Collared Colonization

Jump by 9anon

Welcome to the New World, a huge continent covered in untamed wilderness and ripe with all sorts of untapped riches, and which is home to a diverse patchwork of many different climates. The biosphere is rich with both flora and fauna with all manner of applications, practical and otherwise, just waiting for someone to come along and find their true value. Beneath everything lies wide veins of mineral wealth, enough to fuel industry for eons yet untouched. Ruins dot the continents, stone monuments of some now-fallen civilization, plated with valuable metals and marked with glyphs of some lost language.

There are other remnants of this civilization - namely the primitive anthros who inhabit the continent. Some live among the ruins of their ancestors, and others among the wilds, but they've all long forgotten what they once were. They instead live off the land, surviving quite well in the wilds. Of course, these anthros are yet another valuable resource, given the right perspective.

The final players are the Humans, who've relatively recently arrived on the scene. They come from across the ocean on great ships, bearing advanced science and technology, and seeking resources to supply and enrich their homelands. Rather than living with the land, they seek to tame it to suit their needs. Though there is a contingent who are interested in studying the anthro natives and their culture.

To help you survive your decade here, here's **+1000cp**.

Setting/Location

Beyond the broad strokes established in the intro, you are free to fill in the details of the setting as you like. Regardless of how you do so, you can freely choose to start anywhere in the New World.

Species

You may choose to drop-in or have a local history.
You may freely choose your age and sex within reason.

Human: A foreigner to this land, coming from a far-off land of bustling cities for any number of reasons - a new home of your own, rumors of riches, interest in the natives, or whatever else.

Anthro: A native of this land, part of a lineage that's lived here for long enough that there's no hint of ever coming from somewhere else in the oral traditions of your tribe.

Human Perks

Homesteader [-100cp, Free to **Human**]: While the New World is already inhabited, it is far from being anything that could be considered developed or civilized. Your average dandy from back home definitely couldn't hack it here in the early stages of colonization or outside the safe walls that get established later, but you'll do just fine.

You are an expert homesteader with all the skills you need to carve out your own territory from the wilderness. Hunting and butchering, subsistence farming, basic carpentry and blacksmithing, and whatever else you'd need to minimize your visits to the nearest town.

Human Superiority [-100cp, Free to **Human**]: Whether it's a matter of technological or social progress, the locals just can't seem to out-compete the newcomers. They may get the odd win here and there, but the overall flow is in the favor of Humans.

You are an easy 10/10 to any anthro or other non-human that you'd find attractive, and non-humans in general find you to be significantly more pleasant to be around than they normally would. You also tend to perform better when faced with competition, especially competition from non-humans.

Together, you could easily insinuate yourself into an anthro tribe and learn their customs and crafts, only to end up outperforming the men and winning all the anthro women for yourself.

Indian Giving [-100cp, Free to **Human**]: While the native tribes of the New World aren't strangers to dealmaking and subterfuge, something about the gap in values or maybe the more advanced Human culture leaves them quite vulnerable to getting taken advantage of.

You have a peculiar luck for making deals, people generally being more willing to agree to worse terms than they normally would. This effect is massively amplified where sex and lewdness are involved, though.

Seduction is a far more effective negotiation tactic for you than it has any right to be, simply being attractive holding far more weight than normal and the mere hint of sexual interest far more tempting. Agreements that involve the other party suffering in some way are much more likely to pass, and people being willing to give up everything for sex is way more common than it should be. It wouldn't be too hard for you to, say, get a whole tribe of anthros to agree to be your slaves with the promise of regular dickings.

Doctor [-200cp, Discounted to **Human**]: The humans brought many things with them when they crossed the sea to the New World, one of which was a learned and empirical understanding of biology and medicine.

You are an expert doctor, able to identify most ailments and - with the right tools and medicine - treat and potentially cure them.

But your real talent lies in medical research. You are able to quickly learn the ins and outs of new diseases and species, find effective treatments for both new and old ailments, and find novel medical uses for most things you find - particularly flora and fauna.

Human Devil [-200cp, Discounted to **Human**]: Humanity is a legalistic bunch, building rules upon rules to the point of having whole professions dedicated to understanding the law and industries built around exploiting it.

You have a mastery of contracts, agreements, and bureaucracy - allowing you to easily and quickly read through and interpret legalese, get to grips with even the most tangled red tape and local ordinances, and spin your own legalese into ironclad contracts that only allow your contractees to struggle as you want them to. Even ad-hoc verbal agreements aren't safe from your expertise.

Engineer [-400cp, Discounted to **Human**]: The other thing brought to the New World by humanity was high technology. Not simply combustion engines of some variety, but advanced building techniques, metallurgy, and more.

You have a general expertise with the anachronistic technology that humans make use of in this world, allowing you to create, alter, and maintain devices whose effects seem to be beyond the technology used to make them and which have a timeless style to them. You also have a particular specialty of your choice with which you excel, like architecture or shipbuilding.

