Generic Incest Jump

Ara ara~, I should have known you would find your way here eventually, Jumper. This is a world of taboo lust, of gut-wrenching love and tragic romance. But really, let's be honest now. This is going to be like walking into a hentai. A very… particular sort of hentai...

+ 1000 'Cest Points

Location

You may choose your own location anywhere in the world between 1955 and 2055.

Alternately, you may pay 100CP to combine this jump with another. Each jump must keep a separate CP pool. Companions purchased here will need to be "repurchased" in the second jump to receive CP for that second jump. Only jumps where it would make sense for you to have a family will be available, so for example feel free to mix this with a Fallout Jump, but Warhammer Fantasy: Orcs and Goblins wouldn't work.

Origins

The Little One
You're one of the youngest in the family, small and sweet and charming. Have fun with your innocence while it lasts. This represents the "little sister" archetype, but can be filled by people of any gender. You may keep your current gender, or switch to female for free. Roll 2D4+10 for age, or if you have a companion with The Good Example origin, you may choose to be 1D6 years younger than them. Don't worry, you'll be able to be sexually active throughout your entire jump.

The Good Example
You're the responsible one, the good example, the eldest child. How well you live up to those expectations is up to you. This represents the "older brother" archetype, but can be filled by people of any gender. You may keep your current gender, or switch to male for free. You may choose any age between 14 and 22, or if you have a companion with The Little One origin, you may choose to be 1D6 years older than them.

The Caretaker
Sweet and nurturing, you're a doting adult, caring for those younger than you. Of course, perhaps you love them a little *too* much. This represents the "doting mother" archetype, but can be filled by people of any gender. You may keep your current gender, or switch to female for free. Roll 3D6+25 for age, or pay 50 CP to choose.

The Breadwinner

It takes a lot to take care of a family, but you manage it. But after a hard day's work, perhaps you need a rather... *unique* form of relaxation. This represents the "stern father" archetype, but can be filled by people of any gender. You may keep your current gender, or switch to male for free. Roll 3D6+25 for age, or pay 50 CP to choose.

Perks

All origins receive their 100CP perks for free, and a 50% discount for all other perks of their origin.

Undiscounted

0/200 CP - Taboo Tales [Mandatory]
While people are still well aware of the dangers of crossing any taboos having a sexual or romantic relationship with you could cause themselves and you, they won't necessarily by into those social rules themselves. While this doesn't make them eager to break those rules, especially if it could be dangerous, they're far more willing to try than they otherwise would be. This will push a *hell no* into the territory of a solid *maybe*, leaning *yes*.

This perk is free and mandatory for the duration of this jump, though if you want to keep it you will need to pay 200 CP.

100 CP - Sweeter than Sugar
Your sexual fluids are unreasonably delicious, enough so that once tasted, people may find themselves craving them again.

200 CP - Habsburg-be-gone
Anyone descended from your line will find themselves totally immune to genetic degradation or any other medical complications arising from inbreeding. In addition, you can toggle your fertility at will, and are immune to any STDs or STIs, though your descendents do not receive those perks as well.

400 CP - My little sister can't be this cute!
To put it bluntly, everyone in your family is at least an 8/10, possible even higher. In addition, they also all give off an incredibly attractive vibe, be it a little sister who's stunningly cute, an older sister who's cool as hell, a mother who's graceful and elegant, or something else entirely. This applies to any nuclear family you become a part of during your jumps, including any companions you import to become your family members.

600 CP - Still Perfect
However incredible your first few times are with someone, they will remain just as wonderful every time you're with them. You will never grow tired, things will never become routine, and you'll never feel the need to spice things up unless you want to.

The Little One

100 CP - Tea Parties
People always seem willing to indulge you just a little more than might seem normal. No matter what, someone will always have time to play with you.

200 CP - Pillow Princess
In any sexual encounters you have, people tend to, for whatever reason, seem focused on maximizing your own pleasure rather than their own. This is entirely subconscious, but definitely noticeable.

400 CP - Simply Adorable
You're just cute as a button. You're a perfect mixture of adorable, innocent, and genuinely attractive, and give off an allure that makes people want to dote on you. This is subtle, but you'll definitely be leaving a serious impression with them.

