

Joybringer's Lewd Collection

A Jumpchain Supplement by SpiritualStill
Version 1.0



*Hello there, Jumper, and well met! I am **The Bringer of Joy!** A humble extramultiversal lifeform dedicated to spreading joy and sensuality throughout all corners of creation! And you, my friend, are here at a great time.*

*A short while ago, while discussing things with my good friend **The Samaritan**, he told me about a new client of his, a new Benefactor who has recently gotten her first Jumper. She was quite insistent that they receive only the best, and knowing my friend, they most certainly obliged. I was so excited that I raced to meet the Benefactor, and gave her all sorts of tips, and offered her some help of a more sensual kind. There are plenty of lascivious Jumpers out there, after all. So, I took an old work of mine, and retooled it for their benefit, plus a fair amount more to help.*

Might you be that lady's Jumper? If you are, that's wonderful, and I'm sure you'll be in great hands! If you are just a visitor, then I still encourage you to have a look around.

Joy Points (JP) Amount

*Me and the Samaritan like sharing notes, as it were. The two of us concluded that this was probably the best way to define the Choice Points (well, **Joy Points** in this case) that a Jumper receives for these sorts of scenarios.*

I Want the Minimum!

Haha, some jumpers are quite strange about this. You start off with a stipend of **+0 CP**. There are numerous **Free** purchases you can take, and if you want more, there are Drawbacks you can take, though I must warn that those are chainwide.

I Want the Standard!

Nothing wrong with keeping things as normal as you can. You begin with a stipend of **+1000 CP**. Additionally, you may receive a 50% discount in every category for one purchase each. If a purchase is **100 CP**, they are Free.

I Want It Easy!

Now you're getting into the groove of things! You begin with a stipend of **+2000 CP**. Additionally, you may receive a 50% discount in every category for two purchases each. If a purchase is **100 CP**, they are Free.

I Want it Easier!

You're here to enjoy yourself, and I will oblige! You start out with **+3000 CP**. Additionally, you may receive a 50% discount in every category for four purchases each. If a purchase is **100 CP**, they are Free.

I Want It All!

I must confess, these sorts of Jumpers are my favorites to work with! For this supplement, you have **+∞ CP**, so go nuts! Pick out everything here, or just pick out the things you like.

Free - Focused largely on modifying the world before you do anything

100 JP - Largely personal bonuses and sexual benefits

200 JP - Largely sexual benefits that can provide more baseline utility

400 JP - Somewhat sexual benefits that provide baseline utility

600 JP - Mildly sexual benefits with extreme utility

1000 JP - Mildly sexual benefits with incredible benefits.

Perk Selection

Free Selection

A Questionable Chain

For the most part, the majority of worlds along a chain are not inherently sexual ones, at least unless you specifically only choose those ones. In fact, a number of them hold it as something bad, or at least taboo. This deals with that issue, because now every world along your chain has a sexual bend to them, while still maintaining the standard storyline.

By default, this ensures that sex is never perceived as taboo, so neither lewd discussions nor lewd actions are perceived as vulgar. You can have this be as far as it goes, or tune it up all the way to sex happening around literally every corner.

The Jumper's Explicitly Advertised Fetish

Everyone has their preferences, so take this! If you have any specific fetishes or interests that you like, you can make it common in your future Jumps. On the flipside, this can also be used to remove anything that you didn't like, and you will not run into it.

More Than Mind Control

With one exception, nothing in this Jump is designed for the purpose of mind control. After all, if your partners aren't genuinely in love, then what's the point? Still, you may modify any perk here to remove anything that you might personally view as mind control. You can also modify any other perks of yours that may resemble mind control.

Fantastical Kinks & Fetishes

There are a lot of odd things that get people really going. Beyond porn in general being unrealistic, certain fetishes are entirely impossible to perform. If you've got a sort of kink like guro, then you can pretty much forget about it. This is a catch-all porn physics ability that you can apply exclusively to yourself or the setting at large. Things like large insertions being completely pleasurable and safe, no STIs, no unwanted pregnancies, no refractory period, mind-break, questionable consent being fully consensual, and whatever other weird shit you can think of.

As a bonus, anything purely to get you or your partner's rocks off are entirely safe. Cut off your girlfriend's head for the purposes of sexy time, and it'll grow back just fine! Your partner chops off a limb or two, and they'll grow back right after!

Reversed Sexual Morality

Isn't it more fun to be the one chased? Women are a fair bit more sexually aggressive, and being forced into sex is an optional benefit(?), they'll be considerably bolder with you.

Artistic Preference

Based on the artist, people in hentai can be hot chicks, hot futanari, ugly bastards, insanely buff dudes, femboys, or many other different archetypes. Before a Jump, you may broadly define how everyone in the setting looks, with their appearance always being aesthetically pleasing to your eyes. You may also add special demographics, such as futanari, elves, and dwarves. This will additionally let you decide the percentages of each of these demographics. None of these decisions will ever affect the plot, regardless of how silly it may or may not look..

The Sixty-Third Rule of the Internet

For every character there is a gender swapped version of that character. Before the start of a jump, you may genderbend as many people as you want. These genderbends will modify the world as minimally as possible. If the genderbend genuinely breaks the setting, one or more characters may be modified or created so as to keep the story going as normal.

Out-of-Character Alert

We've all got headcanons for how characters act, and now you can have them act that way! You are able to decide how characters act in a Jump, be they normal, smarter, a sex pest, or whatever else. You may also modify the sexualities of anyone in a Jump, including yourself.

Positively Absolutely Stripperific!

People will broadly seem to wear far more revealing clothes than what would normally be seen as reasonable. Clothes are skimpy, undergarments are rarely worn, and bikini armor is in style. Thankfully, everything still seems to work perfectly fine. So long as that is its intended purpose, even a glorified fur bikini would protect from a snowstorm, and boob armor would be perfectly safe. You may modify just how much or how little is covered, so as to fit your tastes.

Convergent Evolution

Beauty is in the eye of the beholder, I know. You are now able to modify the appearances of all "non-human" sentient beings that you come across. They can range from just being humans with a different coat of paint, to anthros, to straight up eldritch abominations.

The Most Interesting Jumper in the World

At the start of the jump, you may integrate the events of your past jumps into the current one. These events are adapted in a way that best fits the Jump itself, while still being plausible enough for you to have all of your abilities and possessions.

Passing the Harkness Test

Depending on what you are into, your potential partners may not be able to consent, so far as everyone else is aware. This perk makes it so that any potential creature that you might want to have sex with will be able to pass the Harkness Test. This includes human-level intelligence, and the ability to meaningfully communicate consent. Just make sure that they're sexually mature, since I can't help you with that.

Ultimate Stylist

When it comes to fashion, you just can't be beat. No matter what you wear, you always look exactly how you intend to do so, and look good. You are also gifted in sewing and fashion design, letting you make outfits that are both practical and stylish.

Easy Breezy

For your partners, and those you bless, pregnancy is a very easy thing. It causes no stress onto the mother, and there are no complications that can arise for the growing baby due to negligence or stupidity. Furthermore, save for getting larger breasts (if you're into that), there are no lasting effects on the Mother's body. The actual process of birth is also much easier and less bloody, giving a sense of satisfaction and not agonizing pain.

Locked In

Sexy time can wait until after we get down to business. Whenever you are in a serious situation, you can temporarily turn off your sex drive, keeping you from being distracted by any sexiness.

Fertility Mastery

They might be happy accidents, but it might be best that you make sure it doesn't happen. You now have complete control over your own fertility, letting you be totally sterile, or having triplets each time. You can also control the fertility of your partners, and they will always believe you when you inform them of your fertility status.

Amazing Self-Control

In hentai, there is the baffling tendency for someone to be completely oblivious to the fact that their partner is insanely horny. You have that make sense, because no matter your internal desires, you are able to think, speak, act, and even look perfectly normal. Useful for having people think you are perfectly normal, and also neat if your partner has a thing for emotionless looks during sex.

KYS (Keep Yourself Safe)

Boy, tripping and falling onto a rock would be an embarrassing way to go, wouldn't it? This perk ensures that neither you nor your loved ones will ever die from stupid accidents, nor

can they die outside of “story events.” You and others will be aware of when a story event is occurring, although it will be subconscious.

Companion Copycat

While recruiting companions is (usually) always an option, there is always the issue that they reject you, if only because they want to stay in their world. This is perfectly fair, but we have a way to fix this issue. So long as you can be said to have formed a meaningful bond with that person, you receive a perfect clone of that once the Jump ends. They have all the same memories, abilities, and personality, with the addition of wanting to go along with you.

Those you leave behind on your Jumps, if desired, also receive a perfect copy of you, who is content with simply staying on that world with those they love.

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100 JP Selection

Crown Jewel of Eternity

They say beauty is in the eye of the beholder, but I think that is pretty firmly thrown out the window. Be it in body, mind, or soul, you are incredibly beautiful. Your appearance is ultimately a direct reflection of your inner self, so your appearance looks like the perfected form of who you want to truly be. It's also highly immutable, so you don't lose or gain any excessive weight. If you are injured, then so long as you can heal, you will not suffer any sort of unpleasant scarring. You also can't become dirty or filthy, as you are perfectly clean on the inside and outside, though you can toggle this in settings where that would be suspect. Very helpfully, this naturally removes any and all dysphoria and dysmorphia that you might have. You also always stay in your "prime", which might mean you are eternally youthful, or it could mean you age into a more mature form.

This also goes beyond mere looks, as every single aspect of you has practically been fine-tuned to be the most pleasant assault on the senses that has ever existed. Your eyes are wonderful to stare at. Your voice melts the hearts of angels, demons, and ice queens. Contact with you is like being wrapped up in the softest blanket. Even your scent is practically impossible to resist.

Whatever your form is, it will be impossibly beautiful to everyone. This is mostly because the form itself is superficial - it's just a direct result of perceiving someone's truest self that makes it beautiful. You captivate the hearts of everyone who stares at you and proclaim you more beautiful than anything in Heaven, Hell, or Earth. Beings who have no reactions to beauty, or beings that are actively repulsed by it, can theoretically resist it, but certainly not forever. You are also extraordinarily photogenic, so this works even if someone sees an image of you. Luckily for you, while this has tons of possible manipulation purposes, you'll never be so beautiful that people commit suicide or gouge their eyes out for you - at least unless you'd want that. You can, if desired, suppress this to more standard levels of beauty.

As a helpful benefit, you can share your "ideal self" with others. With a single touch, a person looks the way that they subconsciously always wanted to be. Naturally, they'll find it beautiful, and so will you.

The Center of Attention [Requires *The Most Interesting Jumper in the World*]

You are a worldwide sensation. For a reason that you decide on, you are world famous. Most people like you, and quite a lot of powerful organizations would either like to recruit you, or ally with you. This popularity will also never negatively impact you in any way that you don't want.

Artistic Genius

You are a person of culture - quite literally! Maybe you want to weave a tapestry of all the people you boned, or write your 100,000 word per chapter fanfic that releases a new chapter per hour. Whatever the case, when it comes to anything related to “art”, you are extremely skilled at it, having it be both high-quality and able to be completed in very short time frames. You can perfectly visualize whatever it is that you wish to create, and you can create it with no sorts of imperfections or mistyping or last-minute regrets.

Despite the tone, this is not exclusively pornographic material.

The Joys of Life

Any and all mental disorders, traumas, and prejudice that you may have had are purged, and you never develop anymore in the future. Accompanying this is a sense of subtle yet wonderful euphoria that prevents you from experiencing despair or ennui, letting you enjoy even eternity. Your happiness leads to extrovertedness and great social talent. People like you right off the bad, and with enough effort, you can melt the heart of even the coldest of people. If necessary, you can immediately identify anyone’s social troubles, and assist them through it.

Inherently Trustworthy

Why yes, strange person I’ve never met, I will follow you down this dark alleyway. When you first meet someone, they’ll always have an extremely favorable first impression of you. This makes them trust you immediately, so long as they are not given a reason to think otherwise.

Expert Flirt

Well alright then, casanova. You are a remarkably empathetic person, able to gauge a person’s likes and dislikes with ease. As a result, you are a master charmer, instinctively knowing just what to say to people to get them to either like you, or outright fall for you.

Advanced Flirtation Methods

Wouldn’t this usually be sexual harassment? So long as you aren’t intending to be malicious while doing so, “aggressive” sexual actions, such as catcalling or groping, are just considered flirting. They also seem to work a bit better than normal flirting as well.

