Lewd K/DA



The K/DA universe is a League of Legends AU set on an alternate version of Earth. Most of the significant League of Legends characters are present in some form, just adapted to a modern Earth setting. It is still a supernatural setting, and has nearly as much in common with Runeterra as it does with regular Terra.

Centering on the K-pop group K/DA, formed by Ahri, Akali, Evelynn, Kai'sa, and later featuring Seraphine as well. You will be spending the next ten years on this Earth, and will find that the mundane technology here is a little more advanced than you might expect for the time period, but where things really get interesting is the presence of magic.

With around 0.1% of the Earth's population being Magicborn, and the lingering touch of Celestial Divinity being observable in the world, magic is an undeniable part of modern life. Advanced magitech nano augments are also fairly commonplace throughout society, allowing people to enhance themselves akin to magical beings, for practical and often even aesthetic purposes.

Take these **1000 CP**. You'll be needing them just to keep up around here.

Era

POP/STARS



It's 2018, The year that K/DA would take the world by storm and release their first single ‘Pop/Stars’, catapulting themselves to K-pop stardom and setting the stage for their meteoric rise to the top of the music industry.
You arrive one week before they debut their single and gain worldwide recognition. At this point K/DA is a relatively new group, mostly unknown and untested. Though quickly finding their stride and becoming fast friends.

ALL OUT



It's 2020, over the past couple years K/DA has steadily climbed their way to the top of the music industry and built themselves a worldwide entertainment empire. Now they stand poised to release their new album ‘All Out’ and secure their legacy as the top K-pop group of all time. You arrive one week before they debut their album and take their success to even greater heights. At this point the four K/DA girls are a close knit group of best friends and the most successful musicians on Earth. The world will soon be shocked by their collaboration with a new member. Seraphine is quickly finding her place in the group and is ready to debut in All Out.

Degree Of Lewdity



K/DA AU content can vary wildly in content between different stories and pieces of art. Because of this, you can select the level of lewdness you wish the setting to have.

First Degree

[0 CP]

This is the default level, society is a little more fascinated by sex, people are having it much more often, they're more open about intimacy, more accepting of non-traditional relationships, and fashion trends are more risqué.

Second Degree

[+100 CP]

At this level the previously described first degree effects are dialed up by a significant amount, along with non-vanilla kinks such as BDSM and others becoming quite commonplace.

Third Degree

[+300 CP]

The final level is in many ways quite similar to the previous second degree, except here it's darker. With non-con, bad-ends, and other harsher kinks becoming not quite common, but certainly their presence is keenly felt.

Location



Seoul, South Korea

The capital city of both the South Korean nation and the K-pop industry as a whole. This is the home of K/DA.

Free Choice

If you wish to start somewhere else you may do so, and begin in any major city on Earth.

Background



Regardless of which Background you select, you may freely choose your age and sex/gender.

POP/STAR

Though you may not be a member of K/DA, you are undeniably a star in the K-pop world, even if only a minor one. With dedication, talent, a bit of luck, and the right group to join you on the stage, you could rise to the top of the musical world.

Superfan

Some fans take things a little too far, and some take things WAY too far. You are one of those latter individuals, determined to have your oshi experience your “love” no matter what stands between you.

Perks



Perks are discounted for their Background, with discounted 100 CP perks being free.

General



Vastayan Heritage

[Free]

Though the true Vastaya may be gone from this world, present only through archeological remnants around the world, and the faint DNA traces among humanity, you can be sure that Vastaya Industries is working hard to keep Vastayan culture alive in the modern day. offering a wide range of advanced nano augments, reverse engineered from the magitech wonders of the ancient Vastayan civilization. Vastaya Industries is the undisputed leader in magical technology and magitech nano augmentations.

Interestingly it seems that like Ahri you have a particularly strong amount of Vastaya DNA in you, while this isn't visually obvious in any way, it does mean that your biology is nearly perfectly suited to the magitech nano augmentations found in this world. Unlike average humans, who generally are limited to only one or two, you are able to use as many of these augmentations as you wish, with no need to worry about incompatibility or rejection.
However, also like Ahri, this relatively high amount of Vastayan DNA has certain more readily noticed side effects, manifesting in an incredibly lewd body. You will find that your libido, sensitivity to pleasure, orgasm intensity, and fertility are all greatly heightened. This lewd body seems purpose built not just for your own pleasure, but for the enjoyment of others as well. Wired for being a masochistic toy, your pain sensitivity is increased, and when aroused you will experience intense pleasure alongside any pain you feel. And since your holes are tighter and more pleasurable for your partners, they will absolutely love playing with you.
For a few days each month you will enter a period of heat, lasting on average three days, and intensifying all of the above effects even further for the duration.

Born Mage

[100 CP]

The Magicborn - A small minority of Humans who are born with the ability to generate mana and wield magic through their elemental affinity. You are an excellent example of this group, with your natural mana control, capacity, quality, and regeneration speed all being a bit beyond the average among your peers. In addition to your innate magical capabilities, which can be channeled to perform superhuman physical feats, you also have an elemental affinity. This element is the medium through which you manifest your magical power to interact with the world, and is commonly thought to derive from a natural disposition towards a specific Celestial Aspect.
You can choose a single elemental affinity. It can be something as simple as Fire, as versatile as Spirit, or as esoteric as Time.

Vastayan Archeology

[200 CP]

Mastering the secrets of the ancients is not an easy task, especially not when those secrets are highly advanced magical nanotech augmentations.
For someone like you though, it's a little easier than might be expected. You have a keen mind for reverse engineering ancient magic and technology, and a solid foundation in the necessary supporting sciences required to begin studying the magitech marvels of this world.

Mana Weaver

[400 CP]

While all Magicborn possess some ability to naturally sense magic, it is a rare individual who possesses a fully developed mana sense. This is a completely new supernatural sense, not relying on any physical senses. It allows you to intuitively and accurately sense the movements, flows, and manipulation of your own internal mana, ambient environmental mana, and the mana actively manifested by yourself or others.

Celestial Aspect

Requires: Born Mage

[600 CP]

The ancient Vastayans recognized the divinity of the Celestials and worshiped them for their ability to bestow the touch of the heavens upon chosen vessels.

