planet of all it's resources leaving behind a barren wasteland only suitable to serve as a milk factory. Feeding both the alien parasites and their empire like they have done to every other world they've conquered.

Standing in their way though, is Rumi Ikemori. A girl chosen by happenstance to make a pact with Riyo, the last princess of the planet Rokiriyo. Gifted with a Miracle Choker and the last sparks of Riyo's power, Rumi dons the Miraculous Magic Armor and transforms into the Magical Princess Miracle Berry!

Can Miracle Berry rescue her classmates before they've been permanently lost to the aliens brainwashing? Or will she be forced to watch, or maybe even rise against, her home world as it's people become mere cattle while the planet is strip mined like Rokiriyo.

A difficult question, especially with your presence jumper.

Whether you are ready to also don a set of Miraculous Armor, or planning on joining the Milking Aliens in their conquest, or possibly even choosing to serve as an Elite Alien Livestock Soldier.

You'll be granted +**1000 Miracle Points** to fund your adventure.

Origins

Either origin may be chosen as a drop-in.



Magical Princess [Free]

Wielders of the mysterious power known as Miracle Energy, the local name for magic in this universe. Generated entirely within the breasts of intelligent humanoid lifeforms (a description which ironically applies to humans of either gender). This power has a number of benefits as it accumulates including giving you a generally attractive appearance and enhanced physical abilities. It also causes breast growth in those same intelligent humanoid lifeforms improving their bust size and shape as the storage vessels for your new supernatural power.

As a Magical Princess you are capable of magical combat, whether it's generating magical arms and armor or purifying those who have been domesticated by the invading Milking Aliens. Magical Princesses, and their corrupted counterparts, Livestock Soldiers, both adhere to a fruit based naming scheme for some reason. Leading to names like the OMC Rumi Ikemori's Miracle Berry or her best friend Ren Kato's Grape Plasma. So please remember to pick a fruit and an adjective to decide your new transformations general theme.

When choosing this origin you start amongst the students trapped within the schools boundaries during the initial stages of the Milking Alien invasion. Where you can either escape on your own or allow yourself to be drawn into Riyo's teleportation of Rumi appearing in the gym equipment room with her. Drop-in's on the other hand (optionally) find themselves alone (or with their companions) in an empty classroom on the first floor that would have otherwise been sealed off. In either case unlike Rumi, the games original MC who needed the help of the Rokiriyojin alien Riyo to escape, you'll awaken your powers shortly after you appear allowing you to escape or fight back as you choose.

A Magical Princess rolls a 1D4 +14 to determine their age.

Milking Alien [Free]

An alien species from beyond the borders of the milky way, Milking Alien's are a noble race you have chosen to join. Arriving on earth as part of the invasion force destined for the *blue* planet, you are ment to help subjugate the primitive livestock that currently inhabit it. Killing off the men of the species and converting the young desirable females into disposable soldiers, breeders, and most importantly milk cattle to feed the Milking Alien empire.



Subsisting on a diet of Miracle Energy rich milk harvested from domesticated females you possess a sucker like mouth with a long prehensile tongue that's suitable for extracting milk from your prey. Your body is also squid like with a number of tentacles used for locomotion on land as well as a four other spade like ones that are for fine manipulation or breeding. Finally you have a large central eye in the center of your bulbous rounded head.

As a member of an intergalactic race you are skilled in the use and production of advanced technology but are otherwise physically weak (except for those rare few who have evolved. Which also possess greatly strengthened physical capabilities). You also have a natural ranged attack in the form of a sticky *slime* that can impede your foes. Additionally as a Milking Alien you are part of a mono-gendered *male* species that reproduces exclusively with females from other species.

Milking Aliens as an advanced space fairing race have a life span that is far longer than a humans and thus roll 1D100+20 for their starting age.

Milking Alien jumpers start on the troop transport by default just after the undomesticated cow Rumi escapes while drop-in's (optionally) start alone in the third floor computer room (with their companions if any) just after Lemonstar's defection causes chaos amongst the alien ranks. Finally Milking Aliens jumpers who purchase Magical Princess perks can not use them directly (Post jump you may use them normally provided you are in a humanoid form) and instead gain enhancements to their Domesticated and Monsterized minions and/or companions.

Post jump this form will become an alt-form.

Perks

Origins get their 100 MP perks for free and the rest are discounted by 50%.

General

Miracle Energy [Free (Mandatory)/100 MP]

The main power source of Magical Princess Miracle Berry and it's source of magical energy. This power is free (and mandatory) to Magical Princesses and Milking Aliens, albeit a corrupted version of it in the aliens case, for the duration of this jump. In woman this power tends to increase the bust size of those who possess it i.e. the more Miracle Energy they possess the larger the resulting bust is. Miracle Energy is synonymous with magical phenomena allowing it's users to do things like transform, fire off magical

blasts, summon weaponry, enhance their body, as well as perform utility magic like telepathy, translating speech, and teleportation. In future jumps it also acts as a secondary power source for those that can use magic.

Jumpers who wish to carry, in both senses of the word, Miracle energy beyond this jump may pay 100 MP to do so. Afterwards when entering a new jump they may decide if Miracle Energy has always been part of the setting or is something unique to them and/or their companions.

Hentai Fluid Dynamics [Free/100 MP]
Dehydration is no longer a concern with this perk, whether it's dozens of tentacles flooding a girl with litters of cum or breasts that produce your body weight in milk each day. This also comes with a side of hentai physics to make your body able to accommodate said tentacles or maintain the stamina that so many simultaneous orgasms demand.