600 CP - What are we gonna do on the bed?
Around you, people just can't help themselves. When you're attracted to someone, they will find themselves increasingly attracted to you in a complementary fashion, meaning that if you want someone to sweep you off your feet they'll catch themselves fantasizing about doing just that, while if you imagine a more dominant fantasy, they'll crave submitting to you. This doesn't work on people who are actively hostile to you, but even people who actively dislike you will find themselves struggling to maintain that feeling if you genuinely do feel attracted to them.

The Good Example

100 CP - Nii-chan no baka!
Even if you tease and torment someone, so long as you genuinely do feel affection for them, they will never let this boil over into actual dislike. At worst, you'll definitely have a rowdy tsundere on your hand, but there will always be a dere side to it.

200 CP - Our Little Secret
If you need to keep a secret, you are excellent at doing so. You will never feel any temptation to spill it, and you will never slip up and accidentally mention or reference it when you shouldn't. However, this perk *also* applies to anyone else you need to keep your secret, unless for whatever reason you don't want it too.

400 CP - "Study Time"
No matter what, even if you spend all night every night busily having *relations*, you'll always find time to meet any mundane obligations you have. Whether that means always managing to finish your homework, write up that work report that's been hanging over your head, or get dinner on the table by 9, you always manage to squeeze out just enough time to quickly get everything you need done, done.

600 CP - Momma's Boy

Authority figures have a tendency to think you can do no wrong, and will always assume the best of you so long as you don't directly antagonize them. They'll also be quick to lavish you with gifts and other privileges where appropriate.

The Caretaker

100 CP - Domestic Monarch
You are an expert at traditionally domestic skills. Cooking, cleaning, and generally maintaining the home comes as a second nature to you. Doing so will never be overwhelming or stressful, and despite what logic might dictate you always seem to be able to do your work with plenty of time to spare.

200 CP - Creative Cooking
You're an expert at using non-standard ingredients when cooking. While this allows you to turn potions or other magical consumables into delicious food and drinks without sacrificing its potency, you can also use it for… rather more lewd pursuits. Perfect for the mother with a yandere streak.

400 CP - Mother Knows Best
People tend to defer to your wisdom. When in doubt, they know that you know just what to do, and you'll be the person they trust in the most. However, this goes above and beyond traditional affection. You'll find people are far more willing to confess their innermost desires to you, even if those desires are for you. Interestingly, this even applies to those who are actively hostile to you.

600 CP - Motherly Love
Any children you have or people you care for will find themselves deeply enamoured with you. While not necessarily sexual or romantic in nature, you will always be deeply respected and cared for by those you've taken care of for extended periods. However, this *can* nudge someone from casually finding you attractive to harbouring a secret, desperate longing for you.

However, beyond this, those affected will also treat you with deep respect and will instinctively do what they can to make you life just the littlest bit easier, never treating you as incompetent and always doing what they can to care of you in kind.

The Breadwinner

100 CP - If Every Porkchop Were Perfect
When you're around, people tend to be less self conscious, more confident, and less inhibited. While they may not necessarily love themselves or their own body, extended exposure can certainly wear down any major inhibitions regarding self-image.

200 CP - A Warm Lap

You always know just the right thing to say. When someone is struggling, or scared, or upset, calling you “a good shoulder to cry on” doesn’t even begin to cover it. You can turn a bad day into a happy memory. You know just when someone needs a hug, when they need space, when they need a distraction or advice or reassurance. All this may not seem like much, but around you, *no one* has rough patches. Over time, this can have a massive effect on people’s quality of life.

400 CP - Daddy’s Wallet
Whenever you’re working a steady job, you always seem to make considerably more money than should be normal. This will never be enough to raise eyebrows, but you’ll always be able to dote on your loved ones and bring them plenty of gifts. Perhaps they’ll show their gratitude?

600 CP - Punitive Measures
So long as someone sees you as an authority figure, they will not find any punishments you give them unreasonable or inappropriate. They may complain or actively dislike them, but they will not see them as something that they can or even should try and prevent you from enacting, and will always, eventually, follow through, whether that means being your slave for a week, bare-bottom spankings at 22, or never dating anyone but yourself.

Items

If lost, broken, or used up, these will respawn in your Warehouse after a week. 100 CP items are free for their respective origins, and all others receive a 50% discount.

Undiscounted

Free/50/100 CP - Shapeshifting Contraceptive Kit
You receive a set of shape-shifting contraceptives, which will alter themselves to maximize pleasure and safety for you and your partners.

For free, these include condoms and a small amount of lube.

