Getting Bad Ended V 0.2

By Tree Branch

Jumpchain compliant

It's no secret that a lot of terrible things happen to people in hentai. Some of the most infamous events any given character can suffer is what is generally known as a Bad End, wherein the person in question is put in a situation from where there is no escape and nobody wants to have happen to them.

You'd think that would be something to avoid. It's in the name, after all. And yet, there exists many a person that would fantasize about such a thing happening to them, and one of them could happen to very well be you. I'm not going to judge, we all have our kinks. The obvious problem here is that if you "suffer" through a Bad End, for real, no roleplaying, no pretend, your chain for all intents and purposes stops there.

But what if there was a way to get that itch scratched for you in a manner that doesn't terminate your chain full stop? Where you spring back from the abyss in the same state you were in before jump insertion? Where no true, lasting harm was done to anyone, no worlds that get dragged into hell due to your actions, where the people with you and depend on you aren't left abandoned if not worse?

You, jumper, get the chance to experience a Bad End for yourself, one where you get the full ride, where you only suffer as much as you want to, and the only things that stick with you after the deed is done are the memories... and whatever you happen to purchase here. In case it wasn't clear, you cannot fail your chain during this jump.

If this is the first time you, jumper, are using this document, you get one thousand Durance Points (+1000 DP) to spend however you see fit. Enjoy.

So what's the deal here?

The student that gets expelled from school and, desperate for money, signs an unwise contract and ends up a criminal's sex slave. The pillar of society that gets possessed by a malevolent (and lewd) spirit that makes her body do all sorts of sexy things in public, while she is helpless to do nothing but watch. The member of the hero team that gets enslaved by an evil lieutenant and now spends his days tending to her needs. An innocent bystander that gets turned into a gynoid that needs semen as fuel and is a mere product to be sold. The adventurer that gets caught by a tentacle monster and made its seedbed and personal onahole.

Sound like a good time to you? Fortunately for you, if it does, you'll get to live through it!

Pick any Bad End scenario you know about, or can think of, that you'd like to have happen to you. You're now the star of the show. You get the full experience, no punches held back, no sugar coating, no censoring. You get to decide who and what you are, who and what you will become, what setting the Bad End takes place in, who or what inflicts the Bad End upon you, and all the gory details. When you're done indulging, or the Bad End has run its course, the jump will end and you will be back in your right mind, as if the Bad End never happened to you (and whoever you brought in with you), ready to make the usual end of jump choice. So yes, you can be the goddess that becomes an unholy whore due to the twisted beliefs of your worshippers. You can get reincarnated as the valedictorian's panties. You can even go full Asanagi. It's all good.

Background, age, gender, species, none of that really matters, it's not like you get to keep any of that.

Perks

You get to take one 100-point perk for free and apply one discount, which is always half-off, per point tier of the other perks (200, 400, 600).

P-zombie actors (Free, only for this jump): It would be quite bad if you were... discouraged... from your pleasure by the possibility of being slammed with mountains of guilt and regret after the fact. Rest assured, none of what goes on in this jump will happen to actual people. They will be convincing, and it'll feel real in the moment, but when your injump family gets ruined or your country annihilated it'll only be illusion at the end. Go forth and play.

Basic premise (Free, only for this jump): All victims had to start somewhere. Hard to be a detective without the skills, the mage without the spells, the noble without the connections, the soldier without the weapons and the training, the heroes without their powers, the CEO without her company. This perk temporarily sets you up with whatever you need to make your Bad End work as you intended and no more; once the jump is over any benefits granted by this perk go away. So no, you can't cheese full godhood with this freebie, sorry.

Just like your favourite hentai (Free): What is the point of seeing the sights if they're just like home? Wouldn't it be better if you got to witness the world as if it really was drawn by that artist you like? This is a purely cosmetic power that allows you to see the world and its people as though it was a hentai anime or manga and drawn in the style you want. You can toggle this perk whenever you wish, and can change artist styles on a whim.

Got to look the part (Free): The heroines that have terrible things done to them all tend to be attractive in their own way. The monsters look monstrous, the villains look evil, the sentai team looks heroic (if they're not corrupted), and even the ordinary people don't look ugly unless that's the point. Your appearance is now fitting for whatever role you happen to be, and also functions as a beauty perk that makes you an 8/10 minimum if you want to look good. Your beauty won't get in the way of whatever you're trying to accomplish, either, so no turning heads if you're trying to lay low, for instance.

Obligatory hentai physics (Free): Letting realism get in the way of your fantasy is so... limiting. Refractory periods? Way too small orifices? Having trouble getting it up? None of that. You can make buckets of cum and can stay hard without stopping, your insides can take insertions far bigger than what is reasonable and much longer without danger to internal organs, are always physically ready for a good long fuck, and can last for hours in bed. No need for lube, either. This is the "keep real life out of my porn please" perk.

It's all in good fun (100 DP): Getting captured by that orc tribe and made their broodmare can be traumatizing. Getting drained to death by sexy demons? Not so fun when you come back from death and remember everything. Turned into a statue and staying that way for centuries, fully aware the entire time? That can break people. You're now immune to PTSD, full stop. You bounce back from trauma and nasty events without any scars to your mind or soul nor can you be made to, and if you somehow ended up with mental trauma despite this it rapidly fades away.

Gender reassignment (100 DP): It's no secret that terrible fates reserved for certain archetypes can happen to someone anyway even if they had the wrong bits between their legs. Ways to turn men into women (and it's mostly MtF) are found by villains (or well-meaning side characters) and employed on our hapless dude, invariably transforming him into a beautiful woman either just before or during the Bad End.

Now you are able to change the sex and gender of people, including yourself, with but a thought. Turn men into women, women into men, men and women into hermaphrodites, manly men into femboys, feminine women into butch tomboys, or even get rid of someone's genitalia altogether if for some reason you want to. Moreover, you get to decide if this change is retroactive or not, so she could have always been a girl with nobody the wiser or she could have just woke up like that and now everyone has to deal with it.

This is the "you are actually good at sex", the perk (100 DP): No more blindly stumbling about like clueless virgins, you know how to please your partners! Almost by instinct you know what that evil overlord expects of his newly acquired personal slave when he drags you to his bedchambers and strips down, what his kinks are, how to make him feel good, what not to say to him in the throes of passion, what reactions he wants you to give him, the happy end (for him) he will love, and obviously the dexterity and skill to do all of this. Anyone can enjoy you (in the carnal sense) if you are at all capable of the task.

Racial option (100 DP per): This is your standard “choose a race or variant that isn’t that much stronger than baseline humanity” option. You may be an elf that has ageless immortality, a demon-blooded dude that can use a few cantrips, a bird person that can fly, a mermaid that can swim underwater and has minor hydrokinesis, that sort of thing. You may buy this more than once, gaining access to another such race.

Time for proper training! (100 DP): When the demon lord corrupts the hero into his very own succubus fucktoy he doesn't want her to be little more than an animal who knows nothing of noble demonhood and the power of infernal magic. Nay, he wants her to be someone who won't embarrass him in public or when he sends her to capture her former comrades in arms. You now learn things and train twice as fast than you otherwise would without this perk. Moreover, your hard-won skills won't degrade with disuse or be forgotten with the passage of time.

That look suits you (100 DP): It's one thing to be born pretty. It's quite another to look like raw hamburger upon being the mad scientist's unwitting test subject. Alterations and modifications to your face and body won't leave you looking ugly, disgusting, or hideous, at worst they leave you about as attractive as you were before. This includes even things like changing gender and species. Moreover, you quickly learn how to deal with these changes in both combat and your daily life in a healthy way.

I've seen enough hentai to know where this is going (100 DP): You do indeed. You are aware of the storytelling conventions the world likes to use, the fetishes the setting features, the twists and curveballs that are likely to come up (but not the details, this isn't precognition), and what the audience reaction to your actions will be. So if there's rumours of a sewer monster eating people who wander into its lair going around town, you know it's probably true, and that you'll be eaten (or "eaten") if you go into the sewers. Whether or not you want to be eaten (or "eaten"), however, is another thing entirely...

I haven't seen my friend lately (100 DP): Sometimes the heroine doesn't seek out the evil on her own. Sometimes, it's her friend that got caught first and then got brainwashed into dragging the protagonist into the clutches of evil. Upon jump insertion, or when you activate this perk, you'll catch the attention of someone who is part of a group, faction, or organization that is or would be antagonistic to you, and they'll seek to recruit you into their group as one of their fully fledged members. They won't take no for an answer, either. If you willingly go along with them you can expect to be someone in some position of power such as a lieutenant or executive, and be treated well, though this doesn't mean they won't try to brainwash/corrupt/transform you or the like.This does not have to be a friend or loved one of yours, it can be someone you know nothing about and you just caught their eye. You can turn this perk off before jump insertion and turn it on injump, and you get to choose what enemy group the recruiter is part of - or leave it up to chance.

Joke's on you, I'm into that shit (100 DP): You possess a curious sort of luck, one that manifests whenever someone tries to degrade or use you - they do it in a way you enjoy. Your crush you dream about fucking suddenly feeling you up in order to "punish" you for some slight, that hot vampire mommy seeking to turn you into her mate, that tribe of amazons seeking strong children dragging you in for breeding, some douchebag with a magical phone app thinking that growing your dick real huge will get you the wrong sort of attention (you wanted it just that big, but you're not going to tell him that!), being strapped into stocks for free use will only result in people you'd want to fuck anyway coming by to use you to relieve their lusts. This won't protect you from whatever may come afterwards, however.

I don't have to worry about money (100 DP): It's kind of odd how these protagonists never have to worry about their bank account unless they begin in dire straits. They are able to feed themselves and keep off the streets despite not having a job. Now you don't have to worry about that either. You get enough money, from various sources, to maintain what the setting you are in to be would consider an upper-middle class lifestyle, and you never have to work for it. Now you can devote yourself to your monster-hunting job... or kidnap people for your master.

Fooled you, didn't I? (100 DP): It would be difficult to serve your new dark queen if you couldn't remember how you used to act before your conversion. You can create a persona and flawlessly pull it off, so much that with only mundane means it'd be all but impossible to tell that you're not human anymore, or that you don't have your former teammates' best interests in mind, or even that you're not as corrupted and brainwashed as your boss thinks you are. Going into theater or movies is a natural next step for you, and you can pull off one hell of a poker face.

You may create as many personas as you like and switch between them on the fly, or drop the act and show your shocked friends the true you anytime you like.

You're a villain all right, just not a SUPER one (100 DP): What's the difference? Why, it's PRESENTATION! Your charisma is such that you could ham it up with your monologues and your audience would listen with wonder. Moreover, you've got style - it's not simply your civilian fashion that gets people to give you eyerakes; your shining hero costume screams goodness and justice and your twisted villain one oozes raw sinister vibes and decadent sexuality.

Your special moves inspire awe and fear, your gestures and catchphrases are iconic, and people can't help but want to see and hear more of you whenever you're in the spotlight, which you are good at grabbing.

Embrace the dark power (200 DP): What kind of former hero turned to the darkness doesn't manage to use it well? A lame one, that's what. If you started out the jump as a hopeful hero of light or even one of their unpowered but loyal allies, you'll find that when you fall to darkness you'll become significantly stronger in all areas of your being - physical, mental, magical, spiritual, and such. Moreover, you take to your new nature like a fish to water. You'll find you master your dark powers and skills at a blistering pace, making even your most talented coworkers look like dullards, and find it easy to seek out new applications for them. It's like you found your true calling. This only works once per jump, or post-Spark once per setting; you don't get to flipflop endlessly, though you can apply this perk retroactively if you met the conditions in previous jumps.

This also works in inverse, if you started out the jump on the side of darkness but get turned to the light you get the same sort of benefits.

Evil general of the dark evil empire of evil (200 DP): The names of the villainous forces often are as subtle as a sledgehammer and about as gentle. It's like they really want everyone to know just how evil they are. So how do you know the true intentions of those who you are dealing with? Surprisingly, you find that they're all too willing to outright tell you. Whether it's because they think they're going to deal with you soon, because nobody will believe you, they want to see the look of despair on your face, or even out of sheer hubris, you'll find the lips of your foes to be much more loose, foolishly so, in your presence. The information they spill will be of real worth to you, too.

