Fest (human livestock) Jump

Welcome to the world where most of Fest's short comics are set in. It is a dark world, where there exist "human animals", which—despite looking just like regular women—have absolutely no rights, and are treated like livestock, pets, and even love dolls.

Frequently, regular women are mistaken for such human animals, and end up dehumanised and treated as pets, livestock, or worse. Yet, just as frequently, livestock girls manage to escape or switch places with a human, then enjoy a new life of freedom.

Here, take this 1000 CP to help you fit in.

Origins

Choose one origin that will determine your place in this world. Any origin can be Drop-in, where you just show up one day without memories, or you can choose to get all the memories from your identity in this world. You may pick your age and gender freely. Perks and Items from your origin are discounted (100 CP becomes Free, all other prices are cut in half).

Human Livestock

You were born and raised in a barn, an animal among many others. But it doesn't have to be that way forever. No matter what anyone says about "livestock girls aren't really intelligent, they only parrot what they heard humans say", you do have full human intelligence, and the drive to use it to escape your bondage.

You don't have to start as literal livestock, you may instead be a pet in a loving family, an animal used for menial tasks, a love doll in a brothel, or even one of these new cloned livestock used for intellectual labour. The only constraint is that you are in fact enslaved and not already free.

Victim

The star of the show, the one about to lose their human rights. Not that it's guaranteed or anything, but if you are as careless and stupid as the girls we see here, I don't like your chances. But if you pick this origin, chances are that you actually *want* to be enslaved, reduced to mere livestock at the mercy of your betters.

You start as a free woman, a full citizen of whichever country you want, with a life set up and ready for you. This may include, if you wish, a family, a home, and a job. I recommend not getting too attached.

Owner

One of the many faceless workers that keep the whole human livestock industry turning. You may choose which specific job you have, from worker on a human animal farm to store clerk in a love doll shop.

No matter what, this job gets you a comfortable salary, as well as the opportunity to ogle naked livestock tits and asses all day. But more than this, it will give you many chances to encounter **Victims** in precarious situations. Will you help them? Or make it even worse? Who knows, perhaps you're the one who put them here in the first place...

Perks

General

Livestock Looks (-100 CP):

Realistically, if women were raised as livestock you would expect to see animals of both sexes, with a wide range of age and body shapes. Yet, it seems that the vast majority of these human animals are pretty young women looking pretty similar to each other, at most with different haircuts and minor colour differences.

And now, you too can fit that template. From now on, your beauty will be at least 8/10 no matter what happens to you; you'll keep being nice to look at even should you be mistreated and covered in filth. This will also delay the visible signs of ageing, such that you would look pretty much the same even if a decade passes.

Additionally, and only if you wish, this makes you look more generic, allowing you to blend in with crowds and impersonate others slightly more easily. Just… expect to be mistaken for someone else quite often.

Livestock Science (-200 CP):

You are a brilliant scientist, your knowledge of biology and technology is enough to reproduce any tech you see here—or even to invent it in the first place. Between cloning, memory implantation, injectable drugs that make livestock more docile and mute, or even machines that can automatically process livestock, you'll be drowning in patents.

As long as you're careful, there's practically no risk for your superiors to use your own discoveries on you, and subsequently take credit for all your inventions while you're reduced to a mute, easy to handle livestock girl… unless that's what you want?

Of Animals and Men (-200/400 CP):

At the start of each jump, you may introduce human livestock into the setting, integrating it naturally into society. You may choose if it is a retroactive change that always was, or if there was a recent event that caused human animals to become a thing.

For an additional -200 CP (-400 CP total), you may also choose to carry with you the narrative tropes of this world, such that there'll be women mistaken for livestock and suffering bad ends much like the ones you can witness here in future worlds too.

Livestock

Data Extraction (-100 CP):

You did it. You managed to escape your bondage, and perhaps even turn the tables on your owner, taking your revenge for everything they did to you. Yet, the fact remains that you don't have such a thing as an ID card, or a bank account, or any of the myriad things that human beings have and animals don't.

