

# Bikini Warriors 0.1

By saiman010



## Introduction:

Jumper, you have entered a world where the Demon Lord has awakened and is about to threaten the world with destruction. But fear not, as this realm is filled with beautiful warriors clad in bikini armor who serve as champions protecting the realm.

Let's be honest here: the reason you entered this jump is not solely to save the world but to enjoy the view of stunning 10/10 girls in very ecchi and compromising positions, where yuri relationships are not uncommon. So, embark on this journey to a world full of adventures, where there are many other cool and magnificent things to see and experience.

Here, take this 1000 CP and embark on your journey, enjoying the many sights and wonders this world has to offer.



### **Starting Location:**

you will start in the Village of Beginnings, where many adventurers embark on their journeys in this enchanting world. This small town is complete with cozy inns, bustling shops, and an adventurous guild where you can register as a newbie adventurer. The village is a charming and lively place, filled with the excitement of new beginnings and the promise of thrilling quests. As you explore, you'll find friendly locals eager to share their stories and offer assistance. The inns provide a warm and inviting atmosphere, perfect for resting after a long day of adventuring. The shops are stocked with various goods, from basic supplies to rare and unique items that can aid you on your journey. At the adventurers' guild, you'll meet fellow adventurers, forge alliances, and take on quests that will test your skills and courage.

### **Race:**

You may change your gender to female for free, and your age is determined by your race. You may pay 50 CP to choose your age.

### **Human [Free]**

You are just a normal human, indistinguishable from any human found in the real world. You possess no extraordinary powers or abilities, just the strengths and weaknesses typical of any average person. Your age is 18+1d12 roll.



## **Elf[100CP]**

You are one of two fantasy races known for looking particularly good in a bikini. Your skin tone is irrelevant, as there is no difference in this world regarding what the races bring to the table. Now, you possess a base level of strength that is slightly superior to most humans, along with enhanced speed and incredibly sharp hearing. Additionally, your race is blessed with eternal youth, allowing you to maintain your youthful appearance indefinitely. Your age will start from 100 +1d50 roll.



## **Demon[300CP]**

You are part of the second fantasy race that exemplifies how truly attractive bikinis are in this world. As a demon, your race has no fixed shape, allowing you to fill most niches of attractiveness for the female form. Besides your unparalleled beauty, you are far stronger than any elf in existence at base strength. Your magical potential is one of the strongest in the world, making you a naturally born spell caster of immense power. Your age is entirely up to you, as you can choose to be any age you wish, reflecting your unique heritage and the timeless nature of your kind.



### Origin:

Here, your origin doesn't really matter for this jump, as the perks you gain will be the same regardless. However, you will be given two options for the history of your story in this jump:

**Native Hero:** You were born and raised in this world from the very beginning, understanding its customs, traditions, and nuances. You seamlessly fit into this world, utilizing your deep knowledge and inherent skills to navigate your adventures and challenges.

**Reincarnated Otaku:** You are a Japanese otaku who has been reincarnated into this world. Thanks to your prior obsession with a famous series set in a similar realm, you possess an intimate familiarity with this world's setting but not fully adapted.



### **Perks:**

You will gain two discounts per tier for with 100 cp ones being free the perks listed below:

#### **Undiscounted :**

##### **Swimsuit Look[Free]:**

Let's be honest here: if you're not at least a 8/10 in the looks department, wearing any bikini armor might not be the best idea. It's all about confidence and style, right? Choose one attribute that sets you apart from others. Whether you're cute and kawaii, a hardcore badass, or stylishly cool, your appearance will match your chosen vibe. It's about rocking what you've got and owning your unique qualities in this world of adventure and beauty.

##### **Bikini Fashion[Free/100CP]:**

In this world, bikini armor is not only fashionable but also practical and fully functional. Regardless of the exposure, your bikini armor provides complete protection depending on its type. Plate bikini armor offers maximum defense against physical damage, while wizard bikini armor provides significant elemental resistance. This perk comes free of charge during your stay in this world. Should you wish to bring this unique fashion sense to future worlds, it will cost you 100 CP. This ensures that wherever your adventures take you next, you can continue to enjoy the stylish and protective benefits of bikini armor.

##### **Mark Of The Hero[300CP]:**

On your left hand, there is a crest that marks you as a hero of your respective race. Because of this crest, you now possess a broken limiter, allowing you to grow in strength beyond the norm of your race. This broken limiter also increases the potency of spells and abilities you might gain, and accelerates the speed at which you acquire and master such skills.