It’s Alright If It’s You

Now, nobody will bother about the weird stuff you get up to. Anything lewd or strange about you is considered completely acceptable by others, unless you’d want them to react negatively to it. This won’t extend to everyone, but it will go to those you are engaging in strangeness with, or are acting on your behalf.

Bunny-Ears Lawyer

It's always so frustrating to have to deal with people cramping your style (Read: investigating your code of conduct) just because you aren't a stickler for the rules. Not anymore, I say! So long as you are successful a majority of the time, your unusual behaviors or actions will not be questioned, and you will merely be seen as eccentric.

We Listen and We Don't Judge

Come on, we're all friends here! You are a master therapist, with people feeling comfortable with telling you their deepest secrets and insecurities, with you being able to accept them with no sense of disgust or worry.

Give Me a Shot

Sometimes when you try to seduce someone, they might actually like you, but have been hurt so many times that they can't trust you. That's understandable, but surely that can't be the end of it, right? This perk makes it so that, if you proposition someone for something, be it sex, friendship, a job offer, or anything else, they will accept it even if they have had experiences elsewhere.

Do note that they have to actually trust you on your own merit. A victim of sexual assault won't automatically assume you're a bad guy, but you still have to put in the effort to get into their pants.

God of Cooking

The fastest way to the heart is through the stomach, after all. You become a master chef and even bartender, being able to whip up a delicious meal and drink in no time. You become able to instantly memorize any recipe, and simply looking at a food or drink tells you how to make it.

Like a Fine Wine

While age may not necessarily be a deal breaker, the ravages of time are. From now on, everyone ages gracefully. For 100 CP, this is largely relegated to visually aging. While people can certainly age and mature, they'll never look so elderly as to be unappealing to you. You could walk up to some ninety-year-old, and accidentally mistake them for being decades younger.

Interspecies Breeder

It would truly be a tragedy for you to not be able to have adorable half-robot babies. You can either impregnate or get impregnated by anything or anyone that you want. Helping with this is your vastly increased semen output, which you can also toggle. You may also

decide just how your child will look, including whether or not they look like a perfect mixture of you and whatever you had sex with, or whether they favor one or the other.

Happy Happenings

I think that someone up there is looking out for you...at least in terms of the sexy time. You have extremely high chances of running into pleasing lewd accidents, with the other party never blaming you for what happens. Additionally, you always seem to run into willing sexual partners, even when you're in some place like a desert or the depths of space. You may turn this off at any time.

Pay For It Another Way

You are able to pay off any purchases, debts, and tabs through sexual propositions. Those you try to "pay off" will accept it, and it will somehow monetarily compensate them for it. This will also work for you. Naturally, how much sex you do scales with the cost.

Virginal Resonance

One's first time is an overrated life event, because unless you know what you are doing, sex can be fairly awkward. Still, it's a precious thing for most people. When you consensually have someone's first time, they'll put you on a pedestal in terms of potential sexual partners.

Ambrosial Fluid

Well, this does have practical uses. All of your bodily fluids/waste, be they urine, sweat, tears, semen, and anything else will taste absolutely divine. What's more, these fluids will always be healthy to ingest, and can be substituted for normal food.

Painful Pleasure

You probably want this if you are into BDSM. You are now able to turn anything considered "painful" into a pleasurable sensation. Things like riding crops, whips, and hot wax will merely feel pleasant. As a bonus, these painful things will leave no marks or damage behind, and more dangerous actions, like asphyxiation, will not cause any harm.

Don't Put Me On a Pedestal

When pursuing genuine love, there is always the risk of you accidentally coercing someone, due to the inherent power imbalance. So long as you aren't intended to exercise your authority for that purpose, people will treat you like normal. Sure, you'll still have the enthusiastic fans, but they won't be complete lunatics about it.

Harmonious Love

Harems: we all know 'em, and we may like them. If you do like them, and want everyone to get along, then you should definitely take this. Now, when you have multiple partners, they'll quickly grow to accept one another, and make an honest effort to get to know each other. After some time, they'll all grow to love one another as much as they would love you.

No Hard Feelings

What happened was a one time thing, and they'll understand that. When you have flings with someone, with no intention of having it be serious, they'll understand it, and not get angry.

Armed & Dangerous

It might be good for you to know how to use weapons, after all. While you aren't a master or anything, you are decently competent at utilizing any standard melee weapon and firearm.

Unarmed & Dangerous

Still, you don't need a weapon to be a threat. I'd hesitate to call this any fighting style, but you are capable of using your entire body to fight someone effectively. This is usually for nonlethal blows, but if you do mean to kill someone, you can get vicious.

An Animal in Bed

No need to worry about the "Woman of Kleenex" dilemma ever again! Remarkably, your strength directly correlates to how good you are in the sack. If you can crack a planet in half, and go at your partner with full strength, it'll be the best experience they've ever had. This, of course, comes with the obvious benefit of ensuring that your strength will never harm your opponent.

Playing a Victim

This is for all those colossal subs out there. When someone is attracted to you, and you are or would be attracted to them, they will be aggressively perverse with you, doing things like groping, touching, forceful kissing, and even dragging you behind the corner to have sex. You'll never be seriously injured during these incidents, nor will any charges be made.

Hands of Nirvana

You've now got literal magic fingers - or would it be a magical body? In any case, you can have your physical body be the most soothing and pleasant thing for someone to touch, with your hands being especially pleasurable. When you come into contact with someone,

you literally function as a healer, which heals any surface, internal, or spiritual wounds. This cannot heal amputated limbs, however.

Playing the Game With One Hand

I have no idea what you could possibly be insinuating with this. In addition to becoming fully ambidextrous, you gain the ability to pretty much do anything with one hand. This is done by making you be able to use your hands incredibly fast and competently, including things like typing, whisking, and quite literally using a controller with one hand. When you actually use both hands, your efficacy is magnified.

Our Happily Ever After

When the adventure is over, stories rarely discuss what happens after the things are over. Well now, this will never be a problem for you ever again. By holding people close to your heart, it is impossible for any sort of “bad ending” to happen to your group, and fate ensures that everyone stays together, with the good being done by your group never being undone.

Stupid Sexy Himbo

Strength is not necessarily something that the ladies are especially interested in, at least most of the time at any rate. With this, now they do, because the stronger you are, the more attractive you appear to be to other people.

200 JP Selection

We Saw You Across the Bar

Perhaps you are a Jumper who likes to give and to receive, or maybe you are greedy and want everyone. When you romance one person, you find it remarkably easy to begin a chain of your partner's loved ones. These include their family members, friends, and even their current romantic partner(s) if applicable. After all, if your partner likes you, they would like you. This "chain" of yours continues on and on with any number of partners you have, and will only cease if no more are applicable, or if you specifically filter out any number or type of targets.

Extra Motivation

Distracting your team through the sexy is very entertaining, but maybe you'd rather they not get killed because they were too busy staring at you. Now, those good looks of yours have a material benefit, because the more rousing and provocative you are to them, the better your allies operate. They become faster, stronger, more clever, dexterous - whatever they happen to have. If you are promising them something in exchange, then their competence shoots through the roof.

Authority is Attractive

There is nothing more hot than powerful men, or women, or whatever you identify as. The more authority you have, be it knowledge, wealth, strength, positions of power, or a very good reputation, the more attractive you are to others. Even the most straight-laced and professional identity you craft makes you the target of innumerable sexual fantasies. Students might have daydreams of their intelligent, muscle-bound teacher. Secretaries might desire being called in by their boss, and ordered to go under their desk. You also more frequently run into situations whereby you can increase your authority in some way.

Everyone's Favorite Bottom Bitch

Because "Subby Wubby" is somehow worse. The more power someone has over you, whether it be them genuinely being more powerful or because you willingly submit to them, the fonder they are of you. They could just think you are cute, but if you find them attractive, they are generally pretty willing to exercise their control over you in lewd ways.

As a special little bonus, unless they are omniscient by default, they're also generally more willing to be merciful with you, so perhaps being defeated isn't the end.

Proper Housekeeping

You are a professional, so of course you're good at this. You are inordinately skilled at various housekeeping duties. This includes things like household chores, cooking, cleaning,

yardwork, security management, item acquisition, “cleaning” of fluids, and ensuring the master of the house is properly satisfied

Good Parenting

If you want to have kids, then you should really take this. You now have everything it takes to be the best parent in the world. You know how to feed them, sing lullabies, teach them, and how to protect them without ever venturing into helicopter parent territory. If your children have hobbies or interests, you will never find them boring or irrelevant, and can always further their interests without negatively impacting the rest of their lives. You’ve got an aura about you that makes you trustworthy to children, causing them to reveal to you any wrongdoings that they’ve done. It only takes a scolding from you to have them understand what they did wrong, why it was wrong, and instills into them to never do it again.

Beyond Your Wildest Dreams

A real problem that popular folks or subjects have, is that people hype things up so much that their expectations vastly exceed anything ever promised. You no longer have to worry about that, as what you make or perform will always exceed all expectations. This does not include anything wildly divorced from what you promised, so your action-packed video game may not resonate with someone who was expecting a slice-of-life dating simulator. It will, however, ensure that you can give someone the best night of their life, and convince someone that leaving their job to come to you was worth it.

Roleplay Talent

I get that we aren’t watching this for the plot, but come on! When it comes to acting or forms of roleplay, you are able to effortlessly slip into the role, as though it is what you truly are.

Master Sex-Haver

You may not touch the finish line, but you do know how to touch a woman...and a man...and monsters...and everything else. You are extremely good at all forms of sex and intimacy, and can use any part of your body to make any and all your partners extremely happy. What’s more, you are incredibly vigorous, and could satisfy a dozen partners in a row, with only a bit of water needed to recharge yourself.

Love at First Shag

Like many hentai protagonists, your relationships develop very quickly. More specifically, anyone that you have sex with will fall in love with you. And this won’t be some high school crush either: your partner will fall deeply, hopelessly in love with you, and will

know exactly what to do to make you theirs. You may toggle this on and off based on each partner of yours.

World-Class Breeder [Requires *Master Sex-Haver* & *Interspecies Breeder*]

Your “talent” is so well-known that people are willing to pay for it. People will come from all around for the purposes of mating. This could be the “normal” case of someone wanting to ensure their child is healthy, or some sort of “nonstandard” case, like someone wanting to watch you fuck a tree. Whatever it may be, you can be assured that you will be compensated in a meaningful way. As a bit of insurance, your partner and the resulting children will be guaranteed comfortable and safe lives, even if you don’t want to or just can’t be in their life.

How Can I Ever Repay You?

Sharing a night together would be nice. When you do good deeds for other people, they tend to reward you in some way. Usually, this includes sex, but it can also extend as far as marriage, depending on how big of a deed it was. If you aren’t into that sort of thing, they may also give you some useful gift or privilege.

I Know Exactly What I Signed Up For

As you are hopefully familiar with, sleeping with your employees is generally frowned upon, even if it seems like good fun. This is no longer a problem, because it is a retroactive fact that anyone who joined your organization, group, or team was in fact willing to sleep with you.

This does not impede any sort of recruitment efforts, and actually seemed to greatly improve it. This ensures that you are able to do any sort of sexual actions with any of your organization’s employees with no sort of penalty for you or them, even if it would normally be illegal or severely taboo. In fact, intimate relationships with you seem to improve their efforts. They’re a lot happier and fulfilled, any mental troubles they have will fade, and their productivity dramatically increases. In addition, they’re so happy that they’ll recommend the job to all of their beautiful family members and friends.

Designer Babies

No way your kids are going to have some defects, or be totally mundane! In addition to all of your children being at the genetic pinnacle of whatever species you and your partner happen to be, you can also design them to look however you want, and share as many of your perks with them as you please.

The True Weight of Life

In hentai, it is commonly accepted that sex is the answer to all of your problems, and now it does! By having sex with someone, or just being affectionate, you are able to induce a

change of heart in them, turning them from their evil and destructive ways. In the event that your partner has something that is anathema to standard life, such as a bloodsucking curse, or body that causes decay, they will miraculously be able to control those urges and powers.

Rescue Romance

Jumper my dear, don't ever disappear~! You've got an uncanny ability to save people from any bad relationships with lazy, inconsiderate, unpleasant, and/or abusive partners. When you tell them of how terrible their partner is, they will believe you if you are telling the truth, and so long as you will protect them from any potential harm, they'll leave.