Good thing that you are a professional at crafting a new identity for yourself. From torturing your former owner into giving you their banking info, to manufacturing fake IDs and hacking your name into government databases, after a few months of work no one will suspect you weren't a citizen all along.

PhD Download (-200 CP):

It is a misconception that human animals are stupid. They are very creative when it comes to escaping their cages, and can even mimic human speech. Yet you go one step beyond that: you have some human genes, which made it possible to imprint knowledge directly into your brain, giving you scholarly knowledge equivalent to a degree from a prestigious university.

It also gives you a boost to your memory and overall intellect, and should more knowledge be imprinted on your brain in the future, it'll be integrated seamlessly.

Livestock Does It Better (-400 CP)

You would be surprised at how many times livestock girls found freedom simply by switching places with a human and doing a much better job than them, to the point that nobody ever objected to the switch being permanent… Well, except for the woman who just got enslaved, but who cares?

From now on, you get a massive boost to any relevant skill whenever you replace someone. Tag in for a player with a strained ankle, and you'll be better at basketball than they ever were. Take the place of a downed adventurer in your party, and you'll wield their sword like a professional even if it is the first time you ever picked up a weapon.

Additionally, people around you are more likely to suffer such "accidents" the more mean or abusive they are to those around them, and others will be much less likely to complain when you switch places permanently.

Always an Escape Plan (-600 CP):

Your situation may look grim: naked, bound without an inch of freedom, guarded by people who wouldn't believe you even if you could talk despite the metal compressing your neck... It is virtually impossible for you to escape.

Yet, fate has a way of presenting you with opportunities. Perhaps as a love doll your owner forgets to charge your shock collar, and you can simply remove it. Perhaps a woman wants to know what it feels like to be bound like you are, and propose to switch places for a day. Perhaps you are doing such good work at your company that they let you roam freely enough to escape.

Should you wait long enough, such a possibility will always show itself to you. You merely need to be ready to take advantage of it, which is why you are also quite skilled at recognising whenever such an opportunity presents itself, and quick to figure out how you can take advantage of it.

Victim

Resilient Body (-100 CP):

If a normal human had to live in pain and squalor, eating nothing but gooey animal feed, whipped for no reason, and permanently restrained in a kneeling pose with heavy iron shackles, their health would deteriorate pretty quickly. Yet, human animals can bear such conditions their whole lives.

You too are free from health problems caused by malnutrition, repeated physical abuse, abysmal living conditions, strict bondage, and anything else that would be caused by living

like a farm animal. It is still unpleasant, to be sure, but you'll be able to bear with it indefinitely. On the plus side, after living like that for years, luxuries like "sleeping in a bed" or "drinking hot chocolate" will feel heavenly.

Public Nudity (-200 CP):

Animals don't wear clothes, so why should you? As long as you wear some form of restraints (such as a collar and leash, cow ear tags, or even just simply being tied up), everyone will assume you're a human animal, or a love doll, and go about their day without caring if you're nude in public.

If you do interact with people like this, they will treat you like a pet or a slave rather than as a fellow human being. By default, they won't try to capture you or call the police or animal control, instead assuming that you have an owner that asked you to be there, but don't expect to be treated with any form of respect.

Adaptation (-400 CP):

It will be difficult, losing your human status and being treated like an animal, but that doesn't mean you have to be *bad* at it. To put it simply, your mind and body were made to be enslaved. Your mind won't break from the pain of punishments, instead thriving and learning at an accelerated pace. You could learn all manners of skills much faster than normal, from housekeeping to sexual service, if only you get properly "motivated".

Likewise, your body adapts to fulfil its functions: backbreaking manual labour will only strengthen you, physical abuse will leave you ready to take even more, should you be raised as a dairy cow you'll be the top milk-producer of your farm, and so on.

Endless Cycle (-600 CP):

The issue with this kind of plot is that it goes pretty fast. Most of Fest's stories last less than a dozen pages. If only there was a way to experience the thrill of enslavement, the fall from grace, again and again, rather than the more permanent bad ends which are more common.