## **100CP :**

### **Gaining EXP**

Now, whenever you kill a monster in this world or in future worlds, you gain a small part of its soul. Once you collect enough of these soul fragments, you can use them to either enhance your current abilities or gain a new skill from the collected souls of the same species. It takes more soul fragments to enhance your stronger abilities, and you can only learn one skill per species whose soul you have harvested. In future worlds, this ability will also work on normal people you kill.

### **Good Money Management**

You are now highly skilled at managing money, whether it comes from the rewards of your adventures or other sources of income. This financial acumen ensures that you will never be completely out of money, at least until your next payday, as you are very adept at sticking to a budget.

### **Actual Rewards**

As an adventurer, you will often need to undertake subquests to fulfill your main quest objectives. These subquests may require you to find specific single-use items, such as a mirror needed to seal a boss in a dungeon. Now, whenever you need to complete these subquests to obtain single-use items, these items will gain a secondary small effect, making them more useful beyond their initial purpose. For example, the mirror used to seal a boss can now also function as a scanner, allowing you to check the abilities and elemental weaknesses of a monster.

### **That's The Spot**

You possess a unique skill that allows you to easily find people's weak spots, especially if they are female. This ability can be used for various purposes, depending on your intentions. Whether you choose to exploit these weaknesses in battle, use them to gain an advantage on the bed. So have fun.

### **Lucky Pervert**

Your daily life now follows ecchi logic, where you might accidentally walk in on a girl changing and get slapped, or slip and land in her crotch or chest. This aspect of your life can add some unexpected and humorous moments. You have the ability to toggle this effect on or off whenever you want, allowing you to decide when you want to embrace or avoid these ecchi situations.

## Your Name is..

In this world, people are usually called by their occupation or race as their name. Interestingly, when two people have the same name based on this rule, they intuitively know who is being called. So, having a group of barbarians calling each other "Barbarian" and knowing exactly who they are referring to should be quite hilarious. At the beginning of each jump, you can choose a name that people will call you, and this effect will follow. This means you can decide whether to be called by your occupation, race, or a specific chosen name, ensuring clear and amusing interactions throughout your adventures.



## **200CP :**

### **Purity**

It might seem strange to think anyone can remain pure while fighting in bikini armor and being continuously ogled by men around them, but you can. No matter what happens to you—whether you are dirtied by some slimy liquid or afflicted by some form of corruption on your body or soul—these impurities will leave your body with a quick scrub or over time. Additionally, this perk makes it impossible for you to be brainwashed or possessed. This ensures that you maintain your purity and autonomy, regardless of the challenges and adversities you face.

### **Collection Completion**

It looks like you have a habit of collecting different types of bikini armor and various forms of equipment. Whether it's for the sense of collecting or to have a range of gear to fight specific enemies, your collection is extensive. Regardless of your reasons, you won't just receive the equipment's benefits when you're wearing them. You'll also receive at least 5% of the effects of all unique and different types of equipment you've collected (no duplicates will affect this perk), even when it's not equipped. This usually translates into bonuses in terms of defense, attack, or resistances. This unique ability ensures that your collection always provides you with a tangible advantage, making you stronger and more resilient with every piece you add.

### **Potion Brewer**

You are a beginner in the art of potion brewing, currently able to create small, weak potions and antidotes. However, with time and by finding new recipes, you can gradually learn to create more powerful and effective potions. This skill will grow as you gather ingredients and experiment, eventually allowing you to brew potions that can greatly aid you in your adventures.

### **Into the Future**

You are adept at creating contingency plans to combat specific threats and bosses. Your strategic mind allows you to anticipate potential challenges and devise effective countermeasures, ensuring you are always prepared for whatever dangers you may face.

## **Good Start**

Usually, when you start your adventure, whether as a hero or something else, people are not always willing to help you due to your lack of fame. That's why, whenever you begin your journey in a new place or jump, people will have a tendency to trust you more and offer their support in various ways. This support can come in the form of food, coins, or valuable information. This advantage ensures you have a smoother start and the necessary resources to embark on your quests successfully.

