

Generic Hentai World

Version 1.11

By Smuthunter

With support and ideas from the wonderful deviants on QQ. Thanks guys!

In case the title didn't make it clear this is a porn jump. Lewd things lie within, mostly a lot of different ways to make your jumpchain a lot more NSFW than even most of the existing harem and fanservice jumps will allow for.

We're going to do things a little differently this time. First, take these **+1000 CP**. Next, choose any jump you can legally take that you want to make a lot sexier. We're going to call this the Base Jump. Any perks you purchase through this document will now apply to the Base Jump, like a supplement. Your CP pools have to remain separate and can only be spent on bonuses from their respective jumps. Or you can just use this doc as its own generic jump, in which case you'll use the setting options below.

Note: Most of the wording of this document assumes a male jumper pursuing female partners purely for simplicity's sake. This should not be taken to be some kind of exclusion: all perks and mechanics presented in this document will function the same regardless of you or your partner's gender, age, or sexual orientation.

Age

Age is as per the Base Jump.

Gender

Choose whatever fits your fancy. Male, female, futa, trap, doesn't matter. No charge. This overrides the Base Jump.

Setting

If you intend to use this document as a generic jump roll 1d8 to determine what kind of setting you'll be making or pay 50 CP to choose. If you intend to use it as a supplement to play in a specific setting, skip this section.

1. Realistic
2. Modern Fantasy
3. Traditional Fantasy **or** Asian Fantasy (including Wuxia and Xianxia)
4. Sci-Fi
5. Superheroes **or** Magical Girls
6. Western
7. Steampunk
8. Free choice

Origin

Choose one of the following options:

Romantic - The quality over quantity option. Romantics focus on their relationship with a single partner above all others and become a perfect match for their waifu or husbando. Romantics will work together better with their partner, always know what their partner wants and needs, and will be able to tell immediately if their SO is in some kind of danger.

Playboy - The harem protagonist option. Playboys get around a lot and worm their way into the hearts of many girls, whether accidentally or deliberately. They tend to be team players, able to herd cats and get their harems to overcome their differences, and can be more openly lewd than Romantics without negative repercussions.

Scoundrel - Playboys like the girls, but the girls really like the bad boy! Scoundrels are masters of the art of the forceful seduction and know how to make the ladies swoon whether said ladies are willing to admit it or not. Given time they can sway almost anyone into falling for them, all the while pushing the boundaries to the limit and being thanked for it.

Monster - Hey, I'm not gonna judge. You may or may not be a literal monster but either way you're not the gentle and caring type. Rapists, demons, NTR fetishists, and anyone else who likes their sex with a side of cruelty will find lots to enjoy here. Make no mistake, this is the non-con path. Scoundrels may be all about bringing out the reluctant desire in others but Monsters simply don't *care* about the feelings of others, *they're* the only person who matters.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

Porn Physics (Free)

This probably goes without saying but hentai likes to take liberties with how sex actually works. Massive cocks, cervical penetrations, men ejaculating buckets of cum and girls lactating at the drop of a hat, implausible sexual endurance, etc. Well with this perk all that stuff and more is perfectly possible for you and your partners because sex works however you want it to work. Anal sex is always clean, girls can take cocks the size of their torsos, whatever you like. The only limitation is that this perk's benefits are strictly cosmetic. For example you might be able to cum literal buckets, but you can't make your jizz nutritious enough to live off of, at least not without other perks.

In addition, just because I'm feeling nice, this perk also makes STDs just plain not exist and gives you perfect control over your fertility. For girls this includes eliminating periods. What's more, if you dial your fertility down to 0% your partner will treat the sex as if she were using perfect birth control whether she knows about the perk or not.

Makeover (Free)

What kind of lewd protagonist would you be if you weren't satisfied with your appearance? You get a free one-time cosmetic body resculpt to the idealized self-image that you may or may not have consciously known you wanted, along with a chance to tweak it however you wish before finally accepting it. This perk's benefits are strictly appearance-based and this perk cannot give you an appearance outside the normal genetic range of possibility for your species.

Sexual Prodigy (Free)

All these other perks are all well and good but there's only so much you can accomplish if you don't know how to insert tab A into slot B. This perk resolves that problem; whether it be via comprehensive skills or just natural talent you are now good enough at sex to guarantee your partner enjoys the ride at least as much as you do. You also have a decent grounding in any extra knowledge required for the enjoyment of your fetishes, such as knowing how to tie knots and apply ropework if you're into bondage. Furthermore, this perk acts as a training booster for sexual endurance and sexual skills; it takes you significantly less time than average to adapt to your partner's individual quirks and preferences with repeated encounters or improve your stamina or technique. If you take the **Like A Virgin** Drawback this perk does not grant you any of the skills, talent, or fetish knowledge until after the Jump is over but *does* keep the training booster; you will not remain hopeless at sex once you actually start having some but you'll need to either find an experienced teacher or figure everything out via trial and error (and error).

Nice View (Free/100 CP)

It wouldn't be a Generic Hentai Jumpchain if we didn't improve the scenery, now would it? This perk doesn't turn every single person in the world into a hunk or a supermodel, nor does it substantially change the appearance of the "main characters", but both the average and the

minimum attractiveness level of everyone you meet will be raised 1-2 points on the 1-10 scale. Also, there's no blatant change in the atmosphere but people seem a little more open-minded to sex than average; pants are often a little tighter, buttons a little looser, etc. This perk is more of a secondary effect of the Generic Hentai Jumpchain being applied to the Base Jump, and therefore lasts only for the duration of this jump, but you can apply it to your whole chain for 100 CP.