Well, how about experiencing it by procuration? You are now extremely skilled in making other cuties fall to your level. Perhaps you team up with other livestock girls to tear away and hide a visiting woman's clothing, making the barn staff think she's an animal girl. Perhaps your master keeps a spare electric collar so badly secured that you can just slip it on her neck while she's sleeping. Perhaps you're a product in a love doll shop, and you push the owner's daughter into a processing machine to turn her into merchandise…

Sometimes this will even give you the opportunity to escape your enslavement and go back to your previous life… ready to experience a new bad end. Opportunities to fall again will be around every corner, you will just need to take them.

Owner

Animal Husbandry (-100 CP):

You have all the skills needed to take care of a human animal, from knowing how to clean and feed them, to branding, the operation of automatic machinery and other menial tasks. You are also an expert when it comes to training them into obedience: you could turn a rebellious girl into an obedient animal in barely a month.

Furthermore, you have the strength needed to cow any rebellious livestock. Even if a few of them were trying to escape at the same time, you could easily catch them all and restrain them.

Slave Keeping (-200 CP):

Keeping human animals is fine and good here, but in future settings people may be confused and think these are real humans, and then you'll be in trouble for silly things like "human rights violation" or "slave trafficking".

This will no longer be an issue. From now on, you'll keep operating under the laws of this world, and any animals you keep will be considered just that, animals. This doesn't give you free reign to do whatever you want, however. Animal abuse is fine, but if you do stuff like shooting real people and killing them this perk won't be able to help you.

Discipline (-400 CP):

Some girls just have a bad altitude. You know what can surely fix that? One month spent as livestock. A little punishment will set her straight, so she won't do stuff like going out late, or wearing earrings. But now her friends came over and are making a fuss, so clearly they too need some discipline. Girl skipped going to her pet-walking job? Let's see how she likes being the pet.

You won't get in trouble for enslaving women with such flimsy excuses, even their loved ones only asking you politely to be lenient, and deferring to your judgment.

Lost and Found (-600 CP):

Isn't it a shame whenever you take care of a girl, invest and care about her, only for her to suddenly disappear one day? Well, there's plenty of fish in the sea, and if you look you're sure to find a replacement.

In fact, it seems as though such replacements come to you much more often than you usually lose livestock? Should you have a farm with empty spots, for every human animal that goes missing a few more show up without explanation. Perhaps they wanted to see what it felt like to be bound like that, and ended up stuck, or perhaps someone else put them here as a prank?

No matter the case, you can keep them without issue, no one will report them missing or come looking for them.

Furthermore, should you find the original escapee (or just someone that looks similar enough), you won't have any problem bringing her back, everyone trusting you and taking your side no matter how much she protests that she's not livestock.

Items

General

Fest Comics (Free for all):

A collection of all the works of Fest, in whatever format you like. After this jump, you'll get another manga in Fest's style, detailing your stay in this jump.

Livestock Furniture (-100/200/400):

Human animals aren't just used for their meat and labour. Sometimes they are used as decoration, furniture, or even modern art installations.

For 100 CP, you get one such piece, which could be anything from a girl trapped in a transparent plastic sphere, or an entrance gate holding three livestock girls in metal bonds, even a machine holding half a dozen public-use love dolls. Whatever you choose, it optionally comes with a livestock girl already bound inside, but perhaps you prefer to just have the frame and put a woman into it yourself?

Usually, this item would require a bunch of maintenance so that the human livestock stays healthy, but because you bought this with CP it won't be an issue. You could keep a girl trapped in it for years and she'll be fine, not needing to breathe, eat, drink, or move to stay alive and physically healthy.

For 200 CP, you also get schematics for the above item, which are easy to modify into a variety of different designs, all conserving its no-maintenance-needed ability.

For 400 CP, in addition to the previous two tiers, you gain a full factory designed to turn livestock girls into such furniture. As above, it is relatively easy to modify which kinds of furniture are produced. You will need to provide the inputs (both materials and the livestock), but apart from that the factory works autonomously. Be careful to not let women wander alone inside, the automated system may mistake them for furniture material.