## **I am a hero so I will take That!!**

This is not stealing; it just happens to be in someone's jar. Now, whenever you travel the world, you will notice that weird clay pots will appear everywhere. People tend to leave useful items in these pots that are meant for you to use but not for them. If you break these pots, you can keep anything inside without getting into trouble. Additionally, if these pots are inside people's houses, you can freely enter those houses as if the door was never locked for you. It's not considered breaking and entering as long as you only take items from the pots.



## **400CP :**

### **Dungeon Crawling**

In this world, dungeon crawling is a crucial skill for adventurers, and you have honed several key abilities for navigating these treacherous environments. Your keen senses allow you to detect hidden traps and lurking enemies, giving you a crucial edge in avoiding ambushes and danger. With skillful hands, you adeptly disarm traps and pick locks, ensuring safe passage through locked doors and trapped corridors. Additionally, your sharp intellect enables you to solve complex puzzles and riddles frequently encountered within dungeons, uncovering hidden paths and valuable treasures. These abilities make you a formidable and resourceful explorer in the perilous depths of dungeons and ancient ruins.

### **Crazily Competent Craftsmanship**

You are now able to create your own bikini armor and weapons with various effects, depending on the materials you have on hand. The rarer the material, the stronger the armor or weapon you create. But that's not all—you also have the ability to upgrade any armor and weapons you possess. This upgrading process will require both materials and lots of gold. So, if you have armor or a weapon that holds sentimental value, you can continuously upgrade it, enhancing its power and utility over time. This skill ensures that your equipment can evolve with you, always staying relevant and effective in your adventures.

### **Monster Hunter**

There are many different species of monsters, each with their own unique abilities and weaknesses. You have spent countless months studying these monsters, allowing you to quickly identify their weak points, both physical and elemental, as well as their attack patterns. This extensive knowledge gives you a significant advantage in battle, enabling you to exploit their vulnerabilities and anticipate their moves, making you a formidable opponent against any creature you encounter.

### **Extreme Vigorous Skin**

It would be a shame if that delicate skin of yours bled, even with the powerful bikini armor you possess, as there will be a limit to what it can block before it breaks. That's why you now have a choice: either your skin becomes invulnerable to non-magical attacks in the forms of slashing, crushing, or piercing, or it becomes invulnerable to one single element of your choice. This includes fire, ice, lightning, or any other elemental force. This can be bought multiple times.

### **Vampire**

Through some dark ritual, you have been transformed into one of the Children of the Night. You now possess enhanced speed, strength, and endurance, augmenting your original racial abilities. Additionally, you have gained the ability to turn into black mist, possess others, and manipulate and solidify shadows. However, with this newfound power comes a significant drawback: the light of the sun drastically weakens you. This is a small price to pay for the extraordinary powers you now wield, making you a formidable force in your adventures.

### **Witch**

Through the awakening of the power in your blood, you now gain the ability to cast and manipulate mana with extraordinary precision. This significantly enhances your abilities as a spell caster, allowing you to control both the power and trajectory of your spells to an exceptional degree. Your improved mana manipulation ensures that your magical attacks are more potent and accurate, giving you a considerable advantage in any magical confrontation

## **600CP :**

### **Body Of A Goddess**

Before, your body was divine due to your extraordinary level of beauty. Now, it contains a spark of divinity, making you akin to a minor demigod. Your beauty has been upgraded to an 11/10, and you now possess enhanced charisma, causing anyone to blush and drop their guard around you. Your body is immune to any form of degradation and aging. Additionally, your power can grow whenever your beauty is acknowledged by others, with a more potent effect when recognized by people of the opposite sex. This power boost is permanent when entering a new jump.