Going Commando (Free)

What's the point of making everyone sexier if they're going to cover up those fabulous bods? This perk rewrites the local dress code, normalizing skimpier or more revealing outfits and making those outfits commonplace wherever appropriate. Space suits become skin-tight plugsuits, schoolgirl outfits lose a few inches off the skirt length, and the chainmail bikini is in vogue this year. This has no effect on the practicality of these outfits; suits of armor will (somehow) provide just as much protection as they normally would, and any built-in features or enchantments will still function as normal.

Schrodinger's Catgirl (Free/200 CP)

Popular media doesn't often delve into the particulars of their characters' kinks and intimate attributes. Sometimes things can be inferred, but rarely will it be outright stated that character X has inverted nipples or an exhibitionism fetish or is secretly gay. Now you can make that decision yourself; unless such traits are expressly detailed or denied somewhere, you can resolve any such ambiguity in your favor for any characters you choose. This perk is free for the duration of this jump and can be applied to the rest of your chain for 200 CP.

Changing Preferences (Free/100 CP)

As you go through your Chain you'll live many lives and not all of those will have quite the same tastes, or needs, as you do. At the start of this Jump you can make a one time alteration of your sexual preferences, libido, fetishes, memories of sexual experiences prior to the Jump, and similar. These changes are as immutable or changeable as any other part of your personality, but never impede with future decisions to take or use this perk again.

For 100 CP you can invoke this change at the start of each future Jump (or, post-Chain, at will). Additionally, while doing so you can make minor retroactive alterations to the history and memories provided by your Background or Origin to provide appropriate memories and experience.

General (Superpowers)

These perks don't give you any superpowers that you don't already have. You can't use any of these perks with powers or energy types that you don't yet possess, so no manipulating ki if all you have is magic.

Dress Break! (100 CP)

Your powers are more effective than usual when used against armor and clothing. You'll find it very easy to cause incidental clothing damage in a wizard's duel or pierce through heavy armor in a martial arts competition. Items that are specifically hardened against magic or similar effects weaken this power but don't erase it entirely.

Power Perversion Potential (200 CP)

Of *course* you learned magic so you could use it for sex, who in their right mind wouldn't? You can easily repurpose existing spells or techniques for lewd purposes and invent new powers with a fraction of the time and effort it would take another person to do the same as long as those powers are intended primarily for sexual purposes.

Sexual Healing (200 CP)

You have learned a technique to generate energy through sex with one or more partners and can use this power to heal or recharge both your own and your partner's health and energy reserves. The more sex you have the more power you'll get out of it; a quickie or a blowjob will only give you back a small amount of energy, but an hour-long power fuck can top off the reserves of even the most powerful of jumpers.

Hot for Teacher (200 CP)

Sex now counts as training for purposes of refining your supernatural abilities. By including a sexual component any training you perform will be tripled in effectiveness after all other modifiers are applied. You can also train others this way. Trying to teach a foxy young kunoichi better chakra control? Make her practice with a couple of vibrators in her and she'll get massive gains.

Kiss of the Succubus (400 CP)

You have gained the ability to drain and absorb energy from your partners through sex. Each time you bring a partner to orgasm you can choose to drain energy from them to either refill your immediate reserves or bolster your overall power by a very small amount, with a soft level cap of whatever your partner's overall power level is. Energy drained in this way must be in a form that you have the ability to use.

If the energy you're draining is affiliated with the target's health or stamina in some way it is possible to seriously weaken or kill your partner through sex. You always have an accurate sense of whether or not this is possible and how much draining a target can safely withstand. "Death by snu snu" cannot happen accidentally with this perk, you have to *really* want it for that to happen.

Romantic

Star-Crossed Lovers (100 CP)

Nothing can get in the way of your relationship. Be it politics, family, race or social status, all things fall away in the face of your love. This perk helps the people around you to be more open-minded when you pursue a relationship that is considered taboo for one reason or another, be it moral reasons like a student-teacher or incestuous relationship or more mundane concerns like the race, gender, nationality, etc. of you or your spouse. It may not eliminate such problems completely but you'll find yourself facing far fewer complications as a result of pursuing your relationship. In addition to this, whether the relationship is taboo or not, your spouse's friends and family will tend to warm up to you very quickly.

Crossed Swords (200 CP)

The best lovers are the ones who work together perfectly. You and your partner can naturally fall into a rhythm with each other in any activity you're sharing. On the battlefield you perform complex team attacks requiring split-second timing and coordination as easily as breathing, in the bedroom you know exactly how to bring each other to a screaming orgasm, and your musical duets will be the stuff of legend. This perk doesn't make up for a lack of talent if one of the two doesn't know how to do what you're doing, but it does allow the more skilled partner to pick up the slack for them and cover any mistakes they make.

If you took **Like A Virgin** this perk still works to give you and your partner a great time, even the first time. True Love is that powerful. Of course, you still have to *get* to that first time...

Better Than Death (400 CP)

Death is a very final thing so almost anything is better than that final separation from your beloved. If an enemy has a reasonable chance of capturing, and keeping captured despite their own efforts, either you or your love then they will be a significant change of them doing so rather than immediately killing either of you. This specialised form of plot armor manifests as a combination of a mental inclination towards that end and recognisable opportunities cropping up which would make it advantageous for them to this.

However the protection by this perk offers fails while you are in the presence of your love. In addition if an enemy is truly intent on death then, at best, this perk can delay that for a time by making them more likely to 'play'.