Women's Psychiatric Inpatient Facility (-300 CP):

At first look, this seems like a regular psychiatric hospital, and in fact the main building is perfectly normal, producing good results both in terms of financial profit and life outcomes for patients. No legal authority will ever see past that front.

By now you should have guessed, but there is in fact a secondary building where women are kept in deplorable condition, crammed together with their arms and legs bound 24/7, automatically fed pig food in paste form, and tortured for frivolous reasons.

People interned here will have their wills broken in short order, making them more submissive and unwilling to fight back. Even if they are released from the hospital, they won't want to tell anyone about what is going on there (if they did, the videos and photos of them taken during their stay would spread).

Alternatively, instead of a psychiatric hospital this could be a prison, or a "correctional education facility", with the same effects and guarantees.

Livestock

Love Doll Outfit (-100 CP):

According to regulations, livestock girls aren't permitted to own money or purchase personal items. They don't actually "own" anything, not even the clothes on their back.

Anyway, here's the clothes on your back. Depending on how you start the jump, it may just consist in a heavy set of metal restraints used to keep livestock in a permanent kneeling position, or only a dirty apron, or it could be the relatively more normal outfit of a leotard with shock collar that love dolls wear.

This outfit is surprisingly comfortable for you, presumably because your body is very used to wearing it.

Disguise Kit (-200 CP):

You did it, you managed to switch places with a free woman, and now you can steal her life while she is reduced to an animal. There is however a little issue: you don't actually look like her, so anyone looking closely will be able to see you are an impostor, ruining all your hard work.

This is why from now on, whenever you search for it, you find this nearby makeup kit, containing everything you need to radically alter your appearance. Scissors to cut your hair, hair dye to change its color, contact lens to change your eye color, even stuff to make fully-realistic masks or platform shoes to make you seem taller.

With this, impersonating someone has never been easier; even their own family won't be able to see through your disguise.

"**Loving" Home (-400 CP):**

This is the place you start this jump in, be it a livestock farm, love doll store, or even a family house where you are the daughter's pet. The people there won't treat you too badly, if only because you are a valuable product, but you still have no rights and will be whipped or shocked for any kind of disobedience.

What is interesting for you is that this place's owner has a daughter that comes here regularly, and that looks very much like you, aside from a few details like hairstyle or hair color. If you play your cards right, you could switch places and get freedom.

Additionally, post-jump you'll become the owner of this place, with the personnel and/or residents becoming followers, and businesses keeping all relevant permits.

Sympathetic Person (-600 CP):

Perhaps the rarest thing you'll find here: someone genuinely nice to human livestock. Perhaps she's an animal right activist, perhaps she's just a bleeding heart who can't bear to see animal abuse.

Whatever the case, you'll meet someone like that relatively soon during your stay here, and she'll do her best to help you. Maybe she'll sneak you some non-awful food, maybe she'll let you stay indoors instead of out in the cold, stuff like that.

Of course, her naivety can be easily exploited. It won't take you long to trick her into freeing you, and then make her take your place in slavery. You'll still need to take precautions so she doesn't tattletale, but people are unlikely to believe a livestock girl anyway.

In future jumps, you'll meet another person too nice for this sinful world, and you'll be able to throw them under the bus to save yourself, either from death or another bad end.

Victim

Pet Supplies (-100 CP):

Taking care of a pet is a big responsibility, so here are all the supplies needed to take care of them. From an endless supply of gross but nutritious pet feed, to a metal cage that will always be large enough to contain all your pets.

You also get a crate full of torture toys, such as whips, shock collars, metal bonds, and so on. Everything needed to take care of a rebellious pet. *Just be careful that they don't turn the table and use these on you…*

Slave ID (-200 CP):

This item is a box full of blank ID badges and yellow ear tags. Whatever you write on them becomes "valid", anyone seeing them thinking they are real and acting in consequence, and any relevant databases getting a new entry for them.

Just clip on an ID badge to your collar, or wear the tags like earrings, or even clip one to a nipple piercing, and you can pass as a love doll or livestock without issues. Whenever you want to go back to your normal life you can easily remove them… if you aren't being restrained with your hands immobilised, of course.

