



Jump by dragonjek
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Daisuke Kurimusubi was just your ordinary, everyday pervert—well, maybe not. Most pervs don't openly ruminate about how you'd go about having sex with a centaur, nor proudly admit to desiring a harem to anyone who'd listen. But there was nothing special about him before he somehow appeared in another world—a world of mystery, of dragons, arachne, and mimics, where magic lurked around every corner!

...

Is what it would be nice to say. However, with the possible exception of however it was that he appeared in this world to begin with, the planet he finds himself on seems to be completely devoid of anything genuinely magical or physics-defying. Dragons? They're just large and wingless reptiles who can spit out flammable liquids and gasses, and that ignite it with their teeth (although they might be a type of dinosaur). Arachne? Not some impossible arthropod-mammal hybrid, but a pure mammal with some spectacularly improbable evolutions. Mimics? A type of extra-intelligent cephalopod that has taken classic octopus forms of camouflage to entirely new levels.

Befitting a world without magic, Daisuke arrived without receiving any sort of "cheat" ability... but that's fine, because he has something better! With his abnormal knowledge of physics, engineering, and biology, he has the potential to make massive changes to this medieval world! But those changes will be much lesser than he originally imagined—while he is concerned about the political and sociological consequences of introducing technology to this world, there is one particular unanswered mystery that effectively renders much of his—and your—engineering knowledge useless.

The Taboos. "Gunpowder". "Elemental lightning". "Wheels of rising steam". "Wheels of burning water". Any civilization that attempts to make use of these technologies will, through mechanisms unknown, trigger a "Monster Stampede", a massive outpouring of monsters from the wilds that will completely decimate any nation that uses them. Don't think you can get around this by using a patsy or tricking your enemy into making it and dooming themselves; the Monster Stampede is sensitive to such tricks, and will crush both the nation that used the technology, and the nation that tricked them into using it... and even the nation that applied so much pressure to its neighbor that it forced them into going that far in the first place.

So, in order to use any scientific knowledge you have in this world, you'll need to push technology in directions it never went in conventional Earth's history. But looking at what Daisuke accomplished—to say nothing of the majestic accomplishments of Taishi Oritsue, his best friend who has appeared in another part of the world—with creativity and knowledge of physics, there's still plenty of room to bring modern conveniences into this new land. And the people he helps are more than grateful to reward him in a manner befitting the man who claims to become the Creature Girl Harem King!

You arrive about fifteen minutes before Daisuke spontaneously appears in this world, and will remain here for 10 years. You receive **+1000 Creature Points** to prepare for your stay here.

Locations

This world operates on a variation of the city-state system, where each and every town, village, and city is its own independent nation... except for those cities that are large enough to claim the territory of nearby towns, at least. You can freely pick where you will arrive in this world, or you can roll 1d8 to choose, gaining **+100 CP** for allowing luck to dictate where you start.

If you take the right drawback, you can remain on Earth, instead.

1 – Ra Clan’s Village:

A village of arachne located at the boundary of the Demon Forest. They’re quite kind and willing to help out, and are accepting of strangers. Daisuke is going to come here soon, and it will become his center of operations... but you’d best avoid it if you’re a harpy. As far as arachne are concerned, harpies are just a type of bird, and a tasty one at that.

2 – Demon Forest:

A hellish location full of dangers, from tribes of lesser demons (not actually demonic at all) to treants (a type of clever, predatory cnidarian or echinoderm that develops a bark-like surface and lies in wait for prey to approach, whose wood-like skin protects it from most conventional attacks). To say nothing of the giant scorpions (which actually have an endoskeleton, and just grew armored plates in place of an exoskeleton), wyverns, or dragons, amongst many other hazards. This is where Daisuke originally appears, and it’s only due to luck that he never encountered any of the threats that lie within when he made his way out.

3 – Sashiyoi Village:

This is the closest human settlement to where Daisuke starts off, located not too far from the arachne village. They have no surplus of food at the moment, so when the arachne Nea steals some food to provide for her sick mother, it very nearly starts a war between the two villages, only prevented by Daisuke’s interference. In not too long, a redcap tribe is going to settle nearby, and start killing humans, resulting in them getting nearly wiped out.

4 – Osama City:

The nation of Osama is one of the largest in the known world, being a superpower with a population of over one million people. And this is their capital city, the largest in the world with a population of over 100,000. After spending some time surviving in the Mountains of Death, Oritsue will be discovered and brought here, and given lavish

accommodations in exchange for the otherworldly knowledge he carefully parcels out. Unfortunately, his shyness around girls and a bad first impression would result in all of his maids hating him, which would ultimately lead him to flee the country.

5 – Mountains of Death:

This is where Oritsue arrived in this world, and is as dangerous as the Demon Forest, if not more so. If it weren't for the fact that he was extensively trained in survivalism and Oritsue-style martial arts—as well as being an engineer surpassing even Daisuke in talent—he'd have died for sure. This is also where he fled back to after running away from Osama, and ended up being sort-of adopted into, sort-of taking over the Midori goblin clan. This led to him becoming completely divorced from any notions of humanity.

6 – Shigahi Town:

This is a large town located near to the centaur's plains, which has recently learned to create a more modular form of armor that can be easily adjusted to suit any size or body type, while retaining the protection of plate mail. Unfortunately, they're soon to be infiltrated by a colony of mimics, who will slowly prey on the people of the town.

7 – Fuma Clan's Village:

This is a simple seaside village, lived in by mermaids—who, as air-breathing mammals, can't live underwater. Unfortunately, a kraken has moved into their fishing grounds, and they're struggling to find food; a political marriage between Princess Kana and Lord Iruka is in the works in exchange for Iruka giving up one of his village's fishing grounds to the Fuma Clan. Unless you do something about it yourself, in not a terribly long while Daisuke is going to come by and organize the mermaids to kill the Kraken and claim Kana for himself.

8 – Free Choice:

You can freely choose any of the above locations, or go to any other place in this world. Maybe you want to help the Lon Clan of centaurs with their minotaur problem, visit the elves, or perhaps go to one of the mysterious dungeons that periodically appear?

Origins

What type of person are you? Well, that's up to you. You can be a drop in if you so desire, arriving in this world without any history of your own—or you could have lived a life in this world already, before awakening to your full memories and powers. You are free to design any background you like.. You are free to pick your own sex, gender, and age. The restriction of sex being limited to people age 18 and up is a recent cultural invention of Earth's, and isn't a concept that anyone in this world follows.

Species

What type of being are you? Feel free to pick, but do be warned that some options may cost more, due to the natural advantages that species possesses. If you would like more alt-forms, you may purchase multiple species, but it costs **-100 CP** more than before each time you do so. Images of the Demihuman and Monster species can be found at the end of the jump.

Human (Free):

The most populous of the sophonts on this planet, they are also viewed rather askance by most other species. This isn't because of anything biological about them, but because of their anthropocentric viewpoints, along with the "Human Disease" (also known as Sexual Aversion Disorder, the human prudishness regarding sexual activities and sexual taboos) and the belief in the "Human Condition" (Fundamental Reality Self-Awareness Dissociative Disorder, or the belief that that people are somehow closer to being gods than being beasts).

You may choose to be a native human, or you can be an otherworlder who will soon appear in your chosen location at the same time that Daisuke shows up. If you decide to be an otherworlder, you may elect to be a part of Daisuke's friend group.

Demihuman (Varies):

The many varieties of demihuman are all closely related to humans—enough so that reproduction is possible, although the child is almost always the same species as the mother (with the exception of goblins and orcs, the males of which are capable of producing their own species regardless of who the mother is). They simply took a somewhat different evolutionary path. Each demihuman will be explained in more detail below, along with being given a price.

Elf (Free):

Very little is known about the mysterious elves. They look almost human, except for their ears, and have a remarkably well-educated society; they have even discovered that the entire universe will cease to exist one day, through scientific observation. They also have some method of knowing things they shouldn't, as they had a prophecy about an otherworlder who would appear and claim to be a harem king of the demihuman girls. Perhaps you can find out if it's from a prophet, or if there was yet another person to be isekai'd into this world.

