

CAT PLANET CUTIES



Asobi ni Iku yo (anime)

While going for a beer run, high school student, movie enthusiast and resident stick in the mud Kio encounters Eris, a catian - an alien from another planet that has come to earth to investigate before her main group arrives on the planet. The goal of her technologically, genetically and socially superior species for coming to earth? To play with humans, of course! After her species managed to quell basically every big issue in their home planet and joining the Intergalactic Federation, they started to run out of things to do, so nowadays they go visit other planets to 'create positive bonds and making friends', which seems to be mostly some weirdly extravagant space tourism.

Sadly their efforts will be obstructed by the interventions of several armed groups, including the CIA, private paramilitary groups, the Beautiful Contact group (which only accept certain types of aliens and dislike that catgirl aliens are a thing), Underside of Kitty Paw (a bunch of degenerates) , the military of several countries (also degenerates), and even the Dogsians - another extraterrestrial species that has been doing secret deals with the high tier politicians for years behind everyone's backs and doesn't like the introduction of the Catians into the picture because they're racist.

To add fuel to the fire, the two human women in Kyo's life are a CIA wannabe agent more than happy to sell out alien catgirls for some glowie creed, and a secret assassin with supernatural powers that works for the japanese government to take out the people they don't like, with neither of them willing to just leave the guy get together with a hot catgirl alien without doing like ten episodes of stupidly bad drama first.

Anyway, this hellhole is your new home for the next decade. Have fun.

+1000cp

Species

Gotta be honest with you, my mate, there are quite a number of different species, sub-species and races across the galaxy, most of them could bend over humanity as a whole and spank it like a bratty kid. To prevent stuff like that from happening, the Federation does impose regulations to protect civilizations that have yet to understand interstellar travel. Anyway, choose one species to be part of.

Human (+100cp)

Species of dumb mammals that haven't even managed to get out of their own solar system. An utter embarrassment to evolution as a whole, and thus a protected species by the Federation. Their smooth brains reminiscing of koalas. Their technology and society are incredibly backwards, but some parts of their culture are good entertainment. Mostly anime and porn.

Catian

They look and speak just like humans, except they have cat ears and tails. Due to their society reaching its apex 70,000 years ago, (having done everything possible on their planet), they interact with other species for new experiences. Since males of their race are exceedingly rare, Catian Law does allow for polygamous couplings. Catians go into periods of extreme sexual behavior or mating seasons, with their first time at age 16 although they aren't limited to those periods for mating.

Doggian

They come from doggisia, lmao - since a giant blockade by Orsonians (because they were doing some illegal stuff) it can't establish relationships with other species. Physically similar to the Catians, except they have dog ears and tails. Some had made contact with Earth a while before the Catians, but kept their arrival in secret and made connections with the various military organizations, including Japan, mostly because they're not supposed to be on Earth and are illegally trading advanced weaponry.

Rabbitian

I'm sure you're getting the gist of it by now. Same song and dance as before, but with bunny ears and tail. Around the same level of technology as well. As you might expect, they're very similar to rabbits in many ways. They have an extremely low number of males, and most of them are 'drained' to death upon reaching adulthood. As a race composed of mostly rabidly horny females, they aren't supposed to interact with the plot here.

Orsonian

A highly evolved society of beings of pure thought that compose the Universal Regulations Government, and are in charge of the Galactic Federation of Intelligent Life. They are considered extremely powerful and oversee the interactions between species. They forbid attempts at conquest, as well as mediate when necessary, and have placed an embargo on species that go against the rules, thereby preventing them from making any public contact with other species.

Age & Gender

Feel free to change or modify your age and gender to something feasible and appropriate for your species and background. Species like catians live up to 200 to 300 cycles, but humans can't do the same and that age for an Orsonian is like a baby – or their weird equivalent to one anyway.

Background

Drop In

Fuck it mate, you appear outta fucking nowhere right in the middle of Okinawa. In your right hand there are some documents and identification, in your left hand there's a stack of bills - enough japanese yen to last a couple months. In your pocket there's a loaded handgun, 20 bullets in it, and one extra magazine with the same amount. There's also a hunting knife made with strange metal hidden in your shirt.