So long as you value that person, they'll never face retaliation for breaking off their previous relationship.

Unique Sensations

Everyone is different, and you are intimately aware of this. By being in contact with someone, you instinctively understand every subtle thing that makes them special, be it from how their hands feel, to their deepest parts. This has the effect of having every sort of sensation never get old, and lets you find the best ways to make your partners happy.

As a side effect, this also stops you from ever being deceived by evil clones or evil twins, because no matter how identical they might seem, there is always something inherently off.

Tentacle Monster in Shining Armor

You are a man of culture and quality, and you will not let any ruin the joy of consensual sex! In the event that a crime, sexual or otherwise, happens in your general vicinity, you will spontaneously be in a position to resolve it.

Flawless & Firm

If you are going to fight alongside those you love, then you should know how to fight with them. When you and your partners fight together, you instinctively know what to do to best compliment one another, and maximize teamwork.

Barely a Scratch

If you get into a fight with someone, maybe you wouldn't want to damage their pretty face. No matter how powerful or lethal an attack is, you will not do any true physical harm to your opponent. When they are considered defeated, they will simply pass out from exhaustion.

Drug-Proof

You are now immune to all forms of hostile drugs, be they standard, alcoholic, or of the date rape variety. You are also intrinsically aware of if something has been drugged, and can compel someone to either reveal it, or ingest it themselves.

Remembering Every Little Detail

There are some memories we have that are so important to us, that we recall everything about it. You have something like that, except for literally all memories. You remember everything in perfect clarity, including all of the sensations and thoughts you had. If need be, you can even walk into those memories, and observe everything around you.

Obligatory Site Warning

Aren't you a little young to be exploring the multiverse? No matter your actual age, people and organizations will treat you as though you are an adult, even if they know otherwise. You could be in middle school, and your parents could invite you to go drink with them.

Absolutely Shameless

Adam and Eve might have felt shame for their nakedness, but you are simply built differently. You are unable to feel shame or be harmed for being who you are, and those you care about (even if simply based on principle) will share in this protection. This also includes a blanket protection for any romantic relationships you choose to pursue.

Hypnotic Gaze

And you don't even need a weird app for it! You possess the ability to hypnotize others via your gaze, although they must be weaker than you. If you don't like hypnosis, this also has the power to break any form of mind control.

Dreamwalker

It seems you really are the man of their dreams. When sleeping, you have the ability to go into the dreams of others. In this dream state, you retain your powers, but can change your form to however you want. While in dreams, you can pretend to just be part of the dream, or you can induce lucid dreaming in the dreamer.

In the event that you have sex inside the dream, the sensations will generally be real, but there is zero chance for something like a dream pregnancy.

Exotic Looks

Dunno what all those warnings about xenophobia were about. No matter how foreign you look in relation to natives, or whatever unsavory stereotypes your group may have, you will not be looked at strangely or seen with hostility purely based on that. In fact, people

tend to find your foreignness to be charming or even quite attractive. Whether this reaches raceplay levels is ultimately up to you, but you'll at least turn some heads.

Polymorphism

Why settle for one shape, when you can have all of them? Your body is now totally biologically malleable, letting you transform into anything animate or inanimate you can think of. You can even mix-and-match, like giving yourself birds wings and tentacled appendages. These will not influence any of your parameters beyond the raw effect of the transformed body.

Heroes of Another Story

In certain settings, saving someone from their suffering could unintentionally lead to the suffering of other individuals. For example, saving Daenerys Targaryen in her childhood would mean that her campaign of liberation never begins, and slavery still persists at Slaver's Bay. This is your insurance for that sort of scenario, because so long as you view something as significant, you will indirectly set off a domino effect that resolves problems that said person would have solved. This also resolves any problems that you simply can't focus on, for one reason or another.

Guilt-Free Fun

Having fun is the best thing in the world, and it being ruined by things like "consequences" are the worst. Now, so long as you have no malicious intent in your actions, things will always turn up your way. Sneaking out of the house will result in you accomplishing something that washes away any punishments. Reckless driving leads you to unintentionally stopping a runaway criminal. Sleeping with students only results in them being motivated enough to ace the class.

The Product of Love

While I don't doubt that the child would be strong, there are some minor issues with having a child with nine women at once. Still, if it didn't stop Heimdall's birth, it shan't stop you! If someone is pregnant, you will be able to "transfer" genetic data to the gestating fetus. They will develop the abilities of their new genetic donors, along with any features that you would want them to have. You may insert as many genetic donors as desired.

World's Best Bounty Hunter

Just, uh, don't ask why you are a bounty hunter. You possess excellent tracking, stalking, and trapping skills, able to capture pretty much anything if given the time to do so. So long as you intend to fulfill the bounty, you are able to do pretty much anything you want to your target. They nor anybody else will complain about it. To avoid certain disturbing

implications, whenever you accept a bounty (and you will have an innate awareness of all available targets), you will never have to actually kill your targets.

Living Catnip

Humans are great, but how about going outside the standard dating pool? All non-human sapient beings absolutely adore you. Depending on how you want the relationship to go, they'll either find you irresistibly attractive or absolutely adorable. This won't automatically make them fall in love with you, but it will give them a favorable first impression of you. The more time you spend with them, the more they like you, possibly even going into heat if such a thing is possible..

Red Flags Everywhere

And red is your favorite color. The more unhinged someone is, the more easily attracted they are to you. This perk also makes it remarkably easy to "fix" said individuals, with the added benefit of them being unwilling to harm you if you haven't threatened their life. At the end of it all, even if you aren't particularly interested in actually dating them, they will maintain their healthy mental state and growth, and will not seek to harm you or others.

Excuse Plot

Yes, Magical Girls, I assure you that having sex with our Jumper here is a great source of power. No matter the context or setting, there will always be some sort of justification to have sex with you. What's more, this justification will always be true, and provide a genuinely huge boost to whatever side you are on.

Use Incognito Mode

Always remember: an empty browser history is more telling than a full one. Rather than doing something suspicious like completely wiping any records of you, this instead bends the world to ensure that you never look suspicious. Cameras never catch you doing crimes, records never show any negative activity, people hostile to you can't even recall your features once you escape from their sight.

I'm Here For You

Is your friend's girlfriend cheating on them? If people have troubles going on in their life, they will instinctively trust you to vent to them. Even if you remain silent and merely gesture for them to continue, they'll fully get over their troubles.

Join the Festivities

Haven't you heard that sharing is caring? Now, when you share affection with others, you find that people observing, who you find to be attractive or very pleasant in some way, really want to join in on things.

400 JP Selection

Monster Mounter

You didn't play Monster Hunter because you wanted to kill the monsters, I'm guessing? When it comes to anything remotely inhuman, be it monsters, eldritch horrors, aliens, to even just kemonomimi, you are like a catnip to them. You are very good at "subduing" them, being capable of restraining them, trapping them, or otherwise fighting them much easier. When you have sex with them, you can do it regardless of any typical size or compatibility differences. That actually works in your favor, because the more distinct you are from your partner, the better the sex feels for both of you. Should you successfully dominate your partner, you find that they are significantly more docile (or in general just less hostile), and amenable to standard romantic attempts by you.

This will only work on any "monster" that you'd be interested in having sex with.

Too Spicy For Yog-Sothoth [Requires *Master Sex-Haver*]

Your sexual prowess is now even more heightened than previously. You are now utterly superior to anyone and everyone previously in terms of sex, with not even sex gods and conceptual forces able to outlast you. In fact, you can have such passionate sex that your partner literally dies from the pleasure. Luckily, they'll revive shortly thereafter with no ill effects.

As an extra sort of benefit, this also causes non-omnicidal targets (and even sometimes them) to try and sexually dominate them if you find them attractive. The end result, of course, is going to be rather obvious.

A Seed of Power

Yes, this is a euphemism. For any partner that you sleep with, you can bestow power onto them. You may give them copies of your perks, powers, and skills. Additionally, if they already have superpowers, this will supercharge them.

NNTR

It stands for "Not-NTR" by the way. You and all of your partners cannot fall out of love with one another by way of outside interference, and no amount of hentai logic can make your love waver even a little. This also ensures that you and your friends or companions will never grow apart from one another.

Love in All Its Forms

There are many ways that you can love someone, and not all of them are conducive to sexual desire. All of these ways are fine for you, because when someone likes you one way, they love you in all other ways that suit your desires. Your superior who values you

as a worker won't see you like a child or something, but they will grow to care about you like a friend, and maybe even a potential lover. Pursuing those relationships will never negatively impact your original relationship. You can turn this off for specific individuals if it would make you uncomfortable.

A Simple Wager

They accepted the wager, so they can't complain about it now. You are able to challenge someone in anything, for anything. You can wager money, possessions, supernatural abilities, and even relationships. If you win, you get everything that was wagered, and they will not be able to do anything about it. Of course, unless you have a method of perfect retention, then you'll also have to abide by the wager, although you can win it back.

This is Mine!

And nobody else can have it! If something is owned by you, you retain it forever. It does not matter if you purchased it, borrowed it, loaned it, or it was some temporary blessing. It cannot be taken away from you legally or metaphysically. You cannot lose it if you made a deal or wager, unless you genuinely intend to lose it. Nobody will find this strange or unfair.

Getting Away With It

And you will keep getting away with it until morale improves. You nor your partners will ever suffer negative consequences from your affairs, even if the two of you happen to be idols. This does not work if one of the parties didn't consent to it.

Life of Adventure

Yeah, sex is cool and all, but have you ever felt the spirit of adventure? If you want your porn to have plot, this is for you, because in every setting you go to, you become connected to many plot threads. These threads allow you to go on amazing adventures based on the setting itself, and things you would be interested in. Naturally, the journey itself is full of consenting partners, and the end reward is always worth the trouble.

New Age Sadako

I imagine there's a lot of people out there who want to have sex with ghosts. You are something of an electronic ghost, being able to haunt, phase through walls, and interfere with and teleport through electronics.

Mutually Beneficial Arrangement

While parasites and viruses are typically threats to your well-being, there are many worlds where those sorts of beings could be useful, if controlled. Whenever you come into contact with a virus or parasite, you are able to form a symbiotic bond with it, excising any

of its negative effects. If it is a parasite, it will feed off any waste or excess energy that you have in your body. This includes supernatural, metaphysical, or atypical parasitism, such as ghosts and living ideas.

While you do not need to propagate your new partner, should you choose to do so, all further instances will have the same benign effects that it has for you.

Unseen Aid

As you go fucking like a rabbit, it's entirely possible that you could earn a few enemies, trying to get you unaware. This will punish them, as you will be protected from any conspiracy against you that you aren't aware of. An assassin will trip and accidentally stab themselves. The honeypot trap might just genuinely fall in love with you, or suddenly feel too guilty to go through with it. Someone spreading malicious rumors will find themselves to be the center of said rumors.

This is Fine, Actually

When fighting with the villain, odds are that you probably don't want to die, as most don't. Now, when you or your loved ones are defeated by an enemy, they will instead opt to simply capture you. If the villain is attractive, they will also use you in a way that would be desirable.

Enemies will not try and do so if you are exceptionally violent in captivity. Additionally, this will not work on entities whose sole purpose is to kill.

Bloodlight

It seems that you've got a touch of demonic blood in you, bestowing upon you greater powers, and without the risk of going evil and/or insane from it. At baseline, your strength and durability are magnified proportionally to your standard strength. If you were a normal human before, you could now pick up and toss a fully loaded carriage with minimal effort. You've also got a tail that functions like an axe, and ripping humans apart is easy for you. Cosmetically, you can also give yourself goat eyes and white hair.

You may also transform now into a truly monstrous form. Your natural capabilities are multiplied even further, and you may go into it at will. You have complete control over your impulses in this form, and you can decide if you have a nightmare face or not.

Imperceptibility

Ah, the classic superpower. You are able to render yourself invisible to the naked eye. You are totally silent, leave no traces, and if you speak to someone, they will not be able to

recognize it unless you inform them. And for those scientifically minded folks out there, this will never negatively impact your ability to sense the world.

The Wolfman

The ladies love werewolves! With this, you develop the alt-form of a wolfman, letting you transform without the need of a full moon. It's four feet taller, has incredible acrobatic skills, massively heightened physical capabilities, a howl that frightens lesser hostile threats, and can call upon a dark fire that destroys the living and nonliving.