Goblin (Free):

With a small size compared to humans, one might be tempted to think of these green, pointy-eared people as basic “tutorial” enemies, seeing as they’re hostile to humanity. Indeed, many common folk believe them to be little more than a nuisance. But warriors and adventurers are well aware that goblins are a potent threat—they’re strong, good at making traps, and have excellent night vision. They may be low-tech, but they’re only ignorant of advances in science and technology (something that the Midori Tribe will soon overcome thanks to Oritsue), and have a good understanding of medicine and things like sexually transmitted diseases.

Goblin society is very sexually free—they have no marriage or concept of marriage, and fuck anyone they like for just about any reason. Good events happen? Sex party. Someone dies? Have sex to make yourself feel better. And if you’re a goblin, you’d better get used to sex being had in the open, because goblins have a taboo against having sex in private—if no one can watch, then it’s possible that abuse might happen. And expect to see goblin kids walking around and getting their sex ed from watching their tribemates go at it.

That said, they’re culturally opposed to one-night stands, as all sex is seen as a form of growing tighter bonds in the community. It’s culturally important for men to demand that a woman they have sex with gets pregnant—if every man does this, then any child a woman has may be their own, so they have a vested interest in protecting all of the goblin children.

Of course, they don’t need goblin women to make more goblins. One of the reasons they are classified as a “hostile” race is because they tend to capture people (mainly trespassers on their property, or human adventurers trying to kill them) and rape them. Unlike most other demihumans, any child of a goblin is also a goblin, even the children of goblin males; thus, women and girls they capture are kept captive and regularly raped. They don’t really understand why humans object to this so much, considering it part of the “Human Disease” that makes humans so difficult about sexual matters.

Every sex pose has a special meaning in goblin society, but most notable is the “bitch pose”, or what someone from Earth might call “doggy style”. This indicates complete and absolute submission of a female to a male, so be careful about asking for or giving sex in that pose. The male in this relationship is considered to own the woman for all intents and purposes, and can even forbid them from having sex with other people... although that’s considered extremely childish.

Merfolk (Free):

Like all demihumans, mermaids and mermen are actually mammals. They don't breathe water, instead relying on their prodigious ability to hold their breath—they can hold their breath for a full hour, or for 10 minutes of strenuous activity. They find their way in the deep by using sonar. Because they can still get exhausted, if they travel far from shore they prefer to bring boats with them that have outstretched handles at water level for merfolk to cling to in order to rest... or to grab onto and push to make the boat go faster.

Their tails aren't a fusion of their legs, but grew from the vestigial tailbone humans have; the legs instead formed into a pair of fin-like limbs that helps them "stand" and move about on land, in addition to helping with their underwater maneuverability when combined with their webbed fingers. The fins of the merfolk are actually formed from a specialized type of hair that is functionally very similar to feathers; the precise cut of how one's tail fin is shaped is a major part of their sense of fashion.

Centaur (-100 CP):

Every centaur is actually two individuals who were conjoined at birth; the body that formed the lower "equine-like" torso has limited brain functions, and only serves to move the lower body to the will of the upper. Like the arachne, they have multiple sets of genitals; the front is "for funsies", and the back is "for keepsies", and is the only one that is capable of reproduction. Unlike arachne, male and female centaurs both have the same body structure—although don't mistake that for equality. To the contrary, centaurs, male and female alike, embrace sexism.

Culturally, the husband is king of the household, and the wife is the servant who obeys them. Indeed, they idealize rape—if someone rapes a female centaur, that woman is considered to be their wife. That's not to say the females are helpless—men have a strong motivation to be careful with the health of their partners when they rape them, as women are known to take revenge for brutality... and since they're the rapist's new wife, being cruel will effectively result in creating an assassin in your own house. As a result, rape is usually just seen as a more dangerous way to propose, and getting upset over it is seen as a childish action suited to a human.

Another human trait they reject is the concept of sexual loyalty. As was the case in certain tribes IRL, centaur men are expected to gift their wife or daughter for visitors to fuck, and "infidelity" on either side isn't seen as something to be

opposed to. Indeed, they view human novels of tragedies resulting from infidelity as humorous stories, and are rather horrified that anyone would ever consider resorting to violence or self-harm from a partner sleeping with someone else. Although the rear pussy is usually reserved for their husband, having a child out of wedlock isn't seen as something particularly taboo—indeed, women don't particularly care about having more children, even if forced into it. After all, they don't raise the child by themselves.

Rather than having men and women organized under a single social structure, they have a patriarchy that governs the men, and a matriarchy that manages the women's lives. The womenfolk all share chores between them, including the more onerous parts of raising a child, resulting in a reduced workload for each individual. The women aren't completely without recourse in interactions with the men—they can exercise “soft power” through sex and in that manner get a man to do what they want... which the centaur womenfolk, at least, consider to be superior to actually having the same right as men do..

Indeed, centaurs have gone out of their way to make their society as unlike that of humans as possible. Justice, dignity, ideals, equality, religious beliefs, civil liberties—nothing like that exists in centaur society... or at least, that's the claim they are proud to make, which doesn't explain why they're violently opposed to bestiality. Incest is meaningless to them, as parents are usually the first ones to have sex with their kids, and although there is a small taboo against having children with family, nobody really cares.

Dullahan (-100 CP):

A dullahan is, visually speaking, unidentifiable as anything other than a human being. Even the dullahan's most famous trait, their removable head, isn't ordinarily apparent, and if fortunate a dullahan will go their entire life without losing their head. However, if subject to sufficient damage to the torso, neck, or head, the dullahan's body will automatically perform a strange variation of autotomy, and lose its head.

See, the head of a dullahan has its own miniature organs to keep it alive, and the body has its own lower-quality brain to enable it to function without a head. If the body is too heavily damaged, the head can live on to guide another body; if the head is destroyed, the body can be used to care for another head, and can still reproduce. Once the head is removed, head and body are still able to communicate via electrical signals conveyed through the skin; memories and senses can be shared in this way, but are muffled, and it enables a head to direct

the body on what to do. But in exchange for the head losing much of its sense of touch from its body, its mouth becomes an erogenous zone once separated from the body.

Unfortunately, it isn't as easy as just carrying around a head. The head's organs are quite small, so if the head talks too much it will lose consciousness. And the head can't exactly digest much by itself; when low on nutrients, its higher-level thought processes are disabled, and it will automatically attempt to breastfeed; headless dullahan bodies, even the male ones, produce a highly-nutritious milk that keeps the head hydrated and fed, so headless dullahans normally bare their chest, at least in part. The head can't warm its own blood, so it needs to snuggle close to its body most of the time to be kept warm.

Harpy (-100 CP):

The arms of harpies have evolved into wings that mimic the structure of birds, and the hairs on their arms have evolved into what could only be considered feathers. They are quite small, resembling children, and are slim and aerodynamic to allow for flight; naturally, they have hollow bones. Harpies are very fast, capable of running more than 80 kilometers per hour in order to get enough speed to get airborne; they rarely flap their wings, however, preferring to soar like the albatross and rely on thermals for elevation. Their culture has little sense of possessions, because carrying stuff or even being clothed would make flying harder. Likewise, they have no concept of monogamy, as sex is just a fun thing you have whenever you feel like it.

Orc (-100 CP):

The average orc is as large as the largest human man in the world, and as strong as the strongest—and they only get more powerful from there. They are a species known as the “Rape Demons” by humans for their tendency to capture and rape women of other races... although truth be told, they only capture human women. Villages of nonhuman races tend to welcome their presence.

This is because orcs are natural servants. They are an all-male race that can only reproduce with members of another species (which always results in more orc children), and as such all instinctively understand that they rely on those womenfolk for their continued existence. As such, they naturally become more servile and obedient towards their “wives”, which means that if they get someone pregnant in a village, they will stay there to serve as an additional laborer.

But humans? Humans they need to rape, because humanity is so hostile to them, making their “normal” relationship with other demihumans impossible. They view it as a kindness—the adventurers tried to kill them, but the orcs still let them live to bear their children. Sure, they have to hit them sometimes, but that’s just the case with humans. They aren’t less intelligent than humans; they can’t be easily fooled into servitude by a woman pretending to go along with their desires. It’s only when someone truly accepts their role as an orc’s wife or the mother of an orc that they will be released. Otherwise, the orcs try to keep them from being violent, towards others and towards themselves... although if they do keep asking for death, orcs aren’t afraid to kill them.