A parade of orgasms (200 DP): Plenty of aliens and monsters want to make humans bear their offspring. Lots and lots of offspring. They like to make the act of making babies feel real good, too. Now, you are a breeder in your own right. You have full control over your own fertility, so you cannot get pregnant or make other people pregnant if you do not wish to. When you do, however, the pregnancies are safe, painless, take two thirds of the time they normally would, and when you give birth you'll feel not pain but great pleasure every time offspring passes out of you. You won't suffer any negative complications from being pregnant, either, so you can keep getting knocked up over and over again with no danger. You can apply the effects of this perk to anyone you impregnate.

The power of friendship (?) (200 DP): It is the power of having other people around to help you beat your enemy up. Now, you have the ability to lead people in tandem to perform a task, whether that be by having a hero team fighting the villains, a gang of criminals to pull off an illicit deal, a pack of night creatures to feed on the villagers, a company department to complete a project, a swarm of robots to capture the resistance members, or a coven of demons to defile the land. This doesn't just cover basic leadership skills and delegation, this gives you insight as to who is best suited to a given role and any interpersonal conflicts that may arise, and how to speak to them.

Don't worry, we'll be together soon (200 DP): It is one thing to know who to drag into the abyss with you, it's quite another to know how. Fortunately, you have an extremely good grasp of how the people you know well work. The more time you spend around someone, the more you understand them, the more you figure what makes them tick, what motivates them to do the things they do. The more you talk to them, the more rapport you build and the sweeter your words become to them.

So when it's time to bring your friend or loved one into the fold, you can be confident your tongue will be more than up for the job, metaphorically speaking.

In sheep's clothing (200 DP): Your comrade in arms disappeared for quite a long while. However, she came back, apparently no worse for wear, and is ready to go on another mission with you. She seems to be acting a little bit off, though...

You are able to assume the form of the body you started the jump with, no matter what sort of monster you got transformed into, and you do not suffer any weaknesses your new, true race may have while so disguised. There is also no way anyone can tell that you are anything but what you appear to be, even with supernatural means, so long as you maintain your cover and don't do anything stupid such as drink a peasant's blood where people can see you or turn into a swarm of bats while trying to pass as human. Deception is part of predation.

I came here just for you (200 DP): There's something about you that makes other beings squirm with desire. You seem to stoke the flames of lust in people whenever you are near them, to say nothing of speaking with or even touching them. It's like you're a walking aphrodesiac that works on just about anything that is capable of carnality. You have an easy time inciting arousal in other people and monsters alike, and they can't help but want to keep you around, though this is no guarantee they won't still kill you if sufficiently motivated. This perk can be toggled off as you might find it to be a problem in certain situations.

Benevolent destruction (200 DP): It would be a shame to win over your hated enemies only to lose too much precious things in the battle. Fortunately, you don't have to worry about that. Collateral damage you cause, or in battles you participate in, only ever seems to hurt your enemies, even those you don't know are enemies. Allies and neutral peoples don't suffer from your collateral period, oftentimes they benefit in some way. Strange, but welcome.

Toggle (200 DP): You are able to turn your powers, perks, special abilities, traits, and other aspects of your being on or off at will, or even dial-a-yield for any percentage between zero and a hundred. If at zero, the thing you toggled off effectively does not exist as far as anyone and anything is concerned. What has been turned down or off can be turned back on at full power automatically if certain conditions are met, which you get to decide.

Emergence (200 DP): Odd. How come it's only you that ever seem to benefit from being debased and degraded? Unlike certain unfortunate souls, getting sluttified, bimbofied, whored out, passed around like a bicycle, and falling in with the wrong crowds can only bring you good things. Whether that be by finding out things about yourself you didn't know about before, the favour of those who are exploiting you, sudden opportunities appearing out of the blue, or even the revelation that the ones who professed to care about you never did and you just escaped from them, you find that being a harlot never gets you punished for it, even indirectly, even in a society that really doesn't like you doing such things. And better yet, you can freely share this strange sort of fortune with other people. Who said only good girls go to heaven?

Rectal Exam Day (400 DP): So you may want to be Bad Ended when this jump is over and you have to deal with actual consequences down the line. Isn’t that irritating? Now, you have the ability to designate a single-iteration time loop where the start point is the moment you activate this ability, and you can specify how long the time loop lasts. You only get one loop per use, but when the loop ends everything and everyone will revert *exactly* back to how it was, with only you and those you designate remembering what happened.

This happens even if you die, or get your mind taken over, or your soul eaten, or any other number of terrible fates - even memetic agents and subconscious triggers will not persist through your time loops. You may use this ability as often as you wish, and time spent in the loop does not count towards time spent for the purposes of jump duration nor is it possible for you to fail your chain while inside the loop.

Did you think it would be that easy? (400 DP): Truly most embarrassing if you died to a horde of weaklings simply because one of them happened to be carrying some magical trinket that took away your power, or said the correct words, or tossed some mystical dust or spooge your way. Your powers and abilities cannot be taken away from you, sealed away, nullified, turned against you, eroded away, or even copied.

Not even if it's a boon given by an item you are wearing or innately part of you, and this covers racial weaknesses too - be a vampire whose powers and strength doesn't disappear when in sunlight, a werebeast able to keep regenerating from wounds caused by silver bullets, an elf that doesn't fall to her knees as her magic leaves her when she smells orc musk, or even a goddess that doesn't become weak and pathetic simply because all her worshippers got killed or converted. Your might is, and will always be, your own.

Evil always wins in the middle (400 DP): It's hard to take someone seriously if they always fail at everything they set out to do. This perk functions as plot armour for whatever side you currently happen to be on, in that they'll win more, gain more, be able to best enemies that should be much too strong for them, and be luckier... so long as you're a member. The moment you leave the group, or worse yet switch sides? All the luck disappears, often to their detriment. The side that got you gets to benefit instead. Better hope that evil empire doesn't manage to "convince" you to join them...

The sound of a can being opened (400 DP): Ancient evils long thought defeated have an irritating habit of reviving, breaking free or leaking out their influence when their opposition is the least able to resist them. Now, whenever there's a threat that will eventually grow too great for the setting at large to ignore brewing somewhere in said setting, you get automatically notified about it, it's exact nature and motivations, what it's capable of, and how it would treat its underlings, if they don't get reduced to mere extensions of itself. You also know how to reseal it, or break whatever sealing is left.

What you do with this information is up to you. You could go and fight it, make its seal stronger, or perhaps you have something more selfish in mind...

Like a plague (400 DP): The scary thing about corruptive forces isn't that they fundamentally change the nature of something or someone, or that they can grant power and knowledge, or even that they encourage their victims to do evil.

Nay, the scary thing about corruption is that it spreads. Malevolent magic seeps into the ground and travels through the rivers. Officials taking bribes encourage other people to do the same. A cheater getting away with his cheating tempts other people to start cheating too. Computer virii spreads. And once it saturates an area, group, or person enough it can be difficult to get rid of.

If you wield any sort of force or power that can be described as some sort of corruption, be that demonic essence, a nanobot swarm that turns people into horny gynoids, psychic pollution that drives people to hedonism and debauchery, or even the mundane sort, you'll find that it becomes greatly more difficult for other people and forces to purify. It spreads quicker, it hides better, it goes into places where people don't find it easy to reach, and it infects people both more thoroughly and more discreetly. Needless to say, this can get out of hand fast.

Interestingly enough however, this also applies to any powers of purification you possess, too. Put some purifying magic in the ground and it will spread out and start purifiying any corruption it encounters. Drip a drop of nanites that reprogram other nanites to be harmless and it will quickly spread throught the entire blob. Even efforts to expose mundane corruption and punish those involved will inspire other people do the same. Not everything that spreads is bad.

Going for a joy ride (400 DP): When somebody has you under their control and can do whatever they wish, it can be horrifying. Mind control, possession, assimilation, even blackmail and extortion, can all reduce who once was a good person into a miserable and pathetic wreck, a mere tool of evil. But then they made the foolish mistake of going after you. Sure, they managed to bring you to heel, but then everything started going wrong for them. Karmic debts came due, their enemies suddenly became much more threatening, they find they cannot leverage their advantages, disaster strikes their territories, they run out of resources, their underlings suffer streaks of incompetence, and terrible times abound.

If someone manages to rob you of your agency, they suffer large amounts of bad luck and negative plot armour that gets worse over time. They continue to do so until they either give your your agency back, or they can no longer enforce said control over you. You yourself suffer no lasting harm from being controlled or coerced in this manner.

I have been reborn! (400 DP): Transforming into a succubus may sound like a horrid fate, but those who say such things are simply ignorant of the joys shedding your humanity grants! Many Bad Ends involve turning into something or another, and just as the abyss gazes back this something is usually what the protagonist was fighting. But fear not, becoming something else isn't all that bad. For instance, you become the very pinnacle of whatever you transformed into, the best of your new species or existence, with an appearance to match.

You gain, and have permanent access to every single power, every single ability, every single boon and innate spellcasting and psionics your new race or species could possibly grant you, unheeding of silly things like castes, hierarchies, bloodlines, tribes, politics, or needing to serve a deity, cause, or some nebulous concept like evil, power, or pleasure. Moreover, you are not, and indeed cannot be beholden to or controlled by whoever or whatever turned you - if you want to kill your sire and strike it out as a fierce and independent demon queen, you can. Throw off your shackles and embrace your true potential.

Solitary enjoyment (400 DP): It's no secret that many would-be heroes and protagonists end up serving as metaphorical objects for evil people. Sometimes, they literally become objects, such as sex toys, dolls, statues, robots, and articles of clothing. Other times they get imprisoned, restrained, sealed, or otherwise made helpless, unable to do anything as their malefactors carry their depraved intentions out on them. It is the ultimate expression of dehumanization, to be reduced to a mere thing to be used by other people.

It is fortunate then that such a fate never has to be true and final, at least for you. This perk does three things: first, it allows you to break out of imprisonment, sealing, bondage, paralysis, and other means of rendering you unable to act almost immediately and at will. Tentacles cannot keep their grip, gigantic hands find you slipping between their fingers, jaws, claws, and telekinetic grasps slide right off, numbing poison briefly tingles before harmlessly going away, curses meant to stop you from moving simply don't work, grabbing your shadow to hold you likewise, and ropes and straps break, come loose, or get cut by unseen sharp edges.

Pocket dimensions meant to be your prison unravels, leaving you free and unharmed. Lamps, jewelry, monuments, and other things that would hold lesser beings will break, crumble, or otherwise fail to keep you inside of them. Even being shoved into a person won't work if you don't want remain inside of them, though it may be a little awkward coming out of them.

Second, you may stop and reverse the effects of physical transformations at any time, and no worse for wear even if normally such a thing would kill you or remove your soul or mind or other such foulness. Undo being turned to stone or gold and return to flesh even after centuries, become human again after being a frog or a pair of pants, stop being a piece of candy after that pink alien shot you with its weird beam thing, come back from being turned into green slime or alien crystals, or revert to being a person when you just got changed into a literal onahole or dildo.

And third, none of these events will diminish you or deal lasting harm in any way. Going insane from staying in a black void for eons? Nope. Muscles and training wasted away from being stuck in a cave for decades? Doesn't happen. Health problems and spine damage from serving as someone's chair? Not a thing for you. You can still talk to people after being stuck on a deserted island for years. You don't even have to suffer from boredom. Yes, this perk also gives you boredom immunity.

The blood is strong (400 DP): The children of heroes are themselves powerful and blessed. Woe be upon the good people of the world if the other parent happens to be the enemy of humanity. Your children have all the perks, powers, skills, potential, genetics, strength, and knowledge you deign to give them, selected from both you and whoever the other parent is (or any of them if the child somehow has more than two parents). You also get to control what traits your children get to pass down to their descendants in perpetuity. This includes whatever species, or mixture of species, the parents are or were.