True Love Conquers All (400 CP)

True love is not so easily conquered by such petty things as violence and jealousy. You now have a sixth sense that warns you in advance when some danger is about to befall your significant other, giving you time to find them and be present to help. Like a certain famous masked jewel thief defending his destined princess, you'll always arrive in the nick of time to prevent catastrophe as long as you don't ignore your instincts.

This perk covers more types of danger than the strictly physical: it will also warn you when your love is being threatened by less direct threats, such as the neighborhood pervert attempting to blackmail her for sex or the prince of a neighboring country trying to pressure her into an unwanted marriage. Be warned though, this perk won't solve these problems for you, only ensure you know about them far enough in advance to be able to do something about them. The act of defending your love and how you go about doing so is still down to your own efforts.

In Sickness and in Health (600 CP)

Your chosen partner immediately becomes a Companion if they weren't already. You pay nothing to import them into future jumps, and they always receive the default CP allotment that a normal paid Companion does for that jump. If there are multiple import options, they receive the best one that they qualify for. Furthermore, you may donate your own CP to them at a 1:2 ratio (100 CP spent by you gives them 200 CP). If you successfully complete an Endjump Scenario then Jump-Chan will reward your partner with a second Spark. This perk can only ever benefit a single person regardless of all other factors.

Playboy

Smooth (100 CP)

You're not going to have much luck with the ladies if you don't know how to talk to them. This perk makes you more adept at social situations, especially flirting. Additionally, you have an indefinable attractiveness that transcends personal appearance and can fit into just about anybody's strike zone.

Really Gets Around (200 CP)

Don't take this the wrong way, but you've got something of a reputation. It turns out that this is actually a good thing though: it means people going into relationships with you know what to expect. You'll never cause hard feelings over break-ups and one-night stands. Well, *almost* never. This perk won't defuse a yandere or similarly extreme personalities by itself, so watch out for those.

Accidental Pickup (400 CP)

You may 'passively seduce' others so long as they view or interact with you. This yields positive results as though you were making a casual attempt at seduction using normal methods, but has no negative consequences for failure as you are not seen as doing anything abnormal. You may limit the targets of this perk to any degree you wish or even turn it off.

While a given individual might justify their feeling of attraction in a variety of ways, from viewing you as having 'spirit' to seeing you tripping as you being 'adorably clumsy', these emotions apparently arise from inside themselves rather than being imposed externally.

The More the Merrier (400 CP)

You'd think that with all those girls to keep satisfied a Playboy would eventually run out of free time and call it quits sooner or later. Think again. This perk allows you to split your attention in as many directions as you need to accomplish a given task(s). Whether you're planning dates and anniversaries for a dozen girlfriends or fucking all of those same girlfriends in a massive orgy or fighting off an army of a hundred men you'll suffer no loss in performance when a situation calls for multi-tasking. Note that you still need to be *physically capable* of the task you're performing; this perk doesn't enhance any of your skills, it only negates penalties for being distracted.

Harem Master (600 CP)

None of your partners will mind you sleeping with other men and/or women, nor will anyone else. If you're dating multiple people at once, they will agree to share you, or to ignore one another if they dislike each other. Over time they'll grow closer, and may end up in love with each other if their personalities are compatible. Furthermore, you receive a general buff to leadership and organizational skills; you won't be conquering worlds or running a mega-corporation with this perk alone but you have a distinct talent for herding cats, convincing people to at least temporarily look past personal differences in the interest of getting the job

done, and keeping track of who's supposed to be taking care of what. You also gain excellent time management skills; with all those girls to keep happy, you'll need them.

Scoundrel

Bodice Ripper (100 CP)

People lie to themselves about what they really want. They'll insist that something is "wrong" or "deviant" or "improper" even as the idea sends a thrill down their spines that they'll never admit to. Scoundrels know this better than anyone and can easily see through such fabricated feelings when they encounter them. You have an accurate sense for the subtle tells a person gives when "no" actually means "yes" as well as vice versa. As long as you heed this unspoken consent your partners will never treat sex with you as rape, regardless of whatever protests they make as you ravish them.

Ruined for Marriage (200 CP)

All successful Scoundrels know that before you can conquer a woman's heart you have to tame her body first. This perk allows you to do just that: your sexual prowess is such that you can now ruin your partners for other men or women, ensuring that they can never be truly satisfied by anyone except you. This happens gradually over the course of multiple encounters, during which your partner will derive greater and greater pleasure from your ministrations and progressively less from anyone else. If you're feeling generous you can selectively designate individuals or groups that this effect doesn't apply to or simply toggle it off at will.

Additionally, you can also train your partners to have a fetish by exposing them to it. Leaving a bondage magazine out for your girlfriend to find might arouse her curiosity, and convincing her to try it out will have her asking for it again in the future. Focus on one thing for a while and you can train her to be a full-time submissive who can't get off without being tied up. You can toggle this part of the perk on and off as well.

More Worthy of Her (400 CP)

When you demonstrably can bring a woman more pleasure than anyone else it is hard for anyone to dispute your position as her lover or act to interfere with it. However greater pleasure is required to overcome stronger, or supernatural, existing ties. A smouldering kiss might overcome a chaste relationship while a long weekend of pounding someone to a puddle of pleasure might be needed to break apart a Romeo and Juliet romance.

This perk also acts as a general buff to charisma and seduction of all types.