You are one such vessel, chosen as an Aspect for reasons known only to an otherwise distant and slumbering Divine.

As a Celestial Aspect you are a mortal vessel refined by divine grace. Your lifespan has been tripled, and your genetics are at the peak of human potential, with your physical and mental capabilities being at the peak of your genetic potential.

Where previously you might have been slightly above average in magical potential, now you are a Demigod among mortals. Your natural mana control, capacity, quality, and regeneration speed are all well over an order of magnitude beyond what they were before.

You can choose both your Celestial patron and the Domain they grant you.

Celestials are the slumbering Divine spirits of heavenly bodies. Your patron could be the blazing Sol, nurturing Terra, gentle Luna, regal Jupiter, or any other significant planetary body or moon in the solar system.

Divine domains are portions of divinity granted by the Celestials to their Aspects and are concepts like Love, War, Dawn, Dusk, Compassion, Hatred, etc.

Your patron and domain do not necessarily need to match, as all Celestials are capable of granting any concept to their Aspect. However the greater the conceptual resonance there is between the Celestial and the Domain, the more powerful it will be for the Aspect. Look to astronomy and mythology for an idea of what thematic pairs might provide the best results.

POP/STAR



The Baddest

[100 CP]

The ladies of K/DA are legendary baddies one and all, world famous not just for their musical talents, but also for their incredible beauty.

And now, you are their equal, at least where appearance is concerned. An indisputable 10/10 smokeshow, gorgeously pretty, with an elegant symmetrical face, luscious glossy hair, silky smooth skin, a slim and graceful hourglass figure with a thin waist, full perky breasts, a flat toned stomach and wide feminine hips, long slender legs with thick thighs, a cute bubble butt and an inviting natural thigh gap, as well as delicately dainty hands and feet.

I'll Show You

[200 CP]

The musical performances of K/DA are nothing short of magical. Thanks in no small part to their immense musical talents, but also due to the incredible beauty of their voices and to their skillfully choreographed and gracefully executed dancing.

With your one in a billion naturally gorgeous voice and immense talent in singing, dancing, and performing, you could stand proudly alongside the members of K/DA.

Lyrical Assassin

[400 CP]

Like Akali you are not just a highly talented rapper and lyricist, but also a highly trained ninja. With nearly supernatural grace, dexterity, and agility, you could weave astounding acrobatics and complex martial arts moves into your dance choreography, all while looking fabulous and giving an incredible musical performance. Should the world ever require some sort of “K-pop Demon Hunter”, you would have no problem belting out rap verses mid combat while carving through your foes.

Foxy Queen

[600 CP]

The most potentially powerful ability of the ancient fox Vastaya, only otherwise present in the modern day through Ahri. Is the co-mingling of life force through intercourse. By achieving an orgasm with a partner, your life force grows very slightly more potent, increasing your lifespan and restoring you towards the prime of youth, improving your mana capacity and quality, and healing you. This growth can only be achieved with a partner to cause your orgasm, never on your own. And strangely it seems that the growth effect is much more potent when the orgasm that triggers it is forced out of you non-consensually.

Superfan



Dedicated Fan

[100 CP]

Some people might call you a “stalker”. But just because you can beat Rainbolt at GeoGuessr, Racebolt at EthnoGuessr, and out Google-fu an entire subforum of autistic nerds. Being able to pinpoint someone's exact location from nothing more than a single blurry photo, doesn't mean you're a “stalker”. Though good luck arguing that point to the person you've tracked down.

It's About Family

[200 CP]

Or perhaps it's about *starting* a family. You're a world class stunt driver, an expert brawler and marksman, a trained mechanic, and intimately familiar with the use of things like chloroform, roofies, and physical restraints to capture targets. There are very few celebrities on the planet you couldn't successfully abduct with just a little planning.

This Is My Rape Dungeon. There Are Many Like It, But This One Is Mine.

[400 CP]

Stockholm Syndrome is overrated. How do I know? Because this is better. You have an innate and unconscious magical ability of horrifying implications, placing a corrupting haze of domination over your victims. Whenever you abuse, abduct, or otherwise victimize the target of your perverse affections, you will find that the negative emotions they feel will gradually twist on themselves, drawing them into your grip. The curse of such a power is that these emotions will never become something truly positive, always remaining something poisonous and reprehensible. Disgust will become a reluctant lust but never acceptance, hate will transform into morbid fascination but never love, and all other emotions will follow this same pattern.

Squeaky Clean

[600 CP]

Of course abducting someone and getting away with it are two different things. You will find that for some inexplicable reason, you face far less severe legal consequences than you otherwise should. I wouldn't question it too hard if I were you.

You could abduct a world famous K-pop group of the most beloved women on the planet, and upon being caught, face little more than a slap on the wrist. Though the pigs would unfortunately make you let them go. However, the more repeat offenses you accumulate in any specific legal jurisdiction, especially similar offenses, the less effective this protection becomes. Maybe moving between countries every few kidnappings.

