NTR Revenge Agency Jump

By Strange_tale

Beneath the normal facade of modern society lies a darker, more lurid world, where all kinds of depraved bastards prey on hapless couples. From ugly bastards to sleazy superiors, from violent gangs to hypnotizing apps - in this world, there exist hundreds of ways for sleazy men to get their hands on beautiful women. But just laying hands on beautiful women is too pedestrian a fetish for these black-hearted men, so they turned their lustful eyes toward couples, toward the fetish commonly known as netorare.

For them, the pleasure of watching the despair in the cuck eyes is almost as good as the pleasure of pounding beautiful women. As if blessed by fate (or whatever malevolent deity governs these perverted tropes), they almost always succeed in stealing away the women and taunting the “weaker” men.

And yet, in a world plagued by these NTR-enthusiasts, there exists an agency that specializes in dealing with these bastards, allowing their victims to take revenge. This is the world of NTR Revenge Agency, a doujin by Sunahama Nosame, where you will spend your next 10 years.

Take these **1000 Choice Points** to spend here.

Gender:

But first, we need to get something out of the way with an extremely important question. What do you have between your legs? While they should be roughly equal, some genders are more advantageous than others in the setting that you will find yourself in.

Futanari (100):

You have a huge penis and a fully functioning vagina, meaning that you are a rare phenomenon known as futanari. They are generally lesser-known, with all the known ones working for the NTR Revenge Agency (from the boss, to the enforcer, to even their shady doctor). Futanari are without doubt extremely impressive physical specimens, towering over men and women alike, with a penis so big that you can easily emasculate even the most hung ugly bastards.

Male:

You only have a penis between your legs, with your sex being male. In this world, there are generally only two types of men - those who are cucked and those who cuck them. Usually, there are some differences between the two, with the cucks being generally less physically impressive, with a smaller penis. Usually emasculated (with cases of extreme emasculation like the boy who would join the Agency), it's unlikely for any of the victims to challenge their abusers, with only a scant few turning to outside help to take revenge.

Female(+100):

You only have a vagina between your legs, with your sex being female. Being a woman in this world is rather unwholesome, since the moment you enter any relationship, you expose yourself to dozens of perverts. It's very unlikely for you to be able to resist their advances, who would stop at nothing to turn you into a mindbroken slut. Another thing to add to your miserable fate is how your former lover usually ended up with the bastards who stole you away once the Agency is done with their punishment, leaving you to a terrible fate.

Origin:

What role would you play in this world? For once, I doubt you are willing to remain in the background in a cuck or be cucked world like this.

Either origin may be treated as a Drop In (without any excess memories and baggage), or you could gain a generic background that won't grant you any inherent advantages (an office worker, a student, ...).

NTR Avenger:

You are against the NTR that are so prevalent in this world, working to take revenge on those who commit to this dark path. You might be a member of a certain Agency, or you might be a vigilante on your lonesome - all that matters is that you have chosen to fight fire with fire.

NTR Bastards:

You revel in stealing away women from their boyfriends or spouses. For you, NTR isn't just about the pleasure of the flesh but also the rush of excitement when you see the cuck's despair. You are the top dog of the world, and there's no way those beta cucks could inconvenience you.

NTR Victims:

You are a victim in this world; there's no doubt about that. Your girlfriend cheated on you (or was stolen away) and openly bragged about it - you are emasculated and

humiliated until you reach the breaking point. Instead of killing yourself, you decided to reach out to the Agency for revenge.

Lewd Scientist:

You are a peerless scientist, specializing in more lurid disciplines. After all, someone has to figure out hypnosis apps, sex-powered power armors, and even bio-modifications. Either way, your grasp on practical science is astonishing, capable of getting you to world-famous labs if you just focused it on more “presentable” subjects.

Perks:

General Perks:



Nosame Aesthetic (Free):

The works of Sunahama Nosame are a collection of settings where all kinds of archetypical NTR villains and curvy sluts run rampant, as well as cute femboys and muscular futanari. If you want to carry this particular aesthetic into future worlds (and

bring in all those archetypical beauties and hotties), feel free to do so. This will almost assuredly improve the overall beauty standard of the world you find yourself in, even if there are still specifically ugly bastards and normies running around.

Hentai physics (Free):

With cocks the size of forearms and breasts much larger than a watermelon, this is truly a world with absurd proportions. Lucky for you, this perk allowed you to enjoy sex with unrealistic standards without suffering the “realistic consequences”. Your sexual organs and orifices can stretch to accommodate large objects without damage, and any stretches will slowly return to normal tightness. STDs or STIs are generally gone, and sex carries a much lesser risk. Finally, a somewhat controllable fertility rate - not perfect, but enough to combat rampant unwanted pregnancy.