Instructor [-400cp, Discounted to **Human**]: One of the things that makes humans so great compared to the…natives, is their education system - efficiently passing on and spreading around the accumulated knowledge and skills of their civilization.

You are an excellent teacher, able to pass on any skill that you yourself possess. Of course, some skills won't be useful to everyone - someone who isn't capable of magic won't benefit from knowing how to cast Fireball, for example - but they can still learn such things regardless. Also, while a students' intelligence still factors into how quickly they can learn, you find that there's no limit to what you can shove into their heads if you have the time and patience to teach them.

Anthro Perks

Clean Fur [-100cp, Free to **Anthro**]: For living rough as the native anthros do, they always seem to be especially clean and well-groomed. It isn't yet known if this is due to regular grooming rituals or something else.

Even if you're covered in fur and living in the wilderness, you find that you are almost perpetually clean and well-groomed. You can still get ruffled or filthy, but it takes much less effort to get yourself back to a pristine condition.

Collared [-100cp, Free to **Anthro**]: It is an anthro's destiny to wear a collar, but you have some control over your fate. You tend to run into the sort of trouble you'd like to, and you'll find opportunities to escape if things take too unpleasant of a turn, only to wind up in a more fun bit of trouble. Of course, this won't get you into any extra trouble unless you want it to.

An element of this is that those you consider to be your master will care about your health and wellbeing more. Enough that you'll be getting your brains fucked out on a regular basis as a house slave rather than working to death in a mine, or something else along those lines.

New Life [-100cp, Free to **Anthro**]: Many anthros were quick to come to terms with the newcomers. Especially the young ones raised near their settlements and enrolled in some of their schools. It wasn't long before many human settlements had permanent anthro residents that walked without collars.

You are adept at adjusting and adapting to new living conditions and social expectations, and you can do so without losing yourself. You could be put through the most intense slave training and mind breaking pleasure and come out the other side with your sense of self intact. And if you don't want that, you can allow yourself to go under, only to return to being yourself when certain conditions that you set are fulfilled, like a certain amount of time passing or a certain amount of danger presenting itself.

Medicine Man [-200cp, Discounted to **Anthro**]: Even without the advanced science and technology that humanity developed, the anthros of the New World were still quite adept at keeping their tribes in good health.

You are a master of folk medicine, able to keep a tribe of people healthy and strong in spite of poor or primitive conditions with just the tools and materials that can be found in nature. These skills are easy to adapt to the physiologies of different species that you encounter.

This mastery covers reproductive health as well, including midwifery and the creation of various medicines to help with sex and birth - aphrodisiacs and sensitivity enhancers to make sex more fun, abortifacients to avoid popping out too many new mouths to feed too quickly, fertility enhancers to do the opposite, and so on.

You are also quite the moral guide, able to help almost anyone keep a level head and good spirits with just a few wise words. A tribe you are a part of is highly unlikely to fall to internal strife.

Primitive Living [-200cp, Discounted to **Anthro**]: In contrast to how many humans are quite soft individually from living with modern conveniences, the average anthro is quite adept at living off the land.

You've got all the skills you need to live a neolithic hunter-gatherer lifestyle. These skills adapt to whatever environment you find yourself in, allowing you to live off the land wherever such a thing is possible. You don't even need to bring tools with you, as you'll be able to scrape something together soon enough.

Noble Savage [-400cp, Discounted to **Anthro**]: The borderlands between the territories of the anthro tribes and the human settlers create an interesting melange as these two very different societies exchange both goods and ideas.

People are far more accepting of any strange behavior you exhibit or unusual cultural practices performed among your people, although only so long as you and yours aren't deliberately harming others. This acceptance might not be the most respectful, but you can get away with feeling someone up without explicit consent and other lewd behavior that would normally raise hackles.

Old Magic [-400cp, Discounted to **Anthro**]: The native anthros aren't without their own power, as forgotten as much of it is - with countless secrets lost to the advancement of time and the stubborn traditions that barely hold onto the scraps.

You are mystically imbued, able to harness the natural and less-than-natural energies of the world to enact changes upon it through ritualistic magic. The catch is that these rituals aren't a simple flick of the wrist.

Each ritual requires a prepared ritual space, specific reagents, and potential hours of chanting and/orgies. The more powerful the ritual, the rarer or more costly the reagents and the longer the ritual. Truly powerful effects may require the spilling of blood or taking the life of the innocent.

On the other hand, you are also skilled with the creation of baubles and elixirs with more limited effects. Poultices to enhance strength and stamina or sexual performance, amulets that allow for transformation into a particular animal, and so on.

General Perks

You receive a discount on 2 general perks per price tier.
You may use a higher tier discount on a lower tier perk.
Discounted 100cp perks are free.