Redcap (-100 CP):

Redcaps have very long ears, but that might take a moment to notice past the goat-like legs they possess, which end in black hooves. They have long ankles which give them poor balance, resulting in members of this species walking while crouched down, which is tiring for them—so they prefer to sit when not moving, and to run when not sitting. And boy can they run! They don’t have a lot of stamina, but they can run at speeds in excess of 70 km/h and casually jump up to 4 meters vertically. They are strong despite their small size (although they can’t lift heavy loads very well), and suffer from weak vision in the daylight. However, their night vision is truly amazing—which makes them a nightmare to poorly-protected villages.

Redcap faith demands the killing and eating of humans, and they ritually soak their hats in human blood. Being one of the “hostile” demihumans, the species is known for their attacks on human settlements, raiding in the cover of night where their agility and night vision make them an absolute terror that few can defend against. Their leaders don’t actually believe in their religion, using it as a tool to keep their people in line... unfortunately, sometimes religious fanatics take leadership of the tribe, and *that’s* when they end up attacking human villages—they’re otherwise opportunists.

Don’t worry if you’re human and are wanting to make some sort of creature girl harem—there is a way to get a tribe of redcaps to believe you are a “spirit” who is in the form of a human, although it may take a bit of work to arrange for those particular circumstances. They are technologically primitive, believing that holding yourself apart from nature is the type of thing that “sick pretentious monkeys”, like humans, are wont to do.

Vampire (-100 CP):

Many myths surround the vampire. Almost all of them are fake, born from misunderstandings or a superstition deliberately spread by the vampires to protect themselves. They are not undead, but living beings. They need to drink blood, but it isn't particularly painful and they don't take enough to kill. The scent of garlic is particularly repulsive to their noses, but not dangerous. The cross does nothing to them, but their god teaches that the cross is a symbol of wickedness. Their skin and eyes have little pigment, making the sunlight uncomfortable, but not dangerous. They cannot transform into fog, or turn into bats or wolves; instead, they deliberately attack on foggy nights, and often release bats or wolves as they escape after feeding, which they do to perpetuate the myth that they can transform.

The reason they do this is because they have low stamina, and cannot outlast a human's pursuit hunting; a vampire's muscles are built further from the joints and have more fast-twitch muscles, making them far stronger and faster than any human could ever hope to be. They are aided in their escape attempts by their feet's ability to cling to walls via suction.

But don't think of vampires as lonesome refugees; they gather in their own villages, where the vampiric upper class takes and raises humans as slaves known as "hubi" or "huba", which they drain for their blood. Well, "slave" might not be the right word... vampires think of themselves as beings closer to God, and other species are just animals, so "pet" would be a better term. Sex with a human is considered bestiality and is frowned upon, but not frowned upon so much that people don't do it all the time.

Which they sort of need to, as sex between male and female vampires is very difficult to do due to their culture. As the author's example of why gender equality is bad, they are a case of equality of the sexes taken to illogical extremes. Men and women live completely separately, and any sexual acts must be done under supervision in order to protect the health and rights of the women. They go to a special room with a dividing wall with a hole in it, and having sex on opposite sides, awkwardly fucking in a way that ensures that nothing obscene or nonconsensual is happening. A love confession—from either sex—is considered a form of sexual assault, an attempt to force the other into a relationship. Children are taken from their parents and sent to a childcare facility to prevent abuse, and women are required to participate in society to exactly the same degree that men are, without having the freedom to choose their lives for themselves. The entire species is incredibly pent up, and "bestiality" is the only way for many of them to relieve themselves. Trying to have sex for any reason other than procreation is

almost impossible for any vampire to accomplish with another vampire due to their suffocating society.

Arachne (-200 CP):

Arachne are tied with the dullahans for having the most bizarre evolutionary properties. Every single arachne female is born as conjoined triplets, with the additional two bodies fusing together into a spider-like lower form covered in hair. Their nails have grown larger and stronger, forming hoof-claws on their hands and feet, although their uppermost set of “hands” is about as dexterous as a human’s despite the hooves. They have remarkable coordination, because the two extra, personality-less brains in their lower torso are devoted entirely to coordinating their limbs at the behest of the “main” brain located in the upper torso. Each limb is able to be controlled independently, and they sort them by “arms” (the two uppermost limbs), “limbs” (the two below that, which are arm-like but evolved from the feet of the upper torso), and “great limbs” (the spider-like limbs of their lower torso). Combined with their great mass, this makes them an absolute terror to face in combat... especially considering that even the limbs they use to walk with can be used to grasp weapons, and they don’t need all of their walking limbs to keep themselves balanced.

Their hooves are covered in microscopic hairs, allowing them to scale sheer surfaces via Van der Waals forces. The women have three vaginas; one on the front, for fun; one in the middle, for reproduction; and one in the rear, the ovaries and womb of which have mutated into a structure that produces strong silk. Because they have a vagina that has no purpose in reproduction, the use of that vagina has no stigma, and casual sex using it is pretty common. They have only one anus, however.

Male arachne are much more human-like; although they still have the hoof-claws, they are born as individuals, and are bipeds with the standard humanoid 4-limb configuration. They have no web-making capability, and do not produce silk. Because they are so much weaker than the womenfolk, their gender values are the opposite of what a human would expect—and they have little or no capacity to prevent themselves from being raped by their stronger partners. Indeed, an estimated 90% of arachne males have been forced into bed by a female at some point.

Troll (-200 CP):

If you’re going to be a troll, you should probably be grateful that you get to keep your own mind and intellect. Troll intelligence evolved in the opposite direction of

other human-descendants; the average full-grown troll is only as intelligent as a 5-year-old child. Of course, they don't need a brain when they're as powerful as they are; each troll stands at 2.5 meters tall and weighs 500 kilograms, and are proportionally strong. The men have extremely deep voices suited to their size—mysteriously, children and women have voices of a higher pitch, sometimes even higher than the average human woman's. They only use primitive weapons and build simple settlements, but they do have a particularly dangerous weapon of their own—the whip. Which isn't coiled like you might be expected, but is more like a large, flexible rod—which is actually the entire body of a sapling, stripped of branches and bark and swung hard enough to tear people in half.

In troll society, all women in the tribe are considered to belong to their chief; the chief just lets other trolls borrow them for their pleasure or to reproduce, but it's fully in their rights in their culture to forbid others from sleeping with them.

Monster (Varies):

Although most monsters are ordinary animals, there are a few that have intellect that matches that of a person, and if you so desire you may opt to be one. But you won't be finding any of these in Daisuke's harem.

Deep Ones (Free):

The deep ones are highly evolved fish—well, the term “highly evolved” is inaccurate, as it implies evolution as a “goal” of some sort, but they do have humanoid intelligence, and have grown “arms” and “legs”. They can function on land for long periods of time, but only actually breathe water; they avoid the surface for the most part, but they worship krakens, and killing one will enrage any deep one clan who hears about it, provoking an attack on the surface. But they aren't especially strong, and are cowards at heart.

Lesser Demon (-100 CP):

A malformed creature resembling a humanoid goat, the lesser demon possesses wings and a tail, although it is too large to fly. But what makes it malformed is that it is actually two creatures conjoined into one body—but unlike the arachne and the centaurs, this is not an even, symmetrical merging. Instead, they may have protruding limbs, and they all have a second head... although it might not be entirely visible, and may be partially sunken into the shoulder to the point that only a single eye and some horns are visible. Should one head be removed, the lesser demon will still function through its second brain. Their shoulders are jointed like a human's, allowing them to throw with deadly force, enhanced by their great size. They have intelligence, with the ability to use tools, and have

some sort of religion based on living sacrifice... but they seem to be completely insane.

Lesser Lizardmen (-100 CP):

A species related to dragons, they have no capacity to produce flame and instead resemble lizardmen. They have developed arms and hands that allow them to make and use simple weapons such as spears. They run faster than horses, and have hard scales that ordinary weapons can't break (not ordinary as in "not magic", but ordinary as in "normal craftsmanship").