Cleanliness (Free/100):

For Free, you can be sure that cleaning up after your sexual escapades would be much easier, with your body being clean at almost all times. After all, cute boys and beautiful girls don’t poop. This will help with blowjobs, creampie, … Even generally unpleasant things like bad breath and stinky body odors are taken care of. If you want to take the 100 CP version, then this effect will expand to your surroundings (usually an area the size of a room around you). This effect is a general cleanliness effect - it can get rid of dirty floors, cum-stained carpets, and even wash the dishes for you. While not really capable of detecting poison, it’s still an excellent housekeeping ability.

Facial Touch-up (100):

Unconfident with your current appearance? Afraid that you won’t fit in with all the beauties in the world? Or maybe looking to utilize your looks to pick up chicks? Look no further, for this perk will boost you to the upper top 0.01% of human attractiveness (how this manifests, depending on your Origin - a Futa can be a great beauty, while a NTR victim might be the best femboy ever.). This perk also cleanses you of any potential disease or negative genetic conditions, granting you the body of a healthy adult. Also provides impressively large sexual appendages or secondary sexual characteristics.

“Slapstick” physics (100):

While violence is an inherent part of this world, sometimes you need to remember that the human body is absolutely not built for manga-style violence. A blow that craters a brick wall will kill most humans, so your glorious crusade of revenge might turn straight into an accidental slaughterfest. This perk is here to prevent that - allowing you to hit people much harder without accidentally killing them. This does not affect your actual strength nor the endurance of your opponents, just preventing your superhuman physique from killing everyone you fight.

Sharing is Caring (200):

More to love? Unable to turn down feminized members of the gang that once terrorized you? This perk ensured that your relationship has the capabilities to evolve into something rather unconventional - from harem, reverse harem, polycule, or just a plain mess. You gained the emotional intelligence, sexual charisma, and luck to make your relationship work. This also alleviates the usual problem found in complex relationships like a harem - as long as every member is sexually satisfied, the harem politics would be kept to a minimum. Do be mindful that this is an NTR setting, so there might be complications arising from something like this.

NTR Avenger:



Taking Matters into Your Own Hands (100):

In this line of work, conflicts are truly unavoidable since none of the revenge targets are willing to come in peace. Fortunately, you honed your body and refined your combat skills in preparation for these confrontations. Whether with a weapon or with your bare hand, you have enough talent to make it to the big league in various combat sports (as long as they are in your weight class). But beware, while you can take on a small gang of delinquents by yourself without any trouble, there are still threats lurking beneath the modern facade of the world.

Lurid Advertising Schemes (100):

Despite your line of work being rather illegal by the standard of most countries, somehow you managed to snag clients left and right. Whether it's from cleverly inserted ads or shady emails, you have a talent for plying your less-than-legal trades. While this perk is most effective with more lurid forms of work (like prostitution, adult filmmaking, and NTR revenge), it can also help with advertising in other grey markets. Combined with a decent eye for business, you are capable of maintaining a decently-sized company that caters to the perverted side of the world. Just make sure that you don't let the authorities catch a whiff of your illicit earnings.

Questionable Recompensation (200):

The standard fare for the Agency isn't cash, but taking the women that got stolen from the victim, selling them to a 3rd party to satisfy their perverse desires. While this makes questionable business sense and is hard to justify legally, it turned out that you can make these kinds of propositions work. You have a knack for convincing people to smooth over the highly illegal parts of your transactions, as long as it makes internal sense and the other party feels it's "appropriate". While this is mostly reserved for making transactions of a more lurid nature, this can also extend to financial crimes and other illegal trades.

Beyond Peakhuman (200):

The enforcers of the Agency are two futanari with frankly superhuman bodies (even before accounting for any modifications that the shady doctor added) - capable of withstanding blows that blast apart concrete walls, leaving only bruises. Now you also shared their absurd physical capability, alongside their impressive musculature and towering height - combined with your fighting skills, you can proudly call yourself a super soldier. This also comes with a boost to your sexual endurance and your ability to overpower your partner in bed, teaching them who's the master in your relationship.

Master of Countermeasure (400):

With the wide and diverse cast of NTR bastards, there will always be some with special powers, which make fighting them significantly more dangerous. But you are surprisingly good at coming up with countermeasures for encounters - even if they are unknown to you. Maybe you brought anti-hypnosis tech when fighting a fat NEET with a hypnosis app, or infiltrating a highly-secured complex via posing as a whore, … While this is not guaranteed to protect you from all manner of dishonorable acts, there's a very decent chance that you have also prepared for that exact act and respond accordingly.