### **Lucky Lucky**

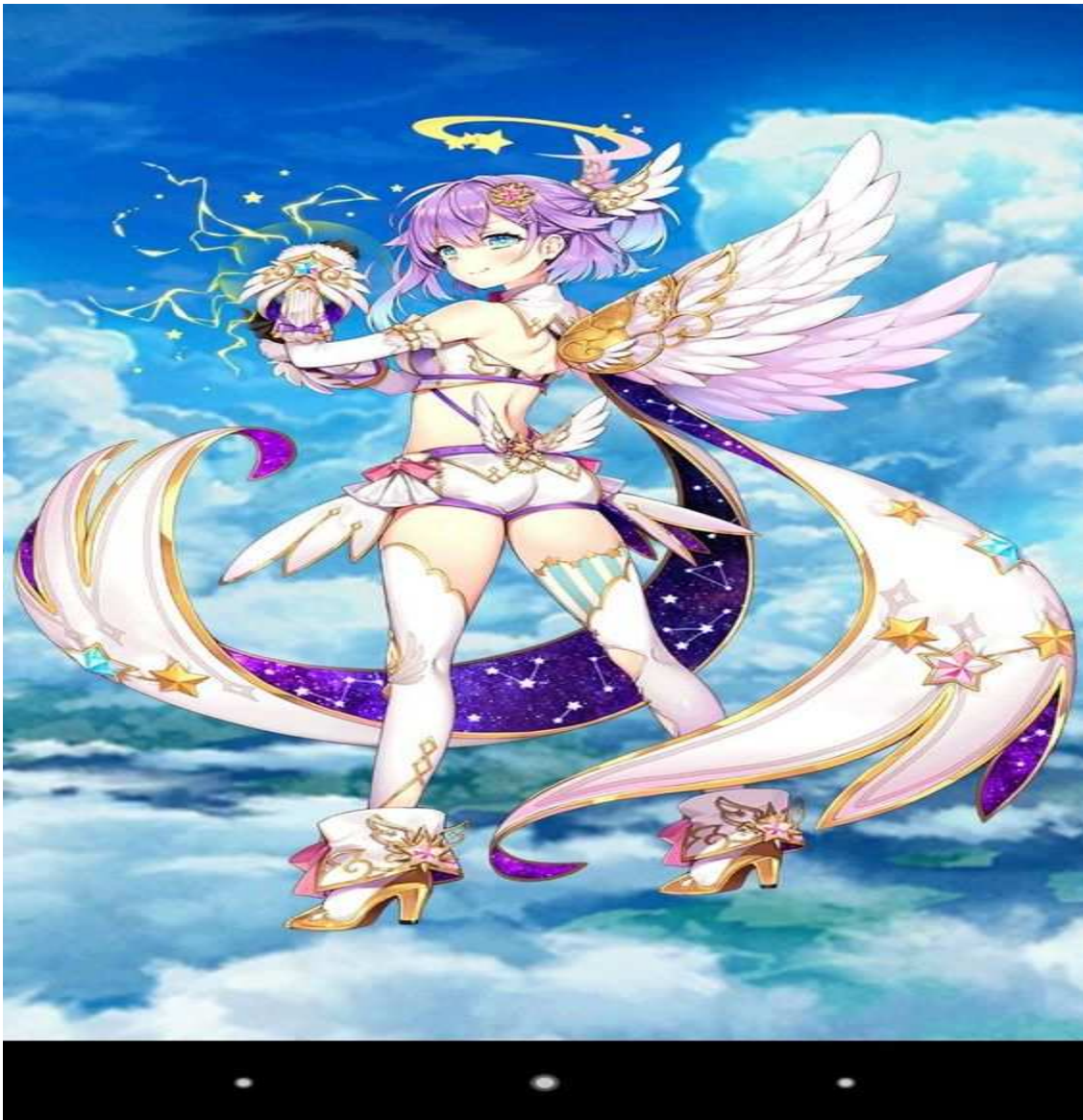
You know how frustrating it is to get certain items to drop in a dungeon or from monsters in this world. But not anymore, as now you are incredibly lucky when it comes to drop rates, significantly shortening the grind. But that's not all—at will, you can also significantly reduce the drop rate of certain rare equipment and items if needed. This ability ensures you won't be overwhelmed with duplicate items and can focus on obtaining the gear you truly need. This newfound luck makes your adventures more rewarding and efficient, giving you an edge in acquiring valuable treasures.

### **One In The Same Power**

As a warrior, you have now reached inner peace with all the powers you have gained in this world and others. No matter the source of your power—whether it's chakra, ki, reiatsu, cosmo, cursed energy, or mana—it now converges into one singular pool of energy within your body. Additionally, all of your powers no longer conflict or hinder your growth. Instead, a perfect balance ensures that only the positive effects manifest, with none of the negative. Because of this harmony, your power level is now greater than the sum of its parts.