Bountiful Beauty [100 MP]



As befitting for a H-game setting the girls here generally beautiful and busty, probably because of abundant amounts of Miracle Energy, and now so are you. With breasts that are nearly the size of your head now being considered merely above average rather than anything special to write home about. This ridiculous shifting of standards also applies to the rest of your looks, both enhancing your feminine appeal while also punching up your cup size by a couple of increments.

Unlike many other beauty type perks this one is focused on the feminine aspects of appearance due to the general lack of men who appear on screen in the setting. So in men this perk does as it says on the tin enhancing any feminine traits that they may have. Producing anything from effeminate men with slight curves to femboy's that are nearly indistinguishable from woman, except in one place.

Hydrophobic Brain [200 MP]
Unlike many of the people of this world you are highly resistant to the effect of brainwashing. Emerging virtually unaffected from even intense repeated Domestication sessions (You mind might be resistant to changes but your body is still vulnerable to the process.) Only the most dogged of brainwasher's can hope to alter you mind but even those efforts often produce lackluster results, making you only moderately inclined to follow their orders in the most insincere way.

Magical Princess

Miraculous Armor [100 MP]
Your formal attire of a Magical Princess this armor functions similarly to any number of other magical girl uniforms. Providing both magical identity protection and increases to your physical abilities all while protecting you from a certain degree of damage, no matter how *artfully* damaged your uniform becomes.

While Miracle Berry's uniform was largely influenced by Riyo's, due to her providing the bulk of the newly minted magical princesses energy, yours is largely up to you. With only caveat being that being that it follows a fruit based theme, for example Miracle Berry's transformation is themed after strawberries, that is consistent with the new Magical Princesses chosen name while featuring a certain emphasize on your bust.



Your Miraculous Armor also includes the creation of a magical weapon, the Magical Shining _____ that mirrors the armors theme, again much like Miracle Berry's strawberry themed axe Axetrawberry. This weapon can be summoned at will while transformed and takes the form of a melee weapon that is chosen during your first transformation. This weapon is also infused with purifying Miracle Energy making it an effective weapon against corrupted foes, such as the livestock soldiers and milking aliens. It can also revert those who have been contaminated by the milking aliens semen back to their original form provided that the transformation hasn't been in place long enough to fully drain them of their hair color (a process that can take several months). Note that in rare circumstances remnants of their corruption might remain such as an increased bust size or certain powers that used to use corrupted miracle energy using purified miracle energy instead of vanishing.

An existing weapon can be integrated this transformation instead of creating a new one with the base weapon undergoing cosmetic changes consistent with it's new theme as Magical Princesses weapon, the damage inflicting parts for example becoming made of energy constructs that match your Miracle Energy's color.

Lastly as a Magical Princess you gain a number of more utilitarian uses for your power with **Miraculous Armor** granting you short ranged telepathy and the ability to store your current outfit with your uniforms miracle choker whenever you transform.

Miracle Shot [200 MP]
While nominally a melee weapon this perk allows you to use your Magic Shining _____ as a ranged one. By concentrating extra Miracle Energy into your weapon you can fire it as a shaped energy projectile exchanging raw attack power for increased purification ability at range. This allows the resulting projectile to dissolve static manifestations of corrupted miracle energy, such as the adhesive milk slime of Melon Sniper.

This attack comes at a price as it draws more heavily on your Miracle Energy reserves, not a lot more but enough to be noticeable (at least initially) unlike the minute amounts simply swinging your weapon takes.

Additionally this perk allows for the creation of barriers outside of combat, capable of hiding a space and those within it from designated targets or groups.

Charge Shot [400 MP]
An enhancement of the **Miracle Shot** perk Charge Shot lets you overcharge your magical projectiles with even more Miracle Energy. Not only massively enhancing it's

attack power but also granting greater penetrative abilities too. Your magical projectiles, once fully charged, will punch now through most mundane obstacles as well as weaken the magical defenses generated by other users of Miracle Energy. Eventually letting you pierce even the sturdiest of barriers all without significantly increasing the Miracle Energy needed for a charged Miracle Shot.

At this level of control you also unlock the ability to teleport yourself or other willing people a short distance away with some preparation. While not combat capable, unless your opponent is an idiot, it does allow for the evacuation of hostages or yourself from areas not protected against teleportation. Additionally the barriers created by the **Miracle Shot** perk can now serve as teleportation beacon allowing for a long ranged teleportation.

Magical Shining _____ Ascension [600 MP]
The final apotheosis for a Miracle Princesses, this perk elevates every aspect of your **Miraculous Armor** while also allowing you to the channel of additional Miracle Energy in to your weapon. Much like **Charge Shot** this perk allows your charge your weapon and launch devastating melee attacks capable of shredding even the most reinforced material available to the Milking Alien race. The attack additionally functions as a defensive screen both destroying incoming projectiles while negating their effects, provided of course you manage to hit them.

Additionally this perks grants you the ability to awaken this power in others as well, either gifting them with some of your own Miracle Energy or awakening it for those that already possess it. In jump this allows the creation of new (Non-Companion) Magical Princesses, using a floating pool of virtual MP that slowly recharges over the course of a year. While post jump it enables you to empowerment of your companions, those who either missed this jump or joined after the fact, or minions using that same pool.