Civilian

Well, well, well. What do we have here? The wet towel option. You're a normal person, maybe some kind of student or a working adult. Or a filthy NEET. Details are as unimportant as you are in the grand scheme of things. On the flipside, you have a house, food, some sort of income and enough time to pick up a hobby or two.

Visitor (can't be taken as human)

You're an alien visiting this shithole for some reason. Maybe you wanted to do something fun for a change, maybe you just wanted to meet new species, maybe it's some sort of intergalactic date thing, or you're just part of some criminal race that has come to do some dirty business. Not my problem. Your technology and support is far above most things on this planet, sadly because of their own development level, if you try something funny the Federation will come and flatten you like a pancake.

Agent (can't be taken unless human)

Part of some paramilitary group, ranges from being a newbie at a private armed group to being a mid-high ranked for the CIA or similar. Optional to be retired or still on active duty. In both cases at your disposal there is a vast amount of money, contacts and resources, at least when compared to most civilians. While this means you have a position strong enough to make yourself a player it also means that it's likely you get targeted if you rock the boat too much.

Advantages

Drop In

Modern Druid (100cp)

Be by fate or evolution, you have an extremely high affinity with all kinds of animals and plants. A rare talent that would make you the greatest botanist or zoologist in history, or get you killed out of envy by the furry community. Dead plants come back to life with your touch, aloof cats go out of their way to cuddle with you, lone wolves do tricks to gain your attention, and so on. I don't recommend taking this if you plan to get involved with the plot, unless you want to see what happens when catians meet the ultimate aphrodisiac catnip made man.

Cold Silicon Brain (200cp)

I'm not evil enough to throw you right into this pit of groundbreaking technology that could mass produce household catgirls and not give you a way to learn how to do it. This will take that smooth brain of yours and increase its processing capability to understand and even reverse engineer the alien technology in this place. Because its purely an increase, it won't affect your personality or wisdom.

O-Ri-Ga-Mi (400cp)

The art of making seals and talismans, no one really understands it well, but no one can debate the power they have. Few can ever learn the craft, and only one girl around this cast of weirdos can do it proficiently, now you're her equal in skill and talent. Made with a single sheet of paper, some ink and the proper handiwork, you can have lightweight tools, each designed for a single feat, but capable of creating explosions, open any door, make the wearer invisible, seemingly freeze people in time within an enclosed space, create barriers, use them to attack or even restrain opponents, etc.

Deadbeat Pimp (600cp)

What makes a protagonist? The ability to charm women? Being at the center of bizarre events? Strangely always meeting interesting or important people? Or perhaps the skill to always come out on top despite the odds and circumstances? The answer, my dear jumper, is all of the above. Sadly, you aren't one, but I can at least make you something close enough that, in theory, could do as well if not better than the original. You don't attract girls like light attracts moths, but I can boost your charisma when you try to flirt with them. You won't be guaranteed to defeat someone against all odds, but when you're against a superior opponent I can boost you just enough to have a chance. Go and seize the destiny you want for yourself.

Civilian

Men at Work (100cp)

Not much of an advantage, but still useful enough. Pick a skill or subject, you have now the knowledge equivalent of a PhD on it plus around 10 years of experience on the field. This can be taken multiple times, if you want to be an annoying know-it-all, but the discount only applies once.

Uncle Yoichi Saves New York (200cp)

Unlike a certain wet towel of a person, you're a man who has lived, gone to all kinds of places, met and befriended all sorts of people and won a wealth of experiences that can't be measured. Thanks to that, whenever you encounter a problem, you can draw from previous experiences and connections to solve it. Need to storm a military base in the USA? It's the same as attacking cops back in the 80s, just a couple calls and you have all the weapons you need to go, hit them hard, hit them fast, and get out completely unscratched. Hell, you could even do it while carrying a useless sack of meat like Kyo.

Journey To The End Of Despair (400cp)

Yeah, maybe some people have deep rooted traumas, some about their worth as a person after being used as a living weapon all their life, some because of their own sense of self, or even some because of clashing loyalties. Those mental and emotional scars can be next to impossible to heal, unless they have you around. Interacting with you slowly but surely will make them surpass their traumas and erode all the mental and emotional trauma they might have. This doesn't change them as people, rather just heals all the damage and restores their hearts and minds. The amount of time and interaction is dependent on the person and their personal issues. They will be able to tell that their improving state is because of you.