The Gift of Prophecy

Apollo gives his greatest prophecies to his funniest internet soldiers. You possess a somewhat limited ability to see the future, which manifests via your art and off-color jokes. It will be very obvious to you when you've accidentally predicted the future, giving you ample time to prepare.

Lewd Adventurer

It seems that you want to experience what the world has to offer. No matter what, as long as you desire an adventure, you will always find something interesting to do or go to, and will always receive something that makes the journey worth it. On this adventure, you'll also frequently run into potential partners that would not mind having sex with you. Or even forming a serious relationship.

Body Beyond the Body

Did you steal this technique from a monkey king? By plucking out one of your hairs, you are able to create a copy of yourself. These copies are able to act independently of you, but you can still give them orders, and you receive all of the information that they encounter, without it ever causing mental strain. You lose the hair until your clones dissipate, where it is then automatically returned to you.

You may decide how much power you share with your clones, which by default are as strong as a normal human being. You can also have your clones mimic the appearances of other people, but they will not have the memories, personality, nor strength of who is being mimicked.

Barous Bargain

Of course you'll have your wish granted...for a price, of course. You now have the ability to make deals with others, and the Chain itself will have it be granted. As a matter of fact, the wish will be granted in the spirit of the wishmaker, rather than the letter, or some monkey's paw. But in exchange for their wish being granted, you now have conceptual

ownership of them. They cannot ever harm you, nor refuse any of your advances, unless it nullifies the point of their wish.

As a bit of insurance, nobody can add a clause to their wish that keeps them safe from your ownership. However, you are unable to force people into making wishes for your benefit.

If you are a good person that just wants to help, you can have the price just be something valuable, or you can even relinquish their soul back to them with no penalty.

Badass Boast

They say confidence is key, after all. Beyond having unflinching charm and infallible self-worth, you actually become greater at everything when you perform self-aggrandizing behaviors. Hyping yourself up as a master in bed will make you better at it. Fighting in front of an audience boosts your skills. Even the simple act of people knowing about you works as a modifier.

Traditional Romantic Urges

Isn't there just something romantic about eating your partner? To take all that they are into yourself? Whether you agree with it or not, you've now got a practical reason to engage in cannibalism. When you consume the body of someone (including the brain, but not the bones), you gain their powers, abilities, and memories proportional to how much of them you consumed.

Because butchering a corpse is "difficult" at best, you have the ability to instantly touch a dead body, and every consumable part of them will be stripped off, and safely stored until it's time to eat it. Although you won't get addicted to the taste or anything, you are able to safely consume the body and brain without gagging or otherwise catching a disease. You can eat the body raw just fine, but cooking it makes it taste better.

If you genuinely love someone, and they love you, you have the ability to instantly, painlessly kill them. So long as you love someone you kill and eat, they will safely revive within a day, with no trauma or difficulty. If someone you love died without your input and you eat them, it is possible for them to tag along with you as a spiritual companion.

Bed Chamber of Victory

There are so many beautiful men and women out there, and so many of them are your dire enemies. What are you to do to sway them to your side? Well now you can just defeat them. Whenever you defeat an opponent, they become submissive to you, and quickly grow to accept their situation.

600 JP Selection

'Till Death Do Us Part

As a Jumper, it's entirely possible that those you love will perish long before you do. Now, so long as you and another love each other, they are guaranteed to stay alive for longer than you do. If you happen to be immortal, so will they.

This also generally influences fate, ensuring it's impossible for anything to actually kill them so long as you are alive.

Soulbound [Requires *'Till Death Do Us Part*]

Actually, no, death shouldn't separate your love. If the two of you are truly certain about your love, you may bind your souls together. Rather than doing that lame thing where you both die if one does, you will instead both revive endlessly until the two of you are killed at the same time. If only one of you dies, they will revive within an hour, either beside their beloved, or in a safe place. You may add as many people as you want into the soulbinding.

Instant Victory

If you are able defeat an opponent without considerable effort, you can magically defeat them instantly via some comedic transitional effect. This can be in either a fight or sex.

Black Tar

Straight from a whole different planet! At will, you can generate an infinite amount of a black, almost tar-like substance from your body, and completely control its movements. In terms of practical uses, it can defend from attacks, be fired off into hardened spears, use it to surf, grapple, "swim" up walls, fly, and literally anything else you can imagine. You can also use them for tentacled sex, and read the minds of anyone engulfed in it.

Happy Time is All the Time

Wouldn't it be great to just have all the time in the world to do what you want? While time flows normally when it comes to standard events, anything considered as "downtime" to you, including your love life, has an infinite amount. You could go out with hundreds of people a day, and you wouldn't lose a second of "real time."

Entwined Destinies

The ultimate way to ensure that you manage to have all the partners you desire. Before a Jump, you may designate as many people as you desire in a Jump to be your soulmate. During the Jump, you will encounter them, and fate will ensure that the two of you form an inseparable, unending love.

In the event that your relationship would drastically change events, you are instead taken to a universe where it is feasible to do without totally changing the plot.

I Love Everyone

And everyone loves you! You are like a beacon of light at the heart of the world. You don't inherently choose to love everyone, but you have the capacity to see the good in everyone, and wholly love an infinite number of people. Your existence makes the world so much brighter, and with every good deed you do, no matter how small, the world inches more and more towards a more utopian view. People become more loving, gray skies become shimmering light shows, and dictatorships and evil find their foundations crumble.

Gamer System

So, you want to live life like a RPG? You now have access to a Gamer System, of course with a somewhat sensual bend.

Unlocks the **Game System** section.

Master "Healer"

Probably one of the more powerful abilities that I'm offering you, which is perfect for perverted healers like yourself! You've got a rather interesting variation of healing magic: you instead have the ability to control the flow of time and state of matter of anything you direct your power to. By default, this will heal all injuries and purge illnesses, but it's actually extremely diverse in its effects. You can use this to change your face, or scramble someone's brain, or turn them into another sex. Even for yourself, you can rapidly reverse time on your body in order to fix your wounds.

Dragons Are Sluts

Literally, D&D Dragons can have kids with pretty much any race. You have now developed the alt-form, for you are now *the* dragon. You have the powers to grow up to the size of a mountain, and fly at relativistic speeds. nigh-invulnerability from mundane and mystical sources, heightened intellect, complete elemental control, continent shattering power, and the ability to create draconic species. You can also shapeshift to and from your human and dragon form, and even selectively generate parts of your draconic form onto your human body to get that benefit.

As an extra bonus, you also seem to have a knack for locating valuables, including valuable people.

Battle Harem

It's rather unlikely that, should you pursue it, that members of your harem are anywhere near your strength. Even if they are, that's a rather loaded phrase, because not everyone is good at the same things. Now, when you have a harem, or simply a very close-knit group of friends, you are capable of bringing out the absolute best in them, letting them reach their true potential.

Instant Loss

Okay, this is less of a perk, and more a cheat move. People you have even a passing sexual attraction towards have a complete conceptual weakness towards you, and pretty much can never beat you in anything, no matter how improbable. If you challenge the smartest person in the world to chess, you'll beat them in five turns. If you are on an island of Amazons and are about to be put to death, you'll escape it soon enough. If you are fighting a god that can blow up the Universe, he'll be defeated in short order.

You are able to dynamically toggle this based on how much of a challenge you actually want it to be, ranging from an effortless victory to a genuine struggle. You can also toggle this on or off at will.

System Selection

Should you have chosen the **Gamer System** perk, you gain access to this section. Tokens can be used to purchase any function, but you will need multiple in order to get the modifiers to them. You receive a **+2000 JP** stipend for this section only.

Uncapped Growth [Free]

Infinite growth is fun, and that is what the System is all about. No matter what it may be, you are always able to improve any aspect of yourself with enough time and effort.

Integrated [Free]

This might not be your first rodeo, and that's just fine! You are able to integrate any Gamer system that you already have, or will have, into this System

Heads-Up Display [Free]

This is pretty important for the whole "game" aspect. Your system now creates several boxes of light that display relevant information to you, and cannot be seen by anyone else. It will be tailored to your tastes, and its GUI can be used mentally.

Settings [Free]

I imagine that this would be a bit helpful. You are able to toggle off or on anything in your System, including various functions or skills of yours. This also includes things like background music or subtitles.

Tutorial Mode [Free]

No need to fiddle about with the controls. When accessing a new feature with your System, you receive a tutorial that explains exactly how to use it, and gives recommendations.

Camera [Free]

A helpful way of letting you see more. When activated, you can have a "camera" fixed around you in the third-person, letting you to see things that you would not normally pick up on.

Normalcy Filter [Free]

When people not in the know are around you, they do not question anything strange that you do as a result of your System. You may toggle it on and off at your discretion.

Musical Selection [25/50 JP]

Who doesn't want to hear some nice tunes while out and about? For **25 JP**, You are able to hear the official soundtrack of a setting, with it playing in appropriate moments. Your music selection increases with each Jump you travel to.

For **50 CP**, this music selection increases to encompass any remixes and custom soundtracks available, even if they previously existed only in your imagination. You may also decide when a soundtrack plays, even if technically inappropriate.

Observe [25/50 JP]

A very simple, yet very useful function. For **25 JP**, you gain the ability to gather basic information about whoever it targets. Depending on your purchases, it can determine their levels, attributes, and skills. This fails if they are 50 levels above you.

For **50 JP**, the level limit is lifted, and you receive more information. This includes a basic history of their person, relevant weaknesses, kinks, and fetishes. You gather more secretive information about them based on how strong you are relative to them, and if you are stronger than them, they can hide nothing from you.

+Special Modifier - Code-Switch [200 JP]: If you are at least 25 levels stronger than your target, or have their express consent, you may modify any aspect of their observed data. You can't do things like steal their powers, but you can remove any negative parameters they have, or change their preferences, or reallocate their attribute points. If you are 50 levels stronger, you can also rewrite their identity, molding them into whatever you desire.

+Special Modifier - Data Drain [400 JP]: If you are at least 25 levels stronger than your target, you can steal observed data from them. This includes their levels, skills, traits, titles, attribute points, relationships, and more. You may toggle how much you drain from them, although the maximum is reducing them to their lowest possible threshold of Level 1.

Cutscene Selection [25/50 JP]

Have you ever wanted to look back on your greatest moments? For **25 JP**, you are able to rewatch any relevant moments you or your allies were present for, with sweet cinematography to help the viewing experience.

For **50 JP**, you can look at any hypothetical "what-ifs" based on decisions that you didn't make, whether it simply be alternative events or bad ends.

+Special Modifier - The Parts You Weren't There For [200 JP]: You now receive "cutscenes" of all people of interest in a setting, even if you haven't met them yet, and were nowhere near them. You may decide if you can discern their identities or not.

Gamer's Body [50 JP]

To become closer to that of a Gamer, your body has been modified. Your body stays at its physical peak so long as you are alive, and you no longer require sleep. If you choose to, you'll only need a single hour of rest to restore all health, and cure any negative status

conditions. For the sake of clarification, “negative status conditions” refers to things like illness, actual status effects like paralysis or curses, and even the loss of limbs.

Gamer’s Mind [50 JP]

To become closer to that of a Gamer, your mind has been modified. You are now completely immune to anything that would negatively affect you mentally, be it drugs, mind control, or mental illness. While you still feel emotions, you are also protected from panicking or losing control of your emotions.

Rosetta Stone [50 JP]

You now intrinsically know how to speak, understand, read, write, and transcribe any known and unknown language. All you need to do is come into contact with it, and you become a master.

Three Points System [50 JP]

These are the staples of the Gamer System. Health Points (HP) denote how much health you have, with zero meaning you are dead. Mana Points (MP) allows you to use magic. Stamina Points (SP) are an extra reserve of stamina that supplements natural endurance. Depending on skills used, either one or all of these points may be used.

If you purchased Gamer’s Body, HP, MP, and SP will all slowly recover over time, and be fully restored after sleeping. Additionally, should you reach zero HP, you don’t instantly die, but you instead cease regenerating HP for a full minute.

By purchasing the Leveling System, your points are automatically restored on level up, with their maximum amount increasing.

Level System [50 JP]

By slaying or totally defeating others, you receive Experience Points, allowing for you to Level up. Always starting at Level 1, you are totally rejuvenated upon leveling up. So long as your opponent is not at least 50 levels above you, you can see their level.

+Lover Modifier - Sex and the System [50/100 JP]: By having sex with someone, you also receive Experience Points. For 50 JP, subsequent encounters with the same person slowly experience diminishing returns. For 100 JP, there are no diminishing returns.