The pool of MP is drawn from your own strength as a Magical Princess and contains 100 MP per Magical Princess perk or item you possess, that can in turn can be spent on perks and items from the Magical Princess perk line as though they had the matching origin. It also by necessity grants access to the 100 MP version of the general perk **Miracle Energy** from this document for free granting them the requisite perk to use their new abilities. Post jump this ability can also be used to enhance companions who were not available in jump following the same rules.

Lastly this also allows you to (1 time per jump) sever your connection to your body before your death surviving afterwards as a bodiless soul bound to your miracle power. In this form you may seek a suitable girl to grant your Miracle Energy to awakening them as a Magical Princess and granting them access to your perks. Post jump you may reform your body as it was before it's destruction.

[Booster] Rokiriyojin Miracle Stone
If the Magical Shining _____ Ascension was to be the ultimate expression of your power as a Magical Princess than this is to go even further beyond. While transformed you will be able to shatter your previous limits; need to dodge, increase your speed until your movement are effectively chained short ranged teleport or if you want teleport outright you can do so even in combat. Want to defend yourself instead of dodging, then perhaps a

dense layer of magically ablative armor might serve you better if you decide to tank something instead of reflecting their attacks back at them.

And for when your on the offensive, you can transform your regular Charged Shot into an annihilating beam of destruction or a barrage of pinpoint accurate homing blasts. Up close you can unleash devastating bombs of charged energy or waves of purifying power that no longer care how long ago your target was corrupted.

Whatever your choice you can only break through a single aspect of your previous limitations as a Magical Princess at a time and changing said aspect requires a second or two to redirect your focus.

Milking Alien

Brainwashing Semen [100 MP]

This is the primary method that you have as a Milking Alien to subdue the unruly female cattle of the universe. Delivered via your tentacles (or post jump any other phalli) your semen is a powerful brainwashing tool that activates once it's inside an undomesticated female's body, forcing them into a temporary receptive state where their weak minds can be programmed with simple statements or commands.

This brainwashing is effective long term but the effects can be removed by the purifying abilities of a Magical Princess or certain substances disruptive substances. The commands are also taken rather literally due to the feminine cattle's inferior brains so you should be mindful of what what orders you issue so that so that they aren't freed by accident just because they were thirsty and happened across an antidote of some sort.

Domestication [200 MP]

Unlike **Brainwashing Semen** which is generally used for temporarily controlling female cattle, **Domestication** is used to permanently convert those same female cattle into subservient livestock soldiers loyal to only you. A clear sign of the superiority of the glorious Milking Alien race, using this perk makes your semen capable of far more than simple 'Brainwashing' allowing you to also biologically modify your future livestock.



From altering the size, shape, and milk capacity of an undomesticated cows breasts, starting or increasing their rate of lactation or setting up pleasure-reward conditioning loops, you have a significant amount of control over their body and mind. Letting you further your control over them or if desired prepare them for fertilization with members of your species in order to birth the next generation of livestock. Pursuant to that you can also apply a degree of physical enhancement making the female a suitable soldier for the front lines of the next invasion.

Naturally this process is not entirely without it's drawbacks not only imparting certain bovine traits (such as cow ears, small horns, and tails) along with the loss of their hair pigmentation but also decreasing their intelligence to a fairly large degree. Granted

these are minor demerits and ultimately proof of their true nature as cattle but it does limit them to serving as mobile ration stations, breeders, and disposable shock troops.

Still the Livestock Soldiers like this are more than capable of physically standing up to moderately enhanced or armed resistance making them able to outmatch the soldier's that most primitive worlds employ. Their meager Miracle Energy reserves also make them resistant to most light anti personal arms, mundane chemical weapons, and diseases. Larger and more powerful weapons such as those designed to defeat armor can potentially bypass these defenses but are ironically often ineffective on a large scale due to the livestock soldiers mobility unless they were intended to indiscriminately devastate a large area.

Advanced R&D [400 MP]
The mark of any advanced intergalactic race, this perk represents your mastery of the Milking Alien race's technological secrets. From constructing advanced technology like interstellar spacecraft, ultra long range scanners, personal atmospheric filters, to building large scale deployable fortifications and facilities, this perk covers it all.

Additionally you are also a genius in the research part of R&D becoming capable of extensively studying a subject with only hours or days of work, unlike the months or years that lesser species need. Allowing you to quickly study the technologies and abilities of other inferior races, determining their weaknesses and how to potentially exploit them.

Evolution [600 MP]
The ultimate ability of a Milking Aliens, one which propelled them and you to your rightful place over the ignorant livestock of the universe. As a Milking Alien you gain a substantial increase to body size and mass (along with a proportional increase in durability and strength), turning what would be an otherwise roughly human sized Milking Alien into a figure that can dominate an entire side of a large room like an auditorium. Additionally this perk elevates you to the highest echelons of the Purple Milking Alien caste, making you the equal of any farm world commander or invasion force general.

However these are the least of the perks effects. As an Evolved Milking Alien your strongest ability is the power to absorb Magical Princesses or Monsterized Livestock and freely utilize their abilities for yourself. Doing does eventually drain them of their Miracle Energy (and eventually life) but their unwilling sacrifice is a small price to pay for such power.



You also gain the ability to monsterize female livestock instead of domesticating them. A process that normally take the combined efforts of several Milking Aliens but one you can now accomplish alone.