### **Swift Death to Order/Chaos**

The world has bestowed upon you power beyond that of a normal hero. Now, you must choose whether you are a slayer of beings aligned with order, like angels, or chaos, like demons. Regardless of your choice, whenever you attack a creature with that alignment, all resistances that creature may have will be negated, and you will deal at least 150% of the normal damage to them. Additionally, all wounds inflicted by your attacks will be harder to heal, whether through natural regeneration or magic, and if such a creature is killed by your attacks, it cannot be resurrected by any method. As a bonus, you can sprout either angelic or demonic wings on your back, depending on your choice, giving you both a formidable and awe-inspiring presence.



### **Class:**

You will gain one class for free and if you wish to multiclass extra classes will cost 300CP.

### **Fighter**

The fighter is a seasoned warrior, clad in sturdy bikini armor and wielding an array of weapons with unmatched expertise. With a physique honed through rigorous training, they possess immense strength and agility, allowing for swift and powerful attacks. Their abilities include masterful swordsmanship. The fighter excels in close-quarters combat, utilizing a combination of heavy strikes, defensive maneuvers, and tactical prowess to overpower opponents. They can also rally allies, boosting morale and enhancing team effectiveness in battle. Whether on the frontlines or in duels, the fighter is a relentless and versatile combatant, capable of adapting to various combat situations and emerging victorious through sheer skill and determination.



## Paladin

The paladin is a noble warrior, embodying a blend of martial prowess and divine magic. Clad in shining bikini armor and often carrying a symbol of their faith, they stand as paragons of virtue and justice. Their abilities encompass powerful melee combat, where their strength and skill with weapons are augmented by holy powers. They can deliver devastating smites that infuse their strikes with radiant energy, harming enemies while protecting allies. Additionally, paladins can heal wounds, cure diseases, and provide various protective spells, drawing upon their divine connection to bolster their comrades and themselves. Their unwavering resolve and charismatic presence inspire those around them, making them effective leaders and stalwart defenders against evil. In battle, the paladin is a beacon of hope and righteousness, tirelessly fighting to uphold their sacred oaths and bring light to darkness.



## Rogue

The rogue is a cunning and agile operative, excelling in stealth, subterfuge, and precise, lethal strikes. Clad in lightweight bikini armor that allows for silent movement, they navigate the shadows with ease, remaining unseen and unheard. Their abilities include expert lockpicking, trap disarming, and sleight of hand, making them invaluable in infiltration and espionage. In combat, rogues rely on speed and precision, delivering critical hits with pinpoint accuracy that exploit enemy vulnerabilities. They can use a variety of weapons, but their specialty lies in quick, close-range attacks with daggers or short swords. Additionally, rogues possess an uncanny ability to evade danger, utilizing acrobatics and nimbleness to dodge incoming attacks



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## Mage

The Mage is a master of arcane knowledge, wielding powerful spells that bend reality to their will. Clad in robes adorned with mystical symbols and often carrying a staff or wand, they command respect and fear through their intellectual prowess and magical expertise. Their abilities encompass a vast array of spells, ranging from elemental attacks like fireballs and lightning bolts to intricate illusions and protective barriers. Wizards can manipulate time, space, and the very fabric of existence, summoning creatures, controlling minds, and even altering the physical world around them. They excel in battlefield control, using their magic to hinder foes, support allies, and turn the tide of combat with devastating area-of-effect spells. Additionally, their deep understanding of magical lore allows them to decipher ancient texts, create enchanted items, and perform complex rituals.



## Hunter

The Hunter is a skilled marksman, wielding a bow and guns with precision and deadly accuracy. Their attire favors flexibility and mobility, often with lightweight armor or leather for ease of movement. Abilities include exceptional aim, allowing for long-range attacks that strike true with every shot. Archers excel in scouting and ambush tactics, leveraging their keen eyesight and stealth to gain advantageous positions on the battlefield. They can fire arrows imbued with elemental or magical enhancements, such as flaming arrows or arrows that freeze upon impact. Additionally, archers possess rapid firing capabilities, peppering enemies with a flurry of arrows in quick succession. In battle, archers provide critical ranged support, picking off targets from afar while maintaining strategic distance from danger.



## Valkyrie

The Valkyrie is a fierce warrior, embodying grace and ferocity in equal measure. Clad in intricately designed bikini armor adorned with symbols of valor and wings, they exude an aura of divine purpose. Unlike fighters who rely on brute strength alone, Valkyries blend martial prowess with mystical abilities. Their abilities include harnessing elemental forces. Choose one element you control, such as summoning winds to enhance speed or conjuring celestial light to blind foes. In combat, they wield a combination of elegant melee weapons like spears or halberds with devastating efficiency, employing fluid movements and precise strikes. Valkyries are adept at aerial maneuvers, using their wings to soar above the battlefield and unleash aerial assaults with unmatched agility. They possess a deep connection to celestial beings, enabling them to heal allies or unleash divine wrath upon enemies with holy spells and blessings.