Sexual Training (400):

While their doctor came up with physical modification, the enforcers of the Agency handle the mental conditioning part - usually via continuous, mind-breaking sex or masochistic training. Given their success rate, it's certainly an effective tactic. Now, you could also utilize this method to mold defeated enemies into perfect submissive slaves. The length of the "conversion" process is directly correlated to the level of depravity and masochistic sex you put them through, while also hampered by their willpowers. It will take a few weeks to train a haughty superior into a chubby, submissive sugar mommy, but training someone with immense willpowers will take much longer.

Roaring Avenger of Justice (600):

Not that kind of Avenger (not even that class in particular), but an ability that allows you to truly live up to the ideals of your anti-NTR crusade. Now, when acting to right a wrong (in this case, combating the rampant infidelity in this world), you will gain a comprehensive boost toward your revenge. Luck will align so that you have a chance to catch up to the enemy and deliver revenge - whether it's thanks to some unforeseen power-up or bouts of continuous good luck blessing your revenge. You also gain a subtle boost to all your abilities from physical capabilities to more supernatural skills, allowing you to advance much further than previously possible.

Against the world (600):

A generic hentai world suffused with NTR - this is a world mired in despair and fated always to turn up terrible no matter how much people try to overcome it (courtesy of the fates and genre convention). But that's where you come in - the NTR Revenge Agency is a veritable lighthouse in the darkness, standing against fate itself. You too now share these fate-breaking powers, allowing you to overcome "illogical" outcomes enforced by the genre. No matter how convoluted destiny and the fates tried to set you up to take the fall for the prophecy, it will ultimately come down to your skills and abilities. You are also nearly immune to predictive abilities as fates and predictions actively unravel near you.

NTR Bastards:



Luck of a Bastard (100):

You do need to have victims to act out your NTR fantasies, since just seducing lonely women just won't cut it for you (especially if those women are not that attractive). Lucky for you, you are much more likely to encounter beautiful couples for you to act out your perverted fantasy. An extremely buxom housewife with an inattentive husband, an adventurous tomboy looking to defend her cuck of a boyfriend, … While none of them are throwing themselves at your feet, you will have ample chances to steal away those beauties.

Sexual Expertise (100):

What kind of self-respecting NTR antagonist doesn't have an absurd repertoire of sex appeal? Your skills in the carnal arts are beyond the mind of those beta cucks, enabling you to easily steal away a devoted housewife if you can get them to have sex with you. With a large, girthy penis, a natural aptitude for sex, and an unending stamina (even if your body is not that strong), you are the very picture of a stud. Your understanding of the sexual arts is good enough that you could write a second "Kama Sutra" and make it into a bestseller.

Favourable Comparisons: (200):

Comparison is a brutal game, with a plethora of criteria to consider. Why would a girlfriend leave her loving, handsome boyfriend for an ugly older janitor that didn't care

about her? Simple, because he has a bigger dick. It seemed that you now also benefited from this form of comparison, allowing you to outshine “competitions” that by all means should have been better. As long as you have an attribute (wealth, height, dick size, beauty) that surpasses your opponent, you will be compared much more favorably, allowing you to build up an impressive reputation.

Thieving Heart (200):

What NTR-bastard would you be if you don’t show the cuck your conquest? Letting them stew in despair as the love of their lives falls to her knees to worship your cock. You have an uncanny ability to steal away loved ones with mind-breaking sex - making devoted housewives turn against their cuckolded husbands, loving girlfriends berating their loser boyfriends. This process is much more effective if shown directly to the cuck, allowing your plaything to see their loved one crawling at your feet pathetically, breaking their heart and mind even further.

Down Under The Table(400):

All is fair in love and war, and you have personally taken this adage to heart and cheated like crazy. You are an expert at applying underhand tactics and taking advantage of opponents' mistakes. A lonely housewife could easily be seduced away if you pay attention, a loving girlfriend could be blackmailed by fabricated evidence, and a fort can be taken over by seducing its widowed mistress. Just as long as you avoid direct, honorable confrontation, you will find dozens of much easier ways to achieve your goals.

Getting Your Money’s Worth(400):

With revelations and a lot of horny thoughts, you managed to turn your fetish into a profitable business. Like the sex cult leader that whored out wives of his members to politicians or the headmaster who lent out Neko to disgusting, fat businessmen, you learn how to take advantage of the lustful nature of this world. With your well-trained sluts, you can be an extraordinary pimp with a great amount of influence and wealth. While this is focused on the NTR fetish, you can apply your corruptive expertise to every other fetish that you possess, as long as there are potential markets.