Close Encounters of the Harem Kind (600cp)

Look, jumper, maybe you're a dumb kid with only shallow niceness and superficial politeness, maybe you're just some ugly nerd with nothing to his name - but that won't stop you from charming your way into the hearts of ladies. Just like a certain emotionally distant and sexually indifferent young man, you hold a special type of charisma - one that makes people into overblown you in a positive way. Tried to save someone that didn't need saving? A heroic act everyone is impressed by. Finally managed to act with more dignity than the worst scum around? You're obviously a truly kind man and the best option for a girl to give her heart to! Teenage angst? You're suffering from the epitome of drama of course!

Visitor

Average Advanced Alien (100cp)

Genetic defects are something that your race left behind thousands of years ago. Thus your skin is free of any defect, your skeletal structure is balanced and symmetric, your muscles and organs are optimized for best efficiency, and so on. That doesn't mean there are no different types of bodies, just that you look as good and are as healthy as one can possibly be. This also gets rid of allergies and genetic issues.

Warm Welcome (200cp)

Something extremely important for the intergalactic traveler, a blessing to quickly find good people willing to accommodate or at least help you out wherever you go. Assuming it's a place with rational beings that can communicate, the initial ones will hold positive dispositions towards you and be willing to help. While this arranges for an initial good welcome, it doesn't make everyone automatically good with you, just ensures that you will get the 'correct' ones first.

HomeMaker (400cp)

The difference between a home and an embassy is small, so small in fact, that you have learned the secret ways to force houses and other buildings you own into independent embassies for another country you're officially affiliated with. Of course, the country the embassy works for needs to exist and have some way to properly maintain talks for this to work in the first place. The process is quite simple, you just need to raise the flag of the country atop your building and post somewhere public the official proclamation, that can vary from putting a random flier in a local store to a formal announcement with the government. The result is the same, your building will from there on be considered a completely neutral embassy and everyone will be acutely aware that trying anything funny there is a declaration of war.

Hot Welcome (600cp)

Maybe you want something a bit more "convenient" when it comes to interacting with new worlds and species? Fear not my friend, for this is exactly what you hope for; from now on in every world you visit, there will be at least one decently sized organization with a decent deal of resources, manpower, money and terrain, that it's more than willing to live and fight for you. The reasons will vary, maybe they have a particular fetish for your race's appearance, maybe their supreme leader decided you were the hottest thing ever, or the group's higher ups decided to just randomly submit to you. They will encounter you within a few weeks of your arrival.

Agent

CIA Dental Plan (100cp)

Turns out you actually need some skills to belong to a special organization, languages, espionage, information extraction, torture, fighting, conversation on several leagues, weaponry, improvised weaponry, disguise, escaping, seduction, leadership, acting, improvisation, driving, and so on. Now, while being a professional on all these skills would be the best for your superiors, the truth is that you only passed the basic courses, making you quite versatile but nothing overall special.

FBI Book Stash (200cp)

While knowing the basics is important, the true heart of an agent is their specialization. Spy specialists are not only capable of going years while undercover, but also of completely cover their tracks and start a new life when needed. You belong to this category of overtrained idiotic followers. Choose a particular subject or job to be fully trained and educated for it.

Material Accounting (400cp)

Alright, the other skills are somewhat plausible, but this shit is straight out of some comic. A badly written one, at that. You have the same power as certain japanese orphan assassin, namely the 'Aport' power, which lets you teleport objects within 50 meters radius to your hand. You don't need to see them to use this, although you do need to know where they are. This is a psychic power, which is incredibly rare within humans.

Foresight (600cp)

The ability to see the future, how far ahead is always random, and the activation will depend solely on practice. At first you will get sick and weakened by using it, but eventually you will be able to call it at will with nothing but a headache afterwards. While you can't determine how far you will see into the future, you can choose to see the future of someone in specific, also you can use that information to try and change the future, which is possible although exceedingly difficult without making everything worse.

Items

You get two items priced at 100cp for free, and two items on each other category at half price. All real state stuff become warehouse attachments or can appear in future jumps at your discretion.

Americans Like This (100cp)

This... assortment of guns and bullets stored in the middle of Osaka because why not. Including classics like the Smith and Wesson m686, The Winchester 1873, the Beretta, M1911, M16, Ak-47, Mauser Gewehr 98, and more, including more modern stuff like these new missiles that disappear midway only to reappear to hit the target and can't be detected by radar.