For 50 CP, these will also include some dental dams and multiple different forms of lube.

For 100 CP, this will include high quality, luxurious versions of the above, as well as surprisingly durable and tasty flavored versions, and basic (though high-quality) tools for some common fetishes.

100 CP - Sweet Sleeper’s Cradle
This bed will, as with most items in this jump, shapeshift to fit your particular aesthetics and needs. It is also luxuriantly comfortable and will always be the perfect mixture of firm and soft for anyone who rests on it, dynamically altering these aspects of itself to better suit whatever… activities the bed is currently being used for. In addition, this bed will temporarily cure the insomnia of any who sleep on it, allowing them to sleep well with relatively pleasant

dreams. The bed seems to have something of a mind of its own, deliberately making itself uncomfortable to try and encourage you to get up in the morning.

200 CP - Mind-Bending Fetish Gear
You may choose what particular fetish this set of gear caters to, but anyone in proximity to the set for an extended period of time will find that they are more and more intrigued by the fetish, whether or not they're aware of the gear. You can smuggle it away in a box under someone's bed, for example, and eventually they'll be absolutely desperate to try it. The effects of these are initially temporary, but will become increasingly permanent over time, eventually becoming truly permanent after a solid year of regular exposure.

400 CP - Happy Inheritance
It seems that some distant relation to your family has died, and you're the recipient of a small fortune. The bad news is that as per your relation's will, you'll only ever receive a small portion of this wealth at a time. So while no one in your family will ever really need to work, you'll also be unable to spend it all in one place.

Incompatible with the Hard Times drawback.

300/600 CP - Home Sweet Home
This small property will take the form of a small house, apartment, or similar dwelling for your family to live in. While it will never be especially luxurious, it will always be designed per your tastes and be extremely comfortable. For 600 CP, you can upgrade this to a luxury apartment or condo. In future jumps, this will reshape itself into a similar shelter or dwelling of a similar relative level of quality.

The Little One

100 CP - Pantsu
An absolute treasure-trove of adorable panties, roughly 50% of them bear a cute, chibi-fied image referencing one of your previous jumps. As you complete more jumps, more panties will spawn in this package referencing those new jumps. The other 50% bear images or patterns custom designed to make you look as cute as possible!

200 CP - Super Spy Teddy
This plushy will take any shape you desire, and if you choose can be a cutesy stuffed version of a creature from one of your previous jumps. However, in addition, this toy contains a number of spy cameras and recording devices, allowing you to surreptitiously record anyone who gets close to it. The plushy also has a small SEP field surrounding it, causing people to tend to overlook it and assume it's just a harmless toy. This effect isn't perfect, and someone already suspicious of you might be able to negate the effect with enough willpower, but most people will tend to overlook it.

300 CP - Precious Pacifier
This shape-shifting object will morph itself to match whatever outfit or form you take, though it will always take the shape of a pacifier, bow, or collar. However, whenever you're wearing

it (or sucking on it should you choose a pacifier), people will feel a powerful urge to coddle and take care of you. While this has no effect on actively hostile entities, you will find that otherwise neutral strangers will feel obligated to make sure you're happy and comfortable.

The Good Example

100 CP - Confession Tape
This cassette tape contains a video-recorded confession of everyone who falls in love with you over the course of your jumpchain. They needn't actually confess to you, but the moment they realize they've fallen in love with you the cassette will update with a recording of them admitting their feelings for you. Comes with a free, universally compatible cassette player.

200 CP - Perfect Date Ticket
Once per jump, you may use this ticket stub to purchase a perfect date. Whenever you declare that you want to take someone out while holding this ticket, it will vanish, and an itinerary will appear in your warehouse detailing exactly where to go and what to do to ensure the two of you have a perfect, memorable time with each other. At the start of your next jump, it will reappear.

300 CP - The Conspirator's Calendar
Write a name at the top of this calendar, and it will spontaneously generate a schedule displaying all the plans of the person whose name you wrote. By erasing events from the calendar, your chosen target will struggle to remember what it is they were planning on doing. And by writing new ones, they will feel compelled to try and do them. This has limits though. You cannot make someone forget their own wedding day, nor can you make them schedule sleeping with you, but getting someone out of the house when they weren't planning on it, or to buy you that game you had your eye one, that's easy as pie.