These come with a Clark Kent effect, with people not connecting your various identities together unless you tell them yourself, or if they see you put on the ID badge.

Additionally, and only if you want to, the effect of this item extends to any slave tattoo and/or livestock brand on your skin. Of course, this version will be impossible to remove, so I hope you enjoy your new life.

Simulated Livestock Experience (-400 CP):

Do you want to experience what it is like to be a livestock, but you don't want to risk getting stuck as one for months, years, or perhaps even the rest of your life?

Now you can! You now have the address for a nearby barn that offers an afternoon-long Simulated Livestock Experience. You will be bound among real livestock, and fed real livestock feed. By default your bonds won't be locked, allowing you to leave at any time, and you won't actually be whipped for not eating.

Although, I'm sure the staff will be understanding if you have any particular request, such as locking your bonds for real or keeping you as livestock for as long as you want. There will be absolutely no risk of you being mistaken for actual livestock, unless you want there to be?

Power Suppressing Restraints (-600 CP):

You now have access to an endless supply of bondage equipment, from cuffs and collars to full-body bondage outfits. This item takes the shape of a form you need to fill out with what kind of bonds you want, and they'll be delivered within the hour.

Of course, as a jumper you are bound to eventually become powerful enough that no mundane item could restrain you, which is why these aren't mundane. Just indicate in the form which of your various perks, powers, and abilities you want to be suppressed, and the bindings you receive will have the power to bind these just like it binds your physical body.

Any of your abilities can be turned off, or toned down partially to whatever degree you indicate in the form. You could keep all your sexual perks, lose all your superhero powers, have your strength reduced to that of a weak person, while still keeping all your 1-ups as insurance.

Additionally, and only if you tick the relevant box in the form, you will be much more likely to get stuck in the restraints you order, unable to free yourself on your own. But don't worry, fate will conspire to have someone quickly stumble across your bound body, and they'll be able to unbind you… But why would they do that when they could use and abuse your helpless body?

Owner

Love Doll Pod (-100 CP):

This little marvel is the top-of-the-line in livestock processing. Looking like a 3 meter tall cylinder, you merely need to put a girl inside, and it'll take care of the rest. It can remove and dispose of any clothes she wears, change her haircut or hair colour (colour won't come off naturally), apply a tattoo or a livestock brand in seconds, put on any restraints it has in stock, and even has a robotic arm to pull a girl in and a little whip to push the girl out of the pod when it has finished.

It has a control panel on the side to control its settings, and also registers the looks of who you put inside, so that you can reuse them on other dolls, making "copies".

Human Animal Industries (-200 CP):

A facility designed to hold hundreds of human animals, coming with all the amenities needed to take care of that many animals, such as restraints, whips, washing equipment, a machine that can automatically brand or whip the livestock, enough gruel to feed all your livestock, etc.

This could be a farm, a love doll store, even a factory where livestock is used for harsh manual labour… No matter what, it runs a nice profit, while giving you plenty of opportunities to be alone with the livestock. You could even capture a human woman and imprison her here, and no one will find out.

This place does have one issue: no matter what you do, it is very easy for interlopers to get inside the animal living areas. Getting out, however, is not guaranteed, such that even half-assed patrolling by guards could catch the trouble-maker in the act.

Mute Treatment (-400 CP):

Does your livestock keep going on and on about how it is in fact a human? Is your daughter making her human pet do her homework? Is there someone that you just want to shut up? Then here's the item you need.

This box contains ten doses of a mute treatment, along with a syringe for injecting it into livestock, and the recipe needed to make more. Once injected into someone, they will in a few seconds permanently lose the ability to speak, read, and write.

May cause low appetite and coordination issues for a couple days while the brain adjusts to the damage from the shot. Doesn't prevent miming or counting using fingers.

Obedience Brand (-600 CP):

This meter-long baton has a circular brand on one end, with a design of your choice. It is used by nobles in a fantasy world to brand the lowest-class slaves. Whenever you channel magic into it—something you can do even if you don't know any magic—the brand shall be permanently marked on the slave's body.