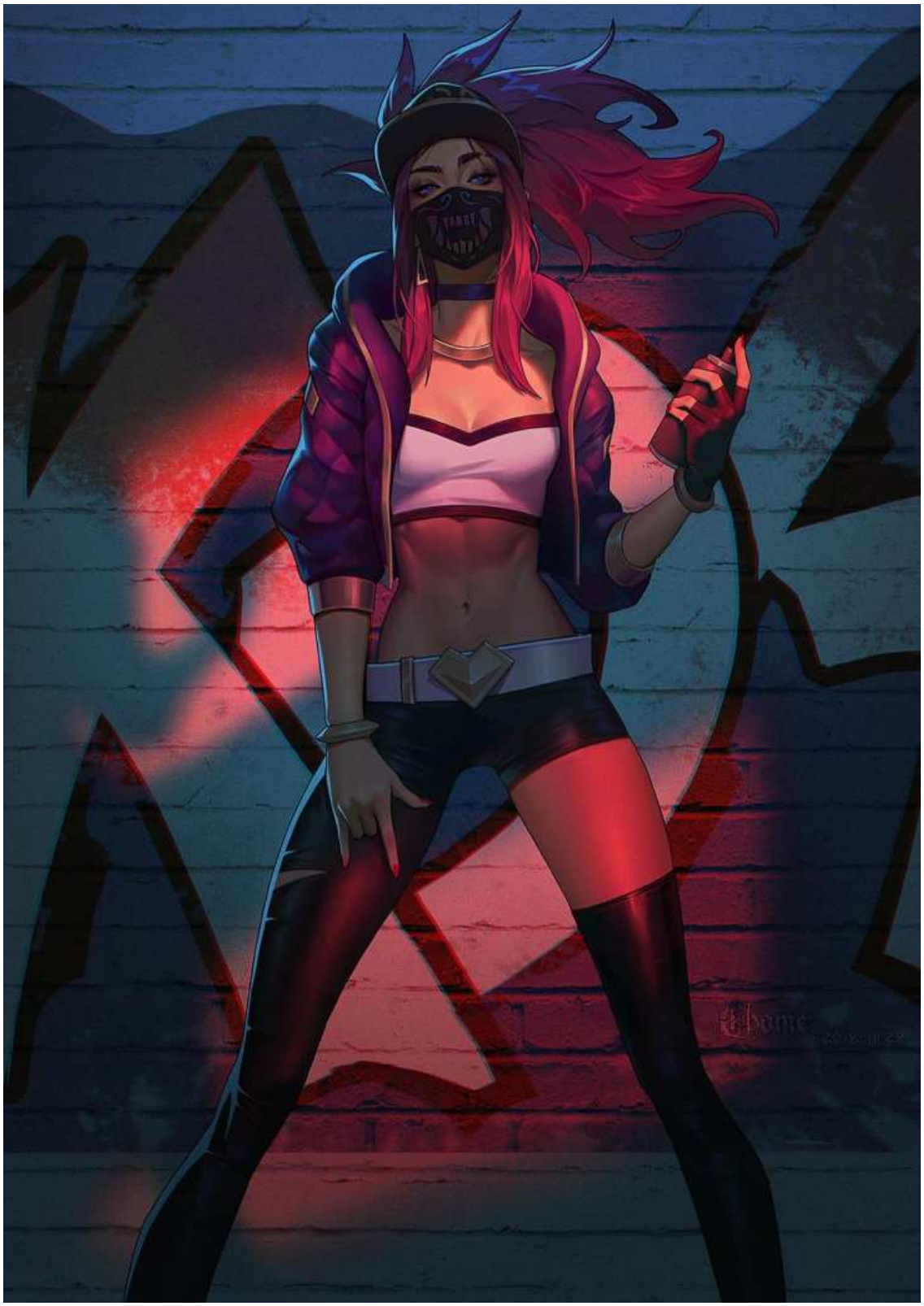
Items



Items are discounted for their Background, with discounted 100 CP items being free.

All magitech nano augmentations available here are self repairing and self powering.

General



Mana Amplifier

[100 CP]

A relatively minor augment, but nonetheless nearly ubiquitous among the Magicborn population. This enhances the user's circulatory system to improve the body's natural affinity for mana, slightly increasing overall mana capacity, quality, and regeneration speed.

True Idol

[200 CP]

An entirely aesthetic augment, relatively exclusive and highly popular among the top models, idols, and other celebrities of the world. It provides a full body beauty enhancement, mildly improving the appearance in all aspects, with the exact level of enhancement depending on the user's appearance before receiving the augment. For example, one of the K/DA members would see a better result from its use than an average woman would. It works by minimizing defects and flaws, refining facial features, sculpting the bodyshape, enriching skin and hair, and providing other such improvements. Overall it will bring the user closer to their ideal perfect appearance.

Pantheon

[400 CP]

The premier Super-Soldier augment, Pantheon is a full body enhancement. Greatly improving physical capabilities across all metrics, with the exact level of enhancement depending on underlying biology. For example, a physically imposing career soldier will experience a greater benefit from its use than a young and petite idol.

On average, users will experience a fourfold increase to things like lift strength, running speed, reaction times, striking force, endurance and recovery, visual acuity, hearing ability, etc. The most notable improvement however is to overall durability, which is a roughly twelvefold improvement to tissue resilience, bone strength, healing speed, pain tolerance, etc.

Prismatic Illumination

[600 CP]

Created only once, for world famous supermodel and magical prodigy Luxanna Crownguard, this augment is specifically designed to maximize magical potential. By enhancing the brain and nervous system in tandem, it gives the user perfect and instinctive control of their mana, making even complex magic shockingly easy and nearly instantaneous to cast flawlessly. The other function is an enhancement of the skin, allowing the user to absorb environmental mana, greatly bolstering their own natural internal regeneration.

To aid in her modeling career, this augmentation was designed with an aesthetic feature as well. Causing the user's skin to have a very subtle golden shimmer that catches the light and sparkles beautifully.

POP/STAR



Support Team

[100 CP]

This group of Followers contains a number of experts across various fields, each a world class talent in their professions. There are fashion designers and costume artists, hairstylists and makeup artists, nutritionists and personal trainers, publicists and media managers, dance instructors and vocal coaches, as well as other necessary roles, like a personal assistant and manager. An entire team ready to support you on your journey to stardom.

Succubus Allure

[200 CP]

A unique augment commissioned exclusively for Evelynn by an admirer of hers among Vastaya Industries board of directors. While this provides a striking aesthetic function, resplendent golden eyes, its true purpose is far more subtle.

Greatly improving the users natural scent and enhancing their pheromones to a supernatural degree of potency. Only detectable as an extremely pleasant and enticing “girl-smell”, these pheromones make the user incredibly subconsciously sexually desirable to everyone they encounter. Making it far easier to satisfy fans, manipulate executives, or attract romantic partners.

Second Skin

[400 CP]

A magitech nano carapace augment purpose built for Kai'sa. Consisting of a sleek, skin tight and full-body armoured suit that can be manifested at will. Either in full or in part, allowing the accompanying pinions to be used even when the rest of the suit is stowed, or simply to retract a portion, such as the helmet, when otherwise fully armoured.

With its extraordinary durability and moderate enhancement of the user's physical capabilities, high speed and impressively agile flight with the pinions, as well as the ability to rapidly fire powerful magical blasts from both the hands and heavier blasts from the pinions, this advanced battlesuit allows a normal human to contend with powerful Magicborn.