The Caregiver

100 CP - Domestic Treasure
A set of cleaning supplies which always work flawlessly, returning anything to showroom quality cleanliness with a first pass. Whenever used up, a new set will appear in your warehouse in an hour.

200 CP - Appealing Apron
This apron has a few unique qualities. For one, it will shapeshift in order to fit your appearance and general aesthetic, though it will always remain an apron. Second, it imbues you with unnaturally good cooking skills. Anything you make while wearing this apron will have a distinctly warm, home-cooked, comforting feeling to it. And finally, anyone watching you work while wearing the apron will feel mildly arouse, and have lower inhibitions.

300 CP - The Choice Choreboard

Any members of your household who are aware of this choreboard will find themselves compelled to perform any tasks that are written on it in whatever way the board specifies, and will not find these specifications odd in the slightest. “Do the dishes in the nude?” Sure thing! “Wake up Jumper with some oral sex?” Well, it is my turn after all. This has no effect on the actual disposition of your household, only on these specific actions. So while you might get some sex out of it if you can work it into a chore, this won’t enable you to turn your family into your willing slaves. At least, not without some other perks or items.

The Breadwinner

100 CP - Work Clothes
This set of clothes will shapeshift into a set of clothes appropriate for whatever job you currently hold. In addition, anyone who sees you wearing it will subconsciously think of you as an authority figure. Not necessarily above themselves, but certainly a leader or an authority in your respective field.

200 CP - Universal Report Card
This set of report cards updates constantly over the course of your jumpchain to contain information on all your companions. Specifically, it lists all their skills, abilities, and knowledge rated on an A+ to F scale, along with additional notes about their temperment and general relationship with said skills, abilities, and knowledge. And when I say all, I mean *all*. Absolutely everything you could possibly imagine about their ability is listed in these papers. From their general combat prowess to their mathematical skills. From their skill at oral sex to how much they know about 18th Century Lithuanian literature. *Everything*. Perhaps most impressively, all this information seems to fit easily on a single sheet of paper per companion, and searching for something specific is always quick, easy, and unconfusing.

300 CP - The Ruler’s Ruler
This ruler is indestructible, no force in any jump under any circumstances could ever even scratch it. In addition, when someone in a position beneath you in any hierarchy is struck with it, they feel an overwhelming urge to prostrate themselves in front of you. They must not be actively hostile in order for this to have any affect.

Companions

All companions must take the *Just a dream* drawback for no extra CP.

Variable and Mandatory - Family Builder
This jump *requires* that you create a custom family. *Families require between two and six members, including yourself: At least one adult, and at least one child.* As such, *the first two family members you take are free. Any subsequent family members may be purchased for 50 CP each.*

How you are related to your family is up to you, and you do not need to stick to traditional archetypes when doing so, so long as they consider you to be family. Perhaps your family

contains someone with *The Breadwinner* origin who is in fact an older sister taking care of her siblings. Or you have someone with *The Little One* origin who is your nephew. Perhaps these relationships are due to adoption rather than blood. It's entirely up to you. Be as creative as you like!

You may import companions into these roles, or design your family from the ground up. Or a mix of the two. Jumper's choice.

Adult members of the family must take either *The Caretaker* origin or *The Breadwinner* origin.

Children in the family must take either *The Little One* origin, or *The Good Example* origin.

Family members receive 800 CP for free, as well as all discounts and freebies for their respective origins. They may not take any Drawbacks which are not origin specific.

50 CP - Just a few friends
Want to bring along a few companions that you're not considering banging? No worries. For 50 CP you can bring along or design one companion who will not be a part of your family, but rather take on the role of a friend, coworker, or neighbor for you to hang out with. These companions receive no origins, no CP and may not take any drawbacks.

Drawbacks

You may take as many drawbacks as you like! Just be careful with these. Things could get hairy if you're not careful.

+0 CP - SFW
Well way to go any remove the entire point of this jump. For the duration of the jump, no one will ever show any sexual or romantic interest in you. On its own though, this isn't much of a drawback. So in addition, this applies to people outside your family as well. No matter what, people will be at most confused or baffled by any sexual or romantic interest and will often just ignore you entirely.

+100 CP - Crybaby (Only available to *The Little One*)
Just about anything can set you off. Dropped your ice cream? Bawling. Slipped a little? Tears are welling already. Got served your second favorite food for dinner when you wanted your favorite favorite? The world will never be the same.

You can overcome these bouts fairly quickly, but they are intense, unpleasant, and embarrassing.