Of course, it would be tragic if your child became ungrateful, arrogant, or got it in their head that you were the enemy all along, so well before the child is born you'll gain a flash of insight that will inform you if they are going to become a serious threat to you or anything you care about, and you can then make adjustments to the gifts they would receive. You can even set a time and/or conditions as to when your child would gain benefit from your gifts, so you may not want their fangs to grow in until they leave childhood behind and turn eighteen, or you may want your descendant to earn their magic, horns, wings, and tail by successfully slaying their first enemy in combat, or not have any psychic powers until they complete college and get a diploma. You know best, right?

She's good at everything! (400 DP): It is a rarity to come upon someone who has nothing they are not competent at. Rarer still for them to be afforded the opportunity to let their many talents blossom into something truly beautiful. It would be a waste if she got reduced to little more than a baby factory and cocksleeve. You are greatly talented. At what, you ask? Everything.

From athletics to science to blacksmithing to farming to combat to magic to research to politics to those superpowers you received just five seconds ago, and yes seduction and sex, you possess natural, noticeable affinity for all of them. If any given magic system requires you to be born with the potential, talent or affinity for it, you will have it; if there are multiple such schools or elemental affinities, you will have all of them, even the super special rare ones; if there are martial arts or special techniques, spells, or artifacts that need one to be born with the potential to use them, you will have it. This extends even to certain special and elusive abilities and arts that only certain individuals of any given race or species may have should you be or become a member of one of them. Nothing will be beyond your grasp, you can be whatever you wish.

Looks like you're trapped, spirit (400 DP): Don't you just hate it when out of the blue you get infected by some alien disease, some mutant slime sticks a bit of itself into your body, some ghost enters you, or the psychic hivemind decided you would be its newest member, and now you're a prisoner in your own body unable to do anything but watch in horror as you're made to do the unspeakable? Whenever any entity, from aliens to monsters to villains to demons to machines to eldtritch gods whose names are long forgotten, attempts to take you over through any means, you get to automatically assume direct control of them instead. This reversal is immediate, though you may delay or revoke your control at anytime (and reassume at a later date) if you want. Once controlled, they cannot escape except by your own consent, and you get to enjoy any and all benefits of being possessed/subsumed/infected/claimed etc by them, and there usually will be at least some benefit to doing so - beneficial powers and transformations, longevity, material assets, forbidden knowledge, other bodies, and the like.

Any entity you claim in this manner becomes a follower of yours in future jumps should you wish to take them along, and you get to decide if they're in the setting with you or not, and if not they get held in stasis in a pocket dimension outside of the world proper.

Fall to pleasure (600 DP): Why would anyone decide to join the villain and do vile things to their own loved ones and family? Why would anyone want to become a monster? Why would anyone submit to scumbags and evil creatures who do not have their best interests at heart? Answer: because it feels good. The feeling of dopamine coursing though their head is a universal desire, one that transcends species, social class, profession, culture, and time itself. Pleasure is a vector for whatever the one doing the corrupting decides to do to their victim, and now you have the same capability.

All pleasure you make others feel is massively, hugely, increased regardless of source. That meal you cooked, that movie you filmed, that massage you perform, those hugs you give, that song you sing, all of it is more enjoyable to experience by a couple orders of magnitude. And yes, this extends to sex. And since you go through all the trouble to make somebody feel good, it's only natural that they would want what you're giving them, right? You may use pleasure to share any aspect of yourself to other people. Cook a mind-blowingly delicious meal and those who eat it gain copies of a few perks you personally chose. Draw up a lewd picture of a pair of bombshell sexy demon girls fucking, and those who masturbate to it become your specific race of succubus themselves. Pen a textbook that is far more enjoyable to read than it has any right to be, and those who read it will suddenly gain so much knowledge of magic and the skill and potential to go along with it that they can all qualify to become archwizards.

Create a magical girl anime that takes the world by storm, and every single viewer gains magical transformations. Finger your girlfriend, she becomes a cultivator with a hundred-thousand years of progress and the power and memories to match. Tell a very funny joke, and those who laugh to it becomes giant sapient robots. You get to decide the details of how your gifts spread through your chosen vector; maybe you only want those who you would approve of to benefit or perhaps you want everyone to become gods when that comet passes by in the night sky. You might want to punish just a few people by turning them into what they hate. It's all up to you.

Just don't be surprised if those you affect with your pleasure come back for more - they could give themselves to you, body and soul, if it was good enough. ♥

On a pedestal (600 DP): The higher the position, the greater the fall. Mighty heroines with divine blessings and holy armaments, raised from birth for their destiny. Ninja from ancient clans, who strike from the shadows and leave nothing behind in their wake as they carry out their mission with utmost efficiency and with mysterious dark arts. Genius mages who memorized entire tomes and can weave together spellwork that astonishes their superiors and changes the face of the country. Heiresses of powerful corporations that are leaders in their industry and to whom the worth of entire cities are rounding errors in their finances. Martial artists that bring down behemothic beasts with nothing but their hands, feet, and the lessons their master taught them. What do they all have in common?

They tend to suffer and die dreadful, torturous fates. They were somebody important, now they're just another monster's meal or rapist's slave.

Since you are the sort of person to come here, it's only fair that you get the same sort of benefits, yes? In this world and for every one you visit thereafter, you will be one of the very top people, if not upon insertion then you'll be elevated to be such shortly. You will be placed in a position that will matter to the world, with the apitude, training, instruction, and ability to match. In short? You get one hell of a head start. Don't worry, this isn't a trap, this doesn't come with any increased likelihood of getting Bad Ended, you are paying a premium after all.

This world belongs to us (600 DP): Not every story has a happy ending. Sometimes, the heroes fall and the villains win. Sometimes, the world gets destroyed or conquered, the people killed or enslaved, and evil goes unpunished.

Now, should you or the organization you belong to manage to conquer a place - be it a city, country, company, planet, galaxy, what have you - through any means, you get to add said place to your personal pocket dimension, imported space empire, inner soul world, worldship, or any such place that comes with you from jump to jump. That nation you bathed in demonic corruption and twisted to your will? Yours. The planet you took with force of arms? Yours. The island you mind controlled the locals into your own slaves on? Yours. The country you became the elected president of? That works. That random asteroid floating out in space you put your flag on? ...whatever floats your boat. The people living on whatever you conquer become your followers and subjects, and there won't be any metaphysical clashes or sudden lack of needed resources or background fields to keep the place running and the populace alive if they rely on such for life and work. Now go forth jumper, and repay your new mistress manyfold.

Descend into despair (600 DP): It is distressing how there are so few people who can offer meaningful resistance to the evil that is threatening the world. Everything rests on the shoulders of the hero or adventurer team or band of transforming warriors. Even worse, everything tends to line up just so they fail their quest and there is no hope the bad guys will be stopped in their ambitions for the world and those living on it. It's almost as if the one writing the story is rooting for said bad guys.

Whenever anyone opposes you for any reason, they do not get the advantage of any plot armour, good luck, beneficial coincidences, or even preordained destiny and fate that would have worked out in their favour. They do not get their rival sacrificing themselves to buy the few seconds of time they need to pull out a victory. They do not get your trusted team of veteran heroes to betray you and join their side at the worst time. They do not get the ghost of their father to appear and give them some encouragement and the enlightment needed to master that deadly special move. They do not get to find out that shiny piece of metal was a powerful legendary artifact all along. The factions and groups they threaten do not lay back and do nothing until they start becoming too strong to ignore. That metaphorical writer is out to lunch.

Even better, the more you win against that adversary, the more bad luck they seem to accrue. Losses pile upon losses, disasters cause more disasters, morale and hope spirals downwards, and it gets worse and worse for them. Granted, this does not mean they are guaranteed to become not a threat anymore if you manage to score a victory, or that they can't recover from a string of defeats, but it will make doing such that much harder for them - and of course you can always make things even worse in the meantime.

A new age dawns (600 DP): Your arrival in this world marks a shift in the fortunes of the world at large, one where the tone and brightness changes and things aren't quite the same anymore. What changes are made, you ask? Well, that depends on you. If you so desire you could plunge the world into darkness and misery, where life is cheapened and all that the people have to look forward to is to eke out another day where they survive, if they are allowed even that. The planet rots, the greatness of what came before grinds away, the natives are meaner and suffer more, and things are just more crapsack. Which could be what you, or who you serve, want.

But it doesn't have to be that way. You could choose to go the other direction instead, where life gets better, the world brighter, problems get resolved and new ones don't pop up as much, the atmosphere is more pleasant, the people are full of life and hope, monsters and villains get dealt with or redeemed, and there are plenty of smiles and joy to go around. A setup for a cruel reversal of fate? Or maybe you truly are benevolent. The power is in your hands.

God of sex (600 DP): Yup. That's what you are. By itself this is metaphorical, but if you truly are some sort of deity yourself then carnality and sensuality could very well be two of your spheres.

Simply put, you are what people think of when they get asked who is the one that is the best at pleasing their partners, who is the ultimate authority and expert on all things lewd, who has been the most times around the block, who could school actual manifestations of desire on their own craft. And you live up to the hype.

Your skill at sex is legendary, your ability to seduce is mythical, and forget merely being able to read your partners' kinks and fetishes like they are big neon signs, you can introduce new ones to them that you instinctually know they will end up loving. You could fuck so good that the evil overlord that enslaved you becomes the one that ends up enthralled by your wiles and caresses. The demon lord that makes you her breeding stud calls off her invasion of your world, she is that addicted to your body. One night with you can be all it takes for the clueless virgin heroine to willingly forsake her quest and join you.

It doesn't stop there. Any powers, abilities, spells, and the like you possess that is fueled by, or has anything to do with sex, seduction, or carnal lust get hugely enhanced and empowered. It is the difference between a candle and a raging bonfire, a bucket and a swimming pool, a bicycle and a fleet of trucks. Moreover, whenever you start a new jump or visit a new world, you automatically learn and master everything that world has to offer that has anything to do with sex, without springing any hidden traps or suffering any downsides. Can't fall behind now, oh lord of lust.

Devourer of sin (600 DP): Dreadful thing, corruption is. It perverts, degrades, dehumanizes, twists, destroys, and defiles. It rots whatever it sinks its roots into, turns friends into foes, brings down otherwise invincible beacons of justice and good, sucks the innocent into a hellish abyss from whence there is no escape, and can be all but impossible to fight against.

So why is it that you never suffer the same fates as everyone else when they get infested with corruption?

When you come into contact with corruptive forces, you do not suffer any of the bad parts of being subjected to it. You don't get your mind twisted into oblivion or enthralled into endless servitude. You don't feel the need to turn on what would have been your former allies or have your personality replaced with a monstrous and vile parody of itself. You do not get afflicted with the need to prey on the innocent or suffer from Horror Hungers. You do not cum your own soul out. You do not get your memories removed, altered, or otherwise changed to suit the aims of whoever is doing the corrupting. You are completely and utterly yourself, and are not and never can be under the dominion of your apparent master nor dependent on them for continued survival or existence.

You can fake being completely and utterly corrupted, however. So long as you don't give anyone good reason to believe otherwise, this act will be masterfully convincing, even if they have full access to your mind and soul.

Moreover, you get the full and complete upsides, if any, that being "normally" corrupted might have given you. It's what happens when you turn corruption into your own power, as that is what you are doing. You can even instantly devour any corruptive force that may be present in objects, environments, people, creatures, and even reality itself with a touch or just by being nearby and deciding to. This cleanses them of corruption and it also empowers you in all ways; the more corruption, the better.

This perk covers anything that can be considered to be corruption, save for the mundane kind; infernal mana, rogue nanomachine swarms, psychic nastiness, Outer God influence, reality breaking down and raw chaos leaking in, even metaphysical backlash for performing certain acts. From the most rancid of manure piles can grow the noblest of vegetables.

Items

You may take any one 100-point item for free and one discount to apply to one other item. If this is the first time you are taking this jump, you will also have a 600-point stipend to use on purchasing items alone. Any item can be purchased multiple times.

Collection of doujin (100 DP): Every single doujinshi and manga ever published in the current world is right here in a simple closet, crate, or some other handy container that somehow holds far more than it should. You will not have any problems finding the book you are thinking of, and browsing is easy too. Updates with every world you go to, adding to the collection.

Cosplay (100 DP): Superhero costumes, frilly maid uniforms, magical girl dresses, clothing of popular characters, obscure fashions, and more all are in this large walk-in closet. They self-clean and repair themselves in case of damage or destruction, and never have any problems fitting to those who wear them nor are they uncomfortable to wear. Comes with cozy changing rooms!