Anthro Adjustment [Free]: Upon first entering a setting where anthros are present, you may make retroactive adjustments to the local anthro population. Things like adjusting leg structure, genitals, whether they go through an estrus period, making them into kemonomimi and/or monster girls, their natural sex ratio, which species are present and in what ratios, and so on. You may do the same with any kemonomimi and/or monster girls that are present, and you may use this perk in tandem with other perks that add anthros to the setting.

On the individual level, you can use this on yourself and your fiat-backed entourage between jumps, adjusting the alt-forms of your companions and yourself, the forms of your followers, and even uplifting any fiat-backed animals you acquire - making them intelligent if they weren't already, as examples.

Anthro Infusion [Free]: Upon first entering a setting, you may add anthros to it in a manner of your choosing. Retroactively replacing particular demographics, turning unintelligent local species into intelligent anthro versions of themselves, making them some secret or lost tribe or society that's only been recently discovered, simply having them appear out of nowhere, only filling out your fiat-backed settlements, or something else.

Porn Physics [Free]: You and your partners benefit from porn physics that align with your tastes. Also, your partners are guaranteed to be clean for penetration, free of STDs, nice smelling, and groomed to your preferences.

Refined Appearance [Free]: Your attractiveness is improved to a level that you want, upwards of 10/10. You may choose how this improvement is applied and the character of it, like focusing it entirely on particular parts of your body and/or making yourself boyishly cute.

Additionally, you may customize your body and alt-forms within the limits of what's possible for each form's species at the start of each jump, with an exception for exaggerated sexual features. You don't suffer health or sexual issues from these features if you don't want to, and you may also adjust the above attractiveness improvement when you customize your forms.

Finally, your lifestyle has no effect on your apparent build. You could be a powerlifter or couch potato while still maintaining a slim, smooth physique if you wanted.

Verdant Visuals [Free]: At the start of each jump, you may apply an artstyle of your choice to the setting you are visiting. This may be the style of a particular artist, a slight adjustment from mundane realism, or anything in between. You may also choose whether this is simply an overlay on your perception or an actual change to the world.

Amazon Tribes [-100cp]: An interesting phenomenon in some anthro tribes is a vastly skewed sex ratio. Tales of human explorers winding up with whole tribes bonded to them due to traditions arising from this aren't unheard of.

You are significantly more likely to encounter those of your preferred sex(es), to the point that you'll generally be surrounded by them unless they are rare locally. You can toggle this off or reduce the effect at will, though it can take time for changes to be noticeable.

Anthropologist [-100cp]: Conquest and slavery aren't all that humanity brings to the New World. Many are thirsty for knowledge, to chronicle the unknown societies that exist in the vast wilderness on the other side of the ocean.

Encountering strange cultures isn't a concern for you, as they tend to treat you as a weird-but-harmless foreigner until you start being deliberately hostile. You are also quick to pick up new languages and get an understanding of new cultures, making it easy to recruit guides and to do a little hands-on anthropology.

Sexual Predator [-100cp]: Relations between humans and anthros are a given, given how each side finds the other quite alluring. It isn't odd to find populations of half-breeds in frontier towns.

Whether through raw instinct or well-practiced skills, you are an exceptionally competent lover who is able to satisfy almost any partner who can be satisfied. You can also only get better, your ability with sex and intimacy never fading.

Wild Beauty [-100cp]: One of the notable characteristics of the natives, aside from their animalistic features, is their near-ubiquitous beauty. Even the most revolting of their number isn't actually revolting at all.

Upon first entering a setting, you may boost the local attractiveness. This sets the floor of possible attractiveness to 5/10 and moves the average attractiveness up from 5.5/10 to 7.5/10, or in other words squishes the normal 1-through-10 bell curve into the new 5-through-10 range. Whether this change is sudden upon your arrival or retroactive, as well as how it affects local beauty standards, is up to you. You and your fiat-backed entourage may benefit from this if you like.

At the same time, you may also adjust how exaggerated the proportions of the local population are or can be, going into as much detail as you like with the changes. This includes choosing whether issues that might arise from these proportions are eliminated, like a big dick not fitting or causing you to pass out, or back and shoulder pain from gigantic breasts.

Constitution [-200cp]: With a new continent comes a whole new wilderness that needs to be tamed and a whole new world of diseases that one can suffer while doing so. But you'll be fine.

You possess a tough constitution, providing you with peak physical attributes for your biology and an extreme resistance to mundane disease - including a complete immunity to common diseases. You are also physically fit, and said fitness degrades much slower than normal.

Shackles of Pleasure [-200cp]: The slavery that anthros experience at the hands of humanity isn't all pain and exhaustion. Many slaves find themselves perfectly content and happy at the feet - or in the lap - of their masters.

You can literally fuck obedience into people, regardless of their consent. The strong willed can resist for a time, but keep the pleasure going and they'll be yours in time. With some

skill at breaking people, you can even choose the nature of this obedience and how the subject's loyalties are altered.