Old Ride (100cp)

No, not your mother, but this blue Ford Shelby GT500 KR equipped with hidden gadgets such as a smokescreen and capture net. Fully designed to be anti bullets, anti explosions, anti keying, and even withstand the harsh economy and not being stolen while in Detroit. It's also a guncar, with several hidden ballistic weaponry installed and ready to give everyone around you more holes than a Swiss cheese. It has a crude AI and automatically refills itself, so you don't need to spend any money on bullets or fuel, I'm not exactly sure how that works, to be honest.

Catnip Wine (100cp)

To prove humankind's worth as a species, here's is a collection of strange alcoholic beverages collected from several parts of their polluted planet. Some of these are strangely specific wines that include things like catnip, and thus could easily be used to get a catian drunk. There are other drinks like that included. Replenishes each bottle once used.

Like a Card Game (100cp)

Around 25 talismans created by a friend of mine. Each of them has a different functions, ranging from blowing up stuff like a bunch of dynamite, stop time in a closed space for a few days, open any lock by putting the talisman over it, making illusions, and so on. They're a single bundle and you get another one when they area all used.

Cute and Strong (200cp)

You know what are you lacking in life? Yes, a small army of battle maids. That's exactly it, and just what I got for you here. What at first look seems like a squad of dozen beautiful or cute women in maid outfits is actually a gathering of some ex elite military members, and ex spies for several

organizations. They decided to stop fighting for shitty groups that didn't value them, and instead learned maid skills to work for you.

Extra Thicc Cash (200cp)

Enough to fund several Paramilitar organizations and your own cult centered around your fetishes. Literally enough money that it never stops growing and your main job is basically spending that stuff, so it doesn't crash the economy completely. You don't have to do anything to keep the flow going, but know that you're one of the richest people in the world.

Personal Assistroid (200cp)

Assistroids are small, anthropomorphic robots used by both the Catians and the Dogisians. The Catian versions are considered more advanced with their own self-repair systems, while the Dogisian assist-a-roids must steal electronic equipment to repair themselves. You get a fully customized assistroud for your personal use. It's a very high end from the catian version so it doesn't really need any help and comes with an AI more advanced than the usual models. If you really wish for it, it can be personalized into an older type of assistroid, which are more humanoid, have biological parts and are capable of more 'on site' functions.

Ban Hammer (200cp)

An anti inert matter hammer, it's very big yet light, and designed to destroy everything not biological alive that touches it (when activated and not including the handle obviously), you can use it to disarm people without hurting them, or just to take away their clothes and dignity when they piss you off. It has a long-range function that allows you to apply its power on selected targets up to 200 meters radius around you, good for when you need to take care of a bunch of militants without hurting them too much.

Jyugo Human Suit Strength Amplification (400cp)

A human suit that works as both an armored exoskeleton and a power amplifier. Created using demiflow, a metal that easily changes shape by using body currents, thus strong but flexible - a steel hammer would break on impact. It's bulletproof, explosion resistant, comes with a powerful scan function, it was based on canine tech, can't be used to harm canines and has a weak spot around the nape.

I Can Hear my Heart Bell (400cp)

A piece of jewelry (can be a dog tag, a collar, a neck bell, or something to that extent), with several functions, it can translate perfectly everything said or heard as well as be used to translate written data, it can be used as

communication device with any registered technology, has a holographic function. As yours is one of the higher-grade ones, it can also be used to change the genetic make up of a designated target (enough to make a human into a catian in seconds), heal all kinds of wounds and diseases, and rearrange matter according to your own imagination.

Seed of Assistance (400cp)

This bags right here is a bunch of pre-packaged Assistroids, they come in capsules of nanomachines as big as a seed, once planted anywhere, it rearranges the soil composition to build them assistroids. Each bag contains around fifty of the things, and you get a new bag each week. Assistroids show their true value when en masse are allowed to take care of several heavy tasks that require great manpower or detail, such as creating weaponry, building weapons or houses, repairing broken machinery, or ganging up on some chavs and beating the snot out of them.

