

## LEWD Jump

Ara ara.

+1000CP

## Background

Drop-in [Free] – Come as you are, with nothing influencing your mind or behavior here.

Devoted [100cp] – You are a citizen of one of the towns in the various lands of this world, raised and influenced among their particular habits and practices. You place more emphasis on the emotional nature of your relationships. You always have a rough idea of the location and condition of your companions and anyone else you have strong positive feelings for.

Libertine [100cp] – You are a noble of one of the kingdoms of this world, raised and influenced among beauty and hedonism. A great many things float your boat, and you've sailed them all. You've learned to move with grace through any number of different social circles, and have an instinctive grasp of whatever the standard etiquette is for your current situation.

Ravager [100cp] – Some people can never get enough, and they leave a trail of broken hearts (and sometimes broken bodies) behind them as they search for fulfillment. Either way, you have a forceful personality and strong desires that people can't help but be caught up in, drawing no shortage of followers and flunkies.

## Location

Roll 1d8, or pay 100cp to choose.

1. Joy in Devotion - The home of the Order Propriety. Clean and orderly, this city is welcoming of guests but watchful for troublemakers. The city market is a bustling place filled with wares exotic and mundane, and sees travelers from all over the world.
2. Savannah – Warm and inviting, nomadic tribes of lion-men and antelope-women wander this trackless land. The tradition of hospitality is strong here, and a friend made here is a friend for life.
3. Aerie – High peaks dotted with marble pavilions, where hawk-men and owl-women dance through the air before retiring for the night to studio and boudoir. The intellectual is as highly valued here as the physical, and every library has a few hidden cubbyholes for passionate debate.
4. Deep jungles – Panther-men and snake-woman hold mysterious ceremonies in hidden temples, and all outsiders are tested. Only those that prove their worth may share in the sacred moonlight rites.
5. Manlytown – Where bull-men butt heads and /fit/ wolf-girls growl lustily at passersby, there is no shortage of competition here. Brawls and orgies alike can break out at any time, and every street is lined with oiled muscles, heaving bodices, and simmering desires.
6. Undersea kingdom – Rough shark-men and graceful mermaids swim among a chain of islands, living in tune with nature and blunt with their advances. The magical kelp growing in shallow waters oxygenates the water to the point that land-dwellers can breathe underwater without aid in many places.

7. Badlands – Lizard-men and spider-women find shelter from the howling winds and sandstorms in dark and damp crevasses. The land is harsh and the people equally so, having little time for frivolity. It would take a very charming individual to get past their tough exterior and find their gentler side.

8. Pick whatever you like.

## Abilities

The first ability is free for your background, and all others in that same category are discounted for you.

### Drop-in

#### Self-awareness (100cp)

There's no muscle in your body you aren't in control of - you could wiggle individual toes. You also have a handle on normally uncontrollable bodily processes, able to adjust your heart-rate, give yourself goosebumps, or control otherwise unconscious responses your body makes to outside stimuli.

#### Etiquette (200cp)

In your presence, social situations run just a little smoother as the people involved gain a heightened awareness of what is expected of them. This won't stop people from speaking their mind or causing deliberate disruptions, though.

#### Tricky fingers (300cp)

You have incredibly manual dexterity and can make precise movements at high speeds. You could completely disrobe a person wearing ordinary clothes in less than three seconds.

#### Declaration of taboo (600cp)

With a simple declaration, you forbid something from happening. The broader the application or the more things affected, the weaker the effect. Saying 'nothing can harm me' would provide a barely-perceptible level of protection, while something like 'no one but me may enter this place' would prevent a human from gaining entry...but wouldn't prevent two humans from walking in side-by-side. You'll find declarations can be irritatingly literal that way. Still, an incredibly specific declaration can render something nigh-impossible to achieve, or at least require an incredibly convoluted plan to bypass....but no law you make will be perfect and absolute. You may only have one condition set at a time, and may revoke it with a thought. Fluency in legalese not included.

## Devoted

#### Fertility control (100cp)

Male or female, you have total control over your fertility. Females also have total control of their menstrual cycle.

#### Light touch (200cp)

You will never bring injury to someone if you do not wish to. Even if you should have mountain-cracking super-strength or an aura of destructive energies, this power will only allow as much force to be felt as is safe without causing real harm. Note that this power cannot protect people from things unless they are a part of you or under your direct control.

### Generosity (300cp)

Loved ones provide for each other. This could be your own health, the benefit of a protective spell cast upon yourself or even the ammo for your lightning gun. Whatever you decide to share is distributed equally among any number of companions. You are weakened while they recover, your shield weakens while they become protected, your gun loses some of its remaining energy while theirs is recharged, etc.

### Devoted to Freedom (600cp)

You become consciously aware of any outside influence acting on your mind. Whether the source is technological, magical, or anything in-between, the realization helping you to resist the effects. Such is your commitment to the ideal of personal freedom that you can even recognize when others are being manipulated as well, and with a slap or sharp word you can sober a drunkard or purge a mind of hypnotic suggestions. Over time, this sense gives you the insight needed to know how to correct the effects of even the most powerful mental influences.

### Libertine

#### Knowing gaze (100cp)

People cannot hide their desires from you. No matter how carefully they hide their intentions, you can instantly recognize when they are faced with something they covet. It takes a little more effort to recognize when they are thinking about these things, such as when mentioned during a conversation.

#### Self-lubricating (200cp)

You can generate at will an odorless, tasteless coating that makes you incredibly slippery, allowing you to easily escape grapples and get into tight spaces. It evaporates quickly unless maintained, but reproducing this efficient lubricant artificially might be possible.