Snacks (100 DP): Assorted candies, finger foods, baking, dried meats and fruits, nuts, and even dry noodles and soup stocks. They replace themselves when taken and are always delicious and healthy despite the names.

First aid (100 DP): Not everyone has access to regeneration, magical healing, or medical nanomachines. This is a limitless supply of bandages, rubbing alcohol, common medicines, cotton swabs, and other things needed to treat wounds and most mundane illnesses.

Keeping clean (100 DP): Soaps, shampoo, vinegar, detergent, bleach, and specialized cleaning agents for specific materials. They'll have no problems helping you clean yourself, others, and the environment, as living in filth and squalor isn't a part of many people's fantasies. Restocks and replenishes themselves when used.

Wine cellar (100 DP): Various booze, spirits, wines, hard juices, and other alcoholic beverages stored in a basement that you can access at any time in any property you own or rented. High quality and never runs out.

Box of shinies (100 DP): A small jewelry box containing trinkets made of precious metals and gems. There is nothing special about them save that they are all of high quality; you might wish to trade them away or use them to craft with or even bribe that monster for safe passage. Refills itself every year.

Substitute blood (100 DP): A jug of red liquid that curiously enough can be used for any purpose you'd use normal human blood for; transfusions, magic, sacrifices, puzzles, drawing away monsters, even drinking - vampires and demons and the like will not have any issues or distaste drinking this and it will satisfy their hunger. This includes you, should your diet require blood. Refills itself every 24 hours.

Dildo of life (100 DP): This is a sex toy, of around average size and girth, made out of solidified life energy. Anyone who uses this and orgasms with it will consume the life energy and the dildo will disappear. Creatures that feed on life or souls will be satisfied for an entire day upon consumption of this toy, which respawns in a day as well, ready to give another meal.

Monster bait (100 DP): An inflatable doll. When deployed, it takes the form of a screaming person, who will look like the ideal victim of whoever or whatever it is you are trying to distract with it. The illusion is very realistic and will fool nonsapient creatures; intelligent beings will be harder to trick with this (but not impossible depending on circumstance and your own actions or modifications). The doll is greatly durable and can withstand a ton of punishment and tender mercies before being destroyed. If destroyed, lost, or abandoned, it immediately reappears in the Warehouse or a personal inventory if you have one. Yes, you can fuck it. Yes, it self-cleans, unless you want to collect what gets left behind for some reason.

Prosthetic tentacle (100 DP): As thick as your arm and ten times as long, this rubbery tentacle is just as strong. As you, that is. The base of this appendage sticks to any part of your body and you can control it freely. You also can change its appearance and shape at will. You may take it off at any time, where it will shrink to a small and compact form for easy storage.

Spray paint (100 DP): A can of spray paint, that shifts to whatever colour you want while it's in your hand. When used, it will make an exact replica of whatever image you have in mind on whatever surface you spray it on. The paint is not magical, but you can draw tattoos, magic circles, runes, glyphs,and other foci for magic, set up optical illusions, write down warnings or markings - or just use it for graffti and body writing if you want. Never runs out of paint.

Lewd clothing (100 DP): Another closet full of clothes. Well, "clothes" may be stretching it, most of these outfits don't cover much of anything. From skimpy swimwear to barely-decent uniforms to latex bodysuits to leather straps to slutty doujin costumes, these... garments... are designed to arouse and titillate. Cleans and repairs themselves, but only if you want them to.

Roofies (100 DP): Horny drugs. Yep. Take these, you're at full mast and/or wetness in a short time. Odorless, tasteless, can be a solid, liquid, or gas, not magical or addictive, but very effective. You can summon these out of thin air whenever you like, but this jumpmaker takes no responsibility for any misuse of them.

The "the jumpmaker put this in here to avoid getting yelled at" item (100 DP): A collection of mundane sex toys that are entirely self-powered and maintaining. Dildos, vibrators, beads, massagers, onaholes, and the like, of your preferred shapes and sizes. There you go.

The "the jumpmaker put this in here because people complained the sex toys weren't magical" item (200 DP): Alright. The sex toys now have magic in them. What do they do, you ask? What you'd expect in hentai: letting you feel it as though it was your own organ or as good as a real woman, apply lewd transformations and "improvements", change its own shape and size on the fly, move and float under its own power, and even produce its own fluids. You'll automatically know which toy does what, and can change their effects with a thought.

The "thank you, but what about the sexy clothing? They should be magic too!" item (200 DP): Wow, you guys don't want for much, huh? See the description for the Lewd clothing item. Now they have magical hentai effects on them too, and you'll already know what they do and can freely alter their effects as well.

Little black digital book (200 DP): This smartphone has an app on it that details the general information and location of and ways of contacting anyone you've ever had sex with. It also tells you their feelings towards you and if they are currently up for another romp in the hay. The app can be on another smartphone or similar device you own, if you prefer. Never needs charging.

Hidey-hole (200 DP): A changing booth, cranny, empty classroom, hidden hole, disguised basement, or any other such place that you can access at any time and only you and those with you can enter. It is soundproofed, so you can discuss plans, carry out crimes, and of course have sex without anyone else hearing. Or maybe you want to lure that nasty monster in...

Internet connection (200 DP): Unlimited access to our real life Earth's internet, available on any electronic or magitech device you possess that is capable of such a thing. Or even yourself, if you're your own netbook. Never goes out, never has any restrictions, and entirely safe to use. No slowdowns or ads, either.

Retroactive shop catalog (200 DP): Do you regret not picking up those modern appliances when you had the chance three jumps ago? Ran out of bullets for your assault rifles? Need more magical reagents but only one world sells them and you're already well past it? Or maybe you're in the market for more Burn Heals but you don't want to go to another Pokémon jump just yet. This handy book lets you order anything from any vendor that they would normally sell in any world you've visited, including the one you're in right now. The book automatically converts your exotic currencies to the vendor's legal tender and the product is immediately and automatically delivered to your Warehouse or any other property you own. Does not give discounts or allows for haggling, you pay full price for these goods. Sorry.

Can of body oil, extra slippery (200 DP): Oho, this is... interesting. This is a container of an oily substance that when applied to your body draws attention and interest to it. You may use this to draw in appreciative gazes... or simply make your skin, armour, and clothing all but impossible for limbs, tentacles, whips, ropes, and other physical means of restraining to keep their hold on you. Can be applied to other people, too, or to the ground to make your enemies slip and slide on their butts, or things in their hands to make it a hell and a half to hold onto. Doesn't give you problems with your own grip or footing. Not flammable or poisonous. Safe to use as lube.

Extra large happy bed (200 DP): Sleeping on the floor isn't for everyone. For those times where you or your mistress desires to slip onto something more comfortable, this massive and luxurious bed will be waiting for you. Indestructible and one of the best things you can snooze on, your winks are guaranteed to be restful and your lovemaking will not tire you out. Self-cleaning and makes itself every morning.

Leash with collar (200 DP): Oh my. This leather ensemble is quite the statement. The one who wears the collar will find they start having feelings of submission towards the one holding the leash, and for every act of obedience they perform for their master they get rewarded with a moment of great joy. Perfect for training a new pet, or breaking in a defiant one - or maybe you would prefer being the one wearing the collar?

Bottle of lemon juice (200 DP): At first glance, and taste, this appears to be just an ordinary bottle of lemon juice. Of course, you would expect this bottle to be something special, and it is. Unlike a certain bank robber, this juice does indeed work to conceal your physical identity from both cameras and beings who see you with their own eyes, so long as the juice stays on your face and body. It's not that you're invisible, it's that they have inexplicable difficulty recognizing you or having you show up in photographs, videos, and scrying. Lasts for two hours or until washed off, so make good, or lewd, use of your time. Refills every 24 hours.

Tattoo kit (200 DP): It's a tattoo kit. For applying tattoos, obviously. What sets this apart from other tattoo kits is that the tattoo process is entirely painless and quite quick, and removes existing tattoos and other body markings so thoroughly it's like they never existed to begin with. Moreover, this works on body markings that are magical or high tech, removing whatever effect they had or enforced on whoever was so marked with it, and whoever applied those markings will not know they were removed. It can even remove birthmarks.

Safety contact lenses (200 DP): So many bad things in the myriad worlds can be inflicted on someone merely by sight alone. Petrifying gazes, cognitohazards, sights so abominable they induce nightmares and insanity, having to look at your Ugly Bastard of a boss every time you come into work. It's so easy to have your entire life come crashing down because some asshole had a hypnosis app. Fortunately, you have these. When you wear these contact lenses, attacks, magic, hazards, mind control, and other sorts of bad things that rely on you seeing them to work will be nullified completely with you no worse for wear. You could even stare at the sun

without going blind, not that you should make a habit of that.

The Dry Spell (200 DP): Being horny and aroused is fun and all, except for when you don't want to be. Villains tend to have abilities, traps, and other assorted nastiness that rely on their victims being aroused or cumming. For those times you don't want to be pitching a tent or sliming your panties you have this small rack of vials, each containing a grey liquid that is odorless and tasteless. When drunk or spilled on yourself you immediately stop being horny and so will your body. This merely removes your lust, it won't stop you from getting horny or in the mood again, so use this wisely. Refills every 24 hours.

Portable Bitchbreaker (200 DP): No, it's not a dildo. This is a cock ring that when put on a penis, or where the penis would be for those who lack one, makes the dick noticeably longer and girthy than what the society you're in would consider to be average for cock sizes. It functions like a hentai pornstar cock, too. It'll have no problems getting up and staying up, it produces its own cum, it brings pleasure just by touching it, and those it's attached to can even get other people pregnant (this can be toggled at will). Taking the ring off reverts the changes. Can grow dicks on other parts of the body, what you do with this knowledge is up to you.

"I had it cumming!" (200 DP): It's a pair of cute panties. Whoever wears it will attract the attention of perverts and molesters, who will have their inhibitions gradually yet surely eroded away over time. Wearing this on a train is a surefire way to find yourself dragged to a bathroom for some fun, if they don't simply take you right there and then. Works on other species too, for when you want that authentic schoolgirl and tentacles experience, or if you have a taste for demon dick.

Corrupting Catalyst (200 DP): This is a simple silver necklace. It does not have any ability to corrupt people who wear it. However, it does have the ability to amplify corruptive influences and actions that affect its wearer, to a highly noticeable degree. Thought processes, transformations, metaphysical tainting, moral degenerations, all those and more that corruption brings happen much faster and its results are stronger. It even ignores corruption resistance (but not immunity) to a degree. Only you can put it on or take it off of someone, including yourself.

Permanent Pigments (200 DP): A set of pigments. To be more precise, when this is opened it produces a full bottle of whatever colour dye you're thinking of. When applied to an object, this dye never washes off or erodes away, except for when transparent dye is used, which is also produced and will revert the changes the dyes make. Can be applied to people too, for plenty of uses - makeup, body markings, tanlines, changing hair colours, hiding scars (or making fake ones), permanent runes, or even funny cartoons. Likewise, the changes are permanent until removed with the transparent dye, not even hair growing out will show a different colour.

Salt (200 DP): It's infinite salt. You can summon any amount of salt at will into any empty space. The salt does what you'd expect salt to do. If you use this awesome power to fuck things up real bad, that's on you.

Hypnoapp (400 DP): Yeah you knew this was coming. This app on a smartphone, which is included with this purchase, will allow you to set whatever mental changes you would like to whoever sees the hypnosis animation. You can delete memories, implant fake ones, copypaste the memories of another person into their mind, or seal away certain memories until certain triggers are met. You can alter their personality, give commands which they must follow, put them to sleep, force them to feel whatever emotion you wish, or feel nothing at all. This ignores silly things like willpower or the power of love, but it doesn't ignore immunity to mental influence or mind control should your target possess any. Can be used on yourself, so be very careful.

Monster Pornstars (400 DP): No tentacle beasts around for a quickie? Does the city not have a roving gang of horny monsters out to fuck hapless civilians? Are you wanting to live out a scene of being personally ravished by a demon in a church but there aren't any around? No worries. With this purchase you get access to a roster of various generic hentai monsters who are down to fuck wherever and however you want. They're not very strong, and aside from being hentai critters they have no special powers or anything like that, but they have limitless stamina (and fluids) and are very experienced lovers and actors. These guys and gals count as followers and replace themselves if they die.