No Thoughts, Ball Empty (400cp)

A Virtual Room, just a big room with VR and holographic technology installed for all kinds of purposes. Real enough that people use it for hyper realistic training thanks to its processing potential, it can even recreate thought patterns, reactions, and decisions based on input data. You can fully recreate someone you know here and interact with them. It also can trick the brain and responds according to what they want, thus giving the impression of weight, wounds, taste and so on. Very fun.

My Yard (600cp)

A comfortable two-story house with all the conveniences of modern living, situated on good real estate close to all the most interesting places in the area and quickest means of public transportation to them. Never failing to make you feel peaceful and relaxed, this place also has two curious enchantments, the first is that it also works as a fully functional embassy for a non-descript nation that no one knows but also no one wants to bother, also granting you the immunity and perks of a diplomat for such a nation. The second is that it always has enough rooms, capacity, food and so on to keep all the residents full stocked and satisfied. No need to waste on bills.

Jumping Contact (600cp)

Your own paramilitary organization, fully self-funding and quite capable, with reach across the whole world. Their core values, way to indoctrinate, recruitment style and even general tactics are decided solely on your own goals and whims. As a whole, they have enough connections, blackmail, resources, manpower and direction that they could fight most smaller

countries and win, and probably keep fighting for a decent period of time against bigger nations. Their technology is, however, relatively limited when compared to the stuff aliens bring to the table, unless you do something to fix it. This organization will grow in power and reach as the time passes, even in other worlds and planets you visit.

Catship (600cp)

Every space race has a few of these, needed to spearhead an expedition to new planets and meet new species. A gigantic spaceship, with room to house the hundreds of crewmembers that run it, its capable of several types of warp, can go faster than any human could consider feasible, has its own greeneries and farms to grow and process food, VR rooms, training facilities, weaponry, as well as the accommodations to make and repair it, several medical bays, alongside the research facilities and so on. Hell, some bits are have their own pocket dimensions for storage.

Companions

Import/Create (100cp/400cp)

Sometimes an adventure is more enjoyable with your friends around. This option lets you import or create a companion for 100cp, or have the whole roster of eight for 400cp. They gain 600cp to spend in purchases here but can increase that number by taking drawbacks.

Canon Companion (100cp)

Oh, so you took fancy of a character from this world? I suppose is to be expected. For 100cp you can have them as companions, as long as they agree and are alive by the end of the jump. I will change the circumstances of your meeting and help your relationship going forward so you can manage this comfortably, just tell me how to help and I'll take care of it.

Uncle Yoichi (Free)

Your new cool uncle, being around him leads you to meeting hot girls and doing interesting stuff. He will save your ass from time to time when you need it, and make sure your girl never dumps you, he also gives good advice, guns, connections, money, drugs and knows where to party. Don't underestimate him. Even if you're a pathetic excuse of a man with no redeeming qualities that no self-respecting woman would ever talk to much less date, he can still get you laid by pairing you with hot alien girls that like your type of pathetic. He will teach you all kinds of skills, but more importantly, he will teach you how to be a better person.

Texan Pesto Sauce (Free)

This young lady is the new transfer student to the local high school. Her hair is halfway between dirty blond and auburn with sharp leafy green eyes with a greyish edge, her height is a bit shorter than average, but she's equipped with a bust that doesn't belong to a high school girl, some hypnotizing hips and impressive rear. She loves spending time outdoors, identifying plants and wildlife, and prefers being in rural ranchland or wilderness over cities, and has taken a shine to you. For some inane reason she feels completely comfortable and safe when you're around, and your freakish personality makes her day brighter. Against all odds, she seems to truly like you for who you are and is actually happier to always be with your sorry ass.

Osaka Style Katsudon (Free)

A girl a few years younger than you, who likes to act as your bratty little sister for reasons beyond male comprehension. Proud of her, admittedly exciting, cute looks and sensual body, she fell in deep love with you after you

inadvertently cheer her up when she was depressed after being unable to keep running in her club. Sharing your same taste in music, she ended up looking up to you in several ways, not helped by the fact that her type is one that can put up with her, or put her in her place. Her favorite ways to pass time are glomping you, stalking you, talking shit about people that aren't you or her (she has quite the impressive list of insults and slurs). She's actually quite weak emotionally and will cry if she thinks she's getting bullied, it will mean the world to her if you were to side with her in such a situation (very likely to happen given her proclivities).