Gumiho Charm

[600 CP]

A one of a kind augment set made specifically for Ahri. Consisting of two separate systems as part of a greater whole.

The first system is a sensory enhancement with a significant aesthetic component. Permanently transforming the user's ears into fully real, and absolutely adorable fox-girl ears, it significantly improves the physical senses in all aspects, while simultaneously greatly enhancing the users mana sense.

The second system grants the ability to manifest hard-mana tails from the user's tailbone at will and to dismiss them if desired. Providing a scaling increase to mana capacity, from the users base natural capacity up to nine times total capacity. Beginning with one tail that is always manifestible, and capping out with nine available, the tails will grow in number as mana is regenerated and fills the expanded capacity. Though they might look like glittering gemstones, and will shift between colours depending on the user's mood, the tails are rather dexterous and flexible, being surprisingly soft and comfortable.

Superfan



Runic Collar

[100 CP]

A thin black band adorned with faint golden runes, it can be snapped around the neck of a victim. Sealing snuggly into an elegant choker. This choker cannot be removed by the wearer, requiring outside help to do so. While active it cuts off their ability to use mana and disrupts their augments without fully disabling their functions, preventing them from being useful for fighting back or escaping. The resulting build up of mana within the victims body without an outlet causes them to enter a perpetual state of heat so long as the collar remains on.

The Boys

[200 CP]

A gang of a dozen Followers, all physically imposing, but otherwise average looking. Each has the first two Perks of the Superfan Background but is otherwise a mundane human of average abilities. They are most useful for aiding you in abducting and breaking-in your targets, but could also be sent to attempt just about any task you desire.

Night Hunter

[400 CP]

A top secret augment developed to allow special forces to compete with Magicborns in the realms of stealth and infiltration. Providing a full body enhancement to physical capabilities, though one that pales in comparison to dedicated Super-Soldier augments, roughly only a tenth as effective overall as the Pantheon system. Where it instead excels is in the areas of coordination, balance, and proprioception, providing a nearly off the charts enhancement to all these aspects. With users able to pull off incredible feats of agility and dexterity, and almost never missing their shots even in extreme circumstances.

Its most coveted function however is the ability to render the user completely invisible to all detection. Though only holding about ten minutes worth of available total charge, and requiring an hour to fully recharge. The charge does not need to be used consecutively and can be spaced out to allow more frequent cycles of use and recharging over longer operations.

Its final function is only active during the use of the invisibility, and artificially lowers the user's mass. Allowing for unbelievable feats of physics defying acrobatics, such as sprinting up the side of a skyscraper and jumping from the top, just to glide down and land safely a great distance away.

Primal Beast

[600 CP]

Though there was an attempted cover up of its existence after its creator Dr. Warwick stole it from an off the books Vastaya Industries facility. This Super-Soldier augment became infamous alongside its creator, by enabling his still ongoing criminal spree.

Created as a vanity project, and intended to surpass the Pantheon augment, when Dr. Warwick realized exactly what he had invented, he used it on himself, destroyed all information on its creation, and fled, determined to keep its incredible power for himself.

As a Super-Soldier class augmentation, it provides a full body enhancement, simply to a greater degree than any other of its class, being about twice as effective as Pantheon overall, with improvements to the senses being double that again.

Most notably though, is its ability to transform the user into a werewolf-like state, further increasing the baseline enhancements by an entire order of magnitude for limited durations (the transformation is safely usable for roughly eight hours per 24 hour cycle) while simultaneously providing natural weapons, increased mass, and a lengthened stride.

There is however an unexpected side effect, one that Dr. Warwick takes great pleasure in using on victims during his rampages. Unlike other Super-Soldier augmentations, this one considers virility to be a physical capability worth enhancing. Especially when transformed.

Companions



Import

[100 CP Each]

You can bring as many Companions into this Jump as you'd like, but must pay this price to grant them a Background and a 600 CP stipend.

Canon

[Free]

You may take any character as a Companion on your Chain, so long as you can convince them to join you.

K/DA



[100 CP Each]

If there's members of K/DA that you have your eyes on, you can pay CP to choose your relationship with them and to guarantee that they join you as a Companion.

Companions taken this way count as being imported, receiving the POP/STAR Background as well as a 600 CP stipend to use on other things. Each member of K/DA also starts with various Perks and Items detailed in their profile below, and are also able to take Drawbacks like standard Imports.

Ahri



Role: Leader and Visual.
Nicknames: Foxy and Gumiho.
Height: 167.6 cm
Birthday: December 14th, 1994.
Elemental Affinity: Spirit
Perks: Vastayan Heritage, Born Mage (Spirit), Mana Weaver, The Baddest, I'll Show You, Foxy Queen.
Items: Mana Amplifier, True Idol, Gumiho Charm.

Background Information

After rising to fame as a teenage pop star, Ahri tossed aside her girly and young look to reveal her new self: a high fashion, elegant, and stunning celebrity. Ahri's sleek new look attracts top fashion designers. During fashion week, Ahri graces runways around the world in finale gowns. She is the face of FOXY cosmetics and launched her own fragrance, Charmed last year. When she isn't with K/DA or training, Ahri is shopping, drinking tea with designers, and testing out new beauty products.

As the leader, founder, and main vocalist of K/DA, Ahri graces the stage with confident charm. The calm center of the group, she values authentic self-expression and encourages her team to do the same. Ahri takes pride in discovering new talents and shaping them towards their full potential.



Ahri Trivia

Ahri is the leader and lead singer of K/DA.

She was labeled the most talented new Kpop artist in the 2013 Pop Shine Awards.

After releasing five singles she spent time away from the industry to reinvent herself.

Ahri is a muse for multiple clothing lines. Designers can't stop making outfits for her.

She is fluent in both Korean and English, and is currently learning Japanese from Akali.

She prefers shopping over working out.

She has known Evelynn of K/DA for many years.

Ahri was voted one of the most beautiful faces in Pop.