+Special Modifier - Discovery [50 JP]: You now receive Experience Points via learning and discovery. This includes reading a good book, reaching a new location, and having eldritch information whispered into your ears. How much EXP you receive is scaled to the significance of your new knowledge.

+Special Modifier - Karmic Examination [200 JP]: At the end of the day, your System will judge you based on all of your actions done that day, your deeds overall, and your general acclaim. After this judging, you will receive a considerable amount of EXP based on the amount.

+Special Modifier - Special Snowflake [400 JP]: As an inherently unique existence, you receive 5x as much EXP compared to the normal amount usually gained.

Attributes System [50 JP]

Also known as stats, these are statistical measurements of your capabilities. Attributes can be things like Strength, Dexterity, Constitution, and others. They are able to be increased via training, although this is more difficult at higher ranges. You can decide how many attributes you have, with the only caveats being that they can't be exceptionally overpowered, cover the same amount of things, and must all be equally useful. All Attributes start at 10 by default, but do take perks into account. By purchasing Level System, you gain a fixed number of attribute points (One less than the amount of attributes you have) per level up, which can be allocated however you want.

+Special Modifier - Greater Aspirations [100 JP; Requires Level System]: Every 25 Levels, you gain double the amount of attribute points per level up.

Threat Level Warning [50 JP]

Unless you want to run into a superboss by accident, you'll take this. Above the heads of everyone are symbols of varying colors and shades, signifying how dangerous the entity is relative to you. How these colors and symbols are chosen is up to you. These Threat Levels are informed not just by relative power, but also by how prepared you are, and if they have powers that counter you.

Trait System [50 JP]

These aren't exactly skills but they are valuable. Traits are positive, unusual qualities about yourself that can't be trained, such as accelerated growth or 1-Ups. If you purchased Level System, all traits with quantifiable effects will increase, and every ten levels, you gain traits based on how you got said levels.

Title System [50 JP]

Getting cool nicknames is now a superpower. Titles are rewarded for doing exceptionally noteworthy things, like making an impossible journey, or slaying a mighty dragon. Titles tend to bestow passive bonuses onto you, and if you one-up your previous deed, your title is upgraded. You may equip only one title at a time. If you purchased Level System, you can equip an extra title every 25 levels.

Achievement Function [50 JP]

For accomplishing some milestone, you receive an achievement to commemorate it, and rewards proportional to its difficulty. If you purchased Level System, quests will also give EXP, with the amount depending on difficulty level. If you purchased Trait Function, Title

Function, Skill Book Function, and/or Class System Function, you may be awarded one or multiple of them for completing a quest.

Pause Function [50 JP]

Sometimes, we need a moment to think. On a whim, you are able to pause the entire world, and everything in it. You cannot do anything during this time, but it does allow for you to think about what you want to do. You can unpause it at any time.

Claim Ownership [50 JP]

If you wanted it, then you should have said so. You are now able to claim anything as your own possession, including land, homes, and artifacts. Anything currently unclaimed can be claimed immediately, with no delay. If something is owned by someone else, you have to control it for twenty-four hours, after which it becomes yours.

Safe Zone [50 CP]

In every town or settlement, there will be one building that is completely safe for you and your allies. Nobody within can be hurt, nor can they hurt others. All properties that you own can be given this feature, and it can be toggled on or off at will.

Fast Travel [50/100 JP; Requires *Safe Zone*]

If they're safe, then surely you shouldn't have to risk your life going to them? You now have fast travel enabled. For **50 JP**, you can instantaneously move between all Safe Zones that you have traveled to.

For **100 JP**, you are able to Fast Travel to any location that you've been to, albeit in the safest possible place for you.

Skill Function [50/100 JP]

For **50 JP**, any ability you have will be converted into a Skill, whose power and efficiency can be increased via boosting its skill level. Skill Level 1 represents it at its least efficient, with Level 100 being the maximum. Upon reaching this maximum, it may become a Prestige Skill, which is a similar yet stronger skill, which can be leveled up further. It is possible for you to find skill books, which manifest as instruction manuals that will either teach you new skills, or help level up your current ones.

For **100 JP**, you are able to merge skills together, without losing the original Skills.

Food System [50/100 JP]

For **50 JP**, Health and stamina can be restored with food, with the recovered amount increasing by how well it was prepared, with some even offering temporary status buffs. Food and water, along with using the bathroom, are now not required to live.

For **100 JP**, you now have the power to make all biological matter edible, and even taste good based on your skill level. You could turn that grass into a nice stew, or make slimes into tasty gelatin. How this fully works, and if it can be transferred to others is up to you.

Conversation Wheel Function [50/100 JP]

Never fumble over what to say again! When conversing with someone, you receive a wheel of options to choose from. For **50 JP**, time slows to a crawl, giving you all the time to choose an option. Some options are good, others are neutral, and others are very bad. For **100 JP**, your choices are now color-coded to inform you of which options prompt positive and negative responses.

Relationship Function [50/100/150 JP]

Come on, you know it had to be here somewhere. Your relationship with others can be quantified. Make the right decisions, and your relationship will improve. For **50 JP**, your relationship slowly but surely progresses, with you needing to be a complete moron to have it worsen. Relationships will always progress in ways that you would find to be ideal. If you purchased **Conversation Wheel Function**, choosing the correct options can help progress a relationship. If you purchased **Level System**, then increasing your relationship awards EXP.

For **100 JP**, you receive personal quest lines with people you've established a relationship with. The intent of these questlines are to help them with the greatest problem currently affecting their life. By completing these questlines, their trouble will be resolved, and your relationship will massively improve, if not maxing out. If you purchased **Quest Function**, you receive some special reward for successfully completing these quests.

For **150 JP**, you will become aware of various events that can be done to greatly boost a relationship. This includes going on dates, exploring with one another, or even casual sex.
+Lover Modifier - Easy to Love [100 JP]: Your relationships seem to progress incredibly fast. Whenever your relationships progress, it is double of what it originally would have been.

+Lover Modifier - Love is My Strength [100 JP; Requires Attribute System, Skill System, & Trait System]: By deepening your bonds with others, you grow stronger. If you are merely acquaintances of someone, you get a permanent +1 to a single stat per four stats (Ex: 1 stat if you have 1-4 stats, 2 stats if you have 5-8 stats, 3 stats for 9-12 stats, etc.). If you are friendly, you now receive a +2 for the chosen stats, and a new skill. If your bond is inseparable, you now have a +3 stat modifier, an upgrade to the previous skill, and a trait that lets you charm people who fit an archetype related to your companion.

+Lover Modifier - A Gracious Gift [50 JP; Requires Love is My Strength]: Previously, the skill you obtained was an abstract one that fit the personality of your companion. Now, if it is available, you may also receive any abilities of theirs that are specific to their bloodline or personal identity.

Alignment Function [50/100/150+ JP]

How you act can now be beneficial to you. For **50 JP**, you receive an “alignment” meter that measures your actions based on two diametrically opposed concepts. Do note that it does not have to be Good and Evil. Your behaviors will push you towards one end of the spectrum, or stay in the center. Whatever it may be, you tend to connect easier with those in a particular alignment. If you purchased **Relationship Function**, you bond much quicker with people of your alignment.

For **100 JP**, all abilities strongly associated with your alignment will receive a considerable boost in their capabilities.

For an additional **50 JP**, you may choose another alignment meter. You can purchase this as many times as you are able.

Crafting System [50/100/150 JP]

Who wouldn't love creating their own equipment?

For **50 JP**, you gain the basic ability to craft items via sacrificing gathered materials. This includes things like potions, weapons, armor, and more.

For 50 JP each, you may purchase additional functionalities for this.

- **Recipe Book:** Whenever you gain a crafting material, you automatically learn how to craft anything that uses it.
- **Deconstruction:** You are able to break something down into its basic components, without losing any of its materials. This cannot be done with living beings

+Lover Modifier - Crafting Love [50 JP]: With this, you are able to create items that can either decrease or increase your relationship with another person. Naturally, higher grades of these are more expensive.

+Special Modifier - Organic Reconstruction [400 JP; Requires *Deconstruction*]: If need be, you are able to deconstruct living beings, and recreate them. You can also revive the dead by deconstructing their corpses, and bringing them to life via their components and the sacrifice of some valuable, life-giving material.

Quest Function [50/100/150 JP]

Who doesn't want adventure? You are now able to take on missions that earn rewards.

For **50 JP**, you can undertake quests in exchange for useful things, such as items or fame.

If you purchased Level System, quests will also give EXP, with the amount depending on difficulty level. If you purchased **Trait Function**, **Title Function**, **Skill Book Function**, and/or **Class System Function**, you may be awarded one or multiple of them for completing a quest.

For **100 JP**, you receive a step-by-step guide on how to complete these quests. If you purchase **Mini-Map Function**, you are also told where to go.

For **150 JP**, you gain access to Legendary Quests, or Scenarios. These are massive questlines whose scope is considerable to the “main quest” in a Jump. These Legendary Quests offer you great rewards for their completion.

+Special Modifier - Greater Effort, Greater Rewards [50 JP]: By completing more than what would be required to complete a request, you receive more rewards proportional to what you’ve managed to complete.

+Special Modifier - Daily Quest [50 JP]: Every day, you will have access to several “daily quests” that are easy to repeatedly perform, and offer you minor yet nonetheless beneficial rewards.

Friendly System [100 JP]

Consider this to be your friend! The system you have is now sapient, and loves you. It loves you so much that it regularly tries giving you shortcuts to become even stronger.

+Lover Modifier - Very Friendly System [100 JP]: Your System now really loves you, viewing you as its lover. It can now manifest in your vision and dreams as one who you would consider to be its “ideal” partner. But the real benefit here is that it sorta just...stops caring much about balance. Some days, it might just give you some arbitrary achievement with an overpowered reward. Maybe you get something special from the gacha. Maybe the dungeon it recommended has insanely good gear for its level. Sometimes, you might even stumble upon a “glitch” that is super beneficial to you, and the System is “uncharacteristically” slow to fix it. How this help manifests is ultimately up to you.

Mini-Map [100 JP]

Use this to get around. You receive a handy Mini-Map that you can use for navigation, readable in either 2D or 3D. You can place markers for future reference, and if you specifically search for something, its location will be automatically noted.

Inventory Function [100/200 JP]

Carrying has now been made much easier. You have access to an infinite pocket dimension that allows you to store an unlimited amount of objects, and recall them at a moment's notice. For **100 JP**, this includes anything that you are feasibly able to carry. Anything stored in this pocket dimension is kept in perfect stasis, with nothing inside being able to age or decay. The only partial exceptions are things that tell time, as they always tell it correctly. You can also carry living beings, and they will also be put into stasis. However, if you die, then any living being is automatically kicked out, and put to the nearest safe location.

For **200 JP**, there is no limit to the size of the object, with the sole caveat being that it must be counted as one thing. You could theoretically pocket something the size of the Burj Khalifa, but you cannot an entire city at once, for example. To make sure this doesn't

become an issue, you are now aware of exactly the space that your item will occupy when it is placed in the real world.

+Special Modifier - Equipment Inventor [100 JP; Requires *Inventory Function*]: You have a secondary inventory dedicated to any armor and accessories that you have. When placed into this slot, you receive all the benefits of wearing the equipment piece. You have twenty inventory slots available, and for the purpose of utility, “paired” equipment like gloves and boots count for only one. If you purchased Level System, you receive an extra slot every 25 levels.

Loot Function [100/200 JP]

Better to be rewarded for your victories, yeah? You are now rewarded for defeating enemies.

For **100 JP**, By slaying an opponent, you receive money proportional to the danger of your opponent. You also sometimes gain items from your opponent, scaling to their danger.

For **200 JP**, you now receive all possible items from slaying an enemy.

+Special Modifier - Boss Souls [50 JP]: When you slay any boss enemy (which will be indicated to you), you’ll receive a “Soul” or “Essence” that you can transmogrify into an item or weapon. This will have a connection to the boss, and will always be something you would find useful in some way.

+Special Modifier - Blue Mage [100 JP]: By slaying an enemy, you are able to copy any one of their unique skills/abilities. This ability modifies to fit you, and if it some suicide technique, you’ll be able to use it with a less steep cost.

+Special Modifier - Fortune [100 JP]: You will now always receive twice as much loot as you normally would have from your target, even with items that make no sense, such as hearts.