Monsterized Livestock have even greater physical strength allowing them to do things like move faster than most species can perceive in

short bursts or launch foes across the room with their blows. And unlike ordinary **Domestication** a greater portion of their limited intellect can be preserved allowing them to retain any knowledge or skills that they previously possessed. Oddly this causes them adopt a fruit based naming convention, perhaps some abstraction what their identity as Magical Princess might have been.

Monsterization's success is largely dependent on the quality of the livestock being converted with flat chested cows (who have minimal potential miracle energy reserves) barely being worth the effort. Thus it's imperative that only cattle with the largest natural *udders* are used after all why waste your efforts on an inferior product. Once selected the monsterization process imparts a small reserve of corrupted miracle energy to convert to their own, granting them the **Miracle Energy** perk if they didn't already have it and 100 base MP to spend (The time frame of the game normally doesn't allow for more than one girl to be monsterized, at least without the help of several dozen other Milking Aliens contributing energy. Post jump this initial investment of MP can be slowly regenerated by you over the course of half a year allowing you to monsterize a new girl every six months). This initial pool of MP is further augmented by the potential cattle's breast size granting them bonus MP to spend (+200 MP for breasts that are least melon sized sized or +500 for breasts that are as big as a large pumpkin or bigger). These points can only be used to purchase perks from the special Monsterized Livestock perk line described below.

Note as these perks technically have no origin attached there is no discount when selecting them.

[Booster] Jailbroken Miracle Stone
Using a captured Miracle Stone that been jailbroken, you've managed to decipher the secrets held within. Not only increasing your understanding of interconnection between Miracle Energy and biology but its connection to the soul.

This, for example, allows you to embed extremely simple commands directly into your ***Brainwashing Semen*** *making it a persistent contact hazard to any undomesticated female who touches it. The semen retains this extra effect until it completely dries out. Your* ***Domestication*** *ability is also enhanced allowing for stronger baseline soldiers, breeders, and milkers; that are able match lesser monsterized livestock with a large squadron, birth entire litters of children, and produce several times their body weight in milk every day.*

The greatest ability though is its use as as a vessel for the soul of a female captured with your ***Evolution****. Preserving their soul (and abilities) for use long after their eventual death.*

Only one soul can be captured in this way at a time.

Monsterized Livestock

Custom Livestock Soldier Armaments [Free]
Derived from the transformation of Magical Princesses this standardized Livestock Soldier gear is slightly altered by the abundant Miracle Energy present in a monsterized female. Dismissing frivolous things identity protection, transformation storage, or the

required intellect necessary to use those features. This skimpy black and (color that matches the females miracle energy) leotard (with matching Holstein cow patterned gloves and thigh high boots that end in a hoof like sole along with a metal collar that has a cow bell attached to it) boasts greatly increased defensive capabilities. Allowing it, and its wearer, to withstand more than twice the punishment a similarly powerful Magical Princesses **Miraculous Armor** could.

This includes a bull themed trident modified from the standard bidents issued to **Domesticated** soldiers. Lacking the purification abilities of their uncorrupted counterparts Monsterized Livestock can project a damaging aura around their weapon increasing its striking power against targets that are not protected against Miracle Energy, such as the primitive armor of mundane soldiers.

Milk Shot [100 MP]
By expending Miracle Energy a Monsterized Livestock soldier can fire milk from their breasts in the form of an adhesive slime dealing damage while partially restraining and impeding the movements of their target. This ability requires a small amount of Miracle Energy, to produce the milk used in the projectile as well as change it into a sticky slime before launching it at high speeds. The slime remains effective for several minutes on a Magical Princess before being purified by her passive magical aura, against more mundane foes though it can remain for hours. The slime also lingers on the battlefield after its created acting as an environmental hazard to anyone, other than the user, who happens to trod over it.



Additionally any undomesticated females who drink this milk are progressively brainwashed by it, infatuating them with the Monsterized Livestock soldier and inducing lactation while making them susceptible to further brainwashing or commands.

Loaded Milk [200 MP]
Much like the perk **Charge Shot** lets a magical girl increase the power of her **Miracle Shot**, Loaded Milk lets you charge your **Milk Shot** with more power. Unlike the attack of a Magical Princess though, Loaded Milk focuses more on imparting effects to the resulting projectile than increasing its attack power.

This can manifest in a number of ways like the ablative slime armor of Livestock Monster Lemonstar or the homing projectiles of Grape Plasma. No matter what effect is applied the milk retains it's brainwashing capabilities.

Livestock General [300 MP]
Monsterized Livestock with this perk gain an even greater awareness of themselves without losing the enforced loyalty of the monsterization process. Not only does this make them superior commanders over their lesser brethren it also grants them greater control over their reserves of Miracle Energy. This allows for combat maneuvers like high speed movement, short ranged rapid teleportation, and reaction times that border

on precognitive along with an overall increase to their strength a Livestock General is a terror of the battlefield.

Items

All origins get their 100 MP perks for free with all other purchases for that origin being discounted by 50%.

General

Rokiriyojin/Jailbroken Miracle Stone (Perk Booster) [800 MP]
An oddly colorless crystal that is shaped like a flattened octahedron (a flattened D8 die) that was formerly a colored crystallized stone of Miracle Energy. Usually matching the color of the person who created its energy this stone instead adopts your own upon taking possession of it. Granting you a secondary reserve of Miracle Energy as well as enhancing your perks.