Strip Club (400 DP): It's a place where people take off their clothes and shake their bodies for cash and attention, what did you expect? It's fully staffed and turns a decent profit, the drinks from the bar are good, the strippers will prostitute themselves for the right price, everything is discreet, and somehow there are never any problems here. The worst that may happen is a rowdy bunch of patrons. Appears near your starting location in a logical place, or you can attach it to other properties you own.

Henshin Device (400 DP): Huh. Looks like you've got your hands on something shiny and colourful. It's a transformation belt, wand, ring, or some other trinket that will turn its user into a sentai hero or a magical girl (genderbending optional) with a costume and powerset that fits the user's disposition and personality. To start with it's powerful enough to turn an unremarkable civilian into someone who can be a serious threat to a modern Earth military base, and the hero gets stronger, and the powerset gets more versatile, if exposed to enough of a certain emotion (chosen when that person transforms using the device for the first time) from both other people and themselves. Given enough time and emotion, there's no telling what the hero may be capable of. Be careful not to lose it or let bad guys get their claws on it.

Duality (400 DP): A curious metal coin with one side completely black and the otherwise totally white. When this coin touches an object the user may choose one of its properties or traits and invert it; make a fireplace burn cold, make a boulder light, make a poison heal instead of harm, make a vending machine give you money when you order something instead of charging it, turn a shirt white instead of black or blue instead of orange. Can apply to people and creatures too. A hothead can instead be eerily calm, a pervert can turn chaste, an elderly person can become young again, turn a fat person thin, turn a fire elemental into an ice elemental, turn an angel into a demon, turn an evil and profane artifact into a good and holy one, make a lion herbivorous, turn an idiot into a genius. Inverting the same trait twice reverts it to normal, and can flip multiple traits of the same object or creature at the same time.

Curse Breaker (400 DP): This stylized and obviously magical athame possesses a certain property that villains of all stripes are sure to hate: it removes in total any curse it touches. It cares not about how powerful the curse is, what its exact nature is, how important it is to reality, what the conditions for removal the curse would normally have if any, if there are any upsides to having the curse, or even if the curse is not considered to be a curse by the bearer by some technicality. Objects with a curse will have it removed, people and critters with a curse will have it be lifted from them, and if used on something that IS a curse, it'll be destroyed instantly and with no ability to resist. Curses you could break with this include, but are not limited to, slave collars, unwanted transformations, fairy tale-like enchantments, demonic torments, divine punishments, items with detrimental effects that don't let themselves be removed normally, areas saturated by grudges and ill intentions, and even the sort of curse that passes down through bloodlines. Not at all related to a certain Greek

sorceress.

Asshole Victim (400 DP): Let's face it, some morons have it coming to them. This random jackass has a face that is greatly punchable and the sort of highly unpleasant and horrid nature and foul rap sheet that makes everyone else their enemy, and they just can't help but piss people off. In short, you can do anything you want to this absurdly scummy fucker and it'll be 100% deserved; nobody will blame you, no karma system or divinity will ding or punish you, no court of law or jury will ever convict you, and none of his blood will stain your hands in a metaphorical sense. Good for decoys or sacrifices, too! You may summon another one of them from nothing whenever they get killed, erased, eaten, turned into tang, or suffer some other fate they're not coming back from.

Robotics Bay (400 DP): This is a huge room full of equipment tooled towards making, researching, testing, maintaining, refueling, resupplying, repairing, and modifying robots and machines. Good for small robots, giant robots, spacecraft, or turning people into cyborgs or even full-on robots themselves. Never runs out of energy, supplies, or materials. Automatically updates itself with every tech database and perk you have.

Demonic Ritual Chamber (400 DP): Calling up demons, are you? Beseeching infernal powers for aid or favours? Wishing to gain knowledge from a hellish noble? Trying to become a demon yourself? Or are you phoning in a booty call from sensual succubi? This small room has a magic circle fully prepared for whatever fiendish spellcasting you want to employ. The rituals never miscast or have anything wrong occur, and the demons summoned with this chamber are all inclined to look upon their summoner in a favourable light and will entreat with them honestly and in a straightforward manner.

Fully protected from scrying and other means of detection mundane and supernatural, the chamber is also curiously ignored by divinities and those working for them. Those you don't want to stumble upon it will find reasons to go elsewhere.

Biology Lab (400 DP): All those crimes against nature and horrifying pathogens have to come from somewhere! This is a laboratory specialized in the research and development of everything biological. From iron wombs to grow new bodies and creatures, to vats to put people in for healing and... alterations, to operating tables, to petri dishes and enclosures for test subjects, anyone hoping to mess around with flesh and genetics will appreciate this attachment to their Warehouse or other properties. Fully stocked with supplies that will never run out.

Holodeck (400 DP): No relation to a certain room from a popular scifi series. This is a special chamber where you can engage in any simulation you want and it'll feel real. Whatever happens in the chamber will not stick or persist, any deaths or personality wipes or being rendered unable to think or act or other such things will be reverted upon the simulation's end, and it is not possible to get yourself stuck or sealed or otherwise forever imprisoned or helpless in this chamber; if a deadlock happens or the occupants are unable to escape on their own the simulation ends. The Bad Ends in this room are entirely soft ones, in other words, and it is impossible to make it a hard one.

The Big Book of Memetic Hazards (400 DP): This is quite dangerous. This book is full of symbols, sentences, pictures, music sheets, and even jokes that do things to anyone who sees or hears them. What do they do, exactly? Plenty of things - from making them literally laugh themselves to death to enslaving their minds to the next person they see, from giving them an uncontrollable urge to frequent a certain business to inducing extreme rage or insanity, from summoning up Things Man Were Never Meant To See to making them wear silly hats or turn into hypersexualized bimbos, these things are as varied as they are effective. As you own this book you are not susceptible to what these hazards do, a necessity if you want to employ them for whatever purpose you have in mind for them.

Tentacle Pit (400 DP): Not even bothering to be subtle with this one, eh? As you might have guessed, this is a huge pit. Full of tentacles, non-sapient tentacle creatures, tentacles, escaped experiments (that all happen to be or have tentacles), tentacles, magical effects and items that involve tentacles, various substances and traps that summon tentacles to the one who contacts them or makes them grow tentacles, and a soft floor that never gets dirty to ensure proper fun. Did I mention there were tentacles? Because there's tentacles. A lot of them. This pit never needs maintenance and the tentacles take care of themselves. Anyone you leave here won't starve, dehydrate, waste away, or develop health issues. Good for those who want to enjoy the tentacles for a very long time. Caution: there's tentacles.

Fountain of Darkness (400 DP): From this sinister-looking and very imposing fountain flows a purplish-black liquid that is somewhat more viscous than water. As you may have guessed, this is raw conceptual darkness, potent and ever-gushing. Coming into contact with it causes it to be absorbed into your body, feeling pleasurable and unnaturally warm, and permanently increasing any and all powers that are dark (in any sense) by up to thrice as strong depending on how much of it you take in, as well as refilling any power pools that fuel your dark powers.

You don't have any dark powers, you say? Ehe, don't worry, the liquid darkness will fix that~ Your current form will gradually change to a dark and corrupt-looking version of itself as you take in more and more of the darkness, and if you use your newfound darkness to fuel your powers with it'll be a dark version of itself (naturally), and this change is more than just cosmetic; they acquire additional effects that include, but are not limited to, being more destructive, poisoning and cursing those it affects, becoming invisible and silent, sapping the vitality and strength from its victims, or even arouse people. If you use this on any holy/light (in any sense) forms and powers you have, the changes and empowerment is even more strong and dramatic, as though the universe itself smiles on your decision. Does not actually prevent you from using the original unchanged forms and powers you already possess, or alters your morality or perspective in any way.

Monster Cocoon (400 DP): A large egg-like sac that is more than big enough to engulf a very tall person. When bits of a creature are placed into it and the sac is closed, a monster based on the creature starts to grow inside. When done growing the cocoon will open and the monster will move outside; it will be loyal to you and is intelligent enough to both understand you and carry out the spirit of your orders. Monsters made from parts of mundane animals generally don't have magical abilities but will be far stronger and more capable than the animal they were made from; a ball of housecat fur, for instance, will create a monstrous cat around as strong as seventy housecats put together and proportinally as agile and tough. They take around a week to finish growing if nothing else was added.

More fantastic or magical creatures take longer to generate monsters depending on how strong the original creature was. You can add in all sorts of things to influence how the final monster will turn out, give it additional powers and abilities (a lighter would let it generate fire, for instance, or a battery for lightning powers, or steel plates for armoured hide), or even make a chimera monster by tossing in parts from more than one creature. Furthermore, increasing the amount of creature material or feeding the cocoon energy (magical or not; raw magic will do just as well as food items or electricity) will shorten the time it takes for the monster to gestate, so if you have enough energy and reagents you could make yourself an army in an astonishing amount of time. As the owner of this cocoon you have some influence over the final appearance and form the monster takes; the monster cat could be bipedal with extra fluffy fur if you wanted, or be small and cuddly for hugs and a nasty surprise for your enemies.

And yes, you can use actual creatures as reagents; this will monsterize them. Parts from sapient creatures will produce a fully sapient monster (but starts out loyal to you so don't screw up or mistreat them), and tossing in a person will turn them into a monsterboy or girl (who may or may not be loyal, making sure of that is your responsibility~). They won't have any problems adjusting to their new form nor have issues using their powers. Only one creature can be used as a reagent at a time. You can use yourself as a reagent, too, for monsterboy or girl funtimes, though you'll be sleeping and helpless for the entire gestation period so be very careful.

Tossing in monsters produced by this cocoon can modify and augment them further, but as they'll be even stronger and more capable it'll take longer for the cocoon to be done with them without outside help, so you can end up with a cocoon that'll gestate for ten years or more if you're not careful. Fortunately, you'll know how long it will take for the cocoon to create or improve any given monster before you commit.

Profitable Company (600 DP): It's not quite Fortune 500, but this very large company is no slouch in its given industries. Fully staffed by people who know what they are doing and guaranteed to make you plenty of profits, you are more or less free to do with this company as you see fit. Enter new markets, go into new fields, scout out new talents for your totally-not-villainous organization, research magic for your own shady ends, serve as a front for your alien masters, or even just live off the dividends and fuck all day (you lazy slob), it's all up to you. Auto-imports into new settings.

Pocket Fortress (600 DP): Any self-respecting dark lord needs their own dark lair worthy of their name and their army. This is an imposing and intimidating castle that resides in its own pocket dimension that only you and those you personally allow can enter. It has its own standing veteran guard that is about half as strong as you are and possesses its own staff that takes care of maintenance and will serve you competently and loyally but don't have any combat training. Amenities and supplies restock themselves. You may decide what the castle and the guards and staff looks like; you could have a gothic lair filled with vampires and succubi, a Japanese castle set against a red glowing sky with various yokai, a gleaming metal fortress with sexy gynoid maids and soldiers, or an undersea abyss with eldritch things that are all fuckable monstergirls.

Yes, your staff and guards would love it if you had sex with them. At any time you may change the layout of your castle and the grounds, and even install traps if you have any or have perks for that. Staff and guards resurrect themselves in the castle proper in 24 hours if killed or lost.

Mothership (600 DP): Able to go anywhere in the universe at a moment's notice, this MASSIVE behemoth of a spacefaring vessel is excellent for both crusing the universe and staging planetary invasions. It doesn't come with any weapons, but it has a limitless capacity for carrying mechs, materiel, armies, other ships, and even any superweapons you may pick up. It's the perfect flagship for your space fleets carrying out campaigns. It's capable of evacuating entire planetary populations. It is tough enough to take a nice dip into the surface of the Sun and be no worse for it. Or it can be your own personal pleasure yacht, I suppose.

You get to decide what the Mothership looks like; a gigantic grey box (how original), a planetoid converted into a ship, the hollowed-out corpse of some titanic space beast, a theme park in a bubble, it's all good.