Even better, once you've earned someone's obedience and/or loyalty, it sticks. This applies in all cases, not just when you fuck someone into your pleasure addicted sex slave.

Slaver [-200cp]: The native anthros are simply another resource of the New World ripe for the taking. All you need to do is capture 'em, break 'em, and sell 'em.

You are an expert slaver with a decent grounding in all skills related to the trade. From recruiting the willing and capturing the unwilling, to breaking slaves in and teaching them critical skills and how to behave, to safely transporting and holding slaves, to selling them to others. Even better, you can break and train slaves purely through pleasure if you like, with no loss of efficacy even for slaves who'd normally be resistant to such methods.

Soldier [-200cp]: Not everyone aboard the ships that landed on the shores of the New World was a boffin or civilian - after all, there were imperial interests in this new place and someone needed to be there to protect them.

You are a trained soldier, decently competent with any weapon you can reasonably wield, including your own body. You also have a natural instinct for combat and learn related skills much faster. Finally, you are built for guard duty on account of being immune to boredom, ensuring that you can maintain alertness until your body starts to give in.

Breeder [-400cp]: Human-anthro half-breeds aren't an uncommon sight in the New World, at least after humans have had a chance to establish themselves.

You have perfect fertility, allowing you to impregnate anything, or be impregnated by anything, so long as you are sexually compatible. Menopause or your partner being a completely different species mean nothing as long as dick can enter vagina. You also have perfect control over your fertility, so you won't be sowing life when you don't mean to.

Any pregnancies you are involved in, whether you sire or carry the offspring, are guaranteed to be safe and healthy. The same goes for births, which may be incredibly pleasurable instead of painful if you like - with no effect on the bonding process between mother and child.

When you decide to keep it in the family, your offspring suffer no drawbacks from incestuous breeding, even when you aren't involved.

From insemination to right before birth, you can adjust the characteristics of your offspring. This includes controlling how much of each parent they take after in terms of species, choosing their sex, and even stuff like their appearance and general personality traits.

Governor [-400cp]: Whether you are a tribal chief or the leader of a frontier settlement, you are an excellent leader of people who is able to rally people, direct them effectively, and actually keep abreast of what's happening in the communities you rule. You are also excellent at delegation: you can generally find competent and loyal people to handle the details of actually running the places you rule, allowing you to handle the big picture…or push all the work onto others so you can focus on things other than rulership. Your subjects don't find any issue with you doing that, either.

Stable of Slaves [-400cp]: It's not uncommon for the slaveholders of humanity to have quite a few anthros collared, maintaining whole harems of animalistic women to enjoy at their leisure.

You are skilled at managing the affections of a large number of people, whether you're a many-timing bastard or the master of a massive slave harem. If you do have a proper harem, then things simply work out much more smoothly than they should - the affection and obedience of your haremites doesn't fade with time nor neglect, intra-harem strife is significantly reduced, and your harem is considered socially acceptable. Your harem may even be functionally self-managing, the members settling into positions they are happy with, even if they are some distance from you.

Tradition of Dominance [-400cp]: Humanity didn't just decide to start slaving out of nowhere the second they touched down on the beaches of the New World - slavery had been a tradition they'd had centuries to refine, though the enslavement of humans was discouraged in more recent decades.

People don't judge or malign you for owning slaves, even in circumstances where such practices are highly illegal and immoral. Hell, you can even take slaves without complaint so long as you have some reasonable justification - like slapping a collar on someone who just openly committed a crime in lieu of normal legal proceedings or enslaving those who volunteer. The same goes for anyone under your authority, allowing you to get away with leading a country of slavers as long as you play nice.

Additionally, you may normalize slavery in a setting whenever you first arrive, with control over where it's normalized, to what degree, and other factors.

Items

Items you purchase here repair, respawn, and resupply every week.
Items you purchase here retain any improvements made to them.
You may combine fiat-backed items that you bring here with any items that you acquire from this section.
You may choose the details of the starting populations of certain items within reason.
Items may be purchased multiple times, but freebies and discounts only apply once.

Species Items

Expedition Equipment [-100cp, Free to **Human**]: This new and untamed land is a dangerous and treacherous place for those who aren't prepared, especially those wandering off into the wilderness on their own. But you are prepared.

This is a set of equipment that has everything you need for prolonged treks in the wilderness - rations and a mess kit, sturdy outfits for all seasons, tents that can keep all but the worst weather out, equipment for fishing and hunting to get some fresher fair, lamps with a decent supply of fuel, spices and cooking equipment, basic medical tools and supplies to keep people patched up, and more - all of which fits into a sturdy pack.

For an extra undiscounted **-100cp**, you may instead acquire enough equipment and supplies to keep a whole caravan going, which may include larger tents instead of everyone getting their own smaller one. Though all this extra stuff will require a caravan to move it, so you may opt to reduce it to a lesser amount at the start of each jump if you're planning to move with fewer people.