Pleasure Equals Consent (400 CP)

Though their methods are... *unconventional* compared to the Romantic or the Playboy, at the end of the day a Scoundrel's ultimate goal is still winning a woman's heart. He merely knows that the route to doing so need not be as complicated as others make it out to be. Taking this perk allows you to override a character's hostility towards you via sex and intimacy for anything less than violence and excessive cruelty. The deeper the target's ire the more work it will take to make it up to her, but you can "apologize" for most things and have that apology be accepted merely by having sex with her enough times. For example, cheating on a girlfriend with her sister might only require a few minutes of deep kissing, while the princess of a nation you've

conquered might require several days of seduction or a weekend of training her in her new role as your sex slave before she'll start to warm up to you. Take that same princess and murder her pet kitten or put her family to the sword however and you've probably lost your shot at winning her over for good.

Alpha (600 CP)

You are a sexy sexy beast, a primal force incarnate in mortal flesh. You bring out the desires that people never admitted to themselves they had, and make them ask for more. Your charisma is greatly heightened and you are a walking temptation even to people who thought they couldn't be tempted.

This is not outright mind-warping; people who are deeply and sincerely determined to retain their purity or their fidelity, or who really just don't like you, remain unaffected. True Love is a force you cannot overcome with this perk, likewise Sincere Piety or Mortal Enmity. But with sufficient exposure your sheer alpha-ness can strip away all self-delusions and societal conditioning and "what would the neighbors think?", leaving anyone who *could* have gone for it under different circumstances deciding that fuck it, the current circumstances are good enough. Anyone out there who is already settling for less is someone you've got a great shot at convincing that you're something more.

You can toggle this effect so that you only draw attention from the people you actually want to, and dial the level of attraction up or down in case you feel like using subtlety.

Monster

Your Resistance Makes My Penis Harder! (100 CP)

You're a violent, forceful bastard and you get off on it... and so will they, whether they want to or not. Your already formidable sexual prowess and endurance is boosted even further by your darker emotions. Whether it be from fighting them in a fair duel to the death or from abusing a helpless victim, that little whiff of violence or that taste of their fear somehow makes everything just that much better. And when you finally get past the "foreplay" and it comes time for the main event all that delightful build-up of tension will be channeled back into your victim several times over, blowing their mind and forcing them to heights of pleasure no matter how disgusted they might be with themselves for being unable to hold out. They might not like you any better *after* the moment passes, but they'll be forced to admit that yet again you have conquered their resistance. It doesn't necessarily take *physical* violence to 'prime the pump'; any form of cruelty or coercion works equally as well, be it physical, mental, or other.

The one limitation of this perk is that it's only fun if they genuinely don't want it (having a love/hate relationship with the experience is fine, but if they're actually looking forward to it then it's not really "resistance"); consensual sex isn't any *less* satisfying for you but neither does it get any special 'charge'.

Not in the Face! (200 CP)

You have an uncanny knack for pulling your punches just enough to avoid damaging your opponent excessively. From now on you can choose to eliminate cosmetic damage from the effects of a fight and/or knock an opponent unconscious without accidentally giving them any severe injuries, even if you hit them with a punch that could normally rip through a tank. Additionally, your attacks are much more effective at shredding cloth and destroying armor.

Sexual Violence (400 CP)

Sex and violence are basically interchangeable these days and this perk makes that more literally true. In any situation where violence is expected and accepted, rape and sexual assault will now be treated the same. That is to say, groping or attacking someone on a bus will still get you arrested but do the same thing in a wrestling match or on a battlefield and nobody will so much as blink.

Slut Breaker (400 CP)

You find that, despite their feelings or intentions, even virgins act like sluts once you have gotten properly started on them. As you force pleasure upon, or take your own from, someone they find their attempts to resist you weakening. Progressively their body will cooperate no matter what their mind thinks, their hips grinding without prompting or their tongue swirling even though they wish to bite down.

The more often you inflict this state on someone the easier they fall back into it and the longer it will last even while they are not being actively stimulated. Keep it up and you can see the hatred in their eyes even as they dress like a whore or dance for your pleasure.

Suffer in Silence (600 CP)

All it takes for evil to triumph is for good men to do nothing. Lucky for you, the good men are all out to lunch and the good women are too busy getting stuffed full of cock. You will generally face far fewer complications for evil actions than other people would. Blackmail victims give in rather than go to the authorities, bystanders ignore you as you molest a woman on a crowded train, and neighboring kingdoms turn a blind eye to the threat you pose as you conquer a nation and turn all its citizens into sex slaves. Beware heroic individuals though, as this perk has no impact on their ability to oppose you directly.

Equipment

Romantic

Cupid's Calendar (100 CP)

Never forget a date, anniversary, or birthday ever again. This handy pocket calendar will automatically record dates of importance to you and your significant other and by brushing your hand over it you can be instantly reminded of the next day to remember. If you happen to have a cell phone or some other pocket-sized device you can merge this item with that one and have it manifest as an app or spell instead. In this form it will also send you periodic reminders to buy presents or make dinner reservations or whatever else you have in mind.

Romantic Reservation (200 CP)

As a romantic you'll certainly want to wine and dine your beloved(s), but sometimes where you want to take them needs advance booking. By presenting this card you can bypass normal reservations process for restaurants, cafes, hotels, etc so long as you are bringing at least one person you have romantic or sexual interest in along. They will bump out other reservations if need be without others complaining, assuming that the people in question aren't already there, but there still needs to a potential space and time for you and you'll still have to pay.