Once dyed this way its power can only be used by you actively resisting any attempts to subvert it. If it is somehow taken and prevented from simply teleporting back to you it will begin to continuously build up a store of volatile Miracle Energy. Acting as both an obvious beacon to find it or if left unchecked a self destruct mechanism capable of destroying any prison eventually in a massive conflagration of power. At which point it will begin to reform in your possession slowly regaining it's form and power over the next year.

Note this effect does not override power suppression from drawbacks as those are, on some level, a willing concession by the jumper.

Magical Princess

Conveniently Placed Vending Machines [100 MP]
A japanese style vending machine that tends to appear whenever you find a safe place, that offers a somewhat limited selection of ordinary juices that have extraordinary effects. Orange juice will, for example, restore a portion of your vitality, roughly 1/3 per bottle. The machine also sells Strawberry Milk juice boxes that fully restore your miracle energy, or any other mystical energy that you have access to, and Habanero Soda… A carbonated habanero juice drink that is extremely spicy, more than enough to bring you or anyone else unfortunate enough to drink it to their knees.

The machines limited selection doesn't have to remain that way though. Actions you take during jump or perks you've purchased pre-jump can expand it's selection. Defeating the Milking Aliens three Monsterized Livestock Generals (Melon Sniper, Lemon Star, and Grape Plasma) will add a matching juice corresponding to their theme, watermelon juice, lemon juice, and grape milk, respectively. These juices are a marked improvement of the machines initial orange juice, healing an additional +1/3 with each type (60% for watermelon and 90% for lemon) while the grape milk combines full healing with complete energy restoration.

The machine restocks itself daily and can dispense up to 20 of each drink before running out. These drinks are surprisingly cheap (Orange Juice cost a mere 50 yen while grape milk costs 200 yen) and once bought can also be freely handed out to others

retaining their potency even after the machine restocks. Thus a patient jumper could slowly stockpile them provided you have sufficient refrigerated space to store them afterwards.

Post jump the machine will accept any legal currency charging the equivalent price. This means a valuable gold coin could buy several juices and the change return will provide silver coins as change, making it an ad-hoc currency exchange too.

School Bag [200 MP]
A black satchel type school bag with white shoulder straps, fairly ubiquitous amongst Japanese highschool students, that possesses a supernatural amount of storage space. Featuring a large zippered central pocket with two smaller side ones it can hold up to 10 copies of any item that fits inside it.

For example if you placed a soda bottle inside it you could also then add 9 more of the same type of soda without taking up any more space or adding any extra weight. This means that you could easily store weeks worth of food or other small items without an upper limit on the variety of items provided they all simultaneously fit within the bag. When something is removed from the bag a new copy of that item, provided there is another one in the bag, will immediately take it's place until the last one is gone.

Expanded Nutrition Catalog [400 MP]
An expansion on the vending machines default stock, this perk add several non-standard items to it's stock. The first is Monster Edge, a can of strong, edgy, carbonated goodness comes in a green can with a black dragon profile on the side. When drank Monsters Edge purges you of any abnormal mental status effects that may be afflicting you. Making it ideal to counter to the various forms of brainwashing employed by the milking alien menace, it can also functions similarly post jump.

The next two are a bit more unusual with items created by the Milking Aliens. Canned Livestock Food provides the same benefits as grape milk but for even cheaper. Unfortunately it also causes persistent lactation that lasts until you've been milked dry and tastes suspicious. Unlike the alien produced version on it also converts a portion of any damage taken into a burst of milk exchanging injury for stained clothing.

The last item is Hypnosis Milk a smooth creamy milk that brainwashes anyone who drinks it into removing all their clothes while simultaneously blocking the ability to perceive that they are nude. Strangely while affected by this drink other people can still notice your state of nudity and even comment on it but are otherwise disinclined to do anything about it.

Finally any *bosses* you defeat in the future (post jump) have a chance of adding their own themed drink to the machines stock.

Milk Guard [600 MP]
Originally developed by the Milking Aliens (and later stolen by Rumi) in response to the threat of their latest batch of Monsterized Livestock (primarily Lemonstar who's minions were aggressively virulent and ignored orders from milking aliens, attacking them on sight). The Milk Guard protects you from any additional supernatural effects of

a Monsterized Girl's breast milk such as Lemonstar's Slime Conversion or Grape Plasma's Homing Mind Control Milk (but not the physical damage those attacks inflict). This effect can be voluntarily dismissed at will.

Post jump it abilities can be retargeted to another supernatural power source of your choice (chosen at the start of a jump) making you immune to extraneous effect besides damage.

Milking Alien

Deployable Security Terminal Schematics [100 MP]
Designed as a portable security device this terminal will allow you to quickly secure an existing structure from the undomesticated masses. Using local materials bars, key card locks, security chests, and other obstructions will be deployed across the building interfering with intruders (even if they were the original inhabitants) at every level. Doors locked, corridors obstructed or rerouted, loose items locked away, all while letting you pass freely (provided you don't misplace the keys or key cards this item generates during the process).

These terminals run off an internal battery that recharges slowly over the course of a week but can be rapidly recharged with a large amount of miracle energy reducing that time down to a few hours (includes milking hoses for harvesting the energy). Any changes made to a building are permanent even after the terminal has been removed.

Livestock Feed Dispenser Schematics [200 MP]
A simple solution to the issue of livestock that require nutrition but are unworthy of feeding off their own miracle energy laden milk. This device can feed a small force of 5,000 cattle daily or provide enough drugged milk to pacify 10,000 undomesticated livestock. A necessity once a planets been fully stripped of its resources and converted into a dairy farm world.