Homestead [-200cp, Discounted to **Human**]: A simple frontier home surrounded by unworked wilderness. Whatever the environment you insert this home into, the land is relatively fertile and remains so. Near the house is a hand pump which can provide an endless amount of clean water as fast as it can be pumped. As far as local authorities are concerned, you are the rightful owner of the land this home is on, and for whatever reason aren't subject to taxes or onerous regulations on your activities here - so they won't fuck with you for growing crops that never leave your property.

At the start of each jump, you may insert this homestead into a rural location of your choice, gaining a similar claim over a decent swath of the surrounding land. You may import the surroundings from the previous world or allow them to adjust to fit the environment.

Alternatively, if you are wanting to build from scratch again, you may receive a wagon loaded with tools and supplies to establish a homestead wherever you decide to settle down. The resulting homestead has all the benefits of this item, though you can't improve the surroundings from a previous jump..

Grand Workshop [-200cp, Discounted to **Human**]: A large workspace with the potential to be adapted to produce anything you can, including an interior warehouse space and a large outdoor area. Adapting the workshop takes a couple of weeks, after which it will have the tools you need for the projects you have in mind and a steady supply of mundane materials for them.

You can also adapt the workshop for other purposes if needed or desired. Maybe you want it to be a clinic to help keep the locals healthy, or a large barracks because you've picked up too many followers recently and don't have anywhere to put them.

At the start of each jump, you may insert this workshop into a reasonable location of your choice, and it may start out adapted to a purpose of your choice. Do note that location will actually matter in some cases - setting up your workshop to build boats and then plopping it in the middle of a desert won't be the best idea in most cases. This can include attaching it to a larger property.

Frontier Town [-400cp, Discounted to **Human**]: A fortified steampunk or dieselpunk town with the capacity to house and employ tens of thousands of people. This settlement is under your leadership and ownership, both recognized by outside forces. The populace tends to be more loyal than usual, though major failures or abuses of power can still have consequences. Finally, you may choose whether your town is coastal or inland, with appropriate facilities in the former case.

At the start of each jump, you may insert your town into a reasonable location of your choice, though said location must also match your previous choice of coastal vs inland. The structure of your town remains persistent between jumps, though the population doesn't have to: When you transition to a new world, you may choose to drag along the residents of your town or leave them behind. Bringing them with you doesn't make them fiat-backed, though. This can include attaching it to a larger property.

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Tribal Equipment [-100cp, Free to **Anthro**]: Anthros are well-adapted to the extremes of the New World, thriving in the hostile wilderness in spite of their lacking technological capabilities. You have access to a selection of primitive equipment that is, nonetheless, useful for surviving in the wilderness.

First is a set of primitive weapons that are indestructible, that return to you when you need them, and which feel like an extension of yourself - allowing you to wield them with skill and ease regardless of your actual level of training with them. Great for hunting and defending your tribe.

Second is a primitive outfit that provides you a great deal of protection from both the elements and attacks, and which can carry quite a bit, despite how little it may cover. It's also guaranteed to hold on as long as you do, so you don't need to worry about having your single strap broken by an inopportune branch.

Lastly, you have a small supply of preserved foods and easily applied healing salves, plus tools to help you live off the land like primitive fishing gear, all of which somehow fits in this outfit…even if you decide that the outfit is just a few bangles.

For an extra undiscounted **-100cp**, you can upgrade this item to not only equip a whole tribe, but also add tents and all kinds of primitive infrastructure that wouldn't be useful or realistic for a single tribal to carry around. You may choose to scale these supplies down at the start of a jump, and you are guaranteed to always be able to find a safe spot to set down camp whenever you need to move.

Ritual Tome [-200cp, Discounted to **Anthro**]: A tome containing countless magical rituals for all sorts of purposes, including all the details you need to pull these rituals off successfully. The

only consistent detail between all of them is that the ritual itself is lewd in some way. Also, the contents of the tome are written in a number of different codes, so it can take time to find and decipher rituals that are useful to your current situation.

Stained Altar [-200cp, Discounted to **Anthro**]: A space which is perfect for any magical rituals you may use. The specific structure and appearance of this space is up to you, but regardless of those this space is deeply aligned with you. Magic rituals you perform here are much more powerful in effect and can affect a much wider area, and this boost is further magnified if the ritual is lewd in some significant way.

You may insert this ritual space into a reasonable location of your choice at the start of each jump, including into an existing property of yours.

City of Gold [-400cp, Discounted to **Anthro**]: A geographically isolated city of gold-plated stone that's mostly reclaimed by nature, though it is far from inhospitable. Indeed, the naturally fortified nature of the city ensures that the internal climate is always at a comfortable temperature and humidity without regard for the outside world, the rampant flora provides an ample and consistent source of food, fibers, and structural materials for residents, and the large freshwater river that runs through the center provides clean water and a supply of fish.