Special Place (400 CP)

At the start of each Jump, or within a week of changing where you live, you will discover the current manifestation of this special place. It may be as a quiet grove, a hidden spot on the school roof, a broom closet, or somewhere else but you will immediately recognise it for what it is. However it manifests this place heightens romantic (and sexual) feelings in others you bring there as well as providing privacy for at least a few hours at a time.

Beware: while even screams won't breach the concealment more energetic things such as explosion will and there is no special protection for any items left here while you are absent.

The Rings (600 CP)

A pair of wedding rings custom-made by Jump-chan to yours and your partner's exact specifications, these priceless symbols of your bond will never be lost or destroyed under any circumstances. What's more, they bear a special enchantment Jump-chan designed herself which allows telepathic and empathic communications between the lucky wearers as well as a separate bond that allows you to feed each other any form of energy you share, such as magic or ki. These bonds cannot be severed or impeded in any way.

Playboy

The Perfect Gift (100 CP)

A gift wrapped package or fancy envelope containing some random innocuous trinket, card, flowers, or candy. Give this to a girl and it will invariably turn out to be something she would like to receive as a present appropriate to the circumstances. If you go the extra mile to research her preferences and pick out something specific and then use this item to gift-wrap it then the effect will be enhanced. After giving one of these away you can summon a new one to gift again to another girl you know, but you can't stockpile them. You are also protected from accidentally giving the same gift to more than one girl at a time, unless they'd actually like receiving matched sets.

Cool Threads (200 CP)

A collection of clothes that fits in your closet and are super-comfy, super-stylish, self-cleaning, come in a wide variety of designs, colors, etc., and can be tailored to any jump or social occasion. Also includes socks, shoes, neckties, and other little accessories. As a final bonus they are incredibly convenient for having sex in; somehow you're able to do pretty much anything with anyone without having to take them off first, just unzipping a little here or unbuttoning a little there.

One Night Stand (400 CP)

You will almost always be able to find someone who is your type: be it a blonde model, a cute school girl who is 'curious', or a housewife who walks down dark alleys at night. This "item" is actually a role which is filled by someone in your vicinity whenever you go looking for a random sexual partner.

So long as there could plausibly be someone who meets your sexual preferences in the area, and you may choose to lower your expectations, then you will encounter a generic person of that type who is available (for a given value of that term) for consequence free sex. While you won't pick up a 'named' character in this way you can end, or resume, your 'relationship' at any point within the same Jump so long as you could again potentially meet or just look for someone new.

Bachelor Pad (600 CP)

A private residence with room for visitors. The exact form this residence takes changes from jump to jump but it will always be something appropriate to a reasonably wealthy single man or woman of the time period. It will also be reasonably private and the neighbors will never make any noise complaints, whether that is by having a large yard or a high outer wall or thick soundproof construction or some other means. It comes fully furnished, all rent, utilities, property taxes, etc., will automatically be taken care of, and the residence and grounds will conveniently tidy themselves up (without touching anything the owner doesn't want touched) when no one is looking.

In addition the Bachelor Pad can accommodate virtually any number of roommates, particularly the sexy kind, even when logically there shouldn't be enough space for all those extra rooms. Nobody will notice this or think it unusual.

At the Jumper's discretion the convenience features of the Bachelor Pad as well as the flexible accommodations may also apply to any other CP-backed residences the Jumper may own. They will still retain their original layout and furnishings.

Scoundrel

Big Ol' Box of Sex Toys (100)

Exactly what it says on the tin, it's a big wooden chest full of dildos, vibrators, onaholes, gags, collars, plugs, and so on and so forth. Nothing magical or technologically-advanced, but if you find or create something that is you can toss it in with the rest and it'll become part of the package. Just what you need to help people 'expand their horizons'.

Hot Rod (200 CP)

Because what kind of bad boy doesn't have a sweet ride? This luxury sports car comes with all the features; barely street-legal racing engine, anti-lock brakes, hand-tooled leather interior, all the dealer customizations you want, infinite fuel tank, self-repairing, self-cleaning, one-way tinted windows, and with both front and back seats that are surprisingly accomodating to people having sex in a wide variety of positions. Furthermore, it radiates a mild Somebody Else's Problem field that keeps people from noticing the car or anyone in it when that would be inconvenient. This field can't be used for any tactical purposes or to get away with reckless driving to the point of actually being life-endangering, but feel free to ignore speed limits, double-park, or leave it sitting with the keys still in it in the middle of a bad neighborhood in full confidence that nothing will happen to it. Just don't try having sex while actually driving it unless you're legitimately that skilled; the car might be self-repairing, but you aren't.

In any setting where a sports car would be inappropriate or out of place this item converts itself into the most appropriate equivalent. In a medieval setting that might be a luxury carriage (horses and driver included) while in a sci-fi setting it might be a small private aircar or shuttle instead.

Homeboys (400 CP)

It's only natural that someone with your power and talents would attract a few hangers-on. This "item" is effectively a loyal minion squad. They aren't quite companions and don't follow you from jump to jump, instead this purchase represents other people in each jump recognizing your alpha-ness and choosing to follow your lead, whether as part of a street gang or a crew of bandits or whatever is appropriate to the setting. These guys don't have any special powers by default but they're totally loyal to you and make great wingmen (or faceless extras in a gangbang if that's your thing). They're also surprisingly hard to kill and very good at not becoming collateral damage whenever the big guns come out.

Heart-Shaped Crest (600 CP)

It's not a wedding ring but for a Scoundrel it's probably better. This crest is a design for a slave tattoo which can be placed on a *willing* target, traditionally just over the womb or navel or around the throat like a collar. Any attempt at coercion when placing the crest will rob it of its power, and the bearer can revoke that consent at a later time with a significant exertion of will. But if you're a good Scoundrel that'll never happen.