Kingdom of Debauchery (600 DP): Oho. This is the sort of place you'd expect all the lewd bad guys to come from. Steeped in hedonism and all one gigantic love letter to rampant sexuality, this magical kingdom literally runs off of sex. Its inhabitants are all stunning lookers that are always ready for a good long fuck and have little, if any inhibitions. When any sex occurs here, the very act produces magic that the kingdom absorbs and stores, and the residents have no need for food, shelter, water, or rest for the kingdom provides. The magic in the air prevents disease, unwanted pregnancies, or sexual dysfunctions and people slowly revert to the prime of their life when they stay here, and grow to become 10/10 hotties besides.

As the sole ruler of this lewd kingdom, you get to use the stored magic to expand the land and create buildings and infrastructure as you see fit. The residents all adore you and will carry out most orders you give them. They start out at around street-level superhero tier in terms of power but can get more powerful if you invest magic in them, or have other ways to give them improvements. As long as the kingdom exists they will never die permanently, reappearing from death in a day. The kingdom will cater to your preferences and fetishes, and that includes the residents too. Anyone who migrates here gets to enjoy the same benefits as the natives, and you can use your magic to empower and improve them as well.

This kingdom can exist in its own realm, it can be attached to other properties you own, or it can physically appear in the setting. You get to decide at the beginning of each jump.

Adversaries (600 DP): What is a villain without a hero to fight? What is a doomed heroine without a demon to corrupt her? This purchase lets you generate your own hentai doujin-themed enemies in the setting. From shining paladins, holy angels, faithful exorcists, superheroes, sentai teams and magical girls to demons, monsters, aliens, evil corporations, criminal gangs, and even assholes who think they're hot shit with that spellbook or magical phone app, you'll never find yourself running out of your preferred targets should you go looking for them. They scale to the average threat level of the current setting you are in, have a very wide and varied set of abilities, and will never manage to blindside you or grow too big for you to handle. You can do with them as you please. Of course, it's quite likely you may manage to recruit or "recruit" some of them over to your side, in which case they become companions proper. Don't get too greedy, now.

Hall of portals (600 DP): A neverending hall of curious portals that seems to always connect to some peaceful world. Each of them is permanently fixed and cannot be changed, and only you and those loyal to you may go through them. You may wish to go sightseeing and bring back souvenirs. You may wish to escape to one of them if the jump you're in has gone belly-up and you need to leave. You may be looking for specific resources. You may seek to bring your forces through one of the portals and conquer the world it leads to. Just note that simply because it's peaceful doesn't mean that world cannot put up a fight or seal the portal though, so don't be arrogant.

Corrupted world (600 DP): The logical end result of what happens when the bad guys are allowed to win. The cities have fallen to ruin, disrepair, or outright assimilated by whatever blight was let out to rampage. The people are twisted (and lewd) parodies of what they once were and may be in various stages of monsterization, robotization, or some other form of transformative corruption. Roving bands of monsters wander the land. The environment is completely stained by the villains' influence if not terraformed or destroyed. In short: Shit's fucked. The only saving grace is that the ones who did this to the world are gone. Perhaps they killed themselves, perhaps they left for greener pastures, perhaps they became mindless and hollow, perhaps they picked a very unwise fight, perhaps they lost a bet. Point is, this wreck of what was once a beautiful world is now yours. It's definitely not safe, but there's one silver lining: the corruptive and transformative influences from here only do good things to you and those you bring in, as though you and they had the Devourer of sin perk.

Deck of many monsters (600 DP): Draw a card, toss it on the ground, and poof, there's a monster. It will follow your commands and is about half as powerful and threatening as you are. However, it only lasts until the fight is over or whatever it's fighting manages to escape from it at which point it dies and its body disintegrates into nothing. Good for when you want some backup or a diversion. Holds up to twenty cards, and cards are replaced whenever a monster dies. No relation to a certain filler season of Sailor Moon or a certain children's card game.

Hero Headquarters (600 DP): Your very own gathering place for heroes! At least, the hero team you're a part of. Standing tall and proud as a symbol and beacon of hope and justice, this shining and majestic building has every facility the protectors of the world could ever need. From a huge and well-equipped training area to learn new skills and keep their fighting prowess sharp to a hospital that can heal just about any illness and injury to a cafeteria filled with delicious dishes all ready for consumption to a comfortable and cozy recreation area to hang out and have fun in to a luxurious suite of bedrooms for personal use to a war room where operations are planned out to a hangar to hold vehicles and weaponry, you won't find this place lacking when it comes to supporting the heroic lifestyle. The bad guys have a ludicrously, unreasonably difficult time finding this place, let alone attacking it, as though goodness itself refuses to make it easy for evil to call down a satellite laser or open up a hellmouth on the headquarters, or for agents of villainy to infiltrate the place and offer meaningful combat.

The HQ's supplies and munitions do not run out, nor can its power and communications be disrupted or blocked. This building automatically updates and equips itself with the setting's cutting-edge magic, technology, techniques, and the like that the good guys (or those closest to being called the good guys) would have. This will not cause you any problems with the world's locals.

Jewel of hope (600 DP): A huge upright gemstone, magic and energy pours off of it like an oversaturated sponge. There are many ways for a team of heroes to get their powers in the multiverse, and this stone doesn't just turn its surroundings into a heavenly paradise filled with light and love, it creates transformation devices from its surface. As you may expect, they let people become superheroes. How these function is up to you; perhaps they permanently imbue themselves into a woman and turns into their own innate power, letting them become a magical girl. Maybe they're a belt that transforms its bearer into a sentai hero. It could even be a dial that lets people become robots. Point is, this will let you bring heroes into the world. The devices it creates are slightly less strong than the Henshin Device, but any transformation device, and anyone who transforms into their heroic form, gets stronger over time when near the Jewel.

You may influence what devices the Jewel makes if you have your own magic or technology to feed the Jewel. The more energy the Jewel has access to, the faster it create devices; alternatively you can have it create fewer, but stronger, ones.

The Jewel purifies corruptive influences from itself and its environment, and so will those who stand in its presence. However, this is not absolute; with enough corruption the Jewel can similarly become corrupted itself. This will make it spread corruption to people and its environment, and the transformation devices it produces will likewise be a dark mirror of what it would have been if it was pure. Needless to say, this is a good way of making your own teams of fallen magical girls and tainted heroes.

Love Hotel (600 DP): What happens in this hotel stays in this hotel. People will not ask questions nor will they even pay any heed to those who enter this place. Just as well, for this upscale and decadent hotel is the ideal place for hedonistic pursuits. For some reason, you never have any problems getting to this place quickly no matter where you are, and this place provides its services and generates a modest profit despite seemingly never having any staff at all. Odd, but it ensures privacy - scandals, rumours, and unwelcome attention simply does not happen within these walls, and anyone working for those you do not want to know about you and your activities have extreme streaks of bad luck if they're after you. Of course, as the owner you and anyone you bring in may stay at this place for as long as you wish. Food and drink is included with the room and there's a very wide selection.

This hotel comes with its own dungeon where those who wish for more kinky experiences (or have prisoners to break in) may use for their own gratification. If you so desire, both the hotel and the dungeon may draw in people from the setting (or generic NPCs if that isn't an option for some reason) for your own, ahem, interactions with.

Trojan Horse (600 DP): Every year, and this can be stockpiled, you receive a token. What does it do, you ask? When given to someone, the token transforms into a gift that is genuinely meaningful and emotionally impactful to the recipient. This gift, however, has another purpose: it twists fate so that whoever you give it to gets placed into situations that make you look good in their eyes. They may get into trouble and you are in just the right place and moment to save them. They may get homework that only you can help them with.

They may witness you saving the city from the monster. They may get placed into the same work team as you for a project that goes well. They may peek at you in the shower and awaken a voyeurism fetish.

As you can imagine, this can be exploited in all sorts of ways, from driving a wedge between the recipient and her friends, to breaking open the ice for conversation, to working as diplomatic aid, to persuading the villainess not to murder you, to begin turning the heroine over to your side.

Multiple gifts given to the same person do have increased and more dramatic effect, and gifts given to people who have close relationships to begin with work in tandem for an even better result. Does not have to be Trojan or a horse.

Secret Dossiers (600 DP): Don't let anyone know you have this. This is a collection of files containing all sorts of personal information on people of interest, both to ongoing plots and to you in particular. This goes beyond mere schedules, habits, addresses, material for blackmail, and information you'd find on a resumé, bank statement, or a driver's license; this is a 100% unbiased assessment of the person's inner psyche, their Shadow Self, what motivates them, what makes them tick. Their most cherished memories, their thoughts and feelings on their loved ones and friends, how they think, what they most want out of life.

These folders are self-updating as the person and their circumstances change, and if there happens to be anything or anyone influencing them. It goes without saying that with what you know about them, you can easily grant them salvation... or cast them into damnation or death.

J-brand merchandise (600 DP): It's where the real money is! Comics, movies, action figures, anime, body pillows, video games, posters, and more! It's of you and your very own brand image in the current world! Sell toys of your heroic visage and your adventures with your team! Sell onaholes modeled after your succubus snatch (may be addicting, read the warning labels), those are always popular! Your magical girl teammate's fire attack in the form of a flamethrower, families love it! ASMR tapes of you seducing the virgin knight! Ice cream made with your breast milk!

People will buy just about anything with your face on it! Immune to lawsuits, efforts to corrupt or purify them, and negative press, stores never run out of your merch to sell to people, and you get 70% of all profits. You have your own stock of merch, naturally.

Gate to hell (600 DP): It might not be the fire and brimstone with red pitchforks kind, but it's an artifact that invites an otherworldly invasion all the same. When this small model gate's doors are kept shut, nothing happens, but when the doors are opened just a little bit, things start to occur in the world. People start muttering about aliens, demons, or some other "out-there"sort of cryptid. A few people get alterations to their body and mind, and start becoming something other than human. Phenomena that current science has no explanation for occur with rare yet regular

frequency.

The world gets changed, bit by bit, with every passing day. This lasts until you close the gates, but what is done is done.

Open the doors wider, and the above incidents will happen with greater numbers and intensity. Moreover, creatures from the other side will start to appear; they may be demons, aliens, robots, space elves, fairies, monsters, or even some sort of angel. They seek to spread their essence around, change the world to be more to their liking, recruit quislings and cultists, and turn the people into beings like them. They cannot yet invade... unless you swing the gates open fully.

If that happens, all (figurative) hell breaks loose. Armies of the creatures invade the setting. The environment gets terraformed to suit them. People get kidnapped, corrupted, transformed. The invasion will keep ongoing until either the invading force gets repelled and their method of intrusion gets sealed, they get counter-invaded and annihilated, or the world falls. Any of those things happening causes the gates to close shut - you can do it yourself manually at any time.

You get to decide the nature of the invaders and the dimension they hail from, as well as their general threat level in relation to the setting; you might want a stream of weak demons to show up and get their asses kicked by the local hero teams and villainous organizations for entertainment or to keep them from getting rusty, you might want a swarm of mighty angelic beings to come in and purge everything unholy and leave only the righteous and repentful behind.

You might want robots to turn everyone else into robots, you might even want hordes of thirsty hentai elves to trawl the nations looking for people to have sex with (and perhaps save the forests and turn into more elves like them). You also get to decide where the invasions in general happen; you could keep it to a single city, a single planet in a galaxy, or even your basement (it's probably going to get crowded). This is a tool that flips the table of the world. Use it wisely.

Companions

All companions get 1000 DP and the 600-point stipend for items if this is the first time they use this jumpdoc, including those you recruit from this jump. They always get to apply the same floating discounts and freebies you do, including the free perks.

Don't worry about any preexisting loyalties the companions may have, they won't cause you any problems as the chain continues. How they deal with them is up to you, fanwanking helps.

Import (Free): Why should only you get to be the one who has fun here? You may bring any and all companions you have with you into the Bad End scenario for them to enjoy with (or inflict upon) you at no charge.

Expy companion (50 DP per): At some point it all becomes similar. Some of

the people in the Bad End scenario may look or act like someone who is familiar to you, so if you're so inclined you may take them with you.