## Cleric

The Cleric is a devoted healer and spiritual guide, dressed in bikini robes adorned with sacred symbols and carrying a holy symbol of their deity. Unlike Paladins who emphasize combat prowess, Clerics focus primarily on divine magic and support roles. Their abilities include potent healing spells that mend wounds and cure ailments, ensuring the well-being of their allies in battle. Clerics can also channel divine energy to turn undead creatures, driving them away with the power of their faith. In addition to healing, they possess a diverse array of spells for protection and enhancement, such as creating protective barriers or empowering allies with blessings of strength and resilience.



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## **Kunoichi**

The Kunoichi is a stealthy and agile female ninja, dressed in lightweight yet durable bikini designed for swift movement and camouflage. Unlike Rogues who rely on deception and sleight of hand, Kunoichis blend stealth with specialized techniques rooted in ninjutsu and martial arts. In combat, they favor quick, precise strikes with weapons like kunai, shuriken, and ninjato swords, utilizing their agility to evade attacks and strike swiftly from unexpected angles. Their other abilities include mastery of poisons, allowing them to coat weapons with deadly toxins that weaken or incapacitate enemies. Kunoichis excel in espionage and infiltration, using disguises and illusions to blend seamlessly into their surroundings.



## **Necromancer**

The Necromancer is a dark and enigmatic spellcaster, draped in robes adorned with arcane symbols and often wielding a staff or wand carved with eerie motifs. Unlike other wizards who manipulate elemental forces, Necromancers specialize in the manipulation of death and the dark arts. Their abilities center around communing with spirits of the deceased and commanding undead minions to do their bidding. They can also drain life force from living beings to heal themselves or weaken their enemies. Through dark rituals and incantations, Necromancers can inflict curses and diseases upon their foes, sapping their strength and vitality.



## **Dark Knight**

The Dark Knight is a brooding and formidable warrior, clad in ominous, heavy bikini armor adorned with menacing motifs and often wielding a massive, darkened sword imbued with malevolent energy. Unlike traditional knights who uphold chivalric values, Dark Knights harness the power of darkness and despair to fuel their abilities. Their abilities include wielding their sinister greatswords with unmatched strength and proficiency, delivering devastating blows that cleave through armor and rend foes asunder. Dark Knights draw upon their own suffering and inner turmoil to empower themselves, enhancing their physical strength and resilience in battle. They can harness dark magic to manipulate shadows, conjuring tendrils of darkness to ensnare and immobilize enemies or shroud themselves in an aura of darkness to evade attacks.



### **Items:**

You gain one discount per tier of items. You can import an item into similar items here.

### **100CP :**

#### **Starting Bikini**

Bikini armor might look impractical and excessively revealing, with many openings that leave little to the imagination. But rest assured, the fabric is actually very powerful, creating a protective field that shields the wearer from injuries. This makes these bikinis vastly superior to any conventional armor, despite often looking you now like something you wear on the beach.

#### **Beginner weapon**

Here, you are given a standard weapon depending on your class. Fighters gain swords, rogues gain daggers, and magicians gain a staff. If you are multi-classing, choose one weapon based on one of your classes. This weapon will serve as a reliable tool in your early adventures, tailored to your combat style and enhancing your effectiveness in battle.

#### **Cute Bag**

With such skimpy armor, carrying everything on you can be extra hard. That's why you now have a cute bag that can carry everything you need with ease. There is no limit to how much you can carry, and it's also organized to let you know exactly what you have in the bag. This bag ensures that you always have access to your equipment, potions, and other essentials without being burdened, making your adventures more convenient and efficient.

#### **Potions**

You now start with a set of 10 minor health potions and 10 minor mana potions. These potions will restock every week, ensuring you always have the essential resources to heal your wounds and replenish your mana during your adventures

## **200CP :**

### **Tome Of Completion**

You now possess a red tome that, when used, will identify unknown objects, revealing their functions and abilities within its pages. This tome also details what is needed to reproduce such items, if possible. The index of the tome contains many empty slots, showing just how many magic items exist in this world, encouraging you to collect them all. Additionally, whenever you enter a new world, a new red tome will appear, indicating how many magic items are there for you to collect.