Minotaurs (-100 CP):

Minotaurs are among the most feared of monsters, but not because they're powerful. No, what's dangerous about them is their capacity for revenge. Minotaurs always, always pay back the death of their kind in equal number. If two minotaurs are killed, they will kill two of whatever hurt them in response. They make no distinction between guilt or innocence, nor the age of their victims. But unfortunately, minotaurs can only count to 10 (although you don't have this limitation); beyond this number, it is simply "more than 10". So if a village killed 13 minotaurs, they would kill "more than 10" humans in recompense—usually the entire village. And they're clever, too. They will wait for years if necessary, and can even burrow their way through mountains in order to get into a defended castle.

Minotaurs are descended from cows, and resemble cows with the arms and shoulders of humans. They are thought to be only as intelligent as cows, but recent discoveries will soon reveal that the underground "labyrinths" they build are actually centers of agriculture; although they graze on fields for grass, they don't consume enough to sustain their body mass.

Golem (-200 CP):

The golem is widely believed to be a pile of animated rocks, but Daisuke will soon discover that they are actually a species of ape, more massive than even Gigantopithecus, that is intelligent enough to make simple armor for itself and coat it with mud so they look like rocks. They may also practice agriculture. Mysteriously, they are often found protecting the structures known as "dungeons", which mysteriously appear from time to time and which hold great treasures within for adventurers willing to dive into their depths.

Manticore (-200 CP):

The mantichore resembles a large lion with a human face... if the human's mouth opened from ear to ear and if each jaw had 3 rows of razor-sharp teeth. They have superb night vision, and their tail ends in a cluster of spikes; these spikes are venomous, although nonlethally, as they are more of a deterrence than a means of hunting. However, they are smart, tenacious, and spectacularly creepy. They have no ability to speak normally; all they can do is mimic sounds. However, they are intelligent enough to figure out the meanings of words, and can even communicate with others. Unfortunately, they are devoted hunters, and the primary use of their "speech" is to lure out unsuspecting prey... or to psychologically torment them.

Mantichores never let prey get away from them. They will chase after someone who escaped for years if need be. They have a cruel streak; if their prey is someplace the mantichore can't reach, they will torment the prey indirectly; should they hide in a village, they will steal torches to burn the fields and make the village starve. They will target children and people emotionally close to the target, all to lure their prey out where they can attack. They understand traps, so never attack their prey unless they're alone, and are patient enough to continue to harry a single person over the course of years. Unfortunately, actually fighting them is difficult, as their hair is as tough and sharp as needles; an ordinary blade will break before ever reaching the skin.

Mimic (-200 CP):

The mimic is an octopus-like creature, but with many, many more tentacles than any octopus has ever had. They take certain tendencies shown by octopi to extreme levels. They excel at active camouflage and imitation camouflage, easily capable of re-texturing and re-coloring their skin to match any surrounding, or to look like a specific animal. They are also quite capable of manipulating objects from inside of them, and are smart enough to garb themselves in full plate armor in order to sneak into a village. They are considered rare monsters, but are actually quite common—people just never notice them. They can even disguise themselves as humans with the right props; they can't pretend to be individuals, lacking the ability to speak and produce the fine details, but... say... that homeless person over there? That could just be a mimic, wrapped around sticks or bones to mimic the human body structure, just waiting for someone to walk down the alley with no one else around to watch.

They excel at hiding in objects, as well, and are communal creatures that live in colonies. They're smart enough to infiltrate towns, and feed almost exclusively on people who won't be missed.

Dragon (-300 CP):

One of the most dangerous animals in this world, dragons are capable of intelligence, and are sensitive and compassionate... to their own kind. They understand revenge, and anyone who kills a dragon pup will soon see the vengeance wrought by their enraged family. Dragons grow up to be the size of (and resemble) sauropods, and have no wings of their own. They're smart enough to learn human speech—although they cannot talk themselves—and understand the traps and defenses of mortals, although they make no use of them themselves.

They come in different types, which are actually completely different species. The fire dragons produce a flammable gas in their gut, which they spew out with oils and fats as their “breath weapon”, which they ignite by producing a spark with their teeth—when fully grown, this breath can reach fifty meters and wipe out entire villages. Fire dragons are omnivorous. The shine dragons have crystalline structures on their body that emit a blinding light, and that serve as a hive for a swarm of glow wasps; they are perhaps the more deadly of the two to ordinary people, as the wasp's sting is lethal and they will kill everything nearby that might pose a threat while the herbivorous shine dragon eats in peace... although a fire dragon's scales provide too strong a defense, and its flame can destroy the swarm easily. Should you be a shine dragon, your glow wasp swarm will serve as an extension of your will rather than something you can't control.

Kraken (-400 CP):

The kraken might very well be the largest beast in this world, reaching 50 meters from the top of its head to the tips of its tentacles, placing it far above the blue whale in size. Its intellect is beyond that of even the octopus, and is genuinely on the level of humans. It hunts by clinging to the ocean floor, using camouflage to disguise itself as a rock formation, and then releasing gases to rise extremely swiftly, spreading its 10 webbed limbs like a net to catch swarms of fish, plankton, large animals, or even ships. It doesn't eat the ship, but cracks it open to get to the foodstuffs—or people—inside. It can even use a boat as a weapon against another boat to more easily break them apart. Their tentacles have retractable spikes that can easily cut through most ropes, and it has a particularly gloopy ink that it releases in large amounts that makes it difficult for other creatures to swim. Due to its size, intellect, and power, the kraken is almost untouchable by the navies of this era, making them threats that need to be avoided rather than confronted. They have 11 brains; one main brain and one in each tentacle, which are subordinate to the primary mind.

Perks

You receive 3 discounts of each price tier of 100, 200, and 400 CP perks; you only receive 2 discounts for 600 CP perks. Discounts are 50% off, except for the 100 CP perks, which instead become free.

Isekai Responsibly (Free):

Something often overlooked when it comes to isekai-ing is that even in a single world, exposure to bacteria and viruses carried by a colonizer could devastate a population—and that would be the expected result of taking someone from one world to an entirely different one. But for you, that won't pose a problem. Not only will your immune system adapt to be "up to date" with the latest illnesses of whatever location you go to, but you are no longer a vector for contagious diseases. This won't stop you from getting sick, but if you DO get sick, you'll handle it as well as a local, and no one else will get ill from you.

If for some reason you actually want to become a modern Typhoid Mary, you can still infect other people if you deliberately try to.

A Taboo Meant to Be Broken (-100 CP):

The curious thing about centaur society is that, what few sexual taboos they have, seem to be deliberately made in order to be violated. It may be a bit taboo for a parent to bear their child's child, but not nearly enough to prevent centaurs from doing it. Each time to take this perk, select a single sexual taboo, such as incest. The inhibitions people may have against breaking that taboo with you are greatly lessened, being only present enough to provide an exciting sensation of the forbidden, which makes breaking that taboo all the sweeter.

Adventurer's Combat Skills (-100 CP):

You've learned how to fight, and how to fight well. You won't pose a threat to someone like Oritsue, of course, but you can kill most human-sized monsters one-on-one, and you could fight even an elite soldier to a standstill. If you're a member of a demihuman species, you're also proficient in those modes of combat most familiar to the species... which aren't all equal. After all, arachne are not only large, but have a lot of limbs available to them, making them utter terrors in both melee and ranged combat.

Appearance Matters (-100 CP):

Sometimes there are people who are adults, but don't look like it from a human's perspective. Rupi, for instance, is... probably fully grown? Even she doesn't know—but you'd never guess it from looking at her, because harpies all look awfully young to most species. But just in case you encounter a species, or even an individual, who looks too

young for you, you can “age them up” using this perk. It doesn’t actually change how old someone is, but it does change their *apparent* age, allowing you to make someone look older and more mature in appearance by human standards, up to the proportions you’d expect from a human of their real age.

For instance, if you used this on Rupi, she’d grow taller and develop more full features, as well as gaining a more mature facial structure—in short, she’d look like an adult, instead of a child (according to human norms, at least). This change is retroactive, the rest of the world acting as though that was the way it’s always been, and ignores the laws of physics—for instance, despite no longer having her streamlined, aerodynamic form, this hypothetically “aged” Rupi would still fly just as well as she did when her chest looked like a washboard. In short, this is a perk to allow “adult loli” characters to look like actual grown-ups.