Akali

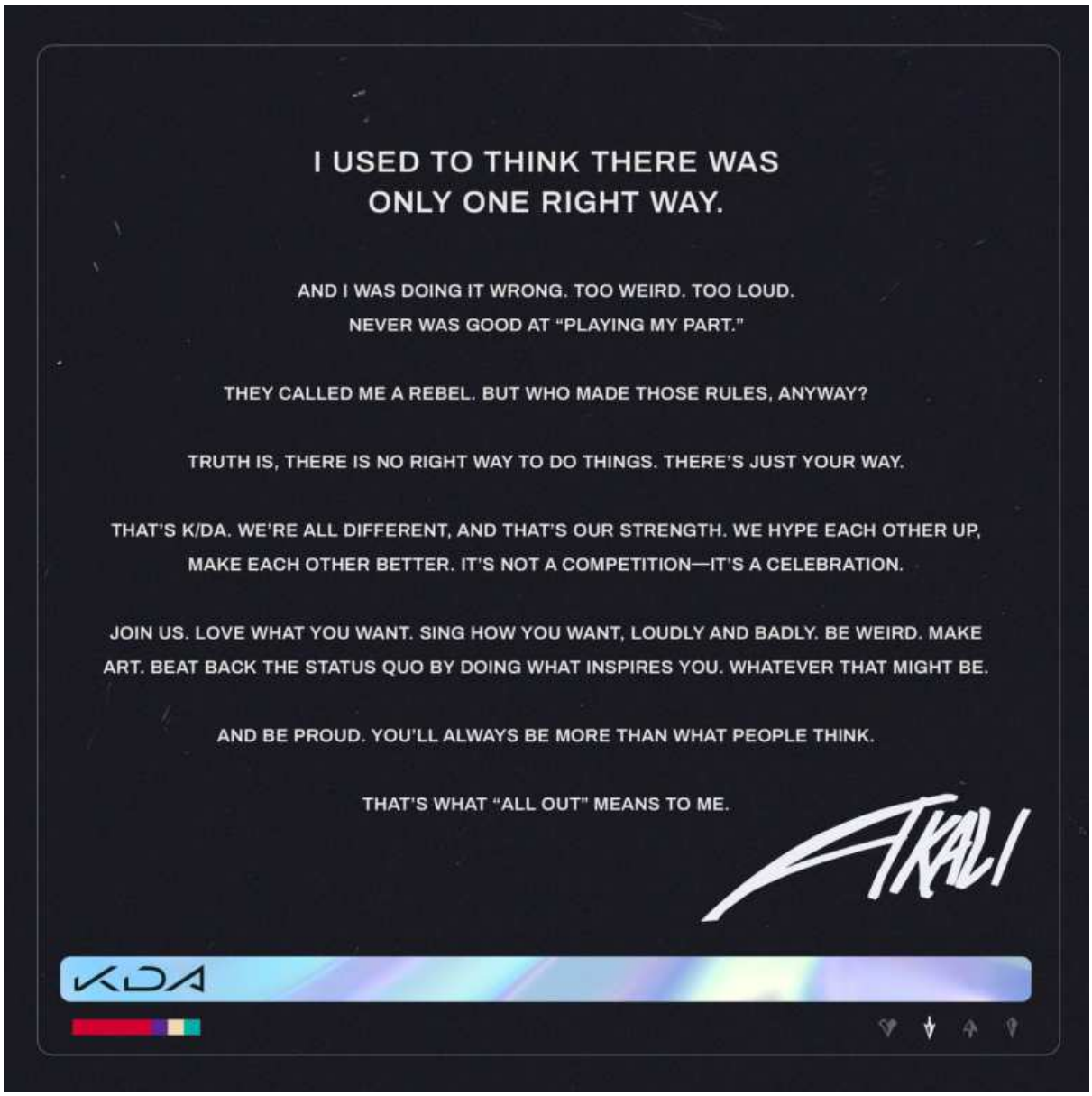


Role: Rapper
Nicknames: Rogue and Hip-hop Samurai.
Height: 163 cm
Birthday: May 11th, 1997.
Elemental Affinity: Shadow
Perks: Born Mage (Shadow), The Baddest, I'll Show You, Lyrical Assassin.
Items: Mana Amplifier, True Idol.

Background Information

Akali is the main rapper of the group, boasting street punk style with a brash, dangerous streak. She constantly keeps her team on their toes—and values her creative independence most of all. Akali's always spinning on new projects and refuses to compromise for her art.

Akali makes appearances next to other street performers in cities she is visiting. Combining mixed martial arts and the beat of her own rap lyrics, she delights audiences with her bold lyrical rap and punk ninja style. She started practicing on the streets before rising to fame and retums to her roots whenever she can. Her unruly hair and untamed style made Akali an instant K/DA fan favorite.



Akali Trivia

Akali is the youngest and newest member of K/DA.

She was discovered at the age of 15 in an infamous rap battle that went viral.

She wasn't mainstream enough to sign with a label until Ahri found her through social media.

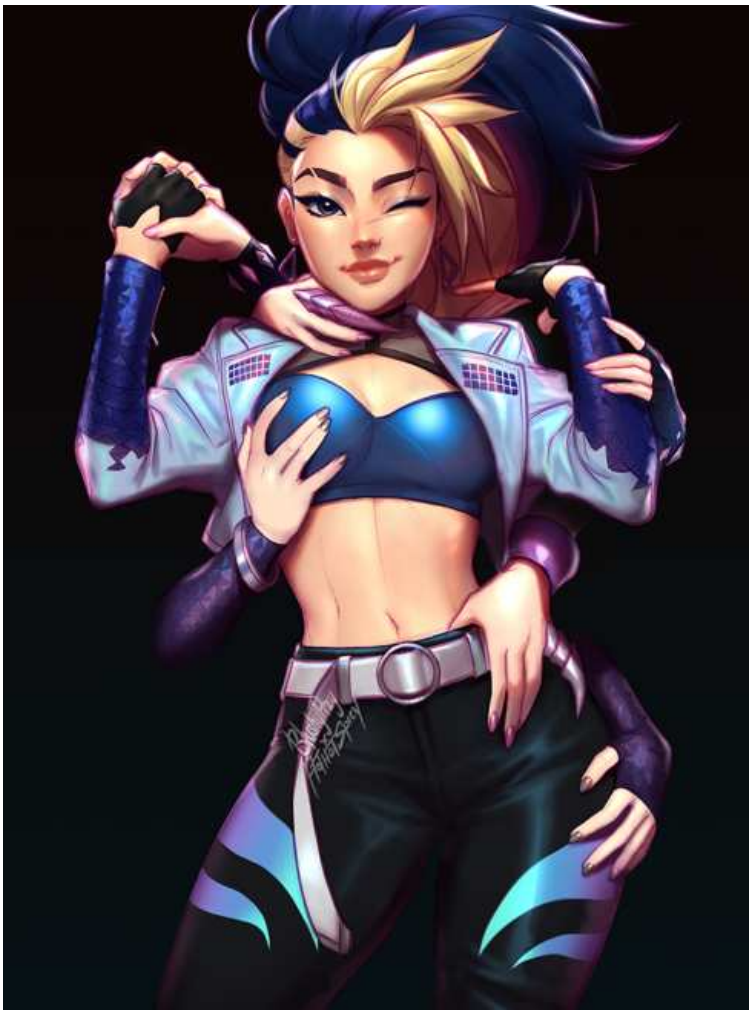
Akali's favorite food is Spicy Ramyun.