But this is more than a mere cattle brand: any slaves marked with it will be unable to disobey any order from anyone. Furthermore, slaves with magical or supernatural abilities will be unable to use them, the mark glowing and draining their power whenever they try to use it.

Companions

Import/Create (50 CP per, 200 CP):

Import or create as many companions as you like, **50 CP** each, or pay **200 CP** to get 8. Any such companions gain an origin and its associated discounts, and **600 CP** to spend as they wish. They may take as many drawbacks as they wish for no points.

Property (100 CP):

It would be a shame for you to lose all your livestock or any pets or loved dolls you may have; hence by taking this you'll be able to bring anyone you own with you. You may count them as followers or companions, although they don't share a companion slot (ie. you can't import all of them as a single companion in future jumps).

Alternatively, should you be the one owned, this option allows you to bring your owner with you, along with any other human animal they own.

OC Companions (First two free; the rest 50 CP each)

The Prince or the Pauper:

When you first met this companion, you may have thought you were looking at a mirror. But no, this person just looks exactly like you, down to the smallest details of your body and mannerisms. They even have a personality very similar to yours, to the point that even close friends would be hard pressed to tell you apart.

There is however one clear difference between the two of you: your backgrounds are diametrically opposed to one another. Should you be a wealthy heir, they would come from a poor family, if you're a slave they would be a free person, and so on. After meeting you, they are extremely interested in the idea of swapping places with you and experiencing your life.

Your Own Clones:

We finished analysing your genetic code, and your new clones are finished, would you like to see them? Then this way please, jumper. As you can see, they're already grown to match your physical age, and they have been imprinted with scholarly knowledge that is equivalent to a degree from a prestigious university.

Of course they look exactly like you, and you can even share any cosmetic perk you may have with them, so that they may continue looking like you. Also, if you're not satisfied with the knowledge they get, you may also share any education or knowledge you got from perks with them, although this won't give them anything supernatural on its own.

The first purchase gives you three clones, but you can buy this multiple times, each additional purchase giving you one more clone. They all share one companion slot.

Alpha Bitch:

Livestock girls are usually submissive, at least if they don't want to be whipped by their human handlers. But even among livestock, if you leave them roaming freely in the barn, a social order will establish itself.

This girl is at the top of this pecking order, commanding respect and obedience from her fellow livestock. She mainly uses that position to make the other girls obey the rules of their

human masters, such as “livestock shouldn’t wear clothes”, or “livestock shouldn’t stand up”, making the livestock in her barn much easier to handle.

Of course, should a livestock girl break these rules—for example by claiming to be human and trying to escape the livestock pen—she’ll make the other livestock work together to rip away the girl’s clothes, keep her trapped, and bully her into submission.

Mia:

This arrogant young woman with dyed hair is the spoiled granddaughter of the owner of a livestock factory, where she’s doing an internship. While she’s supposed to help out, she spends most of her time slacking off on her phone, shooting death glares at whoever insinuates she should do something.

There is however a part of the job she enjoys: punishing “misbehaving” livestock, which is basically any livestock within the range of her whip. She’s also quite cruel to any love doll she meets in her daily life, secure in the knowledge that these dumb animals can’t do anything to her.

In her free time she is a mildly successful streamer, with a small but dedicated fanbase. It doesn’t earn enough money for her to live off that, but perhaps that can change.

Too Horny for Her Own Good:

You know, Fest’s stories quite rarely feature any consent from the victim’s part. At most some of these girls did consent to be treated as a livestock temporarily, only to end up stuck permanently. But if you are looking for someone that really wants to be dehumanised, to become nothing more than a pet, a livestock, or even a mere toy for your pleasure, look no further.

This girl has pinkish hair, large breasts, and a masochist streak a mile wide. She often fantasises about things like being naked in public, petplay (she would make a very cuddly catgirl), and heavy bondage. But the thing she prefers above all else is suffering “bad ends”, starting from a position of power and/or high status, and ending up reduced to a helpless enslaved state.