The city is home to a tribe of anthros that number in the thousands, living a peaceful life among the ruins. They are loyal to you in a manner of your choosing and have a cohesive little society that's arranged in a manner befitting your tastes.

At the start of each jump, you may insert your city into a reasonable location of your choosing, which can include an existing property of yours. The structure of the city remains persistent between jumps, though you can choose whether to carry the population forward with you. Bringing them along doesn't make them fiat-backed.

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General Items

Anthro Tribe [-100cp]: A whole tribe of anthro natives who are totally loyal to you for some reason, their demographics and culture are up to you. They initially number at about 50 individuals, but those born to this tribe are counted as part of this item/follower group. You may also take liberties with them and their biology in lewd ways, like making them all-female and capable of parthenogenesis.

Plantation [-100cp]: A lovely mansion surrounded by fertile farmland, staffed and worked by a number of loyal anthro slaves who live on site. The house slaves enjoy quarters in the mansion, while the others are stuck out in shabby barracks out in the fields. If you want, this estate can be set up for some other form of agriculture.

Beneath the mansion is a sex dungeon for all your slave training needs, including a bunch of BDSM furniture, sex toys, and a few holding cells for recalcitrant slaves.

You may insert this property into a rural location of your choice at the start of each jump. Wherever you place it, it isn't subject to local taxes nor laws regarding what you grow here.

Pluto Paradox [-100cp]: While the New World defaults to being populated with anthropomorphic animals, it's also populated with plenty of normal animals that are neither sapient or humanoid.

Purchasing this gets you livestock, in the form of normal animals that can be found here or on a normal Earth. You get your choice of which animals and how many, upwards of however many you can fit on whatever properties you own. If you happen to not be a landowner, this can provide as many as a caravan's worth of animals, preferably pack animals to help carry whatever **Equipment** you may have.

Slave Market [-200cp]: A locus of human (and non-human) trafficking and enslavement which is under your ownership. As the owner, you are able to set whatever rules you like without people challenging your authority, though more stringent rules will obviously mean less business. This includes things like rules on how slaves should be treated and what sorts of slaves are allowed, as well as setting fees.

While the market does adapt to wherever you insert it, it always has all the facilities needed to contain, train, and sell slaves of various sorts. The training facilities have everything needed to actually train slaves, while the sales areas range from low class streetside hawkers to high class private auctions. The market also hooks into the local slave economy if it exists, serving as your own little corner of the wider market, trusted by slavers and strangely untouchable by local authorities.

At the start of each jump, you may insert the market into any reasonable location of your choice, including within larger properties that you own.

Virgin Continent [-400cp]: Your own copy of the New World, optionally the same New World you'll spend your time here. It is a huge continent covered with a diverse patchwork of different biomes, home to vast amounts of untapped riches - vegetable, animal, and mineral. This includes numerous primitive tribes of anthros.

At the start of each jump, you may decide to either insert your continent into a reasonable location of your choice, including onto a different property which is large enough to host a whole fucking continent, or keep it in its own pocket dimension. Alternatively, you may choose to put it "out of play", locking access to it until your next jump while freezing time within.

Fountain of Youth [-600cp]: Hidden in a location that only you know how to find is a natural spring that has miraculous properties. Cool, clean water bubbles out of the ground, filling a pool that's the perfect size and depth for several people to sit and relax in the water.

Drinking from or bathing in the fountain heals injuries, cures mundane diseases, restores youth, renders a person fit and athletic, and grants the **Porn Physics** and **Refined Appearance** perks if the person didn't already have them. The fountain can also have other, lewder effects like increasing bust size, improving a person's ability to produce certain fluids, or even changing someone into an anthro. However, these effects are tied to the fountain - not the water. Water taken from the fountain and not consumed within its vicinity doesn't carry the effects of the fountain, though the water will still be incredibly clean.

At the start of each jump, you may insert the fountain and its pool into a remote location of your choice, similarly hidden from awareness. Upon gaining this item and whenever you

insert it, you can adjust the effects the fountain has on people. This includes individually toggling the base effects, adjusting, adding and removing lewd effects, and setting conditions for which effects apply to which people and to what degree.

Companions

Create/Import [-100cp]: Each purchase of this option allows you to create and/or import up to 8 companions. Each companion is your choice of Species and gets 800cp to spend on perks and items.

You may create or import 1 companion for free, gaining the listed benefits.

Export [Free]: At the end of your time here, you can bring anyone you convince to come along with you. It is your choice if they become a follower or companion, and this choice may be made individually.

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You may take liberties with the histories and characteristics of any OCs you decide to pick up.
You may decide whether the OCs you pick up are followers or companions on an individual basis.

Equine Knight [Free]: A centauride who became enamored with Old World tales of knights and maidens as a young filly and has since lived her life according to an odd interpretation of those tales. At the start of your time here, she's a maidenly knight (or knightly maiden?) seeking a worthy "lord" to serve and love.