She loves to challenge the other members of K/DA to try spicy foods with her.

Akall performs rap on street corners regularly to practice her lyrics.

She speaks English, Korean, and Japanese.

Akall was born into a martial arts dojo. She left to find her calling as an artist, but still knows how to use a kama.



Evelynn



Role: Lead Vocalist
Nicknames: Siren and Eve.
Height: 164 cm
Birthday: May 1st, 1993.
Elemental Affinity: Shadow
Perks: Born Mage (Shadow), Mana Weaver, The Baddest, I'll Show You.
Items: Mana Amplifier, True Idol, Succubus Allure.

Background Information

Evelynn is K/DA's lead vocalist, wielding a hypnotic stage presence like no other. Never one to stay in the shadows, she relishes the crowd's reactions to her masterfully crafted image. Co-founder of K/DA alongside her counterpart Ahri, Evelynn edges the group towards their most thrilling creative risks. She's also known as a demanding diva who can be difficult to work with.



Evelyn Trivia

She once walked off a live stage because her vocals were backed up by an audio track which she didn't approve of.

She has two hit singles named Agony's Embrace and Ecstasy.

She's known for her uncompromising artistic vision, rich vocals, and "bad girl" attitude.

After disagreements with other groups she went solo but eventually reconnected with Ahri.

She's very mysterious on her diet and workouts and declines to comment on what she does to stay in shape.

Has a collection of very fast cars from all around the world, often buying a new one every time she travels. Having traveled so widely, Evelyn is fluent in Korean and English, and knows the basics of nearly a dozen other languages.

She values her friends and is very protective with the few people she is close to.

She's been romantically linked with several celebrities but has never confirmed a relationship with any of them.



Kai'sa



Role: Lead Dancer
Nicknames: Bokkie and Soup Dumpling.
Height: 169.6 cm
Birthday: March 7th, 1996.
Elemental Affinity: None, as Kai'sa is not a Magicborn.
Perks: The Baddest, I'll Show You.
Items: True Idol, Second Skin.

Background Information

K/DA_GLOBALFANS @KDAFans: "@KDAKaisa why do you dance?"

KAISAOFFICIAL @KDAKaiSa replying to @KDAFans

“When the music begins, a symphony of movement stirs in my being. It begins as a rumble, like a calling from the void, hungry and demanding release. My body reacts to the call, jumping to weave a story. A story to leave the void behind, and fall into the steps of life.”

As the main dancer and team choreographer, Kai'Sa strives for perfection. Her intense, quiet focus pushes the team forward with otherworldly concepts and pristine attention to detail. Kai'Sa embraces a cosmopolitan approach to life, finding inspiration in every corner of the world.



Kai'sa Trivia

Kai'Sa is called the "dreamer" of K/DA by Ahri

She lived in ten countries before pursuing her dreams of becoming a pop star.

Kai'Sa won Hong Kong's Can You Dance in 2018.

She speaks Chinese, Afrikaans, Korean, and English fluently.

Kai'sa loves the feeling of freedom she gets from flying with her Second Skin augment.

She spends hours in the studio creating choreography for K/DA, She believes each step must convey vulnerability and power through movement.

She can be found cooking large meals in the K/DA house.

Her favorite food is Sichuan dry hot pot.



Seraphine



Role: Guest Artist
Height: 161 cm
Nicknames: Songbird and Sera
Elemental Affinity: Sound
Birthday: October 29th, 2001.
Perks: Born Mage (Sound), The Baddest, I'll Show You.
Items: Mana Amplifier, True Idol.

Background Information

K/DA's newest collaborator is Seraphine, a vibrant young producer and songwriter. Music is a way for her to connect with others and herself—and alongside K/DA, she's determined to reach new heights. Earnest and open-hearted, Seraphine's dream is to unite the world through her art.



Seraphine Trivia

Seraphine got her start as an artist online, releasing original music and covering her favourite bands.

She came to Ahri's attention when her cover of POP/STARS went viral.

Her debut in ALL OUT will be her first time performing on a big stage.

She hopes to eventually join K/DA as a full member.

Seraphine is known for her heavy use of social media, keeping many active profiles.