Compromising Survival Guide (600):

Like those who run afoul of the NTR Revenge Agency, your days of terror are over, and yet, you are still alive, albeit in much more humiliating conditions (usually being feminized into the cuck’s love lover). From now on, you also carry this particular survival capability, guaranteeing your survival even when defeated. Your opponents will rationalize away keeping you alive as a punishment, pushing you into more compromising and humiliating positions (that still veer quite a distance away from

fetishes you truly gate). Even in cases where you should have been logically killed (maybe a missile hit your plane, or an avalanche triggered by your enemy buried you alive), you would still wind up alive, ready to be humiliated for a certain amount of time.

Walking NTR Tropes (600):

Sometimes you just never want the party to end, and with this perk, you can. This grants you a powerful, reality-altering aura that overwrites common sense near you and allows you to apply NTR logic to your immediate surroundings. A hypnosis app taking on mages that have hypnosis as a basic part of their arsenal, blackmailing a mob boss that somehow doesn't end in you being fish food, … With this particular aura, you can defeat opponents much more powerful with the correct application of NTR logic, all while satisfying your perverted fantasies. Just make sure to watch out for cases when the tables are turned on you, since turnabout is fair play, all things considered.

NTR Victims:



Romance Materials(100):

To be a victim of NTR, you must first have a partner in a relatively normal, doting relationship - something increasingly hard to find these days. Luckily, your romantic skills are generally up to par when you are looking for a committed relationship. Whether an official date or marriage, you are someone capable of getting one quite easily - with your partner being particularly good-looking as a bonus. Just make sure that no one steals your loved ones, since that's unlikely to end up well for you.

Backdoor pleasure (100):

With giant futanari penis and body modifications being so commonplace here, maybe you want to experience taking up from the other side? Fortunately, you have gained an incredibly pleasurable prostate and anus that can take giant objects - easily accommodating massive futanari penises or oversized dildos. This greatly increases the pleasure of being on the receiving end of anal stimulation, allowing you to partake in the many lewd and perverse activities with phallic objects.

Sexual repayment (200):

There's no denying it, but you are not as financially well off as you would like. However, it seemed that you figured out an alternative payment method - to pay with your body (most likely with your ass) over a period of time. You can substitute actual monetary payment with multiple sessions of submissive sex, with more masochistic sessions covering a larger sum. Fortunately, the one to collect your payment will always be someone you find attractive and remain respectful of your boundaries. If you are smart about it, this could also be a great way to score with wealthy, beautiful people while being paid for it.

Malleable body (200):

Given the sheer amount of artificial body modifications that this world came up with, it's surprising to see a body so naturally malleable such as yours. Given the appropriate stimuli, your body will develop in response (this usually results in feminization, since that's the most common theme here). Getting your nipple played with will result in your nipple becoming more fluffy and more pleasurable to play with. Being locked in a chastity cage will result in your prostate becoming much more pleasurable. This also affects your overall beauty, with each minor transformation further augmenting your beauty (within reasonable limits). However, there's a large diminishing return if you abuse this to augment your body, so don't torture yourself to gain some more muscles.

Never give in to despair (400):

Despite being constantly humiliated with the love of your life stolen away and roughly fucked like a filthy sow, you endured. Even as your once faithful wife squealed at their massive dick and scowled at your pathetic figure, you persisted. Even at the worst moments of your life, there's always a sliver of hope that you could cling to. It's that same sliver of hope that prevents you from slipping away, as you cling to sanity no matter the adversary. You might be beaten, broken, and mired in despair, but you could always crawl back up, overcoming the dark thoughts. This also grants you a decent defense against mental attacks and guarantees that there's a chance to escape, as long as you choose to take it.

Not Worth the Effort (400):

Let's face it, you are not particularly impressive, far outclassed by the monsters that ran the NTR-racket, but that's a boon when you look into details. Now, as long as you can display some pathetic qualities, your enemies won't resort to outright murder or dismemberment. Even the most logical (or mindless) of foes will keep you alive for further humiliation, even if it's more advantageous to them to kill you outright. They will treat you fairly decently (comparable to a favorable underling) even if only to humiliate you further. So you can surrender to a Tyranid hivemind and be sure that they would just be keeping you to laugh at your pathetic penis and not eating you whole.

Retributive Karma (600):

This entire world operated on the premise "what if NTR antagonist got a taste of their own medicine", and as the victims in those doujins, you will get this form of retributive karma. The worse the humiliation you suffered at the hands of those bastards, the sweeter the reward when your fortunes are reversed. A core tenet of this world is how the NTR-antagonist is broken and feminized into the victims' devoted lover, and you now carry this same "power" with you on your journey. Those who wronged you greatly or have intentionally humiliated you will suffer the consequences of their actions, and you may find yourself with a lot of new lovers (that are very much compatible with you - even more than your previous lovers stolen away by them)

Blessed by the Narrative(600):

Like a certain tanned femboy that eventually joined the Agency, you possess an exceptional (and perhaps perverted) form of luck, with fate itself bestowing upon you chances to achieve your goals, as long as you accept the humiliations. This ensured that no matter how hopeless the situation, there's always a decent chance for you to flip the script and turn it toward your advantage. Whether it comes from outside help or a genuine set of coincidences that just happened to help you, the chance will come, and you will know it. The more hopeless the situation, the more likely you will turn out fine, so a minor beatdown won't result in anything. But getting stuck inside a villain's death

trap will result in you bumbling your way to freedom, all while destroying the lair and tanking their company stocks.