### **Ring of Protection**

For some reason, in this world, there are many monsters that perform perverse attacks, such as focusing on your sensitive spots or melting your clothes but not your flesh. But not anymore, as this ring now protects the wearer from all attacks with the intention of humiliating you. The ring either increases your agility so that you can dodge these attacks or reinforces your armor, making it harder to remove and penetrate. This protection ensures that you can maintain your dignity and focus on the fight without being distracted or embarrassed by such attacks.

### **Summonable Mount**

You now have a pendant that, whenever you wish, can summon a mount that will carry you and is loyal to you in battle. Choose any creature in the real world to become your mount—it can be as small as a pony or as large as an African bush elephant.

### **Inn Store**

You now own an Inn designed to be however you like, and it will continuously generate passive income for you. Additionally, in front of the Inn, there is a store where you and your customers can buy items for their adventures. This establishment serves as both a comfortable base of operations and a convenient marketplace, ensuring that you and your fellow adventurers are well-equipped and ready for any quest.

**400CP :**

### **Perfect Weapon**

On your adventures in this world, you have found the perfect weapon for you. This masterfully crafted weapon adapts itself to your needs, channeling your powers perfectly and never requiring any maintenance. Now, choose any weapon that you desire, even if it doesn't typically fit your class or background.

### **License to Tame**

Monster taming is an unusual skill to obtain in this world, and it's even rarer for the guild to acknowledge those monsters as part of your party. However, you now possess a permit that not only allows your monsters to be tolerated in town, shops, and inns but also permits them to undertake solo quests on their own. This special authorization ensures that your monsters are recognized as valuable allies and can contribute actively to your adventures, whether by your side or pursuing quests independently. This also world for undead creatures.

### **Fundamental Magic Systems For Dummies**

You now possess a book that, upon appearing upon entering any world, will begin to fill with easy-to-understand, detailed instructions on the use of every spell that exists in that world, which you have the potential to use. The book evaluates your affinity to determine your capability of using each spell. If a world lacks magic or spells, the pages will instead fill up with instructions on technical skills popular in that world, or with skills that warriors can use.



## **600CP :**

### **Simp Town**

These ~~sims~~ I mean people have decided to make you the leader of their town. Clearly captivated by your looks and fame—though mostly your looks—they practically worship you. Regardless, this town will follow you into future jumps and adapt to integrate any form of technology and magic from all worlds it has visited. The town's population is entirely up to you, allowing you to decide the age ratio, gender ratio, and species that inhabit it, with the flexibility to change these aspects in each jump. Additionally, you don't need to be present to run your town, as it is self-sufficient and will provide you with a generous passive income. This town serves as a stable base and a testament to your influence, seamlessly blending into each new world you encounter.

### **Dungeon Core**

You now possess a Dungeon Core, a powerful artifact with two distinct choices for its use. The first option is to implant the core into the ground and become the Dungeon Lord, giving you the ability to create and model the dungeon as you see fit. You can populate it with monsters, but remember that the more monsters and the stronger they are, the more magic and mana will be needed to maintain them. Your goal is to stop any intruders from reaching the core. If the core is destroyed before the dungeon has survived for three years, you gain nothing. However, if you succeed, you will absorb the life force of all adventurers who perished in your dungeon, which you can use to strengthen yourself, your followers, companions, gear, and gold. The longer your dungeon survives, the greater the rewards.

The second option is to plant the Dungeon Core somewhere and let it grow on its own. After three years, this natural dungeon will be ready to explore. You will have no information on the theme, the monsters within, or the number of floors. All you know is that this dungeon will be incredibly difficult and will require everything you've got to clear. However, the rewards for clearing it will be immense, offering top-quality gear and money that are among the best in that world.

Regardless of the choice you make, you will receive a new Dungeon Core at the beginning of each new jump.

## **Legendary Bikini Armour**

You hit the jackpot and found the Legendary Bikini Armor. Besides the basic abilities of other bikini armors, it also significantly enhances your class abilities, making you able to fight any upper-class demon general after some time becoming adept with it. If you are multiclassing, choose one class that this armor will enhance.