+Lover Modifier - No Killing Necessary [100 JP]: Rather than needing to kill your opponent, you merely need to have unequivocally defeated them to receive available loot. This also includes things like organs, which would normally kill them. You are able to repeatedly harvest from enemies.

Class System [100/200 JP]

This power is now yours. For **100 JP**, you now have access to a number of “Classes” (ex. Barbarian, Bard, Rogue, etc.), with each class having skills that you are able to learn through leveling up. Each class maxes out at Level 100, but you are still able to switch to different classes at any time, retaining any growth you had, even with your new class starting at Level 1.

For **200 JP**, you also gain access to Prestige Classes, accessible only after maxing out one or more other classes.

Store Function [100 ~ 200 JP]

This is a special shop, made just for you. You now have access to a store controlled by the system, letting you spend money to buy things. For **100 JP**, this store gives you the ability to purchase various items, levels, attribute points, skill books, titles, traits, unique classes, more spins, temporary bonuses, companions, and potential summons. Costs will naturally scale with the commodity, and you may sell or trade anything that you have.

For an additional **50 JP** each, you may purchase these extra functionalities:

- **Discounts:** While you don't have access to them immediately, you are able to find or be rewarded with special collectibles that reduce the prices of items in the store by 5%. There will be ten available collectibles that do this. Additionally, there will be temporary discounts and special sales based on milestones or special events.
- **Unobtainium Purchase:** So long as you've collected it once before, you can purchase any non-unique item from the store.

Gacha Function [100 ~ 300 JP]

Let's go gambling! For **100 JP**, you now have access to a gacha system that lets you spin in order to receive something potentially valuable. You can spin the gacha once per day, in order to receive one item. Because this is a gacha, it's randomized, with more valuable things being rarer. You have a chance to get money, items, levels, attribute points, skill books, titles, traits, unique classes, more spins, temporary bonuses, companions, and potential summons.

For an additional **50 JP** each, you may purchase these extra functionalities:

- **More Rewards:** You still spin once per day, but you now receive ten rewards per spin.
- **Unique Reward:** You now have the chance to receive copies of one-of-a-kind artifacts in a setting from the Gacha
- **Removal:** Upon buying something non-generic (Such as a cool sword or summon), it is removed from the summoning pool, increasing your odds of getting rarer, better rewards.
- **Alternative:** Whatever you summon from the gacha can be made into a hypothetical alternate-universe version of itself.

+Special Modifier - Literally Cheating [400 JP]: You are now able to pick out whatever you want to be pulled from the gacha.

Instant Dungeon Function [100 ~ 300 JP]

These are quite helpful, to be certain. You now have the ability to enter and exit Instant Dungeons (IDs) at will. For **100 JP**, these IDs will be twisted, grander reflections of the real world, with generated non-sentient monsters for you to fight and slay for EXP and loot. Upon slaying enough enemies, a boss monster will become accessible. With consent, you may bring people with you into IDs.

For an additional **50 JP** each, you may purchase these extra functionalities

- **Treasure Abound:** Throughout IDs, you will find various treasure chests with valuable loot in them.
- **Time Dilation:** Within IDs, time does not pass for you in the real world. Once you exit, it will be as though no time passed at all.
- **Not-Quite Fake:** The IDs you go to, rather than being spontaneously generated, are instead real locations that have always existed, even if inaccessible to the mundane. Depending on the dungeon itself, you may earn the praise of people whom you unintentionally or intentionally helped.
- **A Real Monster:** In certain dungeons, you will come across monsters or entities that are sentient, but are non-aggressive by default. You can help them by dealing with the rest of hostile entities within the dungeon. By conquering the dungeon, you gain the admiration of the non-hostile entities, who will reward you, and help you in unique but beneficial ways.

Summoning System [100 ~ 300 JP]

Arise, as the Shadow Monarch would say. For **100 JP**, You are able to bind beings to yourself for summoning. The easiest route is with them simply accepting to become your summoner. The second route is by slaying them. When you slay an enemy, you have three chances to bind it to yourself as a summon. This excludes “Boss Enemies,” along with other entities higher levelled than you. They cost MP to summon and maintain, but they will obey all of your commands. By default, you have three summon slots. Should you have purchased **Lover Modifier - No Killing Necessary**, you don’t need to kill an enemy to bind it to you, nor even fight at all.

For an additional **50 JP** each, you may purchase these extra functionalities:

- **Extra Slots:** You gain two slots. Furthermore, you gain five new slots every 25 levels.
- **Summon Leveling:** Your summons are now able to level up by defeating opponents.
- **The Ol’ College Try:** You are able to try and bind entities that are stronger than you, along with any “Boss Enemies.”
- **Determination:** You now have ten tries to bind an entity to you.

+Lover Modifier - Anthropomorphization [50 JP]: Your summons now develop forms that are sexually appealing to you. The closer you are to them, the more they will love you, and the stronger they become.

+Special Modifier - Total Domination [100 JP, Requires *The Ol’ College Try* & *Determination*]: Once you defeat any opponent, you may immediately bind them to yourself, no matter how much stronger they may be.

+Special Modifier - Minimal Cost [100 JP]: Beyond the initial summon cost, your summons don’t drain mana when they are out in the field.

Lore of the Land [100/300 JP]

When going somewhere new, it might be best to know a bit about it. For **100 JP**, When arriving in a new area, you gain common knowledge that any inhabitants would know, along with knowledge of the local climate, topography, and weather.

For **300 JP**, you receive deep insight into the land, including secret heroes, treasure stores, conspiracies, and anything similar.

+Lover Modifier - Laid in the Land [50 JP]: In the event that there are inhabitants of the land, you gain knowledge of any who would be willing to sleep with you.

Party System Function [100 ~ 300 JP]

You know what they say, the more, the merrier! You are now able to create your own parties. For **100 JP**, you can invite up to nine other people to join, gaining access to their own UI. Should you purchase **Three Points System, Mini-Map Function, Threat Level Warning, Level System, Attribute Function, Skill Function, Trait Function, and Title Function**, they have access to them as well. Party members will be alerted if one is under attack, nobody can harm someone in the party, and EXP can be divided between everyone based on whatever parameters you desire..

For **50 JP** each, you may select these additional functionalities

- **EXP Share:** Everyone directly involved in combat will each receive full EXP, with those not involved still getting half EXP.
- **Personal Messages:** Everyone in the party can send mental messages to one another, allowing for easier coordination and information transference.
- **Team Attacks:** By combining your powers, you and your parties members can create Combination Attacks that are much stronger than the sum of their partners
- **Swap:** If someone is in danger, then they can be “swapped” with someone else, allowing for the endangered party member to recover.

+Special Modifier - Reboot Card [400 JP]: If a party member dies, you have 90 seconds to pick up their “card” before it vanishes. By crushing it, your party member is restored back to life. This is subject to auto-looting as a matter of QoL.

Guild Function [100 JP; Requires *Party System Function*]

We could all do with more friends. You are now able to invite others to your Guild. Guild Members are able to send messages to one another, divvy up responsibilities amongst each other, institute a “tax” of gathered materials that go to the Guild, and design cool symbols. As per the **Party System Function**, Guild members have access to the same benefits and purchased functionalities.

If you purchased **Title System**, your Guild can also gain titles from various accomplishments, and equip them, giving a bonus to everyone in the Guild. You can also

create supplementary titles, giving minor boosts to whoever you give it to, as it designates their role within the Guild.

If you purchased the **Store Function**, then the Guild has access to it, using either their own funds, or the Guild's funds. People can only use Guild funds at your discretion.

+Special Modifier - Soul Summon [50 JP]: Everyone in the Guild can now summon ghostly apparitions of their fellow guildmates during missions. While they can fight and generally perform useful tasks, they are only 1/4th of the guild members original strength, cannot speak, and cannot gain EXP.

Raiding Function [100 ~ 250 JP; Requires *Party System Function*]

While there isn't anything stopping you from doing it normally, why don't we add more incentives? For **100 JP**, then so long as you can access a location, you are able to initiate a raid, whereby you and anyone else can invade said location. By initiating a raid, enemies provide 1.5x more EXP, and you can find "treasure chests" (reflavored to fit the area) that have valuable loot, even if your target shouldn't have access to them.

For **50 JP** each, you may select these additional functionalities

- **Individualized Treasure:** Every person who participates in a raid will each receive their own treasure in each treasure chest, assuring that nobody needs to split what they gained.
- **Maximum Profits:** Rather than just being in a few places, treasure chests appear to be pretty much anywhere that they could theoretically be placed. Every raid location is practically bursting with treasure
- **Plunder:** During raids, you always seem to find twice as much treasure and resources as you should reasonably be able to obtain.

Dungeon Master Function [100 ~ 600 JP]

How familiar are you with Dungeon Cores? For **100 JP**, this functionality gives you access to one, allowing you to create your own dungeon. You may decide what sort of style it has, whether that be fantasy, sci-fi, horror, or some eclectic mix of two or more. Through your dungeon core, you possess the following abilities: you can absorb materials to learn their makeup and conversion to mana, you gain mana by both having adventurers within your dungeon and/or killing them, the ability to identify an item, the ability to create loot tables for monsters and chests, the ability to create rooms in the dungeon, and you gain access to the Dungeon Store that lets you buy blueprints and items for using Dungeon Points, which can be accumulated via mana, sunlight, miasma, or some sort of currency.

For **50 JP** each, you can purchase these extra functionalities

- **Dimensional Transcendence:** Your dungeon is bigger on the inside, much bigger on the inside. So long as you can afford it, your dungeon has no upper limit to its space.

- **Physical Projection:** Your dungeon core can manifest an avatar to interact with the world. It cannot be damaged in this state, although it cannot hurt others either.
- **Follow the Rules:** Your dungeon will bend space and time to prevent any sort of cheating, like trying to fly to a higher or lower level to bypass the set path.
- **Minion Resurrection:** When you create a minion once, you are able to endlessly revive them in a new body for free upon death.
- **Setting Expansion:** You gain the ability to purchase blueprints of every relevant item and creature from each setting you travel to.
- **Boss Battle:** Somewhere in the dungeon, you are able to create especially powerful “boss” monsters that similarly give much better loot.
- **Monster Evolution:** Once you gain enough EXP from the dungeon, you are capable of accessing an evolution of one of your monster races. If you have a boss monster of that race, you can optionally choose to let them evolve for free.
- **Grant An Offering:** Adventurers and you can willingly sacrifice an item, which will then circulate into the loot table.
- **NPC Creation:** By gathering EXP & mana, you are able to create NPCs for your Dungeon. Their level is defined by how many levels you chose to sink into them. If these NPCs die, you can resurrect them for free.
- **Into the Depths:** Although it is super expensive, you can choose to expand your dungeon upwards and/or downwards, with everything in the levels becoming more powerful the further away from the central floor that you go.

+Lover Modifier - No Harm, No Foul [100 JP]: When you “kill” an adventurer, you get all the points that they and their items would give, and also just kick them out of the dungeon. They are free to challenge it as many times as they want.

+Lover Modifier - Stay With Me [100 JP]: You gain access to blueprints and instructions for buildings, houses, factories, hotels, and other such things. People who choose to live in you become classed as Residence, and they give you a considerable amount of mana

+Special Modifier - MINE [100 JP]: When you kill something (be it in the dungeon or out in the world), you receive a “shadow” copy of it within the “Graveyard”, allowing you to summon them as monsters within the dungeon.

+Special Modifier - The Art of the Deal [100 JP]: Your dungeon has a “marketplace” where adventurers can dump any of their junk items (granting you Dungeon Points), or purchase items (granting you Dungeon Points).

+Special Modifier - Gestalt Monster Creator [200 JP]: You are able to create monsters that have the traits of multiple different creatures that you possess the blueprint of.

+Special Modifier - Skip the Grind [400 JP]: You automatically receive all available blueprints that can be obtained within a world. Do keep in mind that you still need to have mana to do anything with these.

New Game Plus [200 JP]

Once your Jump has ended, or after ten years (Whichever comes first), you are able to go back in time to the start, retaining any improvements, powers, and items obtained. Do note that you'll have to go through the same thing again to complete the Jump.

Save Slots [200 ~ 500 JP]

The power to retry is a strong one, and now it's yours. For **200 JP**, You are able to "save" a single point in time, which you can return to at will. You lose any progress you may have made since that point, but you retain all of your memories. Should you find a better spot, you can overwrite your previous save to create a new one. If you ever die, and don't have other 1-Ups, this will return you to the save point, which is subsequently destroyed. If you have 1-Ups, you may convert one or all of them into a new save slot.