Since some species in other worlds have drastically longer lifespans than humans, you can control how “old” they look up to their actual age, so you don’t turn, say, a dragon girl into a walking, talking, desiccated skeleton, and stop her apparent age when she reaches seeming adulthood. You can’t use this perk for harmful purposes.

If you meet someone who looks older than someone their age should indicate (from an anthropocentric point of view, at least), you can also use this to make someone’s apparent age look younger.

The effects of this perk can be freely reversed.

Cultural Chameleon (-100 CP):

It takes you only a matter of hours to fully understand foreign cultures. This won’t help with languages, but you’ll understand slang, customs, laws, and more after only a short exposure to the culture. By participating in the culture of other peoples, they will begin to treat you as one of them.

Cultural Mimic (-200 CP):

Requires **Cultural Chameleon**

You aren’t only someone who can blend into someone else’s culture, but you’re a person to whom cultural norms just... don’t always apply. This won’t help you evade an actual law, but cultural standards only seem to apply to you when you want them to. Would it be rude for you to interrupt the mating between your wife and her father? Well, it would for *other people*, but for you, that cultural expectation is waived.

Cultural Appropriation (-400 CP):

Requires **Cultural Mimic**

When you have picked up the culture of a people, you have the ability to select aspects of their culture. These bits and pieces of culture will accompany you in the future when you interact with other cultures—although only in a way that benefits you.

As an example, in centaur society, it is considered polite for a host to offer his wife, sister, or daughter to a male guest to keep them company for the night, in the most intimate of ways—indeed, it's common for the individual thusly lent out to bear the guest's child. With this perk, that is a custom that will follow you in the future—when you are someone's guest, their normal sexual mores will be set aside, and so long as they aren't a person willing to go out of their way offend you, will lend you one of the women in their family for the course of your stay. This custom only seems to apply to you (and those you willingly extend it to), and nobody expects you to lend out your own womenfolk when you're hosting guests.

Culture of a Conqueror (-200 CP):

Requires **Cultural Chameleon**

Much of human history has consisted of people finding other people's cultures, and forcing them to convert to the culture of the conqueror. Indeed, the concern of his own culture negatively influencing others is something Daisuke is acutely aware of, resulting in him not objecting to events such as his harem girl Rupi having sex with a visiting harpy dude—something that was perfectly acceptable in her culture, but quite taboo to his own.

With your understanding of other cultures, you have developed a knack for twisting the cultures of others in ways you approve of. You have a knack for convincing people to abandon particular aspects of their culture in exchange for following a piece of your own (or a piece of one of the cultures you've "copied" via **Cultural Appropriation**). You could convince someone from a culture espousing monogamy to become a member of your harem... or you could liberate someone whose culture is as restrictive and forbidding as that of a vampire.

Discarded Preconceptions (-100 CP):

You can, with an act of will, completely remove all biases and preconceptions from yourself in order to perceive the world how it truly is. This doesn't get rid of things like illusions, but *can* allow you to "see through" optical illusions. Teachings from your

culture, teachings from your religion, beliefs from your ideals—all of these things can be tossed aside, revealing to you the truth of the world.

Harem King (-100 CP):

Are you like Daisuke, someone who wishes to become the Creature Girl Harem King? Or are you more enterprising in your tastes, or perhaps more specialized? It hardly matters—what is important is that now your dreams of having a harem may have some substance behind them.

Being in a relationship doesn't serve as a sign that you're "off limits" to anyone anymore, nor does having you being in a sexual relationship with someone else serve as a source of jealousy to other people. Oh, if you're going out with someone and don't give them enough attention, they'd probably be both mad and jealous, but if you make time for everyone? Making a harem isn't so far-fetched anymore.

Like Mother, Like Daughter (-100 CP):

There's something appealing about you, something that really revs the metaphorical engines of people that you find attractive who are closely related to anyone you've had sex with. Now, taboos against incest still exist... in some cultures... so this won't be enough to get you the fabled "oyakodon" by itself, but don't be surprised if your wife's mother asks to bear your children when your spouse is out of the house.

Maiden of the Comings and Goings (-100 CP):

In redcap society and religion, the most important female position is the Maiden of the Comings and Goings; they are there for births, and there for deaths. They serve as midwives, and provide euthanasia to the injured and elderly. But for males on the verge of death, they have an additional role; they mate with them, in order to ensure that their blood lives on in the next generation. Because they only have sex with people about to die and become spirits, they are considered to be married to the spirits... and if they have sex with someone and that person doesn't die, then logically, that person must be a spirit, as well. It's worth noting that Maidens, like (most) clan chiefs, don't actually believe in the religion they espouse, but instead use it as a method of instilling order and morals into the tribe.

Of course, it would be unfortunate if this last fuck of their lives ended without a child—fortunately, you don't have to worry about that. You have complete control over your own fertility. Want to guarantee you have someone's kid? It won't matter if they're sterile or even physically incapable of actual sex, as long as they can do something *resembling* fucking, they can reproduce with you. Want to screw over the orc who raped

you? Just desire not to be impregnated, and it doesn't matter how many times he tries or what fertility tricks he uses, you just can't become pregnant.

Proudly Perverted (-100 CP):

Maybe you have no shame, or it could be that it's just the way you've decided to live your life, but when you act openly and unabashedly about your perversions, kinks, or fetishes, people are more accepting of you than perhaps they reasonably should be.

For instance, if you openly announce your intent to form a harem, those who hear of it will be more impressed by your guts than turned off by your desires—or perhaps they might be in awe of your determination, considering how difficult being in a single relationship is. This doesn't mean they'd be any more willing to *join* it, mind you, but you won't be socially shunned for expressing your sexual interests. Also, it can help find people who match your interests! Sure, 99% of (human) women wouldn't be interested in joining a harem, but the remaining 1% is easier to find if you're open about what you want.

Survivalism (-100 CP):

Even in a medieval setting, most people won't survive too well once you take them out of their comfortable cities—and even those who know how to survive in the wild only know how to do so with the advantage of tools. Throw someone into the wilderness with nothing but the clothes on their back, and most of them would die. Not you, though. Not only are you well-trained in all the survivalist techniques you'd need to get along in the wilderness, but you have a peculiar luck when it comes to finding what you need to survive in uncivilized regions.

The Baby Whisperer (-100 CP):

You have a way with children that is positively surreal. Not only do kids love you, but you can easily entertain them with anything you do. What's more, you know how to keep babies from crying—and just as importantly, how to keep them entertained without pushing them to the point that they laugh, how to intrigue them without driving them to make noises. Sometimes, silence is the greatest gift of all... and sometimes, the noise an infant makes could be enough to drive an entire tribe to extinction. Fortunately, you'll never have to make the choice between the life of a baby and the lives of the people you're responsible for.

“Bestiality” (-200 CP):

Vampires consider sex with any sort of non-vampire to be bestiality, regardless of the level of intellect of the person they're fucking. That said, vampires indulging in said “bestiality” is incredibly common, considering that their society makes sex between

actual vampires almost impossible... even if no vampire would ever openly admit to having sex with “animals”.

You will find that the species barrier is much less of a barrier when it comes to you taking part in a relationship with someone else. Even if someone thinks of themselves as a higher being than you, they'll still be willing to love or have sex with you, and being a different race or species will never be a negative mark against your viability as a partner.

Comprehending Consequences (-200 CP):

Someone isekai'd from a more technologically advanced civilization may think they're doing a good thing by giving technology to those less learned than them, but if it isn't done carefully, it can lead to disaster. Even if you don't give them weapons, even a less advanced society will still have geniuses that are able to deduce the principles behind how something works and create it themselves, and some people are smart enough that just knowing that something is possible in the first place will inspire them to achieve that goal. Without meaning to, a visitor from a futuristic world could bring widespread death and ruin.

But for you, that would only ever be something you do intentionally; you have an unparalleled ability to understand the consequences of your actions. This isn't genuine precognition—factors outside your understanding could still do things you aren't prepared for—but as long as you had enough information that a theoretically perfect computer algorithm could predict the result, you will have an understanding of what the consequences of your actions will be, in both the long and short term.