+200 CP - Sweet, but not bright (Only available to *The Little One*)
You're a good kid, you really are, but you're not the sharpest knife in the drawer. You'll always struggle in school, and your vocabulary and speech patterns will always remain a little more childish than one would normally expect from someone your age.

+100 CP - Total Perv (Only available to *The Good Example*)
You are hopelessly perverted. You gawk at anyone you're even remotely attracted to, you spy on people in the shower, you steal underwear and concoct half-brained schemes to see someone you find attracted in the bathroom. You just can't help yourself. It will never be enough, no matter how much you try.

+200 CP - NEET (Only available to *The Good Example*)
In school, you're going to be a total nerd with no real friends.And once you graduate, your lack of social skills is going to prevent you from doing any real work that's not from home. You're an introverted shut-in and maintaining any sort of healthy lifestyle is going to be an absolutely herculean challenge for you.

+100 CP - Unsatisfied (Only available to *The Caretaker*)
Everything is so boring. No matter what you do, your life seems to be filled with long days of chores, loneliness, and little else. Who can blame you for being a little dour, a little frustrated? Anyone would be, in your position.

+200 CP - Frustrated (Only available to *The Caretaker*)
Nothing goes quite as you want it too. Chores take longer and more work than they should. Appliances are always breaking down in odd ways. Little things are always going wrong just enough to leave you perpetually on edge.

+100 CP - Hi hungry, I'm dad! (Only available to *The Breadwinner*)
You cannot resist a bad pun or a corny joke. Ever. Even at the most wildly inappropriate times, you'll be tossing out groan-inducing humour. Expect to be saying "Cadaver? I hardly knew her!" during a funeral.

+200 CP - Hardass (Only available to *The Breadwinner*)
You are absolutely no fun to be around. Everything is rules, punishment, discipline. While no one would ever think to disobey you, they certainly won't be inviting you to any parties.

+100 CP - Oblivious
You family are utterly oblivious to you and your general needs. While they still care about you and want you to do well, they simply cannot predict what you need without being explicitly told what it is. Don't expect extra care and love on hard days unless you explicitly spell out that you need that. And of course, this could be more than a little frustrating if you're trying to drop hints…

+100 CP - Clumsy
You're hopelessly clumsy. You have no grace, two left feet, you're all thumbs. No matter what, you're always tripping over yourself, dropping things, knocking fragile objects over, and falling on top of people. While at first this can seem cute, it will quickly become frustrating and annoying.

+100 CP - Noisome Nightmares

You suffer from regular and extreme night terrors, often about your old life or previous jumps. Whenever you wake from one of these, it will be in a mess of tears and panicked confusion. Items or perks can help reduce severity and regularity of these, but never eliminate them. Perhaps having someone to sleep with you will help calm your troubled mind?

+200 CP - Unsubtle Interest
You are terrible at hiding attraction to people. Even the slightest crush will leave you staring and blushing. This can get you into trouble if its a crush on someone you shouldn't be attracted to.

+200 CP - Just a dream
You'll start your time here waking up from a very vivid dream of being some interdimensional traveler. But of course, it's all just a dream…

Isn't it?

You will lose all memory of your jumpchain for the duration of this jump, as well as any out-of-jump abilities, items, or warehouse access. Minor perks such as low-level intelligence boosters, mental health protection perks, or beauty perks may be kept. Use your own discretion to determine what would be reasonable to keep for the duration of your time here.

+200 CP Mental Maladies
You suffer from some significant but ultimately low-level mental health issues, such as PTSD, Autism, BPD, chronic depression, or Schizophrenia. This may be purchased up to three times for compounding mental illnesses.

+300 CP - Bully Troubles
For whatever reason, people outside your family find you immensely bullyable. If you're in school, expect to be facing some more classic bullies, beating you up for lunch money and just generally making your life miserable. If you're out of school, than expect to get harassed on the street, and coworkers to regularly make you the butt of jokes.

+300 CP - That means you blow on it, right?
You are… terrible in bed. As in, monstrously, embarrassingly bad. You couldn't get a nymphomaniac hard without help. Nothing you do or try to learn seems to help this. Maybe you should let your partner lead…?

This grants no CP with the *SFW* Drawback.

+300 CP - Hypersensitive
You are hypersensitive, meaning any erogenous experiences are constantly running the gamut between extremely pleasurable, overwhelming, and outright painful. You'll find that any sex where you're the one being pleasured tends to be too much to handle, or extremely physically uncomfortable. Maybe you should stick to getting off your partner…?