For **50 JP** each, you may purchase additional functionalities:

- **Extra Slots:** You are able to purchase an additional save slot. This can be purchased as many times as you desire.
- **A-Okay:** Should you have developed any traumas or instabilities, it will be wiped away after you go to an earlier save.
- **More Gains:** You retain any positive skills and abilities that you developed since the previous save.
- **Bound to Me:** You retain any items that you collected in the previous save. This may cause some interesting scenarios due to having multiple of the same item.
- **Do You Remember Me?:** You are able to bring people with you before you go to an earlier save. This allows for them to remember what happened in the previous Jump. They share the benefits of your additional save slot functionalities, with the exception of "Extra Slots." As you can imagine, this has extraordinary benefits.
- **Deja Vu:** Anything good that you've done in a previous save is either miraculously preserved, or events conspire to ensure that it happens again, with or without your direct involvement.

Item and Property Selection

All Items, unless otherwise stated, cost 100 JP. Any items that are lost or destroyed will shortly return to your Warehouse in perfect condition. You may import the effects of an item into similar ones. (Such as weapons to weapons, and properties to properties). Buildings, lands, vehicles, and other properties will, unless specified by you or their description, manifest close to where you begin your Jump, and will have an infinite amount of whatever is needed to work. Your items can never harm you or your own. Any modifications you make to your Item are remembered and fiat-backed, and anything in this section can be combined..

Free Selection

Your Journal

Here is your journal, Jumper! This deceptively thin notebook actually has infinite pages within, and will record all of your adventures throughout the day, serving as the perfect record. If you have issues recalling some specific detail of the day, you can consult with your journal, and it will automatically go to what you are looking for.

Ultimate Laptop

This laptop is a gift to you, and definitely not a way for me to keep people from finding out all the weird shit I've downloaded. This laptop has infinite storage, infinite battery life, cannot be hacked or suffer malware, and can process any game or any software. Your Wi-Fi is always perfect, and you can go to any website or database without it being traced to you.

Also, for some strange reason, this has a file that has every form of porn that you would like on it, continuously updating with every world you go to. People will not be able to access it without your permission.

King-Sized Bed

The greatest bed in the entire Universe! This bed, shaped however you please, is guaranteed to be soft and firm, guaranteeing that it is comfortable no matter what. Staying in bed rapidly soothes any pains and aches, along with giving endless vigor. It's also big enough to host an orgy, and warps space to ensure that not only can all your partners fit on it, but you can also effortlessly leave it at any time.

Anti-Horny Brick

When you throw this brick at someone, they stop being controlled by their libido, although they can still feel arousal. This brick is harmless, and throwing it at them again will restore them back to normal.

Incense

To help set the mood. You have an endless supply of a special incense that, when activated, reduces the sexual inhibitions of everyone present. This won't make them want to have sex just because, but if they have some hidden desires, then it will release that desire.

The Toybox

It's a bunch of sex toys! They're all high-quality, suit all of your desires, automatically clean themselves, and return to their box after you are done.

Everyone Knows That

The funniest case of lost media is now yours, along with more. You have a stereo that plays wonderful, unique music while you're in the middle of having sex. The music is recorded, so you can play it anywhere.

Special Identifications

This ID Card displays all of your relevant personal information and data about your sex life, which people will instinctually believe if you are trying to be honest

Loving Home

Jumper, you should know that your Warehouse is alive! Luckily, it adores you, and will do what it can to make you happy. It arranges itself to your tastes, helpfully directs you to where you need to go, and may play light pranks on you to cheer you up. It will never hurt people you care about, but it will ward away any hostile invaders, even if they are conceptual, spiritual, or parasitic. It will always be there for you, and I do mean that literally, because you can spontaneously create entrances to it on the fly, which helpfully vanish afterwards.

This genius loci can connect to each and every single one of your properties, reshaping them and binding them together like a nexus. If another one of your properties is alive, it can merge with their consciousness, or will work together.

The Sex Arcade

Congratulations, for you are now the proud owner of the Sex Arcade! Well, actually, you've got a virtual rendition of it, since the actual one is too shady for my brand. In any case, you have a key to a pocket dimension whereby you have a collection of very attractive "volunteers" in the forms of all the famous women (and men, if you are into that) of the Multiverse. They are all safely restrained, and can't resist you. That's only the default option though, and if you find that too distressing, they'll all be perfectly fine and moving about, having sex with you and any of your guests of their own will.

Do be aware that all the inhabitants of this world are physical simulacra given life inside this Arcade. They might have the personalities, memories, and even abilities of the original person they're based on, but they cannot exist outside of the Arcade.

100 JP Selection

Smart Smartphone

You have access to an indestructible, top-of-the-line smartphone with all the features that you desire. It will send you lewd images of people who might be interested in hooking up, or letting you know if someone you care about is in danger or is cheating.

Portrait of Companionship

A simple portrait that depicts you and your companions, which changes in every Jump. This portrait records a fond memory that you have, and inspires you to continue on no matter what.

Sweet Ride

Here's the keys, and go have fun! You have a top-of-the-line car that looks wildly expensive, has infinite clean energy, and has an auto-driving system that will never get into an accident. When in this car, people will also not have the opinion that you are compensating for something (even if you actually are).

Top-Notch Equipment

I see, so you like to make your videos at home? These are high-quality cameras and rigs that will let you record whatever you want: especially porn! If you want exceptional camera work, these are also free-floating, letting them hover around you without needing a camera person.

Exactly What You Wanted

Aw, how did you know? This is not a solid object, but is instead the idea of the perfect gift. When intending to give someone precious to you a gift, the thing that they most want will spontaneously manifest. If said gift is non-physical, you receive a piece of paper that tells you what it is, and what you can do. You have an infinite number of these gifts.

So you aren't caught flat-footed, you will receive intrinsic knowledge of just why this gift is important.

Musical Instrument

You don't need to be good at music for this one. You are able to select any one musical instrument, and you will receive a high-quality version of it that perfectly suits your personal aesthetics. Whenever you play it, you are instinctively aware of how to actually do so, and whatever you play will always sound wonderful to those hearing it.

If it would require an external source to work, like an electric guitar, it can now work by itself.

App of Love

This handy little app is the perfect way to ensure you never miss anything with your partners! When you identify someone as inherently important to you, their data is placed into this app. It reminds you of their birthday, special occasions, and opportunities to spend time with them.

Tavern

What will you have today? You are now the proud owner of a popular tavern, stocked with the best alcohol and high-quality meats and cheese. It also doubles as an inn for weary travelers. While quite lucrative, your tavern will occasionally run into those sorts who put it on their tab. Curiously, these people are invariably attractive to you, and would be willing to do sexual favors to pay it off instead.

Your Home

This is your house, Jumper, so I hope you like it. It is absurdly huge, rivalling the size of the Lakshmi Vilas Palace. It has all of the amenities you could think of that a house would have, such as a gaming room, multiple bathrooms, large bedrooms, living rooms, a highly furnished kitchen and dining room, several basements, and a strange cozy feeling. There's also perfect internet, pools, garages, and all sorts of servants of your preferred gender(s), with outfits as skimpy as you might want.

Nursery

If you want kids, or just like kids, then this is the place for you. This colossal room is meant as a place where children are cared for. All of their needs are taken care of, there are attendants who give them proper advisory, and the room will generate anything that will make them happy. The room itself has a special "grace" that prevents anything considered harm, be it physical damage, mental pain, sickness, or even possession. Children in the room also tend to take in knowledge far quicker, allowing for them to learn lessons much easier.

If you are looking for a business, this place also serves as a daycare that can tend to any children, either for free or for a price.

Hanazono Room

Yes, this is *That Pool*. You have access to this "prestigious" location for the purposes of enjoying the luxurious pool, and also making very popular porn. If desired, you can designate one or more people to be at the pool, and they will always be willing to have sex

with you. You can also rent the pool out for promotional material, or have porn be created without you.

Playroom

No, this is not where your Xbox and stuff are. You now have access to a straight up sex dungeon, which can be used for “prisoners” and actual prisoners. Besides having everything needed for BDSM, you’ve got several cells that can hold people, while having enough amenities for them to not go stir-crazy.

Top-of-the-Line Kitchen

If you want to be a master cook, then you’ll probably want this! This is a large kitchen stocked with an infinitely replenishing supply of literally every possible food ingredient in the world. It also has every type of perfectly clean and immaculately designed kitchenware, along with every type of stove. It is also guaranteed that you will suffer no kitchen fires or spills or spoilage.

Dollhouse

Exactly what kind of dolls are you making here! This mildly haunted, gothic house is host to a number of dolls. These can range from plush, to wind-up, to wooden, to 7’0 anatomically correct porcelain dolls. Naturally, they’re all haunted, but the ghosts inhabiting them are all quite friendly and helpful, and the worst they’ll do is spook someone as a prank. If you’re into that, they’ll also be down for sex.

Beastlands

You are the best hunter, after all. This is the place where all of your...let’s say “feral” would-be partners wind up going if you have to leave them behind, or if you have to kill them before anything could reasonably happen. They must consent to come here, and cannot be coerced by even fiat, so you can be sure that if someone is here, they are here for you. No harm can happen in the Beastlands, and you can “reenact” your encounters with them, although the ending will usually be a bit hornier.

Dead beings cannot leave the Beastlands if they died in the current Jump, but can leave in later Jumps.

Maid Cafe

What will you have, master? You now own a popular themed cafe of your choice, which may or may not actually involve maids. It will earn plenty of money, its workers are willing to sleep with you, and you can be assured that the clientele will never be creepier than they are comfortable with.

200 JP Selection

Stratagos

A memetic sword that bestows enhanced analytical capabilities. This is a simplistic ability, but one that grants borderline precognition if one has decent pattern recognition. Its major power is the ability to counter any physical or magical attack, although a standard human brain can only do it once per battle.

Like a Jumper: Infinite Wealth

You have access to a bank account with an infinite amount of money in it. This money will instantly transform into the needed currency, has its taxes automatically paid off, and will never negatively impact the economy.

Special Rings

If you intend to get married, then you'll want this. This is an infinite number of wedding rings and promise rings. Each ring matches one person in a setting, perfectly matching their aesthetic and desires. Once you have reached a point in a relationship where they desire marriage, the ring itself will spontaneously manifest beside you, informing you of what you can now do.

Anyone wearing these rings are able to safely communicate with one another across time, space, and dimensions. It does not matter if you or them are not currently wearing said rings.

If you've no interest in someone, this ring will also manifest if someone you care for has a partner that wants to marry them. You will instinctively know who the ring is for.

The S.S. Jumper

You have access to an absolutely huge and decadent yacht. It has infinite fuel, endlessly restocking supplies, and packs enough ammunition to repel any would-be attackers. The hull of the ship is also strong enough to smash through anything like an iceberg, and it is impossible for anything to malfunction. Your ship always has a full crew that is willing to fulfill your sexual desires.

Tantric Jewel Battery

This handy-dandy jewel is going to help you out, should you be the pervert that you are. This jewel absorbs any and all tantric energy. This can be done through practices such as yoga and meditation, but obviously, you can charge it up with sex. How much it stores has no upper limit, and you can use it for just about any purpose, be it for powering a spell, using it as an energy source, or releasing the stored energy in a big explosion.

Jumper Studios

Who doesn't want to make movies? You now own a business that is in the habit of making movies, both standard and pornographic. All movies made will be top-quality, and invariably popular with the masses.

AmorTube

We're going live in an hour! What you have here is an eclectic mix of Youtube, Twitch, and Pornhub. Here, you are free to post videos and do streams of whatever you want, so long as it's consensual, and nobody stays dead.

The Eronomicon

An ancient-looking tome with questionable iconography on it. This is the Eronomicon, a magical living book that teaches you how to draw out tantric energy for the purposes of magic, along with various different sexual positions that draw out the most power. It also functions as an actual magic text, and stores any and all spells that you come across.

Wonderland

This isn't the rabbit hole I thought it was. You have access to a pocket dimension that blends the surreal, nonsensical, and the sexual. It's full of hot anthros, weird landscapes, lewd rules, and cool monsters. At the center is the capricious Queen of Hearts (Whose form is whatever you want), who will order you to perform "punishments" for her, which usually involve some form of sex.