"Canon" character (50 DP per): It's certainly not the powers that made you want to be around this person, right? While they may not keep their powers (as part of their Basic Premise perk) the personality and history remains. Assuming the Bad End doesn't take it away from them, natch - or perhaps that's the entire point... Regardless, if you want them, you got'em.

Mascot (Free): You know how it is. This cute critter mostly stays away from the action and lets other people do all the work. They're mostly just a plot device and source of advice and a different perspective, and may or may not be secretly working for the enemy. Don't expect any serious help in a fight from them.

Background Extra (Free): While not literally faceless, this bystander is pretty much only there to be a part of the crowd and to add context to scenes (and is probably a victim at some point). This local is more or less a blank check in terms of appearance and personality. That's all I can say, make something up.

Mindless Fucktoy (Free): This is usually the end result of a severe mindbreak. This poor (or lucky, depending on your point of view) sap got subjected to intense pleasure, special training, mind-altering processes, mystical corruption, or some other thing that has rendered them little more than a slave to lust and desire. Basically harmless aside from their purchased perks and items, all this barely-a-person wants in life now is to have sex. Body and mind has already been modified for extreme pleasure, and doesn't have to be human; they could have been human at some point.

Impressionable student (50 DP): Ah, back to when you had a dream, huh? This young adult is currently undergoing training for a profession later in life. They may be in college, they may be an apprentice for a wizard or psychic, they may be a sidekick for a superhero, they may be a magical girl in secret. Their mind is open to learning new things and is always up to trying just about anything once. Surely you have only the best intentions in mind for this bright rising star full of potential, right?

Pervert (50 DP): What did you expect? Of course there are otherwise normal people who like to think with their loins. This horny bugger has sex on the brain half the time and has a rather worrying amount of sexual knowledge and trivia. They're pretty much up for anything and would be overjoyed to star in one of the more tamer hentai doujins. Well, tamer for them, anyway; they might get their wish.

Lonely widow(er) (50 DP): Ever since their better half died they've been depressed and listless. They may go through the motions and see the rest of their family from time to time, should they have any left, but life holds little meaning for them now. Their spouse was their world, their raison d'etre, the light in their life. Will life get even worse for them from here on out? Will things get better? Will you give them a new reason to live? Will you encourage them to leave their old life behind? Or maybe, just maybe, you can give them their spouse back (in some form)? They have plenty of life experience and are generally wise.

Goofy minion (50 DP): Comic relief is pretty much the only thing this goober is good at. While loyal and eager to carry out both the letter and the spirit of your orders, their competence leaves a lot to be desired to put it mildly. Fortunately it's not the sort of stupidity and bad luck that'll leave your house a smoking crater or zero out your bank account - it's basically just slapstick and embarrassment, which they inexplicably always survive in one piece. The entertainment they provide is the only reason some may keep this numpty around.

Horny Maid (50 DP): They are a laviscious and attractive maid. They like you, and want to do naughty things with you whenever they are not serving you, which they are extremely competent at and get all their tasks done in an astoundingly small amount of time even if you live in a huge castle. While they take care to be presentable when you are meeting with important guests (presentable may vary according to local customs) they're more than happy to dress in titillating outfits and get used by you for your sexual relief - or be the one using you, if you're into that sort of thing.

Ninja voyeur (50 DP): Quiet, good at getting into and out of places, and all but undetectable to those they don't want seeing them, this stealthy slippery operative likes to watch you fuck or be nude whenver they're not out on a mission. Why? There are a number of possible reasons, but the most probable is that they want to have carnal relations with you but cannot muster up the nerve to seduce you directly. Given how good they are at stealth, it may be a good long while before you make your spot check and find them, but if you don't? Well, this is the Bad End scenario. Something's got to give sooner or later~

Childhood friend (50 DP): You knew this person when the both of you were small, and fate has seen you drift apart for a number of years before meeting again one fateful day. Boy, did they grow up looking fine! And talented! And eerily fixated on you. They didn't get caught by some evil army and forcibly recruited, or taken by aliens and made one of them, or messed up an infernal ritual and became a sex demon, and now they want to share the same joy that even now they still feel with you, nope. They're a normal friend who is very happy to see you again. Forgive their weird quirks, everyone has those.

Jaded tentacles (50 DP): If you woke up one day and found yourself in a hentai doujin in the form of a small tentacle monster, you'd be saucy and cynical too. This little ball of wriggling tentacles and sullen regrets has spent their past life reading one too many adult stories and porn manga, and once they figured out what they were and where they are it all dawned on them like a looming cloud of gloom and misery. They have a sixth sense of how the plot is going to go and has more than enough sense to flee and hide from danger, which for something like them comes from a lot more sources than you'd expect. They're more than happy to complain about the world you're in and against all odds are the voice of reason wrapped up in sarcasm and bitterness. For some reason they simply don't get tagged by corruptive influences or widespread use of mind control, and if you ask them to fuck you they'll do it, but expect them to roll their eyes and be insufferable the entire time.

Stressed office worker (50 DP): This office drone hates their job, their boss, their coworkers, their building, their projects, their clients, their commute, and their salary. The only thing they like about their job is when the shift is over and they get to go home to their cheap apartment, which is paradise in comparison. Just about anything else, they figure, has to be better than the job they are working right now, but unfortunately they don't quite have the skills or connections needed to land themselves a better job, so they're stuck. Shame, they're quite the looker, and have a solid work ethic to boot. They deserve a better master, er, employer, one who will appreciate the work they put in and reward them well.

Hothead (50 DP): Passionate, hotblooded, reckless, and wears their emotions on their sleeves, if you looked up the term shounen protagonist in the anime glossary you'd see this person's face next to the entry. They like what they like, like who they like, is not afraid to speak their mind, and if they set their mind to something they'll pursue it with all their effort and heart. They're the sort of person a Bad End would either break into a hollow pitiable shell that is nothing like what they once were, or reshape into a terrifying monster of a nemesis that their underlings respect, their superiors trust, and their enemies fear.

Nymphomaniac (50 DP): Unlike the Mindless Fucktoy, this libidinous sex addict is neither mindless nor were they broken into being who they are, they were born that way. They know they're sexy, they know other people want to fuck them, and they enjoy every moment of debauchery they experience. They may or may not be human or evil, but they're certainly not shy about wanting to take you for a good long roll in the hay, and they come with truckloads of experience in all things sensual.

Newbie magical girl (200 DP): She's just received her powers and have managed to fight and win her first battle or two. This magical warrior of goodness and light is cheerful, kind, earnest, and is a bit too trusting of people. It's unfortunate then that she stars in exactly the wrong sort of story. Her enemies are not content to toss monsters of the week at her and let her gain experience and strength, so they're going to gather their forces, capture her, and turn her into either their breeding sow or one of their own dark lieutenants. Given that you're recruiting her, you're either going to be doing the capturing and corrupting, or she's going to be the dark lieutenant who'll be eager to show you why joining her masters was the best thing that could happen to her and soon will be your best decision, too. She has a Henshin Device and comes with Embrace the dark power.

Dark magical girl (200 DP): Unlike the newbie above, this woman knew what she really wanted and was honest with herself, so she sought out dark powers and made a deal with them. Now she is out there living her best life, having made her payments, and doing as she pleases, fucking who she pleases, and has no regrets about the humanity she left behind. For better or worse, you've caught her eye, and she just can't seem to get you out of her mind. She'll encourage you to indulge in your vices yet not be excessive or stupid about it, as she's seen what happens to those who did. She comes with Time for proper training! and Fooled you, didn't I?. She has no need of a Henshin Device for her own transformation and powers, being no longer human, but she does have a Fountain of Darkness that she has already used to make herself strong and will want you to use as well.

Silver tongue (200 DP): It's not just a metaphor. This bioroid, freshly converted from a college student, is charismatic to the point of disbelief, easily able to become a cult leader or successful politician given enough time to worm their way into the hearts of the crowd. It's no surprise that they're working for someone that doesn't have humanity's best interests at heart. Now, they've either been ordered to drag you under their master's employ or they're recruiting you of their own accord. Expect plenty of persuasion and the sort of pleasure only an artificial body can provide. They have the Don't worry, we'll be together soon perk and a Robotics Bay which they use for converting other people into bioroids like them.

Budding supervillain (200 DP): They'll show them all! This is a genius biologist who was shunned and excluded from their peers and the spotlight for far too long, and now all that remains is a desire to shock the doubters and the world with their creations and groundbreaking scientific advancements. Using their Biology Lab, they will proceed to make monster servants and heavily modified test subjects (that all, for some reason, come out looking and being lewd) that treat the laws of biology and physics more like gentle suggestions. And if the public at large don't appreciate their vision even after all that, then perhaps engineering a plague that turns people into oversexualized bimbos will get the point across? They don't have to worry about money, as they have the I don't have to worry about money perk to help with their finances, and they put a lot of work into showmanship, so much that they have the You're a villain all right, just not a SUPER one perk to wow people with, and get them to acknowledge their intelligence.

Lewd elf (200 DP): She loves the monster cock. This elf left her village a long time ago, ran into some overly amorous monsters, and has never looked back. Her Monster Pornstars are never too far behind to give her a proper shagging, and while she's not helpless or weak in an actual fight she finds that her I came here just for you perk works very well in making sure that any would-be predators leave her alive after they're done with her. Still, it's only a matter of time before she ends up in the clutches of something she can't handle with her combat skills or feminine wiles, and her freedom (and possibly her life) comes to an end. Might as well nip the bud and take her for yourself... or let her serve as a cautionary tale to others.

Mega Milf (200 DP): This mature and very curvaceous lady loves passing eggs, spawn, and kids from quick-breeding races out of her womb. She's a dyed-in-the-wool gravidophiliac who isn't happy unless she's carrying around children in her belly and milk in her humongous breasts. She wears her special "I had it cumming!" brand underwear to attract the interests of tentacle monsters, demons, demihumans, and other such creatures so she may enjoy the payoff of A parade of orgasms every time she gives birth, and the Portable Bitchbreaker she carries around ensures that such silly things as not having a penis or working testicles don't get in the way of being a proper breeding sow. She'll probably get kidnapped sooner or later.

Broke Demon Lord (200 DP): This newly-pauperized vagrant was once a ruler of a mighty demonic force that held their enemies in terror before a climatic clash happened and they got isekai'd to the world you're in. While no slouch in a fight, their real power laid in their charisma and leadership skills as they brought their army to victory time and again.

Now with no army, no country, no powerbase, all they have left are their Monster Cocoon and their Retroactive shop catalog for access to their world's goods, which among other things on sale includes a special scroll to allow them a way back to their own world. The problem is, it's really expensive. Extremely expensive. So expensive that they'd need to be the head of a prosperous nation or a giant corporation in order to afford it. They ain't gonna be able to buy that for a good long while flipping burgers. That leaves making their own army anew, and monsters need to eat. There is very little they won't do to get enough money and/or creature parts to realize their ambitions, be that taking over the world they're in right now, finding another way back, starting their own criminal organization, or even seducing someone who is filthy rich and taking their savings. It goes without saying that if you helped them out, they'd be very grateful...

Fallen queen (200 DP): Long ago, there was a powerful and beautiful angel who used her magic and knowledge to create her very own magical paradise, filled with breathtaking wonders and goodhearted people who wanted for nothing. And for a time, everything was well. But then she unwisely trusted the wrong outlander and got turned into a sex-addicted slut.

Her paradise became a Kingdom of Debauchery in a meteoric fall. Her once pure and proud domain transformed into a den full of horny strumpets and whores who considers casual sex to be a valid greeting. Her magic of light and love turned to darkness and lust. The very land goads residents and visitors alike to take part in the pleasures that sustains the now lewd kingdom. It's no surprise that many who enter the kingdom choose to stay.

The only solace is that the outlander who caused all of this is, in a fit of cosmic irony, one of the first consorts to be claimed by the queen and is her favourite, and thoroughly mind-broken, sex slave. Maybe you'll be her next?

Harbinger of the apocalypse (200 DP): Oh, if only life and those around them were so much kinder. The reincarnation of the legendary monster who once almost ended civilization and was destroyed by a team of desperate and unlikely heroes, they were once a timid and kind person living their life. But then tragedy after tragedy struck, the people around them started treating them like crap, their luck turned terrible, and they eventually snapped. It's like the one writing the story didn't bother to be subtle.