Lewd Scientist:



Certified doctorate(100):

Despite your rather perverted mind, you are rather brilliant when it comes to science. Whether it's medicine, mechanical engineering, or biological modification, you have the equivalent of a PhD in the subject, with all the advancements until the current year (in 2026, you will have a PhD up to the standard of 2026). Aside from official certifications, you also have the equivalent of 10 years of working experience (at the equivalent of a highly demanding job in that particular field), allowing you to leverage all those skills outside of academia.

Cosmetic uplift (100):

You are amongst the greatest cosmetic surgeons in the world, with a comprehensive understanding of cosmetic surgery and general beauty standards. Your skills are sufficient to alter facial structures, readjust figures, and allow someone to hide their previous identity. Paired well with any kind of medical or surgical skills (or cybernetics skills), since it would boost your capability as a plastic surgeon dramatically (practically remove any unwanted side-effects while also further accentuating the positives that your surgery brought out). Also pairs well with any espionage skills.

Illicit Funding & Experimentations (200):

Experimentation is the foundation of science, but there are always pesky laws and committees stopping you from truly advancing your field. Many a mad scientist had been driven to a life of crime to support their expensive experiments, but not you. One way or another, you always found patrons and sponsors willing to supply you with quality resources, top-of-the-line tools, and “experimentation stock”, as long as your research bears some progress (even if it’s something inane like a way to overcharge estrogen production in men)

Swift & Steady Surgery (200):

The body is not a particularly fast or precise machine, with minor surgeries taking several weeks to adapt to, and major surgeries requiring a long period of rest. But that’s the concern for lesser scientists, since you can dramatically speed up any invasive surgeries, to the point that your “victims” won’t even notice the changes to their body until it’s too late. The rejection rates of your body modification are also drastically reduced, to the point that invasive surgeries won’t even leave scars or side effects. You are perhaps the breakthrough that the medical world needed, but maybe your passions lie somewhere more controversial?

Reverse-engineering marvels (400):

A good mad scientist understands that they don’t have all the answers, and learning from others is an entirely valid method to improve. You have taken this lesson to heart and developed a knack for reverse-engineering - allowing you to take apart other pieces of technology and rapidly improve your own. You can figure out non-invasive bone-alteration procedures by disassembling a powered suit, or coming up with a revolutionary potion just by examining a goblin. This also allows you to tackle more esoteric disciplines (like magic) and incorporate them into your particular brand of science.

Lurid Science (400):

Science is normally a rather dry and boring subject, but under your capable hands, it doesn’t have to be so. With an epiphany, you figured out how to incorporate

erotic principles into your tech for better results. A normal power armor might operate at 500% effectiveness if it's powered by lust; a gun might fire flawlessly if you linked its firing mechanism with a didlo in your ass. In the end, as long as you incorporate erotic aspects into your creations, you will find the final results much better than if you had stuck to normal principles.

Dreams of Transhumanism (600):

Your skills with body modification are out-of-this-world, allowing you to develop flawless implantation and augmentations. From artificial wombs to spring-loaded nano-fiber muscles, to even hypnotizing vocal cords and mind-breaking pheromones, as long as it has something to do with the body, you can easily develop them. If you don't have any mechanical knowledge, then you would be limited to just biological modification at first. But as soon as you pick up a book on prosthetics, you will be able to upgrade your augmentations with mechanical improvements, further enhancing them. Your augmentations are safe and perfectly integrate with the subject, allowing you to truly go wild.

Maestro of Technology (600):

You are the kind of engineering genius that can change a generation, capable of coming up with innovations that shake the world. From next-generation aeroplanes to mechanized power suits, your expertise is bringing experimental technology to reality. While most of these skills are focused on making equipment and enhancements to already existing equipment and vehicles, nothing is stopping you from trying your hand at prosthetics (aside from the medical hurdles)

Items:

NTR Avenger

Convenient Business Cards (100):

You have a set of business cards that can appear in the hands of those who need your services. They are discreet and beautifully designed - ensuring that only the intended party would have access to them. This set of business cards also ensures that the "jobs" brought in will be particularly lucrative, while also offering chances for lewd fun and additional "adventures". These cards burn up once used, and you will regain one of them per month.