Appropriate to her self-defined role, this centaur is a skilled combatant with the archaic weapons and armor of the Old World, and she's got the nerves and a powerful body to back that skill up. Conversely to her material prowess and running counter to her large form, she's a pure and demure lady off the battlefield. She comes with a set of armor and weapons that she lovingly takes care of.

Foxy Priestess [Free]: A fox anthro with blue and white fur who serves as her tribe's priestess. She's a calm and kind-hearted girl gifted with magic power, which she uses to the benefit of her tribe - foreseeing troublesome events, prying into their minds to help counsel them, and so on.

Friendly Jaguar [Free]: A young jaguar anthro who's run away from her tribe, driven by a thirst for adventure…or just something different from her humdrum primitive life. She'll be quick to attach to you when she meets you, sensing something interesting about you. And in spite of her primitive life prior to meeting you, this jaguar is quite soft-bodied, plush in all the right places.

Frugal Spider [Free]: A cheerful spider anthro who's taken to confectionery and capitalism like a duck to water, running a well-received bakery in a human settlement. But behind her sweet and courteous demeanor lies the kind of cutthroat, calculating attitude needed to make it in the business world. Together with her razor-sharp talent for baking, there's no chance that any bakery she runs will be anything but the best.

There's only so much one girl can do at one time, even one with six arms, so she's in the market for a business partner or employee around the time you enter this world. She comes with her bakery, the focus of her life's passions.

Owl Socialite [Free]: An ambitious owl anthro who is desperate to ingratiate herself into the upper echelons of Human society. Unfortunately, while she is quite the cunning social operator, her short temper often gets the better of her and she often just comes off like a total bitch.

Seeking a human husband to boost her standing, this owl is much more vulnerable to some tender loving than her thorny exterior would suggest. Treat her right and you might get her to abandon her own ambitions to support yours, also calming her poor attitude in the process.

Tiger Boxer [Free]: A tiger anthro martial artist from the far east who has somehow found her way all the way across the world to wind up in the New World. The reason for her journey isn't clear, but what is clear is that she's dedicated to her craft - this tiger is incredibly skilled at using her body as a weapon. Behind her calm demeanor hides a lot of anger and a strong sense of justice.

Wolf Bitch [Free]: A young and homeless wolf anthro you run into shortly after entering this world. Orphaned and bereft of any support structure, she's been living a rough life since long before you met her, leaving her quite the ornery and untrusting pup. At the same time, earning her trust will earn you a steadfast and surprisingly submissive little puppy willing to do much for your approval and affection.

Drawbacks

Ew, Furries! [Toggle]: If anthros aren't your deal, you can turn them off with this toggle, replacing them with kemonomimis, demi-humans like elves, or just normal humans. If you like, this can also allow Anthro Infusion and Anthro Adjustment to focus on demi-humans in future jumps.

You can alternatively use this toggle to simply add humans and demi-humans to the mix instead of outright replacing anthros.

Old World Blues [Toggle]: The supernatural aspects of this world are more pronounced, though still focused in the New World. This can be used to add certain aspects to the setting, like Old World myths being found in the New World as though they've fled there to escape the expanding industrialization.

Role Reversal [Toggle]: If you'd rather have non-humans be the colonizers, you can take this toggle to make it so. This may adjust perks that target non-humans to work on humans if you want.

Supplement Mode [Toggle]: You may combine this jump with another that has the same general tech level, relative time period, and/or theme. You get the full stipend for each document and benefit from all of your purchases during your time in the amalgamated setting, but points cannot be spent anywhere but the document they come from.

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Dirt Poor [+100cp]: You will want for much during your stay here, circumstance bending over backwards to leave you destitute and low on supplies. It will be a constant effort to keep yourself decently fed, watered, and rested.

Long Stay [+100cp]: Instead of the standard 10 years, you will be stuck in this world for twice as long - a whole 20 years. On one hand, you'll have a bit more time to do things. On the other, that's twice the opportunities for things to go wrong and your chain to end on a sour note.

Posh [+100cp]: For the duration of your time here you will have a miniscule tolerance for hardship, finding difficulty in bringing yourself to do anything out of your comfort zone. You can expand your comfort zone with time and effort, but it will be difficult without proper motivation.

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No Memory [+200cp]: For the duration of your time here you won't remember your life up to entering this world. If you decided to have a history, you'll be a native to this world as far as you're concerned, ignorant to the journey you find yourself on across the greater multiverse. If you decided to drop-in, you'll be a true fish-out-of-water amnesiac.

Pox [+200cp]: Disease will be a defining aspect of your time here. Crop blights, plagues burning their way through animal populations, anthro tribes being wiped out by foreign pathogens, human settlements succumbing to native diseases, and so on. Even worse, STDs are a common occurrence, regardless of perks that would eliminate them or prevent you from encountering them.