Crawling with Love (Free)

An energetic silver-haired girl who happens to be an alien member of a race of shapeshifters known as a Nyarlathotepians. She in particular is known as "The Crawling Chaos" and for your misfortune, she fell in love with you at first sight. While she genuinely loves you, wants to marry you, and start a family with you, her morals and values are quite warped to say the least, and she won't be taking a 'no' for an answer. She's a member of the Federation's police department and an expert in Space CQC. She's also a clingy lunatic that goes beyond stalking and becomes basically a parasite in your life if you let her in.

Drawbacks

Kyo these nuts (+100cp)

You now replace the would be main character of the series, kyo. This means you're a feeble and dumb high schooler with less skills and talent than a dead cockroach. Have fun being pathetic.

My Best Friend Tabloid (+100cp)

Alright, you know how the Catians are basically coming to earth to make friends, help out a bit and make peace given that the humans are basically the equivalent or paraplegic koalas with down syndrome. Well, that ain't truth anymore. They wanted need hobbies and maybe some extra men, and that's what they're gonna take. By force.

Glowing in the Dark (+200cp)

Ever heard of paranoia? Well, you gonna need some of that, because around 90% of everyone that interacts with you, including friends, family, teachers, peers, classmates, etc, are going to be part of some organization and send to spy on you. Why? Hell if I know, but good luck trying to figure out who is actually true to you and who only hands out with you for money.

Of Cats and Dogs (200cp) (can't be taken as a human)

Stereotypes aren't good, except when they are. Now whatever stereotypes and cliches that could be applied to your race are fully true, at least for you. Rabbitian? Constantly horny and always nibbling on stuff. Some golden retriever doggie? You're dumb happy all the time, kinda like a lobotomized patient. So on and so on. You're a walking disgrace to your race.

Of Mice and Men (400cp)

If you thought that having some weird organization attack on a weekly basis was too much, then think again. The world leaders went bananas after the truth about alien catgirls became known. There was public outrage, wars were started, some people even killed themselves. The world is on chaos and everyone wants to take them catgirls and their technology by force. No. No one has even thought about asking nicely. Guns are faster. Godbless America.

The Game Was Rigged From The Start (+600cp)

Fuck it. Wonderful Contact wanted some real shit aliens? Well, you idiots can have your heavy shit aliens. Taking this makes earth the prime spot for several alien races to go visit. This, of course, includes several species that aren't in the Federation and are as powerful as the Orsonians but less benevolent. Prepare to see the earth besieged by alien kaijus, invaded by

succubi-like creatures, have some orsonian-like beings force random people into death games for fun, giant suns with strange minds coming to visit, dangerous warrior races declaring war of conquest, alien virus races that infects people and computers alike, and so on.

Notes

Made by Ricrod

This jump was done using the anime as basis with some help of some super shitty scans of 2 In volumes (4 and 15) out of the 20 there are total and some spoilers. I could barely understand a thing so apologies in advance if I mix up something.

According to the blog of Okina Kamino (the author of the series), the alien races across his different works are shared. Meaning the asshole aliens in Six Bolt and the giants of Run, Shoot! Exist somewhere. Hopefully banned for life by the Orsonians in this timeline.

Catians have a 1:30 ratio for male to female. They also live around 200 to 300 years while keeping themselves in prime condition for most of it. And their DNA modification technology is enough to change people to their species.

Turns out the catians were looking into a way to fix their population issue and lack of stuff to do, so the Orsonians told them about earth. Technically speaking this makes Eris and co into liars since their actual goal is to get entertainment and men from humans. Just that they want to do it in an honestly friendly way and are all for helping humanity reach intergalactic travel and share their stuff with them. Its just kinda difficult to justify on their end since they keep getting attacked or pressured.

When the Orsonians put an embargo on the Doggsians, it was a very hardcore one. They straight up eliminated all interplanetary tech in the planet, erased the knowledge of it and crippled them to not develop it again while also keeping an eye on the planet. The only remains of it are the ones that were in other planets when the embargo happened - this is also why the dogsians work the hummies, they don't have any other way to resupply.

Aside from the aforementioned races/species in the section, there are also Birdmen and some sorta reptile people. I know nothing of those aside from the fact the former have angel-like wings and are assholes, and the latter are some weird meritocratic warrior race.

The Kampf character do a lot of cameos in this series. Its mostly because they are from the same studio.

When in doubt, Fanwank.