This grants no CP with the *SFW* Drawback.

+400 CP - Hard Times
For whatever reason, your family is struggling to make ends meet. You're going to be just scraping by, and whenever you start making serious money something will happen that sucks it all away. This will override any perks or items granting you money or income from other jumps.

Incompatible with the Happy Inheritance item.

+400 CP - Nosy Neighbors
You and your family live close by to a family who are very, very insistent about being your close friends. They're always poking their noses into private affairs and over time can become truly difficult to avoid. Even if you move away, you'll find your new neighbors are similarly nosy.

+500 CP - Sickeningly Sweet Love
One of your family members is… perhaps *too* enamoured with you. They dote on you in the extreme, try and spend more time with you than is perhaps comfortable for you, and be more than a little possessive with you. At the start of your jump, the difference will be barely perceptible, but over time their obsession with you will grow and grow into something deeply unhealthy. Some honest conversations and communication about this might help alleviate their symptoms somewhat, but they will always struggle with their obsession.

+600 CP - Terribly Taboo
People are very insistent that incestuous relationships are monstrous during this jump. Even with perks to make people more amenable to the idea, you'll be starting with a massive negative bias, far more than normal.

This grants no CP with the *SFW* Drawback.

+600 - Tragedy
At some point during your jump, one of your family members is guaranteed to die in an unexpected, sudden, and horrible fashion. You will not be able to predict who will be the one to do so, and you will not be able to prevent this. It will always be shocking, painful, and difficult.

With a second purchase, your family member may not resurrect as a companion and will remain dead permanently.

+400/800 CP - Dysfunction
Without this, you are guaranteed to have a family that gets along well and generally know how to take care of each other and tend to the individual needs of everyone, with everyone caring for each other and ultimately being on the same side. But with this drawback, that is no longer the case.

For 400 CP, this means that your family no longer especially cares for one another, and more just barely tolerates each other. Don't expect any fun family activities or gentle love and care. If one could say that a family's relationship was "purely business," they'd point to yours.

For 800 CP, your family is truly toxic. Your family members actively dislike each other and yourself, fights break out constantly, no one cares an iota for each other's feelings, and everyone expects special treatment from everyone else. Nothing good can come of this.

+800 CP - Terminal Time Limit
I'm sorry to tell you this jumper, but you're living on borrowed time. You've been diagnosed with an incurable terminal illness, and none of your perks or items from other jumps can do anything more than make you a little more comfortable in the end.

You have one year left to live, eleven months of which will be mild enough for you to remain active and living life relatively normally. During the last month, you will begin to grow sicker and sicker until on the final day, you will pass.

I have even worse news however, because should you die like this, it will count as a jump failure and your chain will end. The only way you have prevent this, is for at least one of your family members to approach you and, unaided, of their own volition, and without knowledge of your predicament, confess that they don't merely love you, but that they have fallen *in* love with you. That over the last year of your life they have found that their attraction to you is sexual and romantic in nature as well as familial. Once this condition is met, you will have the option of bringing as many family members as confessed to you (and no more) along as permanent companions, and continuing your chain.

+800 CP - Child Protection Services
CPS or your local equivalent has gotten word that something might not be entirely kosher in your family. They'll be checking in regularly, and should they find anything untoward, you can expect to be broken up and potentially put on trial. Should you or any member of your family be jailed or otherwise permanently separated from you, it will count as a jump failure.

+800 CP - Power Imbalances
Maybe there's a reason incest is such a major taboo. Any sexual or romantic experiences you share with your family feel… off, wrong. You know them too well, parents are able to set rules that you may not be comfortable with, consent gets fuzzy. At first, any attraction and admission might feel liberating, but over time you will feel the toxicity of the scenario begin to bubble through. By the end of your jump, things may well have become truly nightmarish.

This grants no CP with the *SFW* Drawback.

Fin

Leave - You've had your fun. Maybe now is the time to take your new family back home with you.

Stay - Have you fallen in love with your world? Then feel free to stay here. After all, you have a family.

Continue - Why would you want to settle down when there are already so many adventures to be had? Gather up your loving family and continue on with your chain!

Changelog:

1.0 - Release Build
2.0 - Added drawbacks, items. Reworked companion section. Small general fixes and corrections