Additional Feed dispensers can be constructed as needed from local materials to feed your growing army.

Mega Fortress Cube [400 MP]
The next advance in the Milking Alien technology these small cubes store enough material to deploy and advanced forward position covering several dozen city blocks anywhere you chose. Providing superior fortifications compared to the standard ones that convert local structures. The resulting fortress can be configured with any facilities you are familiar with and by default includes space to house a force of 10,000 livestock soldiers.

Any structure, building, or room perks you possess can be made part of this fortification and provide the same benefits as the perk version (if the perk items are non duplicate they may be freely relocated to the fortress as it's built instead).

These cubes are difficult and costly to make so they may only be requisitioned once a year and can not be stockpiled.

Intergalactic Troop Transport [Free/600 MP]

A bulbous spaceship roughly the size of a certain japanese school (grounds included) that is capable of traveling between galaxies. This ship is standard issue to commanders of advance invasion forces, it's heavily armored but lightly armed and can carry an invasion force of up 5000 livestock soldiers (included with the purchase) to any world between adjacent galaxies within a matter of months. It also includes ultra long range scanners allowing you to observe your target world and plan the defeat of it's useless males and undomesticated females.

In jump this is free to milking aliens that have **Evolution** perk and thus merit command of an invasion force. To keep the ship post jump or purchase it for those who don't have **Evolution** costs 600 (or 300 for those with the Milking Alien origin) MP.

The Livestock Soldiers have the **Miracle Energy** and **Custom Livestock Soldier Armaments** perks and are mindlessly loyal to you.

Companions

Companion Import [50/200 MP]
For 50 MP you may import/create a companion granting them an Origin and 600 MP to spend on perks. For 200 MP you can instead import/create up to 8 companions, providing each an Origin and 600 MP to spend.

Companions can not take take drawbacks.

Rumi Ikemori [300 MP]
A relaxed gentle girl who hates spicy foods and carbonated drinks, Rumi was in the middle of a health checkup when Milking Aliens invaded her school. Narrowly escaping thanks to the efforts of her childhood friend Ren and the disembodied rokiriyojin princess Riyo. Teleported to the gym storage room she agreed there to take on the role of a Magical Princess becoming Miracle Berry.

As a companion Rumi is an honest person with little use for guile and a trusting disposition. She has the Magical Princess origin and the **Miracle Energy**, **Bountiful Beauty**, and **Miraculous Armor** perks by default along with the **Conveniently Placed Vending Machines** and **School Bag** Items. Thanks to her contract with Riyo she can establish barriers, speak telepathically, and teleport unresisting individuals to area's she's warded.

She also grows as the events of the game progress, If you are a Magical Princess she gains **Miracle Shot**, **Charged Shot**, **Milk Guard**, and **Magical Shining _____ Ascension** as long as you recover Riyo's miracle stone fragments. Recovering all three will give her the Rokiriyojin Miracle Stone booster item as well.

On the other hand as a Milking alien she will be Monsterized gaining the **Custom Livestock Soldier Armaments**, **Milk Shot**, **Loaded Milk**, and **Livestock General** perks; instead of the **Miracle Shot**, **Charged Shot**, **Milk Guard**, and **Magical Shining _____ Ascension** perks. With her loaded milk creating milky vines studded with fist sized *strawberries* that detonate on contact with a target splashing everything in a small radius (like a grenade) with brainwashing milk. If Riyo's fragmented stone is given to

her she gains the Magical Girl Rokiriyojin Miracle Stone booster applying it to her physical abilities as well as her **Milk Shot** and **Loaded Milk**. Finally she gains a special attack Berry Barrage which is her Loaded Milk attack but applied to an area of several city blocks the vines invading structures through any opening they'll fit through.

Melon Sniper (Haruka Nishinohata)[150 MP]



A Monsterized Livestock Soldier with long lime green hair and dark green eyes created from the decently busty school girl Haruka Nishinohata. She retains her unmotivated yet impulsive attitude but will otherwise follow orders to the letter. This means that if she can push her work off on her subordinate Livestock Soldiers she will and absent orders she will tend to laze around.

Melon Sniper has the **Miracle Energy**, **Hentai Fluid Dynamics, Bountiful Beauty, Custom Livestock Soldier Armaments**, **Milk Shot**, and **Livestock General** perks. She is also an extremely skilled melee combatant, capable of dodging and weaving around her opponent while devastating them with her unusually enhanced strength. Unfortunately she's far less adapt at dodging ranged attack her tendency towards laziness causing her to often try dodging far too late.

If she's subsequently purified she loses the **Custom Livestock Soldier Armaments** and gains the **Miraculous Armor** perk in it's place.

Lemonstar (Nei Yachiro) [200 MP]



Nei was a free spirited wavy haired blonde with abundant assets (**Bountiful Beauty**) that loved making friends something that remained unchanged after her Monsterization at the hands of the Milking Aliens. Possessing **Miracle Energy**, **Hentai Fluid Dynamics,** and **Loaded Milk** Perk she's able to mass produce Milk Monsters (Girls and Livestock that have been parasitized by her milk slime) that only follow her orders and spread like a plague to the uninfected. She also has the **Hydrophobic Brain** perk which in the original timeline caused her to ignore orders and focus on her desire to *make friends*.

Note: that Lemonstar's milk is absurdly lethal to milking aliens rapidly dissolving their flesh and only leaving behind a slurry of milky goo.