Book of Contact (200):

You have a large record of contacts that are generally useful - from skilled doctors and experienced mechanics to eccentric billionaires and recluse heiresses.

Most are willing to trade and offer help for small favors - generally, they will treat you more favorably, as if you are a long-time friend. This record will automatically update accordingly in future jumps, allowing you to keep up with the time. Surprisingly receptive to any sex-related trades and offers, allowing you to gain much more from transactions that are lewd in nature.

Above-Ground Headquarter(400):

You have a large, reinforced building that doubles as the headquarters for any illicit business dealings you might have. With enough room for several hundred people, ample amenities, and weapon and vehicle storage facilities, this is the perfect place for you to operate any business out of. Since the building is under Corporate Extraterritorial Jurisdiction, local law enforcement elected to ignore any of the illegal dealings you had; the perfect place for a business like NTR Revenge Agency (which had dealings with shady billionaires and black-market surgeons)



NTR Revenge Agency (600):

A copy of the titular Agency, staffed with skilled and attractive employees (who count as followers - divided into roles such as Enforcer, Doctor, and Manager) who are the prime specimens of their genders. While in this world, they focus on taking revenge on NTR antagonists; in future worlds, this Agency will pursue goals in accordance with your will (as long as it's not NTR). All of them share narrative protection against negative, illogical hentai tropes, and your followers are empowered to deal with these problems.

NTR Bastards

Comfy Apartment Studio (100):

You have a well-furnished, luxurious apartment (with all living expenses paid off) with its own recording studio, allowing you to live and record porno as you wanted. This can net you a comfortable middle-class income, with the porno you made being of particularly high quality - that also served as a reminder for the cuck. Another interesting aspect of the porno produced in the studio is that you can force the cuck to watch the porno where you fucked their loved one's mind out.

Bag of Tricks (200):

You have an assortment of tools commonly found in the arsenal of NTR antagonists, from compromising photos to manufactured blackmail materials. While theoretically very powerful (for example, you can learn your enemies' weaknesses), they are only useful when you want to steal someone's lover away. So you can't uncover national secrets or nuclear launch code in your blackmail files, nor use the hypnosis app to take over the world. When using these tools, you would also radiate an aura of trustworthiness, allowing you to lower your victims' guard.

Cabal of Fellow NTR-enthusiast (400):

You don't have to enjoy your fetish alone, since you have gathered a surprisingly well-connected, highly skilled small group of perverts that share your particular brand of fetish. As the leader, you have considerable sway over this successful and resourceful group, comparable to small conspiracies and powerful lobbyist groups. Information networks, resource backing, … With a bit of clever maneuvering on your part, you can easily extend their influence and catapult them further in their career, allowing you to reap even more benefits.

Gate of Banishment (600)

Sometimes, you just want those dirty interlopers that ruined your fetish gone, and this is the perfect tool for the job. Once a year, you can use this giant metal gate to banish a small group (less than 10) of people to another world, preventing them from intervening with your current plans. This is strictly non-lethal, and there's a decent chance that those you banish may find a way back to their original world (but not immediately or any time soon), so don't expect to be rid of your enemies forever with just this Gate of Banishment.



NTR Victims

Upgradeable, Errogenously Pleasurable Sextoy (100):

Whatever the form this sextoy takes, it's going to be the most pleasurable toy you will ever find - surpassing even experienced prostitutes. It would prove a loyal companion if your loved one ever got stolen away by some ugly bastards in a trench coat. And while it might start as a simple silicon onahole, repeated usage will slowly but surely introduce iterative upgrades to it, morphing it further until you have a futuristic VR sex rig. Surprisingly receptive to magical enchantments and other outside upgrades, just as long as the primary purpose is providing sexual relief (for you).



Sex-powered mech-suit (200)

Your scrawny, effeminate build is no match for the muscular brute that stole away your girlfriend, so that's where this powered suit comes in. Composed of a durable skintight bodysuit and advanced robotics, this suit significantly enhances your reaction speed and physical capabilities, allowing you to overpower even the strongest of brutes. This skintight suit is the perfect tool for a vigilante looking to take revenge on general NTR antagonists. A peculiar quirk of the suit allows it to be recharged and empowered with sex-related activities, so you might be able to modify it accordingly for the boost.

Heart-pumping VIP Account (400)

A lifelong registration on a VIP program, allowing you (and any dependents) to access a majority of the luxurious and erotic entertainment around the world, from sex cruises, BDSM resorts to naked-bikini fights. This allowed you to live the luxurious life till the end of your days, since your spending at these facilities is free of charge. Since ownership of this VIP account also meant owning a small share of the entire network, you received an annual dividend equivalent to that of the top 5% in any future world. Get ready to live the high life while never worrying about money again.