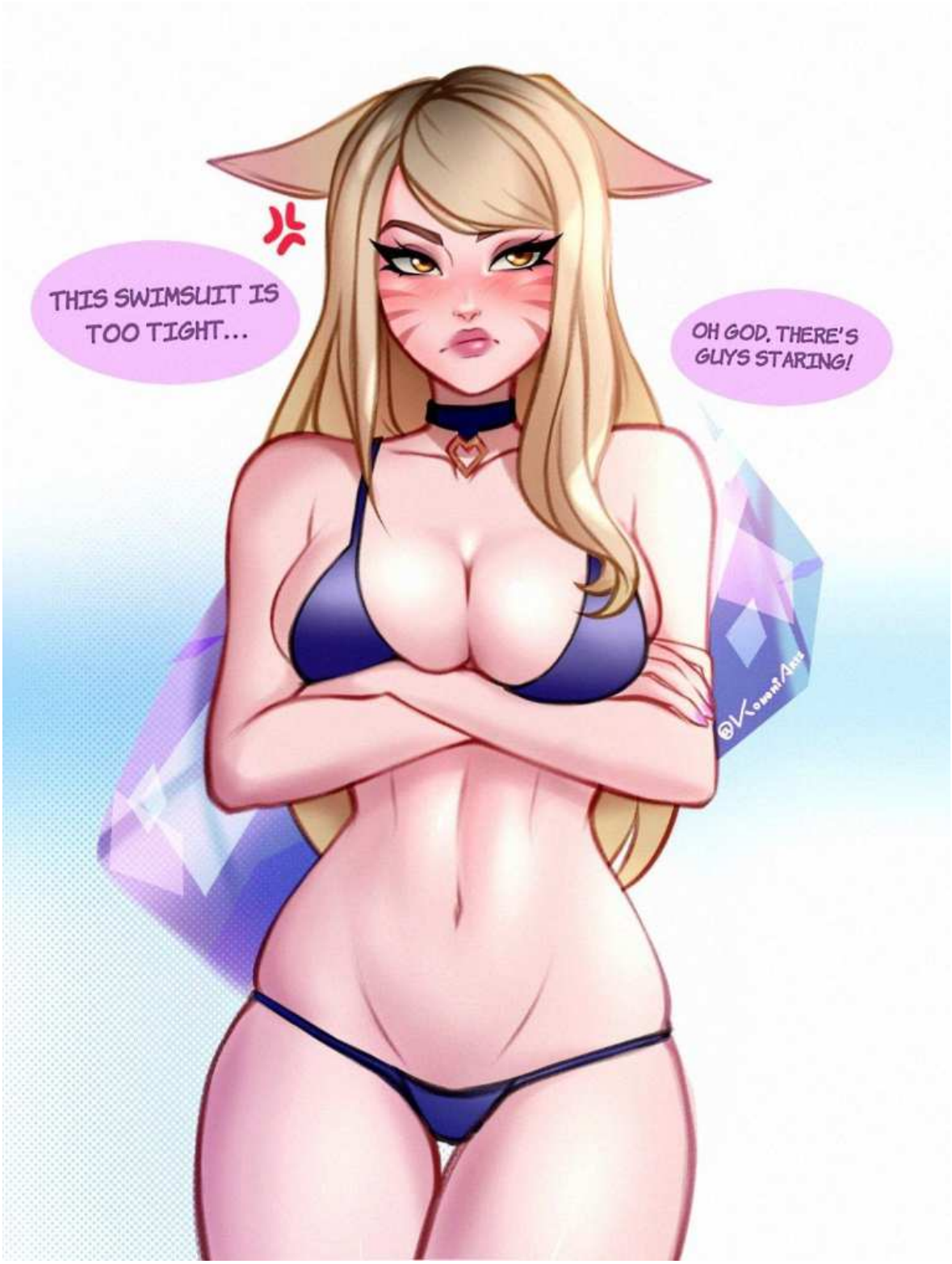
She has a dedicated social media presence just for her cat.

Seraphine has the extremely rare elemental affinity of Sound.

As a Korean-American, she is fluent in both English and Korean.


@KonomiArte

Drawbacks



You can take as many Drawbacks as you like. Imported companions may take any Drawbacks that would affect only themselves.

Supplement Mode

[0 CP]

You may use this Jump as a Supplement to, and/or Supplement it with, any other Jump that is set on Earth in the 21st century, merging the two settings.

Self-Insert

[0 CP]

Should you desire to self-insert as one of the members of K/DA you may do so, but you must take the POP/STAR Background.

In addition to getting their body you also gain their memories, skills, and abilities, though anything not purchased here will not be kept post Jump.

Extended Stay

[+100 CP Each]

You can extend the duration of your Jump by 10 years for each time you take this. And may do so as many times as you wish, but you will only earn points for the first three times.

Potent Genes

[+100 CP Or +200 CP]

Requires: Vastayan Heritage

Vastayan genetics are especially pronounced in you, making your body even more lewd. This permanently alters the required Perk, doubling all of its effects.

You may take this even further if you desire, with all of the effects permanently tripling instead of doubling.

Public Fascination

[+100 CP]

As a celebrity you attract the attention of all sorts of creeps, from obsessed fans to opportunistic criminals, and even conniving elites. Expect to be the frequent target of sexual harassment and assault, kidnapping attempts of varying competency, and the lustful machininations of the rich and powerful.

Performance Issues

[+100 CP]

During your time here you'll struggle with anxiety and depression, not a fun time for someone with such a public career. Thankfully it can be held at bay by having sex, subsiding for a little while after each time. Get fucked frequently enough and you wont even realize that you aren't actually cured.

Helping Hands

[+100 CP]

It seems that you have a particularly strong case of Baby Fever. It won't go away for good until you have at least three children this Jump, and it'll intensify the longer you go unfertilized, building back up between pregnancies. Luckily, or not, it seems this funny little quirk of your medical history made it onto the news. You will frequently be bothered by men bringing you their resumes and medical histories, interested in being the ones to help you have the children you so desperately want. The really ambitious ones may not even ask, simply grabbing the back of your skull, pinning you against something, and getting started helping you out.

Mandated Events

[+100 CP]

Your agency will organize mandatory events for you and your group after every performance. Or even just when they feel like setting one up. Allowing large numbers of men to have their way with your group for several hours. There will be at least one such event per week, taking place at a venue, in your penthouse, after a gala, or elsewhere. You will not receive any of the proceeds from these events, only benefiting from the fame, if you can call it that.

Jinxed



[+100 CP]
You have become the target of obsession for a highly dangerous, unstable, and augmented, criminal known only as ‘Jinx’, who believes that you are destined to be hers.
Jinx is a nymphomaniac and a dominant sadist. She will stalk you and interfere with your life in increasingly complex ways until she has you and your group in her possession as her new pets.
If you give in to her desires, or should you somehow manage to tame the crazy bitch, then you can take Jinx as a guaranteed Companion at the end of the Jump if you desire.