Armed with **Custom Livestock Soldier Armaments** Lemonstar tends to fight at range in combat relying on her **Milk Shot** and **Livestock General** perks to saturate the battlefield with milk slime hazards, slowly hemming her foes in. When severely threatened she'll surround herself with a dense shell of milk slime using loaded milk to act as ablative armor while she continues launching attacks requiring high penetration attacks to harm.

Purified she become slightly more cooperative but still acts on her own at times exchanging **Custom Livestock Soldier Armaments** for **Miraculous Armor** and **Milk Shot** for **Miracle Shot** converting her milk slime attacks to energy projections that act almost identically.

Grape Plasma (Ren Kato) [200 MP]



The strongest or perhaps the most balanced of the three students who where Monsterized during the stories invasion Grape Plasma (formerly know as Ren Kato) is/was Rumi's childhood friend. Kind with her friends but strict towards flirtatous men she was an all-around athlete pre-conversion and an excellent student who liked strawberries dipped in condensed milk.

As a Monsterized Livestock Soldier she has the powers of teleportation (an unusual power for livestock soldiers) due to her high reserves from **Miracle Energy** and **Bountiful Beauty**. She also has an exceptionally strong brainwashing milk from her **Milk Shot** and **Livestock General** perks though it works best through ingestion. Her **Loaded Milk** gives her milk shots a homing ability making dodging her attacks long term almost impossible. Up close she prefers to bait her foes into attacking before teleporting behind them and lashing out with her **Custom Livestock Soldier Armaments.**

Her earnest nature also makes her the most obedient of the three Monsterized students of a certain school.

Purified she loses most of her abilities from being monsterized as she was originally Riyo's chosen target for becoming a Magical Princess due to her high miracle energy reserves. Thus she loses all of her Livestock Soldier perks except Milk Shot (much to her embarrassment) gaining **Miraculous Armor**, **Charged Shot**, and **Magical Shining _____ Ascension** in their place. Her milk additionally replaces the energy portions of her perks and retains it's brainwashing properties instead of purifying ones she also keeps her combat teleportation.

Purple Type Genius Researcher (Executive Milking Alien) [100 MP]
The inventor of the **Milk Guard** anti-brainwashing shield and executive member of the advanced invasion force. Proudly proclaiming himself a member of the purple caste (the highest echelon of Milking Alien society) he is prideful, arrogant, and completely disdainful of the lesser races of the universe i.e. an asshole.

Barely skilled in combat this alien makes up for it in his ability to develop novel technologies. From the Milk Guard to nearly cracking the protections on the miracle stone fragment he is an exceptional member of his species. Tragically, for him, his intellect and personality sabotage his relations with others making him an unpleasant individual to deal with.

Provided you can deal with his obvious inevitable betrayal and abrasive attitude he brings the **Brainwashing Semen, Domestication**, and **Advanced R&D** perks to the table. Additionally he is capable of producing Monsterized Livestock Soldiers making up

with technology what he lacks in the evolution perk (albeit only once a year). He can also produce Milking Alien technology provided he has sufficient materials like the **Deployable Security Terminal Schematics**, **Livestock Feed Dispenser Schematics**, **Mega Fortress Cube**, and **Milk Guard**.

Scenarios

Spearhead the Invasion [Conquer Earth]

Your mission in this scenario is nothing less than to Conquer Earth. Are you a Milking Alien who wants to show your so called superiors how to conquer a world? A Magical Princess that want's to install a new order with magically powered girls on top? Or something else?

Whatever the case may be you have until the end of this jump to assert your authority over the populace of earth.

I'd heavily recommend taking a level or two of the **An Extended Stay** perk.

If you succeed then you earn the right to an invasion force of your own gaining an **Intergalactic Troop Transport**, a **Mega Fortress Cube** *that is restocked whenever you invade new world*, and 5,000 Livestock Soldiers that have the **Hentai Fluid Dynamics** perk as well as the ability to use their miracle energy externally via the **Milk Shot** perk.

A Promise Fulfilled [Steal a spaceship and free Rokiriyo]

When Rumi received her powers she promised that she would free Riyo's homeworld despite her protests that it would be ultimately pointless. Perhaps it is for her, but not for you jumper. If you manage to defeat the alien general in charge of the earth invasion force you can capture his ship instead of destroying it. But if you want to keep your prize you must pilot it to Rokiriyo and defeat the Milking Alien forces stationed there.

Succeed before the jump is over and you will get to keep your ship, which can be stocked with either 5,000 Livestock Soldiers under you command or a force of 500 Magical Princesses sourced from the freed population.

If you chose the later the Magical Princesses retain some of their bovine features and possess the **Miracle Energy**, **Bountiful Beauty**, and **Miraculous Armor** perks.

Drawbacks

Honestly I'd rather be… [+0 MP]

Don't want to drop-in or assume the roll of a generic classmate/alien soldier then this perk is for you. Assume the role of one of the games main named characters gaining the perks and Items from their companion entries. Alongside any special progression they have coming to them spending any extra MP as you choose.

A Certain Familiar Place [+0 MP]

I don't know about you but that girl seems familiar and haven't I seen the place before…? Perhaps you have because instead of just experiencing the events of Magical Princess

Miracle Berry you may crossover this setting with another that features Magical Girls, Aliens, or Abundant Breasts. Applying the mechanics of Miracle Energy to the fused setting as a whole *and likely increasing everyone's bust size,* experiencing both plots.

