Slaanesh Supplement

This Jump offends Slaanesh!
Things shall get Lewd now!

Hello, Jumper. I am Slaanesh, and our dear Jump-chan made a tiny little slip-up that has allowed me to enjoy a few years with you. Now, I might not be able to influence you directly...yet...but I am going to make this particular jump a little more interesting for you. For a start, why not choose to be whatever age you wish? And pick a gender...or choose to be both at once, if you like.

Oh, a little girl? Interesting choice...

In his/her obscene glory, Slaanesh has twisted your current jump to be more in line with his/her tastes. Some changes are subtle, some gross, and some are downright nasty.

You gain the usual CP and options for the jump you just entered. But Slaanesh's tampering has opened up a number of disturbing possibilities, which you must take advantage of in order to buy things from the list below, as you begin with +0cp!

Background

Drop-in [Free] – Come as you are, with nothing influencing your mind or behavior here.

Devoted [100cp] – You place more emphasis on the emotional nature of your relationships. You are always aware of the general location and condition of your companions or anyone else you have strong positive feelings for, and each of your companions share this ability towards you and each other.

Libertine [100cp] – A great many things float your boat, and you've sailed them all. You've learned to move with grace through any number of different social circles, and have an instinctive grasp of whatever the standard etiquette is for your current situation.

Reaver [100cp] – Some people can never get enough, and they leave a trail of broken hearts (and sometimes broken bodies) behind them as they search for fulfillment. Either way, you have a forceful personality and strong desires that people can't help but be caught up in, having no shortage of followers and flunkies.

Abilities

The first ability is free for your background, and all others in that category are discounted for you.

Drop-in

Self-awareness (100cp)
There's no muscle in your body you aren't in control of - you could wiggle individual toes. You also have a handle on normally uncontrollable bodily processes, able to adjust your heart-rate, give yourself goosebumps, or control otherwise unconscious responses your body makes to outside stimuli.
100cp

Etiquette (200cp)
In your presence, social situations run just a little smoother as the people involved gain a heightened awareness of what is expected of them. The desire to cause disruptions or act contrarily is reduced, while the odd ones out find themselves pushed to join in or bow out gracefully.

Tricky fingers (300cp)
You have incredibly manual dexterity and can make precise movements at high speeds. You could completely disrobe a person wearing ordinary clothes in less than three seconds.

Declaration of taboo (600cp)
Simply by speaking aloud, you may warp reality and forbid certain things. You may only have a single law in effect at any one time. The more specific the law, the stronger the effect. Saying 'nothing can harm me' would provide a barely-perceptible level of protection, while saying 'swords cannot harm me' would provide noticeable but not guaranteed protection, as there are still quite a lot of things defined as both 'swords' and 'harm.' An incredibly specific law could make you nigh-invulnerable or a particular event almost impossible...but no law you make can be perfect. Fluency in legalese not included.

Devoted

Fertility control (100cp)
Male or female, you have total control over your fertility. Females also have total control of their menstrual cycle.

Light touch (200cp)
You will never bring injury to someone if you do not wish to. Even if you should have mountain-cracking super-strength or an aura of destructive energies, this power will only allow as much force to be felt as is safe without causing real harm. Note that this power cannot protect people from things unless they are a part of you or under your direct control.

Generosity (300cp)
Loved ones provide for each other. This could be your own health, the benefit of a protective spell cast upon yourself or even the ammo for your lightning gun. Whatever you decide to share is distributed equally among any number of companions. You are weakened while they recover, your shield weakens while they are protected, your gun loses some of its remaining energy while theirs is recharged, etc.

Devoted to Freedom (600cp)
You become consciously aware of any outside influence acting on your mind. Whether the source is technological, magical, or anything in between, the realization allows you to resist the effects. Such is your commitment to the ideal of personal freedom that you can even recognize when others are being manipulated as well, and with a slap or sharp word you can sober a drunkard or purge a mind of hypnotic suggestions. Over time, this sense gives you the insight needed to know how to correct the effects of even the most powerful mental influences.

Libertine

Knowing gaze (100cp)
People cannot hide their desires from you. No matter how carefully they hide their intentions, you can instantly recognize when they are faced with something they covet. It takes a little more effort to recognize when they are thinking about these things, such as when mentioned during a conversation.

Self-lubricating (200cp)
You can generate at will an odorless, tasteless coating that makes you incredibly slippery, allowing you to easily escape grapples and get into tight spaces. It evaporates quickly, but reproducing this efficient lubricant artificially might be possible.

Shedding the tail (300cp)
To protect yourself, you may choose to shunt the damage of an incoming attack onto whatever you happen to be wearing at the time. An article of clothing will take the hit for you, exploding away like a layer of ablative armor. Nigh-indestructible clothing made of adamantium or such can take repeated attacks, but will still eventually shatter under the strain.

Perfect partner (600cp)
You transform yourself into someone’s idealized lover. This alters both your body and (if you wish) personality. This ability can give you any number of unusual powers and improved capabilities to fulfill a fantasy, but offers less benefit in those areas where you already possess exceptional traits. You may only benefit from such improvements as long as you use them for the sake of pleasing your partner.

Reaver

Squick-proof (100cp)
You can shut off your instinctive aversion to bugs, gore, and general grossness.

The voice (200cp)
Your words ring with the air of authority. People who hear your commands may carry

them out on sheer reflex. They won't perform suicidal acts or those that grossly violate a personal code, but a creative jumper may make them perform acts that help facilitate such things in other ways.