Accepting this crest represents the bearer effectively signing over their body to the ownership of a jumper who has thoroughly conquered it. As such, the jumper can cause the bearer to experience any desired level of sexual pleasure on command, from a mild tingling to uncontrollable orgasms and anywhere in between. They can also inhibit the same feelings for denial play. Time and space are no obstacle for the crest's powers, and if placed on a companion it can even be used on them when they aren't present in the current jump. It can also store "programs" to inflict these feelings automatically on selected triggers.

As fun as this might be on its own, it's actually only the crest's secondary purpose. Its main use is as a training aid, making the branded slave highly receptive to new information imparted by the master. Any training performed by the user that incorporates a sexual component will be five times as effective as normal. If used in conjunction with the **Hot for Teacher** perk the effects of both perks stack multiplicatively instead of additively, allowing the jumper's slaves to learn new skills and powers at breakneck speeds.

Monster

Little Black Book (100 CP)

The polar opposite of Cupid's Calendar, this little black pocket notebook automatically stores a copy of any blackmail material you manage to dig up about your chosen targets and respawns in your possession after 24 hours if it or its contents are ever lost or destroyed. It also records any personal information you discover about your targets; their address, cell phone number, where they go to church, where they shop for groceries, etc.

Slut Wear (200 CP)

Regardless of the gender or size of your newest plaything there will always be something mortifying for them to wear in this wide and varied selection of clothing and accessories. However the more sex you have had with someone the easier it is to talk, or intimidate, them into wearing such things. People other than you who see someone wearing such whore-ish garb will assume that is the wearer is doing so willingly and is as slutty as the clothing makes them seem. In short order rumors or photographs will spread the wearer's reputation, and social relationships, will adjust to match.

Succubus Venom (400 CP)

This is a recipe for a special liquid which adapts to your current Jump so that so that you alone can create a supply of it from commonly available supplies. It is an aphrodisiac, increases sexual sensitivity, and weakens the physical and mental ability to resist of anyone exposed to it. The venom can be administered as an incense, injected, slipped into drinks or rubbed on topically. Increased doses have heightened effects but it never becomes toxic regardless of the amount used.

The venom is initially keyed to only affect those of your favoured gender, but with appropriate skills it can be modified or improved in various ways. Possibilities include affecting everyone except you, affecting only a single person, weakening females while making males horny, having lingering effects, etc.

Sex Dungeon (600 CP)

What kind of Monster would you be if you didn't have one of these? An inescapable prison for your defeated foes, this dreary room attaches to your Warehouse and can be imported into each jump as part of another owned structure such as the Bachelor Pad. Defeated enemies who you imprison here will find it all but impossible to escape without outside help. This room actively drains foreign energy such as magic and ki out of its interior (aside from yours of course), allowing you to imprison even superpowered foes with ease as long as you can get them into it in the first place. Any characters still occupying this dungeon get pulled along with you into the rest of your chain, but cannot be taken as companions unless you use an import option in a future jump.

Companions

Home Is Where The Heart Is (100 CP)

Family. They've got your back, and they're always there when you need them. Well, a good family at least. Anyways, pick two from your in-jump family members. Mother and father, wife and daughter, brother and sister, ex-wife and cousin, anything you can think of. They're now your companions. Their exact interest in you is currently undetermined, but they probably share your fetish, or at least enjoy it. They also share a companion slot.

Canon Companion (Varies)

Want to bring along a friend from the Base Jump but the jump doc won't let you? No problem! Choose any single character not covered by the Base Jump. That character is now your companion. Easy, right? The CP cost of this companion is equal to the nearest equivalent character among the Base Jump's existing options, so if it's 50 CP to take a random bystander and 100 CP to take the main character and you want his almost-as-powerful sidekick you're going to have to fork over 100 CP. If a jump doesn't have companion options, like the Pokemon jump, then the base price is 100 CP per companion.

The Harem (Varies)

There's an awful lot of harem anime jumps out there and a whole lot of best girls to take if you want them all. But what do you do if you don't have enough CP to take your harem with you, split them up and leave some of them behind? Ridiculous! This companion option offers you a work-around.

Choose any number of characters from the Base Jump, noting their CP costs as outlined in either the Base Jump or the Canon Companion option above. Any CP costs of these characters that you can't pay off with whatever CP you have in this jump becomes a debt that you owe to Jump-chan, and from now on you can use CP from future jumps to pay off that debt. As soon as characters are paid off they will be summoned to join you in your current jump, either to an open companion slot or to the Warehouse according to your desires. The only limitation on this option is that you must convince all of those characters to join you as per usual. But that shouldn't be a problem for you, right lover boy?

Drawbacks

Self-Insert Wish Fulfillment (+0 CP)

This toggle allows you to insert yourself into the place of any character in the Base Jump. Wanna be the protagonist of that one harem anime? Knock yourself out. It's up to you whether you actually self-insert into them and take over their body or just arbitrarily take their place in the story with your existing body/gender/age options but either way everyone else will treat you like you've always been there. Taking this toggle together with a drop-in origin will give you the drop-in's discounts and the character's backstory.

Take note however: this option doesn't allow you to cheat your way into getting free perks. If you choose to self-insert into Naruto Uzumaki in a Naruto jump you still have to purchase the Jinchuuriki perk in order to get any benefits from it. If you choose not to buy a "required" perk or choose a different one (Naruto with the Sharingan for example) then the jump effectively becomes a fanfic jump where something happened to cause the changes you chose.