Calling upon the powers of their previous life, they proceeded to infest the world with their corruption and change the people to how they think they should be acting. With no heroes around and no preparations done to handle an eventual return, civilization collapsed, humanity has been remade into a caricature of themselves, and the face of the planet is now merely an extension of the Harbinger's desires. This Corrupted world is their legacy, and they still remain there, content in what they have wrought. And now, they look upon you and consider you a possible friend, so they'll extend a hand of camaderie in the only way they know how - by granting you their own corrupt blessings.

Unlucky otherworlder (200 DP): What's the first thing to come to mind upon finding out you've been transported to another world? Excitement? Fear? Anger? Apathy, just for something different. In this poor twit's case, panic. For you see, while they have been granted their customary cheat upon transmigration, it's also the only reason why they are not yet a victim of the many Adversaries that are figuratively and sometimes literally after their ass. From misunderstandings making heroes their enemies to yandere demonesses fighting among themselves for the right to fuck them to mob bosses declaring a vendetta against them to even their own fellow otherworlders smelling the blood in the water, their life is full of intrigue and danger and really there's only one way it's going to end and that is with their face under someone else's boot or crotch. Unless you tell them to hang up their cape and stop looking for "adventure", that is.

Sharp-eyed corpo (200 DP): Where there is conflict, there will be heroes and villains. Where there are heroes and villains, there will be celebrity culture to form around them and, naturally, money to be made. This executive in the marketing department of a corporation that churns out licensed products of said celebrities doesn't really care if they're a good guy or bad, only that their likeness makes them money. And now, they think your face on their J-brand merchandise will be the next hot trend and cash cow. Don't worry, they know better than to strangle their potential golden goose, so they'll be happy to let you do your thing so long as you keep making them money.

Villainous organization (600 DP): World domination, striking fear into the hearts of the masses, mass mind control, it's all good as long as this group's true goal is realized: namely, that they get to do whatever they want with nobody able to stop them. The rules of society is nothing more than something to either exploit or avoid to these guys, the only code that they follow are their own. With their Pocket fortress they're all but unassailable to conventional retaliation and their Jewel of hope (that they've already corrupted with their master's own power) produces the transformation devices that gives these guys their metaphorical (and in some cases, literal) fangs. In short; if you want to be rebuilt into a servant and consort of a seductive force of darkness, these guys will be more than glad to have you. Let's be honest, they're probably going to try to bring you to their side regardless.

Fallen magical girl team (600 DP): Once upon a time, there was a team of magical girls that managed to destroy their villains and were set to go back to civilian life. Or at least, they were trying to. They soon discovered that they wanted to keep on fighting something, to give some excitement and good feelings back into their lives, and for a while their efforts to find more evil to fight didn't bear fruit - until they stumbled upon a Demonic Ritual Chamber, that is. They proceeded to call up a powerful demon lord who was all too happy to show them the fun they were missing and give them a new way of looking at life. Now, these newly converted succubi seek out Asshole Victims to enact their own form of "justice" upon. One of them managed to steal an unholy relic from the demon lord they summoned that functions as a Henshin Device, and you just might be the one they want to receive it so you may join them in their pleasures as their newest empowered succubus.

Heroic League (600 DP): Stationed at their own Hero Headquarters in the capital of the country, these bright young superheroes are eager to bring the world into a better tomorrow and let justice and goodness flow through the hearts of the people. They're strong, learn things very quickly, and their HQ's staff are all loyal and hardworking. Their leader has the potential to bring the world into a golden age of peace and prosperity, for he or she has A new age dawns and only needs to realize they have such capability. As long as they are around, evil will never win.

Right?

It would be such a shame if the HQ got compromised by a traitor, the staff slowly undermining the heroes, and the heroes themselves slowly slipping into desire and away from the light. Why, if they went bad there would be precious little on the planet who could have any hope of stopping them, and the world would suffer for a very long time indeed.

Galactic Peacekeepers (600 DP): It's the job of these guys to prevent wars and criminals from threatening the safety and security of the galaxy. Based on their very own Mothership, they have full jurisdiction to operate anywhere in the galaxy and have more than enough equipment and training to take on an entire fleet of space pirates. Their Robotics Bay keeps them and their materiel updated, upgraded, repaired, and resupplied, and their experimental stealth chemical (it's a bunch of Bottles of lemon juice, yeah) allows them to infiltrate and go undercover in even the worst places. They are experienced and know what they are doing. If you want to join them, oppose them, or even let them do their jobs, well, you'd better know what

you're getting into.

Drawbacks

Yes, even though getting a Bad End is the entire point of this jump, there are still ways to make things not so good for you. No drawback limit. Companions may take drawbacks and get full points.

Delay (+100 DP per rank): Normally your Bad End scenario begins upon jump insertion, but if you want to delay the start of the scenario by two years, you may take this. Additional ranks delay the Bad End from starting for another two years with no upper limit. How does this shake out? Fanwank, or ask your Benefactor. Companions who take this have their own jump insertions relative to the Bad End scenario starting, so they may arrive in the jump before you or vice versa.

Homely looks (+100 DP): So they may not be 8/10s now. They're more like average. Still fuckable, but not as hot as they could have been. The jumper and companions are spared from this fate, thankfully.

Spacing out (+100 DP): You really should be paying more attention, huh? You have a habit of spacing out and daydreaming. While this does not hamper you from performing important tasks or be a liability in combat, it can still be annoying.

Alcoholic (+100 DP): That's what you are. There is rarely a day that goes by where you do not feel the need to reach out for the bottle, and while this won't give you any serious withdrawal symptoms or make you miserable you'll always be wanting another shot in the back of your mind.

Idiot fanboy (+100 DP): You know how it is. This moron likes to hang around you and be annoying with his stupid antics. Even if you don't kill him or seal him away, he'll probably end up doing such to himself sooner or later. Unfortunately, it'll only be a month or so before another such moron shows up.

Hentai Dialogue (+100 DP): Does what they're saying make you roll your eyes, bark out a mocking rebuttal, drip with sarcasm, or recoil in cringe? If so, that's what'll happen a good portion of the time! The only saving grace is that neither jumper nor companion are affected by this.

Frost a cake with your butt (+100 DP): This, on the other hand, is nonsense. Whether reading or listening, there will be words and phrases that have no meaning or coherence. If it'll make you go "What?" expect it to happen at regular intervals when people are communicating with you.

Virgin (+100 DP): Regardless of what or who you've done before or how long you've been doing it, you'll be utterly virginal now in all ways aside from knowledge. The good news is, you get to have that first time all over again and hopefully have lots of practice with expereienced partners. The Bad End you're doing may even count on you starting as a virgin.

Faded backgrounds (+100 DP): For some reason, the world looks more barren and devoid of buildings and walls, even if you're indoors. This is merely visual, the buildings and walls and such are still there, they just "fade away" if you get too far from them.

Monochrome (+100 DP): Where's the colour? For some reason you can only see the world in black, white, and various shades of grey. This is purely cosmetic and you can still tell the pink ranger from the yellow one, don't worry.

Yaoi hands (+100 DP): All hands you see, including your own, look much bigger than they actually are. Why? Who knows. Perhaps the one drawing your doujin can't do hands all that well.

Lightweight (+200 DP): You don't hold your wine all that well, huh? Alcohol and drugs affect you much more readily and strongly than your body size and mass would suggest. This happens even if by all logic you shouldn't even be affected; this is one way for a robot jumper to get shitfaced.

Extra fanservice (+200 DP): This being hentai is the entire point, but the amount of skin and suggestive imagery being shown defies all logic. The clothing and uniforms are extra revealing for no good reason. People tend to not cover up as much as they should be. Even the lewd and corrupted seem to have their naked bodies be extra shocking and scandalous, somehow. It can be distracting. If more than one person takes this drawback, the effects are even more pronounced - if enough people take

this drawback then the world may not even have clothes anymore.

Extra extra evil (+200 DP): Man, what are these villains trying to prove? They go out of their to twirl their mustache and be shocking and dastardly when they don't need to be. From going to a flower patch just to crush it beneath their heels, to taking a baby's candy to make them cry, to adding edgy adjectives to their names and titles, to dumping trash into rivers and oceans, the bad guys want everyone to know that they're eeeeeevil. This doesn't happen to you if you're of a more flexible morality, thankfully. If more than one person takes this drawback, expect the posturing and impractical evil to get outright absurd and even a liability, getting worse with each stack.

Dummy thicc (+200 DP): Okay, this is one of those cases where people may consider you to have too much of a good thing. Your endowments are waaaay larger than you'd like. Gigantic boobs, actual third legs, ponderous testes, hall-sweeping hips, wobbling asses, you've got it. This happens even if you switch genders; woe be to the futanari. Moreover, nothing anyone can do can shrink these to a more manageable level. You'll have to live with it.

Hypersexualized life (+200 DP): You can't do anything important in this world unless you tie it to sex in some way. Eating cereal? Got to practically fellate the spoon and let a drop of milk fall into your cleavage. Walking to school? Sway your hips and stick your ass out. It's stupid, yes. Writing something? You'll caress the pencil and the paper. Putting in a day at the office? Your typing sounds like two people pounding the bed and your documents have double entendres. Even your sleep will have perverted dreams. Enjoy?

You're horny (+200 DP): You are indeed. You've got sex on the brain 24/7 and every hour you'll have at least a few sexy thoughts run through your mind. You want to fuck, you want to be lewd, you want to appreciate lewdness and the carnal, and nobody can make you be chaste.

The vibrator (+200 DP per rank): Uh oh. There's a vibrator stuck to some sensitive part of your body. It goes off at random intervals and it can stay on for up to a minute each time. You may find yourself aroused at inopportune times, to say nothing of orgasming when you don't want to. They cannot be removed or rendered inactive no matter what.

You may purchase this drawback multiple times for more such toys stuck on your body, either to another sensitive bit or to the same spot for more pleasure.

The obligatory amnesia drawback (+300 DP): You have no memories of anything other than your life here in this Bad End setting, for that extra bite.

The obligatory powerloss drawback (+300 DP): All of your out of jump powers and perks are inactive for your time here, for that extra authentic experience.

The obligatory warehouse sealing drawback (+300 DP): And now, you have no access to the Warehouse (or what is acting as such) or whatever items

you didn't buy here.

Dude, not my fetish (+300 DP): This setting now features a fetish that you don't like, but plenty of people do. Expect it show up distressingly often and for you to never quite come around to embracing it. You don't have such a fetish, you say? Well, you do now!

Blue balled (+300 DP): It may seem easy to get your rocks off in a hentai doujin, but now you'll have to work a lot harder if you want to orgasm. Not even if you're into orgasm denial or edging will keep you from needing to put in real effort to acheive release and prevent yourself from feeling frustrated, even if it's a servant or a partner doing the pleasuring. Even in cases where you're strapped into a fuck machine or the like you'll be getting off much less often compared to other people.

Clueless (+300 DP): You must fancy yourself a real stud or slut, eh? Not so much now. You have very little knowledge of sex now, to the point where you'll have to find yourself relearning the basics all over again and figuring out that holding hands does not make a lady pregnant nor do babies come out the butt. This does not hamper your skills, thankfully, but starting from square one all over again can be a real pain in the butt, figuratively and perhaps literally.

End of jump choices

Had enough? You keep your purchases, and you revert back to the condition you were before the jump started. Your companions, likewise, unless they were recruited here in which case they come as they are; try to be reasonable in what counts as their Basic Premise perk and what they get to take with them, I hold no blame if your Benefactor punches you in the dick for trying to cheese things.

Move on: You've had your fun, now it's time for another jump.

Go home: Well, if you're sure, though your folks may be surprised at what you've brought with you.

Stay here: You sure? Well then, have 2000 more DP to spend on things and have a nice rest of your life, if you're still alive. Hope your mistress is nice to you.

Bonus

You and your companions may take this jump more than once! Those who do do not get another 1000 DP or the 600 item stipend, however they may get more points by taking drawbacks.

Changelog

V 0.2 Did you think it would be that easy?’s cost has been increased. Rectal Exam Day perk, Toggle perk, Racial option perk, and Holodeck item added.

V 0.1 First draft