Crack the shell (300cp)
You may toggle your attacks to not harm a target's body and only damage whatever they may be wearing or carrying. Such attacks cannot be made to damage specific objects that are fully integrated with a body, like cybernetic implants or a robot's casing.

See things my way (600cp)
With a look, you warp a person's mind, burdening them with whatever phobia, emotional urging, addiction or new personality trait that you please. A single change lasts for about a week, give or take. The average victim struggles to resist indulging, and even the strong-willed will feel the constant tug of temptation. You can make multiple alterations to a person's mind, but this will spread your power thin, reducing the strength of each compulsion and how long they last.

Companions

Legendary lover (100cp): A few months into the Jump, you'll meet your ideal lover. Their appearance, personality and kinks make for the perfect package, and the two of you will hit it off immediately. If there was already the option to take them as a companion, spending these cp will alter them to more closely suit your personal desires. Otherwise (relative to the jump you find them in) they will be an ordinary person with no outstanding abilities.

Alternatively, you may select an existing companion. They gain 200cp to spend in this jump and may freely reshape their body and mind to a limited degree, altering existing traits anywhere within the normal range for their species.

Complications (Take as many as you want, m-kay?)

(Mandatory) - Bow-chika-wow-wow: It's like you're stuck in a porno. Pants are tighter, a few button are always left undone, and people are faster to drop their pants. While morals are looser and attitudes very liberal, the laws haven't changed and some things are still off the table...unless you're very persuasive, in which case you could get away with almost anything.

+100 – Innuendo: People just can't help it. Every other sentence has a double meaning to it. This even applies to other forms of communication, making gestures vigorous and writing just a shade purple.

+100 - Curse you Liefeld!: Everyone's anatomy now seems a little...off. Expect

women with balloon-breasts to pose while twisted like pretzels, and men with tiny little legs to flex biceps thicker than their skull. This applies to you and your companions as well.

+200 - Freudian nightmare: Everything is now more than a little suggestive. Your plasma cannon fires in spurts, your flail swings ponderously, your power armor somehow developed sculpted nipples, and the less said about your starship the better. Anything you bring from your warehouse into the jump is affected. The changes are permanent, but you can pound out the changes with a properly-equipped workshop in the next jump if you wish.

+200 - No free time: You're going to get laid. Lots. Everyone you meet is up for sex, and you find your libido on overdrive. This includes your companions. With a strong will and a lot of frustration you should be able to finish the main questline, but don't expect to get much else done in this jump.

+200 – No means yes: People can get very grabby and just can’t seem to take a hint. Expect to be hassled constantly and get aggressively propositioned by people with habits that even squick-proof won’t help you to tolerate.

+300 Stop right there!: It seems Tzeentch has come along for the ride, poking his beaked face into the jump and taking the chance to play a little prank. Any attempt at sexual behavior will bring all-seeing psychic guardsmen running to arrest you for violating the law, deviant scum! Pay a fine or go to jail. Individually, they are of a sort appropriate to the jump, defaulting to human with medieval arms and armor, almost your equal in physical prowess and each possesses a moderate level of resistance to pretty much anything you can throw at them.

+300 – Foul Beast: The wildlife in this jump now hunger for sex and meat in equal measure. They have your scent, and they will hunt you. Even tame or otherwise harmless creatures will want your loving. Hell, even inanimate objects and other things that shouldn't even have a sex drive can't stop humping your legs or somehow making bedroom eyes at you.

+300 - Yandere: Someone out there is dangerously affectionate towards you, willing to kill anyone that tries to come between the two of you. Should you act 'unfaithful' or do something to destroy this illusion, you will become the target. It might be a main character, or even a companion. If you kill or somehow imprison your stalker, another person will soon develop these feelings towards you.

+300: One crazy stalker not enough for you? Each year you're in this loop, an additional character will develop yandere tendencies towards you. And they all want you. All to themselves. And if two of more of them should ever meet...

A decade is this twisted jump will annoy/impress Slaanesh enough that you will receive one of his/her blessings, whether you want it or not...

1 - You can breed with anything. Dragon? Hah. Try ghost, A.I., or intelligent magical item, who will inexplicably be able to carry your child. Don't ask how. The resulting child blends the traits of both parents, and the structure of their 'body' favors the designated mother.

2 - Slaanesh has sharpened your senses, opening new realms of sensation to you. All of your mundane senses are vastly stronger, to the point that even soft voices and mild scents are painful and disorientating. Eventually your brain will acclimate to the new level of sensation and allow you to experience these things again without any discomfort.

3 - You may invite Slaanesh's influence upon future jumps. For the next year, standard porno tropes apply. Housewives want handymen, muscles are chiseled and bosoms heaving, there's always a conveniently soundproof and roomy closet nearby and a very 70's soundtrack helps set the mood. Of course, any drawbacks you took here also apply during this time as well.

Finally, jump-chan manages to kick Slaanesh back to where he/she belongs. To make things up to you, you may come back to this jump and spend another 10 years here. You may also choose for whatever happened while under Slaanesh's influence to be ret-conned, starting fresh from the beginning, or not, in which case you'll pick up where you left off and no one will question what happened or think it unusual.

Leave – You've had your fun, but it's time to go home.

Stay – Some kind of retirement. The rest of your life will be spent in luxury and bliss.

Move on – Always something new. The multiverse has more to offer, and you are not yet sated.