Depending on the crossover you may want…

An Extended Stay [+100 MP]
The events of Miracle Berry are fairly short taking place over roughly the course of a day or two, perhaps even shorter depending on a certain scene. Making this a fairly fast jump to work your way through. But what if you don't want to only stay a few days, that's barely enough time for a vacation and probably not enough time to Conquer Earth. And it's definitely not long enough to cross the vacuum of space to free an alien planet from a fortified force. So take this perk and receive an extra decade of time to play around with.

This perk may be taken twice, each instance adding another 10 years.

You Probably Shouldn't Have Drank That [+200 MP, Magical Princess Only]
For some reason everyone is giving you strange looks or constantly staring, no idea why but you could definitely live without the constant groping and touches. You also feel the extremes in weather more intensely and your defenses don't seem as effective as your used to. And whenever someone speaks to you with concern part of their speech suddenly cuts out, again you have no idea why and nothing seems to make these strange annoyances go away.

Post Jump your memories of your time spent permanently (for however long the jump lasts) and completely naked will be unsealed, enjoy.

Do You Have Pika or Something [+200 MP, Magical Princess Only]
Eating a random tin you found in a cell is perhaps not the most intelligent decision you could have hand while escaping the opening stages of the invasion. Sadly it's a decision that's going to haunt you for the entire jump as your breasts haven't stopped lactating (nor are they going to). Worse though is that since your body uses your miracle power to rapidly generate milk, thus the constant leaking, any attacks that hit your breasts will unleash a deluge of fresh milk that your body will immediately try to replenish draining your energy reserves directly.

Maybe try dodging.

Insufferable Elitist Asshole [+200 MP, Milking Alien Only]
You are the pinnacle of your race a shining beacon that the ignorant cattle can only bow in awe to. Even the other supposed elites of your race are your intellectual inferiors barely differentiated from the mindless cows they feed from.

Or at least that's your opinion of yourself, now, and for the rest of the jump. In truth your the kind of person whose *allies* leave them stranded in a locked room surrounded by enemies that can tortuously dissolve you into a puddle of denatured proteins. This superiority complex, no matter how justified it is, also makes you treat everyone around

you like a brainless moron. Turning you into a terrible liar who will blatantly insult the person their trying to deceive leaving you unable to fool any but the most direly gullible.

For the duration of this jump any positive charisma perks you possess are also disabled. Including ones that only affect your physical appearance, no amount of beauty could convince someone to tolerate you for longer than a minute.

A Less Than Noble Caste [+200 MP/+600 MP, Milking Alien Only]
A lot has been said about the Purple Milking Alien caste but that doesn't matter to you because you are one of the lesser ones. For +200 MP you are a Yellow Milking Alien, the working class of the milking aliens and every ones errand boy. This also seals the **Evolution** perk for you (even if you bought it) along with the **Mega Fortress Cube** and **Intergalactic Troop Transport** items till after the jump is over. After all who would trust a *yellow* with that kind of hardware.

For +600 MP you are a lowly *red*, barely higher up the chain than the rank and file Livestock Soldiers (and in practice not even that). Universally considered unintelligent and almost sub-sapient prepare to have both lobes of your brain tied behind your back, or at very least be treated like you do, no matter what your actual intelligence is. Also prepare for some severe limitations on your perk use (perks and items can still be bought but can't be used in jump) blocking all Milking Alien Items and limiting you to the **Brainwashing Semen** and **Domestication** perks.

Is this really worth that many points?

Post jump you receive all the Milking Alien Items and Perks you bought.

The Classic Power Lockdown [+400]
Simple enough your perks, powers, items, and warehouse? Yeah they're gone and sealed for your time here leaving you with just your body mod and the stuff you buy here.

Water Soluble Brain [+600 MP]
Forget being resistant to brainwashing, an errantly swung coin on a string is likely to put you under for at least an hour. And something serious like a Milking Aliens semen or a Livestock Soldiers milk will practically end free will as a concept for you for the rest of the jump.

I'd recommend that you either get good at avoiding everything or bring plenty of allies to drown you in Monster Edges. Also bear in mind that being captured without an ally who's ready to free you counts as a chain failure.

Decisions

Three options here…

Go to next Jump
And spread big milky tits across the multiverse.

Stay
Stay and enjoy your life, whatever it may be.

Go back
Or go back home, taking your perks, items, companions, and powers with you.

Change Log

V1.0 Initial Version (9/1/26)
V1.1 First Update (9/2/26)
Changed the Magical Princess origin to be available to both men or woman.
Changed both origins to have clearer drop-in options and alternate start locations that are optional.
Minor Edits and Corrections.
Added a few companion pictures.
V1.2 Second Update (9/2/26)
Corrections suggested by c.oqwe
V1.3 Third Update (9/2/26)
Further corrections suggested by c.oqwe.
V1.4 Fourth Update (9/4/26)
Even more corrections suggested by c.oqwe.
Combination perks added and then ultimately removed due to excessive length.
V1.5 Fifth Update (9/6/26)
Barring Edits or Sequel Final Version
V1.6 Sixth Update (9/7/26)
c.oqwe is a proof reading machine edition

Notes

In the **Custom Livestock Soldier Armaments** perk I mentioned bidents which are a two pronged spear weapon similar to a trident (which has three prongs). For the in game example check the image under the **Evolution** perk where the domesticated livestock soldiers in the back ground are wielding them (the two curved blades don't meet at the top).