Decoy Arm-candy (600)

In every world that you will venture to, you will find someone of passable beauty that's enamoured with you. They might not be that interesting or beautiful, but their pursuers are generally someone of great importance (a minister, a wandering "hero", ...), who will successfully steal them away. They themselves are extremely vulnerable to being turned on their heads and feminized (you can choose if this is total transformation or just body adjustment) into your devoted lover. The former NTR-bastard will be guaranteed to be extremely beautiful and perfectly compatible with you once feminized, and will eagerly support you in all endeavors. You will find that they are much better than the arm-candy you attracted in the first place.

Lewd Scientist

Suspiciously Large White Van(100)

Your pride as a medical practitioner meant that there's no way you will settle for subpar medicines and medical equipment, so this is the solution for all your surgical needs. A large van-turned ambulance that served as a mobile hospital with all the medical supplies and tools you would need. This monstrosity is more or less a mobile hospital, with a gyro-stabilized operating room and bulletproof glass, while also carrying state-of-the-art medical equipment. It's entirely possible to perform surgery while on the road, with minimal impact on the procedures.

Treasure Trove of Materials (200):

A self-updating, self-upgrading collection of “useful samples” that you might find helpful in your research. From incomplete but cutting-edge, experimental pieces of technology to autopsy reports of rare genetic mutations (this also extends to magic, although they would be much more volatile) - these are generally rare and hard-to-obtain samples. The only caveat is that they are incomplete or broken - you won’t be able to get complete pieces of tech or prototypes, just unfinished samples or broken pieces. Just make sure that you know what you are doing digging through this treasure trove, since by itself, it’s just an expensive and useless pile of junk.



Hidden Lab (400):

You come into possession of a large, unassuming church on the outskirts of a bustling city - one where authorities won’t look too closely. Underneath the church is a

subterranean complex that housed a futuristic lab, a server farm, a vehicle hangar, and an assortment of other amenities. Research work conducted here generally processes much faster, as you step further into the position of a mad scientist. Also contain a large medical facility, allowing for intensive and invasive surgeries. Just don't fall into the same pitfall as any mad scientist with a large underground lab that messed with natural life (Umbrella).

Bodymod database (600)

You have in your possession a large, comprehensive database (that primarily focuses on body modifications) of the setting you are currently in, and will update accordingly as soon as you arrive in another setting. This archive contains top-secret information (super-soldiers programs, unethical medical experiments logs) and more esoteric methods (ki-training manual, alchemically-treated body) regarding body enhancements, allowing you to mix and match. Contain a simulation program that allows for further experimentation, allowing you to optimize the testing process before any clinical trials can take place.

Companions:

Import & Create a new companion (50):

Fancy seeing someone you know in this world, or maybe you have some deeply repressed desire about one of your companions? For 50 CP, you can import one of your old companions or create a new one. 200 CP allows you to import eight, and another 100CP for any arbitrary number of Companions inserted afterward. They get an Origin, any freebie associated with that origin, as well as 800 CP to fashion themselves. They can also take personal drawbacks to gain CP.

Export (Free/50):

If you meet anyone in the Jump that tickles your fancy, and they consent to it, you are free to bring them along with you on your chain as a companion. For 50CP, you can be sure that fate will align so that they will agree to your proposition.

Drawback:

Supplement Mode (Free) :

Maybe there's a specific setting you want to visit, but with the aesthetic of Sunahama Nosame's work? Or maybe you are trying to spice up another boring setting with the lewd options allowed by this jump. This drawback allowed you to take this jump as a supplement to add to another jump, with the full 1000CP provided (This is to be kept separate from the points from the jump you supplemented this jump into). The

Setting choice must match as closely as possible to the setting you have chosen to use this jump as a supplement, but it's possible to alter the jump by adding more setting conventions.

Uno-Reverse(Free):

You don't enjoy the standard NTR convention where a man steals away a woman from another man, but still want to enjoy a world of this particular kind? With this option, you will find a world with inverted NTR tropes, where the man is the one getting stolen by older/more powerful women. This swaps the cost between Male & Female gender and swaps the intended gender that any perks might be applied to. Futanari are generally unaffected.

NTR-Obsessed Mind (+100/+200 if you are a NTR Antagonist)

Now, in a lustful setting such as this, it's no wonder that your mind would be filled with lewd thoughts and desires. But this takes them to another level - your mind will constantly wander off to the main fetish of the setting, which is NTR. Regardless of your origin, your mind will wander to this specific fetish, although the role you fantasized about might be different depending on your current situation. This bleeds into normal day-to-day interaction, so you might want to make sure that you won't blurt out anything inappropriate in a business meeting.

If you have the NTR Antagonist origin, then this mental alteration will absolutely steer you toward stealing women away from weak beta males. Consider the narrative convention of this world; it's unlikely that you can escape Karma, so consider your target wisely lest you end up on the wrong side of a cock.