Rule 34 AND 63 (+0 CP / +100 CP)

Use this toggle to selectively genderswap specific characters in the Base Jump. It can also, if you want, toggle a character's gender identity independent of their physical sex. Doing this will cause cases of gender dysphoria, so think carefully about whether you want to do this to people. Doing it to yourself turns the toggle into a 100 CP drawback.

You Gotta Fight For Your Right (+100 CP)

Whether it be overprotective brothers, angry fathers, jealous exes, or wannabe rivals who just don't accept that she's just not into them, sometimes you feel like this is the Trial by Combat World and not the Generic Hentai World. Basically, while it's not a *constant* thing you are still going to get in a lot of fistfights over the girls you are dating, were dating, or are contemplating the possibility of dating at some hypothetical future time. Mostly you will be fighting untrained civilians and you will never be fighting anyone who is actually an equal opponent, but it still is damned annoying, and if you're ever unlucky enough to lose you're going home with lots of bruises. Also, even though you can legitimately plead self-defense every time the authorities still tend to be suspicious about someone who gets in *that* many brawls.

The Nudifier (+100 CP)

Your clothes seem to be made of tissue paper, Jumper. Things that you wear seem to rip and fall apart at the slightest provocation. This won't permanently damage any items you acquire as perks, but expect to spend a lot of time replacing your wardrobe and dodging public indecency charges from the police.

Wrong Genre Savvy (+200/+300/+400 CP)

You must have taken a wrong turn at Albuquerque or something because you're in totally different genre than you were expecting to be. Everyone here seems to have priorities that are totally at odds with yours; if you're a Romantic you'll find yourself with an unwanted harem, and

if you're a Monster you'll find you're actually the villain in a Romance where True Love *laughs* at people like you.

For an extra 100 CP this also affects the fetishes of the people around you, causing them to tend to be into things that are just weird or off-putting to you. For 100 CP more change that to things you find actively disgusting.

The Blue Thunder (+200 CP)

Good news, there's only one jealous romantic rival or obsessed suitor (your choice) you keep having to punch. Bad news, they're an *idiot*, and simply will not learn their lesson the first (or the second, or the tenth) time you beat it into their skull. Worse yet, they're a *strong* idiot; they might not be an even match for you but they're no pushover. Defeating them is a legitimate workout, every time. As with the eponymous Blue Thunder of Furinkan High this person is a particularly annoying combo of martial ability, obsession, and complete detachment from reality. You might eventually be able to get them to stop but it will take a *lot* of prolonged effort, whether at social-fu or kung-fu. Fortunately they're not a murderer or a rapist, merely a moron, so you shouldn't need the outright homicide solution and aren't really justified in using it in any event.

Plus, the outright homicide solution wouldn't work; that would just bring their avenging relative onstage and you'd start all over again. Don't ask how large their extended family is.

You could in theory just give in to their demands, and that would stop their constant attacks. Of course, that would require spending the remainder of the jump being pals with a walking case of histrionic personality disorder that didn't have the good sense God gave a carrot, so, you probably won't.

Have You People Ever Heard Of Knocking? (+200 CP)

Good luck finding a private place to get your freak on. People will regularly be forgetting to knock, walking into the wrong room, or just picking the absolute wrong moment to *have* to speak to you *right now*. And it's amazing how often door latches fail to lock or security systems are accidentally left in test mode or cell phones end up being left on "ring" instead of "vibrate", if you were relying on that to keep people from interrupting. Furthermore, this will not happen on any kind of predictable schedule; one day you might get away clean with a quickie underneath the bleachers at the Super Bowl, the next week a random skydiver will get blown off course and accidentally land on your private picnic in the middle of the Alaskan wilderness.

Any perks you have for getting away with public indecency still function normally, but the interruptions will always be a moment killer and it will take nontrivial amounts of effort and patience to get back in the mood.

Sex Addict (+300 CP, incompatible with Like A Virgin)

Look, we all know why you took this jump but there is such a thing as overdoing it. Your libido is now on overdrive for the duration of the Jump and your willpower and self-control perks are of

no help in dealing with it. Furthermore, your luck is now skewed to where you will keep running into other horny people, sometimes under circumstances where 20/20 hindsight would say that you really should have kept it in your pants. If you planned on finishing any other substantial projects in this jump besides wallowing in ten years of Spring Break then you're going to need a lot of cold showers and maybe a good friend or two to drag you away from the temptations.

Like a Virgin (+300 CP, incompatible with Sex Addict)

Hey it's okay, we've all been there. This drawback strips you of any sexual experience you may have, rendering you as pure as new-fallen snow. Any sex you have is going to be awkward and probably unsatisfying for your partner, at least until you relearn what you've forgotten. Until then it's probably better to let more experienced partners take the lead. In addition, until after you have finally lost that pesky virginity your social or manipulation perks will not help you with seduction; you're going to have to get past that first hurdle entirely on your own.

Not If We Were The Last Two People On Earth! (+200/400 CP)

Oh dear God, why? You will regularly be harassed and propositioned by the absolute last people you'd ever want to think about in a sexual manner. No matter what your individual tastes are or how indiscriminate your lusts, whether it be their appearance or their behavior or just their smell they will still somehow completely fail to appeal. Seriously, we're talking "get out the barf bag" territory at the mere thought of it. And they simply *will not* take a damn hint no matter *how* unsubtle your rejection is.