New Management



[+100 CP Or +200 CP]

Your musical career hinges on the whims of one of the most wealthy women in the world. Leona is a powerful Magicborn with the elemental affinity of Light and is a Celestial Aspect of Sol with the domain of Dawn, she is also incredibly gorgeous, highly augmented, and the brilliantly intelligent owner of the megacorp that just bought out your group. She might be an incredibly warm and kind person most of the time, but when it comes to satisfying her prodigious libido, she has made it very clear that she is also a highly dominant and demanding lover.

Luckily you know exactly how to keep her happy, and likewise keep your career on an upward trajectory. Sexual favors are not only expected, they're required. She'll even have her grasp on the rest of your group. So you'll be spending plenty of time together on activities like kneeling beneath her desk and worshipping her, hanging off her arm at fancy events, and then either spending the rest of the night collared and leashed in her home as her little toys, or getting pimped out to the other event attendees for her benefit. All this and more she has in store for you.

For an extra 100 CP you will be forced to marry her at some point in the Jump.

You aren't allowed to harm her at either level of this Drawback, and you can't divorce her either. If you married her then you can take Leona as a guaranteed Companion at the end of the Jump if you desire.

Debt-Slave Prostitutes

[+200 CP]

It turns out that endlessly partying and buying frivolous luxuries and beautiful things costs quite a lot of money. You and your group have managed to accrue a significant debt, so significant that you will have a very difficult time managing to pay it off. Indebted to a powerful organized crime syndicate, you all have ankle bracelets locked around your legs, clearly marking you as someone else's property. These anklets may look like the elegant golden jewelry of a high class whore, but they are nearly unbreakable, and conceal pinpoint trackers and powerful shock devices. Allowing your new owners to keep precise control over you and your group.

You will be whored out when they say so, where they send you, and to whom they decide to let fuck you. And you'll be doing it until your debts are paid off.

Nine To Five

[+200 CP]

You are bound by an ironclad contract. It states that between the hours of nine a.m and five p.m you are absolutely free for use by the public. They can do as they please with your body, absolutely everything short of permanent harm or kidnapping is on the table. This contract has no days off, also applies to your group, and its existence is widely publicized by your PR team.

Rough Play

[+300 CP]

A slutty little K-pop star stumbling their way into danger, that's what you are. You seem to frequently attract race play bad ends. Getting beaten and raped by a skinhead behind a bar, left knocked up and drenched in piss. Having your tour bus hijacked by a gang of black men, who proceed to brutally and repeatedly rape you and your group. These are the sorts of things that will happen to you at least a couple of times per month.

All Fucked Out

[+300 CP]

Roughly once per year, a dedicated team of Superfans will attempt to hunt you down and capture you and your group. If they succeed they will use you all as sex slaves to their hearts content, and eventually sell you off to the highest bidder. Should they fail, another more dangerous team will attempt it next time. With greater numbers and more powerful, better equipped members. They are guaranteed to always have the first two Superfan Perks each, though never the last two, and to always have some Magicborn and augment users among their numbers.

Should you be enslaved but eventually manage to escape your fate, you will have a grace period of roughly a year before another team will attempt to capture you again.

Void Barrier

[+300 CP]

Though the Void was sealed away long ago by the ancient Vastayans, that same barrier has locked away your outside Perks, Powers, Items, Warehouse, etc. Reducing you to your Bodymod and whatever you acquire here and in attached Jumps should you be Supplementing.

Scenario: Stolen Crown



World famous supermodel and magical prodigy Luxanna Crownguard was kidnapped yesterday during a fashion show in Seoul, South Korea. A small but elite strike force of powerful Magicborn operatives with Super-Soldier class augments managed to subdue her. Kidnapped on behalf of a powerful local criminal organization, who intend to hold an auction in two week's time and sell her to the highest bidder. With the authorities compromised by corruption and turning a blind eye to this, Lux is unlikely to be found and rescued without outside intervention. If you can manage to save this brilliant, beautiful, and kindhearted young woman from whatever horrible fate awaits her, then you will no doubt earn her admiration, and you can take Luxanna as a guaranteed Companion at the end of the Jump if you desire.

Ending Choice



Move On
Take what you've gathered here and continue on your Chain towards new adventures.

Stay Here
This ends your Chain and leaves you here with all that you've earned along your journeys.

Go Home
Take what you've gathered so far and end your Chain, returning to where you began.

Notes



A Jump by ComradeChairmanKGB

v1.0: Release

Thank you to Riot Games and all the incredible artists and animators who gave us K/DA. And a special thank you to the talented ladies who gave them their voices.

Lore

The K/DA universe is unfortunately light on lore. So I've expanded on it in what I think is an interesting direction. If official lore should ever end up contradicting something here then just consider this a fanfic AU.

Augments

All augments purchasable in the Items section are top of the line Vastaya Industries magitech nano augmentations of the absolute highest quality.

The offerings here do not represent the entirety of what is available in universe. What you can get here are of course Fiat backed, but otherwise are simply either identical copies of unique cutting edge pieces or just the premium versions of things anyone could acquire. There is a massive variety of different augments to be found in the setting.

Power Level

Characters in this setting, and the abilities, items, etc, on offer here, are much more grounded than in the default League of Legends universe. With even the most powerful Aspects capping out around the highest peaks of Street Level, to put things in comics power scaling terms. This is a relatively stable modern supernatural Earth setting, where the greatest heights of magic are buried in the past. With things like the Void or active Celestials being safely buried alongside them.

There are no world eating threats to be found here, no star forging dragons, and no mages of cataclysmic power.

Group

The term ‘group’ in the Drawbacks is used to indicate both your K-pop group and any relevant Companions.

Jinx Companion
Comes with the following,
Perks: Dedicated Fan, It's About Family.
Items: Night Hunter.
Jinx is not a Magicborn.

Leona Companion
Comes with the following,
Perks: Born Mage (Light), Vastayan Archeology, Mana Weaver, Celestial Aspect (Sol, Dawn), The Baddest.
Items: Mana Amplifier, True Idol, Pantheon.

Luxanna Companion
Comes with the following,
Perks: Born Mage (Light), Mana Weaver, The Baddest.
Items: Mana Amplifier, True Idol, Prismatic Illumination.