Bigoted [+200cp]: Either you have an unreasonable hatred against humans or anthros, one of those groups has an unreasonable hatred towards the other, or one of those groups has an unreasonable hatred towards you.

You may take this drawback up to 6 times, choosing a different combination each time. Each time you take this drawback after the first time it only provides +100cp, for a total of +700cp for universal unreasonable hatred.

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Dark Continent [+300cp]: The same abundance that makes the New World such a tantalizing target for colonization also applies to its hazards. The fauna are unusually large, aggressive, and uncooperative. What flora isn't dangerous is hard to put to any real use. The weather is harsher and shifts much more readily. Even the land itself is both much more rugged and much less stable.

Genocidal [+300cp]: There is only total war between humans and anthros. The natives rabidly attack the invaders in an effort to preemptively defend their land and way of life from being paved over by modernity. The colonizers seek to tame this land and its inhabitants in the name of the Old World.

Interesting Times [+300cp]: For the duration of your stay here, you will know no rest. Every time you think that the current troubles have passed, or you've gotten used to whatever bullshit fate has subjected you to, things will change up to remain at least unpleasant - if not outright dangerous.

Power Loss [+300cp]: You lose access to all perks, items, and companions you acquired prior to coming here for the duration of your stay here. This excludes the benefits of your body mod and any companions you pay to import. If you want to combine any items you acquired previously with items you acquire here, you'll get an opportunity at the end of your stay here.

Notes

Inspirations: *Atlantis: The Lost Empire*, *The Road to El Dorado*, the '*Tribal'* tag on e621.

You can opt out of aspects of options that you take, with the exception of drawbacks tied to the benefits that you decide to keep.

Free Options: You aren't required to take Free options.

Frontier Town: This item comes populated, if it wasn't clear.

OC Companion Spoilers;
Equine Knight - Centorea Shianus from Monster Musume
Foxy Priestess - Krystal from Star Fox
Friendly Jaguar - Furry fanart of Chel from The Road to El Dorado
Frugal Spider - Muffet from Undertale
Owl Socialite - Stella from Helluva Boss
Tiger Boxer - Master Tigress from Kung- Fu Panda
Wolf Bitch - Loona from Helluva Boss

Virgin Continent: If you want a hard number for the size of your continent, it can be as small as 7 million square kilometers and as large as 55 million square kilometers.

Virgin Continent + Dark Continent: If you take both of these options, you may keep the effects of the latter on the former if you want.

Where's the Fluff?: Between the potential variability of the setting and a desire to simply get this project into a Good Enough state, I elected to focus on crunch for the initial release of this jump. A rewrite to add fluff may be on the horizon, or it may be a mirage.

Changelog

2025-04-02;

1429: Got the jump into a jumpable state.

1455: Added Wolf Bitch OC companion.

2025-04-03;

1659: Began massive overhaul to include suggestions from initial round of feedback.

2025-04-06;

1448: Finished integrating the previous round of feedback.

1456: Added detail to Role Reversal noting an interaction with Human Superiority.

1631: Rolled Choice into Breeder, changed Cleanliness into Porn Physics and added porn physics function.

1707: Added function to limit/toggle the effects of Amazon Tribes at will. Added line clarifying that jumper, followers, and companions may be affected by Wild Beauty. Add Refined Appearance perk. Changed 'fundamental personality' to 'general personality traits' in the Breeder perk.

1721: Added line to Refined Appearance that the attractiveness improvement can be adjusted when customizing your forms.

2025-04-07;

0245: Added spoilers for OC companions.

0602: Added Supplement Mode. Uploaded this version to QQ drive.

1146: Added option to put Virgin Continent out of play for the duration of a jump.

1311: Rewrote Bigoted to actually make sense. Where the fuck was my brain.

1500: Reduced price of Plantation to 100cp.

2025-04-08;

0743: Added Fountain of Youth.

2025-08-26;

2226: Added a note with hard numbers for Virgin Continent size.

2025-09-23;

1018: Adjusted wording to Ew Furries! Toggle to include kemonomimi.

2025-11-29;

1814: Adjusted formatting, consolidated power loss drawbacks, added free create/import, fluffed a bunch of options.

1854: Added Anthro Tribe item.

2025-11-30;

1645: Fluffed a bunch of stuff. Moved Doctor, Human Devil, Engineer, and Instructor to Human perkline. Move Shackles of Pleasure, Slaver, Stable of Slaves, and Tradition of Dominance to General perks.

2026-04-06;

2344: Added Verdant Visuals perk.

2026-08-19;

- Added clarification on purchasing multiple items.
- Replaced free Human items with Expedition Equipment, and free Anthro items with Tribal Equipment.
- Added Pluto Paradox as a general item.

Links

Live Document:
https://docs.google.com/document/d/1TDTRYoH2_Jet7cThHdkcqVuaHNdF6PwhTJIRlPiEp5k/edit?usp=sharing
My Stuff:
https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link


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