For example, for fighters, it boosts your strength, speed, and combat skills, making you a formidable force on the battlefield as you are almost tireless while actively fighting. For rogues, it greatly improves their agility, stealth, and precision attacks, allowing for unparalleled infiltration and assassination capabilities. Additionally, their disguising abilities have been enhanced to the point where it is hard to distinguish them from the original. For magicians, it provides a substantial increase in magical potency and mana reserves, enabling them to cast more powerful and intricate spells. The armor also grants elemental resistance to the elements they have mastered.



## Companions:

### My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

### My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



### **Drawbacks:**

**You are limited to +800 Cp from drawbacks.**

#### **18+ [+0]:**

Really? Alright. The setting just became a lot more lewder, if that is even possible, than it already was, as the bands of light used to conveniently hide the private parts of the human body are now removed and you have a full view of said bodies, and other such fun stuff is no longer prohibited.

Hope you have fun with this.

#### **Rule 63 [+0]**

Well then... looks like we are entering a world where instead of focusing on the stripping of Beautiful warriors, it is instead the Handsome Warriors. If you want to see bishonen men ripping each other's clothes off, be my guest.

#### **Supplement [+0]:**

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

#### **Time Extender [+100]:**

Want to stay longer for more sexy Warriors? Or just continue your adventure ? Or maybe even fight against Heaven and Hell. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

#### **Eighth Grade syndrome [+100CP]:**

You now have the tendency to speak and act like a chuunibyoutai, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

#### **Ticklish Body [+100CP]:**

Well it won't be an ecchi series if you don't have an excuse for girls to touch each other. You are extremely ticklish that renders you helpless when triggered. Even the slightest touch in the spot of your choosing can send you into fits of uncontrollable laughter, leaving you incapacitated and unable to focus on any task at hand.

**M problem [+200CP]:**

You are now a hard masochist, to the extent that you prioritize being put yourself in harm's way, seeking out pain and degradation over strategic or safe actions, and humiliated by monsters. This tendency can be so strong that it becomes a hindrance to everyone around you.

**Naive mindset [+200CP]:**

You have a tendency to believe people even when they clearly have predatory intentions. Whether it's a party member convincing you that the best path is through a nest of tentacle monsters, or someone persuading you to take up a dangerous job like working as a crab fisherman to repay a debt, you often find yourself in precarious situations due to your trusting nature.

**Humiliation Magnet [+200CP]:**

For some reason, the people you find disgusting always manage to get incredibly lucky with their perverse antics. Whenever you try to fight back or defend yourself, you're inexplicably seen as the bad guy.

**Weakling [+300CP]:**

No matter what opponents you face in this world, it will take you at least four attempts before you can defeat them. This leaves you often treated as a joke by those around you, constantly struggling to prove yourself and earn their respect.

**I Am Afraid Of The [+300CP]:**

Yes, from now on, please choose one type of monster—this can be undead or even dragons. Unfortunately, you will encounter these monsters every day, and whenever you see them, your knees will go weak and you won't be able to move. This condition will improve over time, but it will take until your ninth year before you get over it.

**Hunted[+300CP]:**

As long as you are here in this world, you will always be shunned and hunted by the townspeople around you because you are so ugly, a 0/10 in the looks department. Everyone will think you are some sort of hideous monster that threatens their souls, making it difficult for people to listen to and trust you.

**I Hate Being Poor [+400CP]:**

And unfortunately, looks like the fortune gods hate you. No matter how much money you make you will lose most of it through either scams, careless spending or just from sheer bad luck. But look at the bright side, you'll at least have enough money to rent a crappy apartment and eat one meat bun everyday.

**I Don't Need My Brains [+400CP]:**

I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that. also thi makes you unable to use any of your class or classes special skills besides simple hitting and blocking this includes magic.

**Enslaved (+400)**

You find yourself enslaved by some perverted man , chained to his side and compelled to carry out its every whim. Refusal is not an option, as the consequences of disobedience are severe, inflicting both physical and mental anguish. Additionally, each failure to comply results in additional chains of restriction being imposed upon you, diminishing your freedom of movement and weakening your abilities.

## Ten Years Later:

**Go Home:** What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

**Stay Here:** This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

**Move On:** Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

**Notes:**

- 1. Hope you guys enjoyed this predecessor of my queen's blade jump that I originally scraped before. I just need several palate cleansed after the last jump i build so you will see a few more none serious jumps from my end before I will publish a more narrative focus series.**