Unsatisfying Assets (+100/+200 for NTR Victim)

In a world of outrageously large assets and voluptuous bodies, yours are specifically lacking. A tiny penis, flat chest, no ass to be seen, … You will be rather self-conscious about your lacking assets, which usually lead to ill-thought-out attempts to prove your masculinity (or femininity if you are a woman). It's not really a surprise if your significant other finds it unsatisfying and inadequate - setting up the stage for a betrayal. Rather humiliating and will hamper your chance at romance in this world, but maybe you can find someone willing to overlook your inadequacy? Or maybe someone who enjoys teasing you about this inadequacy?



Chastity (+100/200)

Your primary sexual appendage is now locked in an unbreakable chastity cage, with the key handed off to someone you know. They are generally someone you won't find offensive, but they still have a kink for teasing and denial, so they will only unlock you once you have satisfied them (sexually, of course). Usually, this meant that you would be unlocked once a week, but the frequency of unlock might be dependent on your relationship with your keyholder.

For 200 CP, the keyholder would be someone you find creepy, like a stalker or some sleazy old person at work. Hope you have a plan to deal with that, since removing

them will just end up with the key in the hand of someone on the same level. Maybe you will find a way to compromise?

Dangerous Debtors (+200)

Regretfully, you owe a great many favors to a dangerous and influential group, who will occasionally call these favors. Your debtors will call up those favors to further their unknown goal, and defying them would have terrible consequences for you. This scales with the size of your influence - a shopkeeper might be asked to keep an eye out for someone and report back to them, while a CEO would be asked to delay some meeting to affect the market. They might even call in those favors for sexual reasons, if you are someone famous for that sort of thing (or a famous singer/actor).

Weakling (+200):

There are no two ways to say this, but physically you are unremarkable - an average woman could slap you away without much trouble, let alone those freaks of nature that went around stealing girls or taking revenge on muscular men. Even genetic engineering and body modification won't do much for you. Something like Captain America's super soldier serum would only bring you up to the standard of a normal man. This weakness also extended to the bedroom, with you almost incapable of keeping up with your lover in any active manner. Prepare to be bullied and pushed around by anyone worth a damn around here. Given your fragile body, maybe you should avoid physical confrontations?

Naive Enthusiasm (+400):

Despite forewarning, you have adopted the mindset of your average NTR victims - you are extremely gullible, irrational, and easily led around by the nose. Even if you are a hyper-intelligent scientist, you would still believe that stripping naked is a local custom that you should honor. You are also extremely obvious to the more sexual activities taking place around you - culminating in humiliating situations where you only realized that your girlfriend had been fucking the local janitor for years. This is not exactly a good mindset to have in this cruel world, where so many monsters are eager to take advantage of it.

Caged & Locked (+400)

Why would you need all those unnecessary powers and items? Didn't you come here looking for a good time? For the duration of this jump, you won't have access to any previous Perks or Items, and your Warehouse is barred from you if you have one. Your body mod is still intact, but any superhuman capability you have will be limited to peak human. This Drawback doesn't prevent you from gaining power from any of the settings here; it just seals the powers from your previous journeys - and given that

there's magic and super science in this world, there's a decent chance you could get them back.



Captured & Trained (+400/+600)

You will enter this jump as a prisoner of some powerful secret society comprised of the typical NTR antagonist. Your mighty power is greatly dampened, as they have wrought some sort of nullifiers into your chains, and the NTR Revenge Agency is currently too busy to rescue you. The group is eager to train you into their perfect cuckold slave, and have devised a complex but highly effective plan to do so. So hopefully you can devise an escape plan soon - maybe calling for help from your Companion?

For 600CP, they had already gotten their hooks in your mind, while also capturing your Companions (if you imported any). A great reminder that this is a group of NTR antagonists with a great deal of experience in mind-control and all manner of corruption, so unless you figured out an escape plan for yourself and your Companions, nothing good will happen.

Anti-Narrative Repulsion (+600)

The world has turned against you, with fate itself conspiring to bring you down. Whatever the cause you wanted to champion, the world would work in order to oppose that, bringing the worst humiliation on you. A crusader against NTR finds themselves up against evil super-geniuses, actual monstrous ugly bastards, and a NEET sorcerer supreme. A renowned nuclear physicist will find two dozen restraining orders from sleazy superiors and anti-nuclear activists, asking you to pay with your body for the crime of using nuclear power.

"Accidents" and random occurrences will happen so that you would be put into compromising, humiliating, and dangerous situations, opposing every goal you set out to accomplish. Even other narrative and meta perks are suppressed, putting you into danger multiple times, so get ready to think on your feet to protect yourself.