She really wants to experience becoming livestock, and if you leave her to her own devices she’ll probably sneak naked into a barn at night and get into trouble before long. Perhaps you should stop her? Then again, if you bring her along on your chain, she’ll want to become more and more powerful, just so she can then fall from grace again and again, deeper and deeper into submission…

~~Dr. Yahara~~ #18:

You got this livestock girl for cheap, as apparently she got injected with a compound that permanently restricted her voluntary muscle movements by 90%, making her easier to handle and unable to talk.

She will very quickly try to communicate—by messy writing or slow typing—that she was in fact the researcher that created this compound in the first place, but her senior researcher stole her work and injected her with it, so that he could pass off her discovery as his own.

Despite her new-found disability, she remains frighteningly smart, as well as an expert in neuroscience, molecular biology, and bioinformatics. With a lab and a few years, she’ll

probably be able to engineer a cure to her condition, as well as a few more interesting formulas that she plans to use for revenge against her “senpai”.

If you let her do any of that, of course. As she is now, she makes a great hugging pillow and unresisting sex doll, so perhaps you prefer to keep her that way?

Strict Parent:

This is a strict parental figure in your life. They don’t have to be a biological parent, they could be your stepdad or your mother-in-law, but what is important is that they have certain ideas about how a proper member of your family should behave.

Should you (if you are a girl), or your girlfriend, or any other woman in your family starts behaving badly—such as falling behind in grades, not helping around the house, being a delinquent, or even treating human livestock badly—then they’ll take matters in their own hands, and discipline you/her.

Said discipline will most likely take the form of living as a human livestock for a while, until the misbehaving girl learns her lesson.

Nice Farmer:

A strong and capable farm owner, he is an expert at handling human livestock, and despite the tropes of this world he never mistook a real human for livestock, nor did he abuse his position to kidnap a woman and make her live as a human animal.

He actually likes his partners to be free and consenting, and is a decent human being in general. This, in addition to the skills he picked up at work, made him very good at domination, bondage, and discipline.

With him, you could experience being a slave or livestock safely, stopping whenever you use your safeword. Most other guys here would probably jump at the chance to keep their lover forever trapped as their human pet, but he will respect your limits too.

Drawbacks

Stay Shortener (+0 CP):

Fest is not known for making long content, most of their stories last less than a dozen pages, just long enough to see a girl lose her human rights and be bound and tortured a little (or a lot).

Well, I won't be the one to keep you here for a full decade if you would rather move on. There are only two requirements for leaving the jump early: you need to stay here at least one month, and you need to finish the "plot", whatever that may be. Typically, for a **Livestock** you would need to escape slavery, and for a **Victim** you would need to suffer a bad end.

Gender Toggle (+0 CP):

It can sometimes seem like Fest must hate women, with the many awful fates they keep encountering in these manga. And it is true that the role that each gender has is pretty fixed across the various stories.

But perhaps you want to change that? Maybe you want a world where male human animals are kept in farms or used as sex slaves in brothels, or maybe you want to introduce dominant futas into this world.

You may switch gender roles, or introduce new genders, within reason. This jump document assumes default genders in the text of its perks, items, companions, and drawbacks, and you are free to adapt these to fit with the world you are going to.

Blacklist Tag (+0 CP):

This world can get pretty dark and gross, so here's a toggle for that. You may choose any number of fetishes you don't want to see—such as amputation, cannibalism, scat, and so on—and they'll be strangely absent from your stay here.

No, you can't choose to blacklist "human livestock".

Country Where Women Have No Rights (+0/100 CP):

Instead of going to a "normal" country, your location at the beginning of the jump is a country where all women are enslaved and treated like livestock. This poses little issue if you're a man, so you only get the **+100 CP** if you're a woman. If you have the **Livestock** origin, you start enslaved as normal, and if you have the **Victim** origin you're still free for now, a simple tourist. Do be careful not to lose your guide, bad things happen to unaccompanied women here.

Alternatively, you may instead start somewhere else, maybe the country where the children of criminals are considered to be animals for the whole duration of their parent's sentence? Or perhaps an isekai-like fantasy world full of slavery? You may go anywhere that a Fest comic is set in.

This grants no points, unless you end up somewhere where the risk of you being enslaved (or staying enslaved) is as high as the first option, in which case this gives **+100 CP**.