Game Board

Would you like to play a game? This small, island-sized pocket dimension is a space that you have absolute control over, and can be used to play "games." These "games" are usually reenactments of actual genres, such as murder mysteries, but it can be used for Mario Party-style escapades. You can shape all the rules and punishments, and anyone playing must accept them, no matter how lewd.

Do note that the players must be aware of all the rules, and must genuinely consent to them. Additionally, no matter how comically dangerous you appear to have them be, nobody will ever be truly harmed during these games.

400 JP Selection

JumperLive

This is your own talent agency, Jumper! It can be for idols, singers, streamers, or just standard entertainers. They'll all be wildly successful and willing to sleep with you. The more successful this agency is, the more recruits you receive, who will all invariably be talented at whatever you wish for them to be.

Binding Chains

Use these to capture anyone. These mystical chains are capable of binding any entity, sealing off any of their superpowers, and reducing them to the standard level of strength for their body. These chains will magically move on their own to imprison any defeated foes.

These chains are infinite in length, manifesting into physical reality through portals. Once an enemy is successfully bound, the chain breaks from the binding, and the binding itself vanishes, although its effect persists. This sealing doesn't induce stockholm syndrome, but will vanish once the enemy is no longer hostile towards you.

Personal Dreamlands

A slumbering world, and it's all for you. You now have access to a pocket dimension, containing an infinite, ethereal, dreamlike world. It has all the amenities that you would need to live and work, and it continuously generates newer structures in case you require something new. Everything within, from the topography, to the sky, to the structures, to even the general atmosphere, can all be changed to suit your specific desires.

While things in this world will work just fine while in it, nothing can be taken out of it. However, anything that you create here, using materials from the real world, can work just fine.

Within the Dreamlands, time is frozen, and should you return to the waking world, you'll find that no time has passed since you left. In the event that you "anchor" others to the Dreamlands, this freezing effect only works when everyone is present inside, otherwise time will flow to prevent temporal aberrations.

Lewd Laboratory

Ah yes, now you can satisfy your sexual desires *and* scientific curiosity! Despite the name, this place is actually a very large lab, full of high-tech equipment, perpetually sterile environments, and samples of whatever you might need to study at any given time. It's also entirely impossible for any sort of accident to take place. What makes it "lewd" is that things seem to run on being sexually charged. Are the scientists here kissless virgins who

are in close proximity with very pretty people? They can develop lab grown meat. Is everyone secretly extremely horny? Well, they'll develop some miracle sex virus. Is everyone just fairly normal, but the outfit code might as well be a string bikini over a coat? Well, I think you get the point. Just about any and all research you want to go into will be rapidly developed.

Even in a perfectly sexless environment, things still go three times faster than the baseline.

Companion Selection

*You are able to combine any companions here, import one into an archetype, and buy each one multiple times. Optionally, you can let them receive **600 JP**, and 5 Discount Tokens.*

The Artist [Free]

This lady here is a pretty strange one. Although initially seeming quite refined, she's actually a rather well-known Rule 34 artist. She's also not that reserved, because once you've got a good conversation, you quickly realize that she's horny and unhinged. She's very interested in drawing you, and some lewd actions of yours throughout your chain.

Groupies [Free]

You've got a collection of fans that just love to spend time with you. They're pretty much normal people, but they'll help you in any way that they are able to, will never be too intrusive for you, and would rather suffer for eternity than betray you. Luckily, if they ever die, they'll just respawn within a day.

The Cutest Delivery Boy [Free]

Finally, the pizza place actually gave you just the one you wanted. The cute delivery boy (or girl), hits all the marks that you would find to be attractive. Beyond the obvious sex that you can have, this person enjoys similar hobbies to yours, has a great personality, and makes an unusually high amount of money for their job.

Brocon/Siscom [100 JP]

My little sibling can't be this cute! What you have here is a brother, sister, or some non-binary fellow that adores you. They're willing to help you out, and will always come to your defense. If you want to pursue that sort of relationship with them, then go right ahead.

The Oshi [100 JP]

This is your favorite idol, Jumper. Whether they are niche or incredibly popular, they'll be everything that you ever dreamed of, and they'll love you. Should you go out with them, the two of you will never face the standard issue that stems from idol culture.

Your Enabler [100 JP]

What a troublemaker of a friend that you have. This person is attractive, funny, something of a gremlin, and greatly encourages your shenanigans, be they standard or sexual. If you purchased the **Playroom**, they'll help to "encourage" certain prisoners to come to your side.

Ineffectual Stalker [100 JP]

For a stalker, this person isn't that bad. When they saw you, something ignited their heart, and it was love at first sight. Unfortunately, they've got the bravery of a mouse, and have since decided to follow you around, out of sight so you don't get scared of them. They're extremely conspicuous however, and you can just take them home with you.

Twin Fairies [100 JP]

You've got two tiny fairies with you, with one being nice and ladylike, while the other is a brash tomboy. The two of them both like you, "like" you, and try to help you in whatever ways they can, usually via their helpful utility magic.

Leannán Sídh [100 JP]

Everyone could use a little inspiration. Counted amongst the fae, the Leannán Sídh offers creative people great inspiration, and will even become their lover. In exchange, of course, she feeds on your life force, dooming you to a short life. This Leannán Sídh has found you and, seeing that your life is sustained by the chain, offers to become your lover. By doing this, any and all creative ventures you do, such as writing, sculpting, painting, decorating, and other such things will be boosted.

The Djinni [100/600]

What is your wish? For **100 JP**, you receive a beautiful genie here to grant your wishes! Of course, these are minor ones. Sex is usually simple, but her more generalized wishes are along the lines of making things easier, or having chores done.

For **600 JP**, your genie can now make powerful wishes, such as reviving the dead, restoring destruction, blessing you with riches, power, and other such things. Three times per Jump, your genie can also make three "invincible" wishes that, so long as they don't subvert a Drawback, will come true.

Mad Scientist [200 JP]

All the perverted things that you do, you do for science! This multidisciplinary fellow right here is someone with a healthy sense of curiosity, and a desire to learn. They have learned of your chain, and are eager to explore the multiverse with you. Put them to work on something, and odds are that they'll figure it out in short order

World-Famous Hero(ine) [200 JP]

This person has helped the world, and now they want to help you! Depending on the setting you go to, this person is a famous figure that performed a legendary deed for the betterment of others. While they have been laying low for a time, meeting you has

invigorated their desire to help others, and what better way to do that than a journey through the multiverse?

Your Frankenstein [200 JP]

It's alive! What you have here is a remarkably beautiful flesh golem composed of various body parts. If you can ignore the stitches, this is a friendly person who views you as someone deeply important to them. They are fairly normal otherwise, save for the ability to conduct and use colossal amounts of electricity.

Maid in Jumpchain [300 JP]

Who doesn't love maids? In every Jump you go to, you are allowed to turn up to eleven canon characters into your loyal servants. This can include protagonists, supporting characters, and even early antagonists. No matter who they are, they will have some story of how they became your servant, and will be as devoted to you as you will be to them. Their level of power will be equivalent to near the beginning of the story, although they can still grow as much as they want.

Mother of Monsters [400 JP]

A very scary mommy. This shockingly beautiful monster is the creator of many of the most dangerous and horrific monsters in the world, and has no interest in stopping. While she needs no partner to do so, she's learned that copulating with you (*even if you don't have the parts for that*) makes them even stronger. Thankfully, she's not actually evil, and neither will your kids!

By default, the mother will be able to instantly "birth" monsters from Greek Mythology, such as the Chimera, Cerberus, and the Hydra. As you take her along your chain, she will be able to birth any monster that you have slain before. These monsters will be largely mindless, but loyal to you and their mother. If you have sex with her, the child takes much longer to be born, but will be intelligent, much stronger, and has the capacity to get your perks.

Freudian Internal Trio [600 JP]

I don't think you'll be able to ignore these voices, Jumper. You now have two different voices in your head. The first one is emblematic of your Id, a reckless sort of person that takes what they want and does what they please, heedless of any consequences. The second is your Superego, a self-critical, conscientious individual that tries to be someone who abides by morally correct social patterns. You, of course, fill the role of the Ego, mediating between these two.

While these two might initially seem to be annoying at best, they may prove to be invaluable. You are free to ignore their recommendations, but when they give advice whose consequences are ultimately beneficial to you, you'll instinctively know to do it. Furthermore, due to three "souls" being housed in your body, you are three times as fast, strong, durable, intelligent, and talented as you would normally be. If your body gets hijacked, or you are otherwise immobile, Id and Superego can assume manual control to fight to save you.

Perhaps most importantly, if you desire it, Id or Superego can take over your body. They care about the Jumpchain as much as you do, so they won't do something that screws with you. The two of them will have "fun" or do whatever work you aren't particularly interested in doing. You will remember any pleasant sensations that they had, and forget anything boring or unpleasant. In the event that you die (and don't have your soul erased/have a 1-Up), they'll possess your body as well, keeping your soul within and ensuring you don't actually perish. It'll take at least a month for you to recover, but so long as all three of you don't die, you're theoretically unkillable.

Overworked Bodyguard [600 JP]

Have you ever considered the stress you put this poor woman through? You now have a bodyguard that is incredibly loyal to you, and has everything needed to keep you safe and help you when needed. To make sure her job isn't superfluous, she also always scales ahead of you. The only issue is the fact that all your adventuring and recklessness means that her job is rarely over. To compensate her for this thankless task, she'll either expect you to have sex with her, or (if you are into that) let her peg you.

Conclusion

"It seems that we have reached the end of this document. I bid you farewell, Jumper!"

Notes

This supplement is really weird. As mentioned in the opening flavor text, this is technically an update of my **Generic Lewd Setting** Jump. It's my first NSFW Jump, and I do like it. However, it's extremely weird as a Jump and definitely has a lot of weirdness in what it has, to the point where it's actually quite bothersome. This was intended to be an earlier sort of update, but I realized it's not really feasible to do so. Combined with the fact that I unintentionally caused **Generic Overpowered Menagerie** to not have any sexual abilities to leapfrog off of for the Version 1.1, and I needed another one for it. As a result, this can be considered both an update and reimagining of Generic Lewd Setting.

A Most Questionable Chain/Tentacle Monster in Shining Armor: These are references to Questionable Questing, of course. They are partially sentimental, as the Jump that first got me into the Jumpchain, *Kuroinu*, was from Questionable Questing.

Traditionally Romantic Urge: Bizarrely, this is a holdover from the Lewd Virtual Youtuber Jump. This initially came from a kayfabe joke from Matara Kan about traditional feminine urges. This is a real thing that happens, and the idea of cannibalism as a love metaphor is a real thing.

Master Sex-Haver: The name is based on Jeht's video on Jet.

Black Tar: This is actually just a disguise for three different references. The name itself is a reference to Xenoblade Chronicles X. Its defensive and mind-reading capabilities are a reference to the dark matter from Nikke. Most importantly, its combat capabilities are based around Shadow the Hedgehog's doom powers from *Sonic x Shadow Generations*.

The Wolfman: While it's true that werewolves are indeed pretty popular for romance, this trope is specifically based on Bao the Whale, and her...enjoyment of Blaid. There's also some considerable references to Maliketh

Game System: Random though it is, I did have a vague idea on creating a Jump that had a Game System, because I love the idea. This is somewhat self-indulgent, as it is partially out of convenience, partially because I use the Gamer system in my NSFW works, and partially because I've read several NSFW fics involving the Gamer System.

Beastlands: I intended for this place to revolve around monster girls or outright monsters, but it can refer to pretty much any wild, animalistic partners you may or may not have. This may also include literal animals.

Your Frankenstein: This is actually based on the lore of Michi Mochieevee, who is made from the bodies of six different people.

The Djinni: This is actually based on the original story of *Aladdin*, alongside *Dragon Ball & Sonic & the Secret Rings*. The 100 JP version is basically just a (Lewd) version of the Genie of the Ring, which was a lesser djinn. The 600 JP version is based on the Genie of the Lamp, which was far stronger, and had unlimited wishes.

Maid in Jumpchain: This is based on Nyantcha's *Maid in Fire Emblem* art pieces. It went from only nine to eleven on account of the fact that I didn't realize they also made art of Felicia & Flora.

The Cutest Delivery Boy: This is based on Machina x Flayon, who actually was a pizza delivery guy.

The Sex Arcade: This is a reference to Sabudenego's "Sex Arcade" series. The "virtual" aspect of it stems from the fact that the nature of the arcade in the actual art would automatically make your Jumper extremely evil