They have no special abilities at tracking you down nor do they actually reach yandere levels of dangerous persistence, but wherever you go there will always be at least one new person annoying you.

Physical violence still works, but remember that without the right perks murder and assault might rapidly turn your jump into a prison movie experience and *yes* you will have cellmates who still qualify for this Drawback. Becoming a wilderness hermit also works, but you didn't take this jump to *avoid* all human contact for ten years.

If you are actually insane enough to take **Have You People Ever Heard Of Knocking?** In conjunction with this Drawback, it will *always* be one of these unsuitable suitors who interrupts you and the moment-killing will be that much more powerful. Take an extra +200 CP if you take these two Drawbacks together.

Yandere-Chan (+600 CP, incompatible with Hunted)

Congratulations! You have an admirer! And she absolutely loves you to death! Other peoples' deaths, that is. You aren't remotely lucky enough for it to be your own. This Drawback can be for a Yandere-Kun instead of a Yandere-Chan if you'd rather have a male admirer.

Yandere-Chan has the entire Romantic perk tree except for the capstone, oriented on you. And she is absolutely, completely, totally, and supremely obsessed with you to a degree that would

have Yuno Gasai and the original Yandere-Chan both high-fiving each other in approval. Worse yet, she's actually aware enough to understand that you don't like crazy girls and so *around you* she acts as normal as she possibly can. She's someone you already know in the jump and if you are not dating her already then she's one of the other very eligible girls around you, *and you do not know which one she is*.

Yandere-Chan has no powers other than those already possessed by her if she imports into a canon character, a supreme poker face, a high amount of native cunning, the strength of her mad obsession, and a plot armor that could stop railgun rounds. But that's still more than enough to turn your life into a horror movie. Yandere-Chan suffers no rivals for her affection, and even if you actually aren't seeing anyone else that only means she'll move on to *possible* rivals. Via stealth, manipulation, and flat-out bullshit plot contrivance she will endeavor to be The Only One in your life even if that means everybody else ends up accidentally cutting their own heads off in a tragic shaving accident while falling down a mine shaft.

It will take your best efforts at alertness, deduction, and paranoia to figure out who Yandere-Chan is and stop her before it's too late. Any powers or perks you might have that would instantly short-circuit the entire plot are blocked by Jump-Fiat; this is a 600-point Drawback, which means you don't get to take the easy way. Furthermore, simply pinging everyone around you and looking for the "blank" spot doesn't work either; this is not Jump-Chan's first rodeo and she already knows that one. You signed up for a yandere murder mystery, and you're going to have to solve it.

You do not fail the jump if you fail to stop Yandere-Chan, nor will she ever bring herself to actually hurt her senpai (save for one exception below). You'll 'merely' have to live with the knowledge that so many innocent people died simply so you could have a few hundred extra CP. And if you do successfully find and confront Yandere-Chan with proof she will surrender on the spot and meekly go to prison, because anywhere is equally a prison to her now that her senpai knows the truth about her. The only trick is finding her and proving it.

The one exception to this rule is if you actually don't feel any remorse and approve of Yandere-Chan's having killed them; the discovery that her "innocent" senpai is actually a murderous monster will break her heart and empower her with unholy rage, and at that point this Drawback morphs into your standard 600-cp scaling enemy boss fight Drawback. But at least her plot armor will deactivate for that one, you'll simply have to fight and defeat her on even terms.

Hunted (+600 CP, incompatible with Yandere-Chan)

Oh shit. Are you sure about this one? You have a stalker who's out to ruin your fun in this jump. They have all of the perks from the Monster tree and a general threat level appropriate to a major villain from the Base Jump. Effectively this option gives you your very own stalker and NTR villain all rolled into one for the duration of this jump. The only upside is that this person can't ignore the defensive qualities of the Romance perk tree despite being spawned by a

drawback. The bad news is that unlike Yandere-Chan they have absolutely no inhibitions against doing horrible, horrible things to you; in fact, that's the part they're most looking forward to. If you're lucky 'horrible things' *merely* means NTR-ing and mindbreaking all your partners and rubbing your nose in it. If you're not, we're talking about things involving basements and creative application of surgical implements and spending years in the dark before finally being given permission to die.

You are allowed to deal with them in a permanent manner; they aren't a respawning enemy. And their power level scales to the Base Jump, *not* to you. The problem is that virtually nothing short of permanent incapacity or lasting imprisonment *will* deal with them, because they have no 'better nature' to appeal to and they damn sure aren't giving up. However, remember that they have the Monster capstone so the authorities will consider none of their actions to be illegal however blatant they might be. You won't be able to plead self-defense and you will need to be extremely subtle about how you 'take care' of them or else you'll be spending the rest of the jump in prison and trying to *avoid* sex. In addition, you have to find out who the enemy *is* first; they start out with their identity entirely unknown to you and could potentially be anyone, and they will not make any amateurish mistakes.

Supplement Mode:

Yeah technically this is a supplement jump so why does it need a supplement mode? In case you want to use it more than once, of course. You only get 1000 CP for free once when using this document. Apart from that one time you'll start with 0 CP and have to earn it with drawbacks. You needn't take the 1000 CP the first time you use this supplement.

Each time you take this supplement you can choose to take a new origin for the duration of that jump or keep your old one. You can only have one origin per use of this supplement and if you choose a new one you lose any discounts you got from the previous one. All perks and items in this document (except The Rings) can be purchased multiple times, but multiple purchases of the same perk do not stack with themselves. The +0 CP drawback toggles can also be used as many times as you like.