Only Gruel For You (+100 CP):

Livestock feed is famously disgusting, with women mistaken for livestock having to be whipped repeatedly until they can force themselves to eat it, and even so they are likely to vomit it back up, resulting in another round of punishment.

Too bad for you, because this is now the only food you may eat here. Or rather, it is the only food you can digest, with normal human food making you violently sick. Perhaps you are a former livestock whose stomach is too used to gruel, or perhaps you just have a random mutation.

Arrogant (+100 CP):

You are full of yourself, making you overestimate your own abilities while looking down on others. Beyond the social issues this will cause, it'll also be quite risky if you fall in a dangerous situation, as you'll be unwilling to call for help, certain that you can get out of trouble on your own.

Heightened Security (+100 CP):

Will you look at that, people actually doing their job. This manifests in a few ways, but mainly livestock will be better guarded. This makes escaping harder for **Livestock**, while **Victims** will be more likely to be intercepted before they can have their fun, and **Owners** will be watched more closely so they don't abuse their position.

Civil Right Activist (+200 CP):

You will be a firm proponent for human livestock rights. You will sincerely want people to stop eating human livestock meat, to stop cruelly restraining them, to give them an education and the same rights as a human being.

You will also be quite vocal about that fight, probably joining human livestock protection organisations and leading protests. Which will of course attract the attention of the livestock industry, who will start gunning for you, trying to shut you down however they can. Perhaps if you are a woman they'll even try to make *you* into livestock.

Amputation (+200 CP):

This option lets you literally sell your body for CP. Choose between the following: Having your four limbs amputated, having your tongue cut and teeth removed, or receiving a Mute Treatment (making you unable to speak, read, and write). You may pick this multiple times for different options.

This can't be healed for the duration of the jump. Prosthetics may work.

Power Loss (+200 CP):

This world is quite mundane, apart from some advanced technologies, so you can just put away all your perks, items, and so on, being reduced to your body mod (plus anything you get here) for the length of your stay. Any imported companions are under the same restriction.

Male Human Livestock (+200 CP):

Remember when I said human animals are near-universally female? That's not exactly correct. Male livestock do exist. Tall, bald, animalistic creatures with long arms, pointy teeth, and claw-like dark nails… They're very ugly.

And now so are you! You're locked in the form of a male specimen for the duration of the jump, which becomes an alt-form post-jump if you wish. At least male human livestock are treated relatively nicely: human livestock have a habit of forming groups with females centered around one male, and farmers are all too happy to restrain female livestock for you to dominate.

Just don't expect to ever be able to escape and live in human society.

No Sex (+300 CP):

It may seem surprising, but there in fact is very little actual sex in Fest's works, even those focused on love dolls are more about how they get tortured than about how they get fucked. I guess you'll get to know what that is like, as for the duration of your stay here you'll miss out on any kind of sexual intercourse. Things just fade to black and you wake up only after the act, with no memory of what happened.

Laser Guided Stupidity (+300 CP)

I'm not going to lie, Fest's heroines are very often brain-dead levels of stupid, with a side dish of survival instincts worse than those of suicidal lemmings. And apparently it's contagious, and you are affected.

If you're a woman, you'll do stuff like: think that pretending to be livestock is better than getting into trouble for sneaking into a barn, switch clothes with a livestock clones to see if people can tell the difference, try on livestock restrains "just to know what it's like", and so on.

Being a man doesn't mean you are free from this, this stupidity manifesting in other ways, not necessarily better ones either. Please try to not win any Darwin award while you're here.

Ending

Stay Here:
You'll stop jumping across worlds, and settle down here permanently.

Go Home:
You'll stop jumping across worlds, and go back home.

Continue:
You'll move onward to your next jump, assuming you don't chainfail this one.

Notes

Slave ID does work as a substitute to any kind of identification, such as government ID or passport, you are not limited to pretending to be a livestock girl.

Simulated Livestock Experience can be as extreme as you want, with no upper limits. The staff is *very* accommodating. You can also bring friends with you, whether to experience being livestock together with you, or to dominate you.