Danger Sense (-200 CP):

When you perceive someone or something, you will have an immediate understanding of how dangerous it is to you, and will understand how difficult it would be for you to kill it. This allows you to immediately rate the danger you and your fellows are in the moment a threat presents itself.

Distortion Negation Training (-200 CP):

There's a tendency for people to fall in love with their enemy when they've been captured or are in danger; although your world might call it “Stockholm Syndrome”, this world calls it “Distortion”, and they recognize it as a type of brainwashing. Adventurers—particularly women—are taught methods to counteract it. Their trick is to have a conversation with yourself from the past, a previous, normal version of yourself for an objective look at why you're behaving as you currently do.

You have an advanced version of this. It no longer requires active use on your part, and is not subject to your current opinion; whenever there is a change to your personality, desires, goals, or behaviors, a copy of you from before these changes happened will look into your mind and soul. If they approve of the changes, they are kept. If they disapprove of the direction you're going, your mind will snap back to the way it used to be. You will keep your memories, of course, but whatever "changed" about you will be reverted.

If you would find it kinky for you to remain brainwashed, it's possible that past-you will let you remain under the brainwashing for a while before snapping you out of it—although past-you will always do so when it would be in your best interest. It takes between 4 hours to 2 days for this perk to come into play, depending on how subtle the brainwashing is.

Due to this perk, it is impossible to brainwash you for any appreciable length of time. Substance addiction is likewise impossible.

I'm an Adult, of Course! (-200 CP):

Rupi was the second person to join Daisuke's harem, and she was only 14! ... or maybe 17. It could have been a number over 20, she's not sure. In the broadest, historically-accepted definition of the term, though, she was an adult. From now on, your age will not disqualify you from anything. Is there an age limit on holding a particular office in the government? Not for you. Are only children permitted into the playpen? Well, so are you.

It doesn't matter what direction the age limit is set, you are never too old or too young to participate in anything. This applies to abilities and items, too—but this is a purely beneficial perk, so if something would attack you based on your age, this perk wouldn't automatically qualify you to be harmed.

Mouth of a Fool (-200 CP):

Fools can freely lambast the royals and the nobility, free from the consequences of their actions. This is because there are benefits to having someone who can speak freely without fear of reprisal, ranging from poking holes in plans before they can fail, to discomfiting visiting nobility and distracting them from schemes of their own. Now, it seems like you've been granted blanket permission to say whatever you like, regardless of the circumstances. You will never be punished for your words, no matter the consequences of speaking them. Note that this does not apply to the consequences of, for instance, speaking Words of Power, casting magic spells, or similar supernatural nonsense.

Play the Hero (-200 CP):

Sometimes, it's impossible to convince people not to take vengeance. Rien Ken Jean-Force learned this the hard way, the well-meaning noble trying to keep the people of Sashiyoi Village not to slaughter the entire redcap clan that had moved close by... despite the redcaps having kidnapped several of the villagers, including children, with the intention of skinning and eating them... the redcaps didn't live long enough to get around to the eating part. He at least wanted them not to kill the women and children... ignoring that women can bring harm too, and that hurt children grow up into vengeful adults.

In the end, it was Daisuke who saved the handful of women and children who survived, by offering the village futuristic knowledge they couldn't refuse in exchange for the rights to decide the lives of the surviving redcaps... who happened to be very grateful to have been saved and gleefully joined his harem. But the only reason this offer worked in the first place is because the villagers had the opportunity to kill the majority of the redcaps, satiating their need for revenge and justice for the wrongs done to them.

So long as you are involved as a third party—neither the one who wronged them nor the one who was wronged—you can assuage people's drive for vengeance or justice... so long as they've at least gotten a taste of it already. You couldn't convince someone to give up taking revenge for their murdered family, but you could easily sway someone into stopping once they've killed the person responsible, stopping them before they get carried away, as people are wont to do. In a place where thieves are punished by chopping off a hand, you might not be able to stop the sentence entirely, but you could convince the constable to only take a finger.

What's more, from now on you will find that your attempts to act heroic and save people will always be rewarded. The reward might be slight—not everyone has much to give—but it will always be there. Attractive people are much more likely to offer you their body in addition to whatever other reward they might give you.

Self-Brainwashing (-200 CP):

Like the Osama Kingdom's Maid Corps, you've learned how to self-hypnotize; by going through special mental patterns, you can make yourself think certain things or behave in certain ways. For instance, by imagining a terrible future that could have been avoided if you had sex with someone you normally find repulsive, you can use this auto-hypnosis to trick yourself into finding them attractive.

Your version is a bit more versatile than what the Maid Corps has on offer, however. You can trick yourself into not thinking about certain things, control your mind well enough

to fool mind readers, and give yourself hypnotic suggestions that can activate in certain scenarios without you needing to think about it.

The Orc Way (-200 CP):

Orcs are a male-only species, and can only reproduce by having sex with other races; normally, the child of interspecies couples are the same race as the female, but pregnancies caused by orcs are guaranteed to always be more orcs. And the child of a goblin is always a goblin (unless the father is an orc), letting even males conceive more goblin children in captured women.

But you aren't held to the same restrictions as ordinary people, Jumper. When you have a child with an individual of another species, you can always choose whether the child's race is yours, that of your partner, or even that of one of your alt-forms. You can even make your child into a hybrid with traits from both parents' species, designed by you.

Who Cares? (-200 CP):

Most species don't have a nudity taboo; clothing is worn because it's cleaner, convenient, and comfortable, but it isn't considered a social necessity like it is for humans or vampires. This openness is taken to new degrees in goblin society, where it is not only normal, but considered polite to have sex out in the open for anyone to see.

Some of this perspective is shared with and made a part of you. When you're naked (by yourself or with a partner) or engaging in sexual activities, nobody will object to it, or even find it unusual (unless they'd object even if you did it in the privacy of your own bedroom). For an extra, undiscounted **-100 CP**, people will pay attention to you... but positively, joining in if they feel like it or cheering you on.

Great Demon King's Amusement (-400 CP):

When Oritsue's humanity fell away, people began to perceive him... differently. They acted as though he were some great and terrible creature, a demon king wearing the mask of a human. When he showed kindness or pity, people instinctively recognized that it was the emotion of some manner of higher being deigning to spare some emotions for a people that he could effortlessly destroy.

You can at will garb yourself in a metaphorical cloak of this same feeling. You can easily intimidate entire groups of people at once—a platoon of twenty elite soldiers could be brought to their knees, shaking in terror in the face of you on your lonesome. When you use this perk, your every action will be interpreted as the behavior of some higher being come among mere fragile mortals, amusing itself by pretending to be just another mortal.

Guerilla Warfare (-400 CP):

When the Osama Kingdom's diplomat asked Oritsue if he truly possessed the ability to destroy the kingdom, he wasn't surprised that Oritsue agreed that he did—with all the knowledge of the future he brought with him and the alliances he had been forging with the local monstrous demihumans, it's no surprise that he could make them into a potent fighting force.

No, what surprised and terrified the Osaman was that Oritsue could do so *without needing an army*, solely through the use of guerilla tactics. He would never even need to fight the nation. The obvious thing to do would be to assassinate the king. But, of course, the army would protect him—so avoid the army, and go around villages burning down their fields instead. And if they guard the fields, poison the wells. And if they guard those, burn down the forests they need for wood. And if they guard that... then there won't be enough people left to protect the king.

Attack where the enemy isn't. Destroy their supply lines. Annihilate everything they need to survive. You are a master of asymmetrical warfare against a larger and more powerful force, and know every trick of guerilla warfare that exists. What's more, larger forces become more inept when they try to fight against you. Waging a one-person war against a small nation is entirely possible through the use of this perk.

What's more, when you tell people this, they will recognize that you are speaking the truth, giving you great negotiating power... as long as they fear you too much to just assassinate you for the danger you pose.

High Value Partner (-400 CP):

The advantages you have and what you can offer as a potential mate stand out more to people looking for a partner. This won't help if someone is looking for romance in their relationship, but if someone is, for instance, looking out for the success and stability of their village? What you can do as a Jumper makes you into a veritable shining star in their eyes, accentuating everything positive about you and making your downsides look absolutely miniscule in comparison. It wouldn't be a surprise for an even mildly ambitious mother to secretly have your child when her husband isn't looking, in hopes that it would tie you down to her village... even while actively pushing her daughter to have her own relationship with you.