#### Shedding the tail (300cp)

To protect yourself, you may shunt the damage of an incoming attack onto whatever you happen to be wearing at the time. An article of clothing will take the hit for you, exploding away like a layer of ablative armor. Nigh-indestructible clothing made of adamantium or such can take repeated attacks, but will still eventually shatter under the strain.

#### Perfect partner (600cp)

You transform yourself into someone's idealized lover. This alters both your body and (if you wish) personality. This ability can give you any number of unusual powers and improved capabilities to fulfill a fantasy, but offers less benefit in those areas where you already possess exceptional traits. You may only benefit from such improvements as long as you use them for the sake of pleasing your partner.

### Ravager

#### Cold-hearted (100cp)

If you wish, you may shut down your aversion to things like bugs, gore, general grossness...or inflicting harm to others. The memories do remain, and you may feel guilty for your actions after turning this off.

#### The voice (200cp)

Your words ring with the air of authority. People who hear your commands carry them out on sheer reflex. They won't perform obviously suicidal acts or those that violate a personal code, but a creative jumper can make them perform acts that help facilitate such things in other ways.

#### Crack the shell (300cp)

You may toggle your attacks to not harm a target's body and only damage whatever they may be wearing or carrying. Such attacks cannot be made to damage specific objects that are fully integrated with a body, like cybernetic implants or a robot's casing.

#### See things my way (600cp)

With a look, you warp a person's mind, burdening them with whatever phobia, emotional urging, addiction or new personality trait that you please. A single change lasts for about a week, give or take. The average victim struggles to avoid indulging, but the strong-willed will resist. You can make multiple alterations to a person's mind, but this will spread your power thin, reducing the strength of each compulsion and how long they last.

#### Companions

Legendary lover (100cp): A few months into the Jump, you'll meet your ideal lover. Their appearance, personality and kinks make for the perfect package, and the two of you will hit it off immediately. If there was already the option to take them as a companion, spending these cp will alter them to more closely suit your personal desires. Otherwise (relative to the jump you find them in) they will be an ordinary person with no outstanding abilities.

Alternatively, you may select an existing companion. They gain 200cp to spend in this jump and may freely reshape their body and mind to a limited degree, altering existing traits anywhere within the normal range for their species.

#### Complications (Take as many as you want, m~kay?)

(Mandatory) - Bow-chika-wow-wow: It's

like you're stuck in a porno. Pants are tighter, a few buttons are always left undone, and people are faster to drop their pants. While standards are lower and attitudes more liberal, the laws haven't changed and some things are still off the table... unless you're persuasive enough, in which case you could get away with almost anything.

+100 – Innuendo: People just can't help it. Every other sentence has a double meaning to it. This even applies to other forms of communication, making gestures vigorous and writing just a shade purple.

+100 - Curse you Liefeld!: Everyone's anatomy now seems a little...off. Expect women with balloon-breasts and freakish spines, and men with tiny little legs and biceps thicker than their skull. This applies to you and your companions as well.

+200 - Freudian nightmare: Everything is now more than a little suggestive. Your plasma cannon fires in spurts, your power armor somehow developed sculpted nipples, and the less said about your starship the better. Anything you bring from your warehouse into the jump is affected. The changes are permanent, but you can pound out the changes with a properly-equipped workshop in the next jump if you wish.

+200 - No free time: You're going to get laid. Lots. Everyone you meet is up for sex, and you find your libido on overdrive. This includes your companions. With a strong will and a lot of frustration you should be able to finish the main questline, but don't expect to get much else done in this jump.

+200 – No means yes: People can get very grabby and just can't seem to take a hint. Expect to be hassled constantly and get aggressively propositioned by people with habits that you'd need Cold Hearted to even consider tolerating.

+300 Stop right there!: Any attempt at sexual behavior will cause all-seeing psychic guardsmen to appear out of nowhere to arrest you for violating the law, deviant scum! Pay a fine or go to jail. They look like humans with medieval arms and armor, almost your equal in physical prowess and each possesses a moderate level of resistance to pretty much anything you can throw at them.

+300 – Foul Beasts: The wildlife in this jump now hunger for sex and meat in equal measure. They have your scent, and they will hunt you. Even tame or otherwise harmless creatures will want your loving. Hell, even inanimate objects and other things that shouldn't even have a sex drive can't stop humping your legs or somehow making bedroom eyes at you.

+300 - Yandere: Someone out there is willing to kill anyone that tries to come between the two of you. Should you act 'unfaithful' or do something to destroy this illusion, you will become the target. It might be a main character, someone you've never heard of, or even a companion. If you kill or somehow incapacitate your stalker, another person will soon develop these feelings towards you.

+300: One crazy stalker not enough for you? Each year you're in this loop, an additional character will develop yandere tendencies until there are 10 people who want you all to themselves. And if two of more of them should ever meet...expect the chain reaction to result in a lot of corpses.

+600 – Man is the real monster: In coming to this world, you have attracted the attention of a secret group of Ravagers, who have formed a twisted club with a perverse ranking system of scoring points. You are the target of their next 'game' and each of these men and women are experienced and cunning, as charismatic and intelligent as any sociopath. Even if you kill one, the others will learn from the loser's mistake and draw straws to see who gets to try next. Having your will broken by a ravager before your 10 years are up counts as dying.

Leave – You've had your fun, but it's time to go home.

Stay – Some kind of retirement. The rest of your life will be spent in luxury and bliss.

Move on – Always something new. The multiverse has more to offer, and you are not yet sated.