Inventive (-400 CP):

Your genius is incredible. When you are faced with a problem, your mind excels at breaking it down into its component parts, and finding solutions to the issues at hand.

This particularly allows you to excel at innovation—you find it easy to take apart what you’ve created, and so long as you understand the principles behind why something *should* be possible, will discover that it isn’t so hard to find out what isn’t working, and why. You are always taking in more information, and every mistake is a learning opportunity that ensures that you’ll never make the same one twice.

It would only be a night’s work for you to completely redesign weapons that have been in use for hundreds of years into a far more efficient form.

Luck of a Protagonist (-400 CP):

Your luck is positively unreal, resembling that of Daisuke. You could suddenly appear in a place so inhospitable that it’s known as “Demon Forest”, and just so happen to walk out of it without suffering a scratch. You could make an impossible deal to save someone’s life, and then just so happen to stumble upon a way to fulfill that deal. Ranged attacks from a significant distance away are more likely to miss you, even when fired by an expert shot, and monsters known to chase trespassers for days will just decide to give up the chase early.

Imagine for a moment that you were hiding under a burned down village with the survivors of that village, hoping to trick the enemy into thinking that everyone within died. But then one of the babies started crying, and the enemy started to dig to search for the sound. In this situation, the enemy would *just so happen* to stumble across the bones of a child while they were digging—and in so doing, come to the conclusion that the village was haunted, and then flee.

That is the sort of unbelievable luck that is now at your fingertips.

Oritsue-Style Martial Arts (-400 CP):

The martial arts pursued by the Oritsue family since old times sought to create the ideal warrior—not merely someone whose body has been honed into a precision tool of violence, but someone capable of obtaining and processing information, and acting instantly on that information.

In short, the family sought to create ninjas.

Your skill in these fields borders that of Taishi Oritsue himself; you have the combat skills to beat three cockatrices to death with nothing more than a rock on hand—if you had a real weapon, taking on a fighting force of twenty medieval soldiers, elite footmen all, wouldn’t be impossible. Difficult, to be sure, but not impossible. Your skill is not limited to “hard” or “soft” styles, and you can strike decisive blows in one moment, or gracefully

redirect force the next, with enough finesse to allow a 60 kg human to casually throw around 200 kg orcs.

You have the physical strength to hew straight through a large dinosaur's neck with a single swing of a blade, the agility and finesse to cling to a ceiling corner, and the reflexes to stop surprise attacks in their tracks. But where you truly excel is in obtaining and acting upon information. To begin with, you are stealthy enough that when you move through the underbrush, you are effectively invisible.

Your trained eyes keenly seek out weak points, be they in someone's fighting style, in an object, or in a nation's approach to warfare. Not only do you find these weaknesses, but it takes you only an instant to understand what the best approach to addressing those weaknesses might be. To assist you in utilizing the information you acquire, you have a highly-developed understanding of tactics in single combat, small unit tactics, large army tactics, logistics, and military strategy.

Speech of the Demon King (-400 CP):

What sort of social skill does it take to convince someone that it's a good thing that they were raped? How does a man go about breaking a captive with words alone, making that captive submit to them completely and loyally? How do you tell someone that bearing their rapist's child is a good thing, and make them believe you? How do you turn someone who has decided to assassinate you into your loyal lover?

There is nothing supernatural about your voice. There is nothing magic about the way you influence people. There is no spell cast over people's minds. But when you talk, people listen, and your words worm their way into their minds. You evoke emotion when you speak, and find that you have an easy time swaying even the most stubborn of individuals to your line of thinking. Breaking people is so easy for you that you barely even need to try—and the people that you break do love you so very, very much.

Spirit Made Flesh (-400 CP):

When Daisuke saved the redcaps and inducted them into his harem, there was a small problem—culturally, redcaps were repulsed by the idea of sex with a human, and Daisuke was unmistakably human. The clever redcap Maiden of Comings and Goings had an ingenious plan to get around that, and arranged things so that Daisuke would be seen as a spirit made flesh; the mortal incarnation of one of the spirits the redcaps worshipped. As he was "actually" a spirit reborn in the body of a human, that meant he wasn't *really* a human at heart, and thus it was acceptable to have sex with him without violating the tenets of their religion.

When it comes to interpersonal relationships and social status, you count as being any species that you have ever been, or a spirit, depending on what is most advantageous to you. For instance, if you have ever been a dragon before, then even in a human body another dragon would respect you as an equal rather than see you as potential prey. People affected by this will acknowledge that you're whatever race you appear to be, but will believe that you're really the race they prefer "at heart".

The Power of Religious Authority (-400 CP):

As seen when Daisuke became the "Spirit Made Flesh", religious authority can be a scary thing. Belief can make people act against their laws, against their logic, against their very instincts. And now, you have harnessed this power for yourself. When you lead people, you lead them with absolute authority, your commands unquestionable and instantly obeyed... well, for a portion of the population.

People who are religious, or who are religiously inclined, will treat your words with weight and authority as high as if they came for the mouth of their own god; people of a more atheistic bent, or who are highly skeptical, will still be able to doubt you, although this makes them no less loyal than they were before.

Science is the Real Magic (-600 CP):

You have a deep and comprehensive knowledge of scientific principles, up to the highest level of science you've been exposed to. This does nothing to give you engineering knowledge, so actually *applying* all the information in your noggin could be a challenge if you haven't also taken **Smashing Two Stones Together**. But if you have? The world is your oyster. With your knowledge of science, it would be easy for you to develop alternative methods of creating technology that accomplishes the same tasks as what you are used to, enabling you to progress society further even when faced with hurdles such as this world's Taboos.

Something like a smartphone is probably out of reach, though.

Mind Reader (-600 CP):

You can't actually read minds, but people could be forgiven for thinking you could. Your degree of insight into the minds of other people is truly uncanny. You can instantly see through any sort of deception people think to use, and it's trivial for you to tell when someone is deceiving themselves. You know people's motivations and the reasons for their actions, even when they have hidden them from themselves. You can get an immediate read for what kind of person someone is, what they're attracted to, and the sort of personalities they'd fall for.

When facing a person, you're damn near precognizant, so great is your ability to read them. For instance, you would immediately identify the moment a trained spy and assassin decides that they need to kill you, and it's impossible for anyone to pull off a surprise attack from you unless they completely hide from your senses up until the moment they pull off their assault.

Smashing Two Stones Together (-600 CP):

This is the origin of all human advancement and technology; smashing two rocks together to make a sharp rock. From this, you cut apart wood, and use the friction between wood pieces to make a fire. With ash, sand, stone, and wood, you can create a filter to get clean water. You can cook food in a pot formed from the bark you've stripped from trees, and you can split the fibers of bark to make a bow. You can use mud and stone to make a furnace, and use wood to create charcoal. From this, you have all you need to make a water wheel and bellows. Using a more air-powered furnace, you can make heat-resistant brick, and use that to make a more powerful furnace to make glass, iron, steel, etc. Acids and metals can be used to make batteries, batteries to create magnets, and magnets and wires to create generators and motors (not that you can use electricity safely in this world, mind you).

All from smashing rocks together.

You know how to perform every single step in raising technology from the level of "sticks and stones" to the highest level of technology that you've made use of. Uplifting another civilization will be a breeze with this! ... well, in a normal world, it would be. However, the Taboos make that an extremely risky prospect here—and this only gives you pure engineering knowledge of *what* to do, not the scientific know-how to understand *why* everything works, which prevents you from truly innovating or raising the level of education. And innovation is what you'll need if you want to create advanced technology in a world like this.

Take note that this only gives information on purely technological uplifting, and does nothing to ensure that a society is ready to responsibly use what you gift them with.

Substituted Components (-600 CP): [Cannot be discounted]

Daisuke complained about not getting a cheat skill; how unfair it is, that you get something like this! But as a Jumper, you're probably used to this sort of unfairness, right? You have the ability to "replace" a single physical aspect of a piece of technology you've participated in the creation of. For instance, you could make a computer that doesn't utilize electricity, a steam engine that doesn't use steam, or a gun that doesn't use gunpowder. Whenever possible, you will receive the information on how to create it

(while following the rules of whatever setting you're in); for instance, making a gun (or something very similar to a gun) that doesn't use gunpowder is entirely physically possible.

However, if no such reasonable alternative exists, you can just... make it work anyways. You might make a computer that utilizes a complex system of hot and cold air, regardless of the fact that such a system shouldn't possibly reproduce the effects of a computer when made on such a small scale; you're just capable of doing it anyways. What's more, these impossible designs are replicable by other people.

Note that this *does* require you to know how to create the original version of the object you're trying to make via this perk. So if you don't know how to make a television normally, you won't be able to make a television that operates via hydraulics. It can also require you to be able to work on the small scale if the item would normally require that; for instance, a smartphone would require you to work with super-tiny parts, which might require you to use this perk to create the infrastructure to create the infrastructure to create those parts to begin with.

So don't think you can start off being able to make an impossibly-functional computer and laze about all jump, this requires actual work to pull off.

Items

You may discount 2 items of each of the 100, 200, and 400 CP price tiers. Discounted items become 50% cheaper, except for 100 CP items, which are instead free.

Any similar items you possess can be imported into your purchases here to combine their properties and provide it a new alt-form. Any items that are lost, stolen, or damaged will be replaced within 3 days. If you make any modifications or improvements to your items, they will be retained when the item is returned to you.

Basic Equipment (Free):

You get a basic set of equipment to help you defend yourself in this dangerous world. Even if the monsters are only animals, they're big, common, and lethal enough that people are commonly on the menu. You get your choice of any basic medieval weapon—nothing that the otherworlders would introduce to this world, but something normal—as well as a suit of treated wooden armor.

No, don't diss it! It might not be as good as iron, but it's still tough enough to save you from a blow, and even most metal weapons can't hack all the way through fire-treated wood in one strike. It's light and cheap, and it's easy to get more pieces for... not that you'll need that, what with the whole "fiat-backing" thing you have going on.

You also have normal clothing for your culture; arachne have arachne silk vestments, while merfolk would have fish scale and seaweed fiber clothing, and an otherworlder would have ordinary mass-produced modern clothing. If you're a dullahan, you'll get a neck and head brace to keep your head from falling off in the event that you suffer a traumatic injury.

Super Lame in Another World (Free):

An isekai manga from Earth, it's... pretty stereotypical, honestly. But the writing and art is very good, and even if the plot points are clichéd, they're still well-written and emotional enough to tug at the heartstrings. You get the whole series.

Arachne Armor (-100 CP):

Arachne armor is made according to principles that would be curious in a world where the biggest threat to people is other people—but here, where there are monsters? It makes more sense. The armor has a squat, conical helmet that is physically affixed to the rest of the armor, to provide increased protection from head blows. The armor covering the shoulders and the upper arm are also affixed to the back of the armor, and hinge outwards to open. This reduces mobility, but provides critical protection against the sort

of large, heavy attacks a monster can dish out. In terms of composition, this armor has no metal; instead, it is made of leather, arachne sextuple-ply silk cloth, and tree bark, hardened with liquid glue and beaten into shape. The result is far sturdier than you'd expect something without metal to be—particularly due to the arachne silk.

But you could obtain something like that yourself during the jump; as an incentive to actually purchase this, you'll get the guarantee that any damage to the armor will be repaired as soon as the battle is over.

Arachne Blades (-100 CP):

These are a set of bracers; you receive eight of them. They are intended to go over eight of the twelve limbs of an arachne (although most only use 4 to 6 at a time), and makes them an absolute unit of destruction in melee combat. This is because the bracers hold a sword-like blade that you can extend outwards with a simple motion. While wearing these bracers, it feels like your dexterity and ability to manipulate your hands independently of one another increases.

Great Spearbow (-100 CP):

It resembles a spear, but in truth it is meant to serve as the ultimate spear—functioning under the belief that a spear's purpose is to kill the enemy while keeping them at a distance. Not only does it serve as it ought to as a spear, but an internal system of pulleys allows it to function as a bow, as well. These pulleys allow the bowstring to be pulled taut without bending the spear itself, letting the goblins of Oritsue's tribe fire of ranged attacks while having a melee weapon in their hands for if an enemy gets too close.

Kinoichi (-100 CP):

Kinoichi is a 200atm air-powered machine gun that fires 13mm bullets, designed by Oritsue. Now, normally there would be an issue with this—mainly, that it relies on compressed air, which is a little cumbersome to carry around. However, your model is different, as it will continuously pull in and compress the surrounding air whenever it is used. Don't ask how. Furthermore, the air container is completely invincible, ensuring that you don't need to fear an air-powered explosion going off right next to your face.

Lighter (-100 CP):

This is a basic lighter, or at least it looks like one. However, it never runs out of fuel, and whenever you use it as proof that you know secret or futuristic knowledge, you will always be believed.

Reverse Nagamaki (-100 CP):

The weapon created as Oritsue's personal sword, it at first looks like a strange katana. However, the blade extends into the handle, which is specially made to allow the position of the hilt to be changed. The user can make the blade longer or shorter as needed to increase the force of their swings.

Yours will never need sharpening and will never take damage from standard use.

Riplass (-100 CP):

Also known as the Repeater Windlass Crossbow, this is the weapon Daisuke created to increase the firepower of the arachne hunting teams. Despite the name, it isn't really a windlass anymore. Normally, to reload a windlass crossbow, you'd need to point it towards the ground to turn the crank. With this one, it has a handle that you turn to wind it back; this has slightly increased the loading and winding time, but it still reduces the firing time from half a minute between shots, to only a few seconds. What's more, it still strikes with incredible force, while the rack of arrows ensures that it can keep firing steadily.

The arrows have the same distance problem as the Ripshaw arrows do, but the head is very different. Because decapitating or dismembering an enemy is so important in the lesser demon-infested Demon Forest, the arrows have a cross-shaped tip. Thanks to the size of arachne, their arrows are able to be fired with enough force for this blade to completely lop off a limb. Now, if you aren't an arachne, it will be sized down for you, so it won't necessarily have that much power... but it's still something impressive.

You have a limitless supply of these arrows, and the bleeding your particular arrows cause doesn't stop naturally; unless action is taking to stop up the wound or cut off blood flow, most creatures will eventually bleed to death after being shot.

Ripshaw (-100 CP):

Also known as the Repeater Shortbow, this was the weapon Daisuke created to make up for the arachne's lack of firepower that prevented them from going into the Demon Forest for much-needed hunting. It looks... a lot like a crossbow, actually. It has a handle on the bottom that you use to pull back and notch the arrow quickly, but it's larger and has a significantly greater impact than an ordinary shortbow does. The arrows are loaded into the rack vertically, so they are only fletched on the sides; this means that they can't stabilize in flight over long distances, and can't be curved in flight.

Your Ripshaw has received the modifications that A and Daisuke would eventually give the weapon to increase its versatility. It uses shorter arrows to have less weight, but uses

heavier, armor-piercing tips. Yours are special; not only do you have an endless supply of arrows, but these armor-piercing arrows will pierce *anything* you fire them into.

Shovel Sword (-100 CP):

Created by Daisuke to serve as the “ultimate sword”, it... looks like a combat shovel with a funny L-shaped handle. The head works sort of as a sword blade, with one side serrated to use for sawing. The haft ends in a combination pickaxe with an axe blade, with the other side of the pickaxe being a hammer (with a piece of metal jutting out to the side to use as a crowbar). The sheath comes with 3 uchine throwing arrows, which are also designed to work as short swords.

In short, it is designed to be a tool usable in any circumstance, that can kill an enemy without getting close, and be used to create favorable situations. Daisuke has a... very flexible idea of what a “sword” is. You have the guarantee that any rock you hurl using the shovel head will strike with twice the expected force, and that the tool/weapon itself will never dent or chip.

Arachne Silk (-200 CP):

What you have here is a large spool of arachne silk. Arachne may be mammals, but they produce silk that is stronger than steel, and far more lightweight. It can be made to be sticky or non-sticky; naturally, as the silk is intended for weaving into rope or clothing, it is the non-sticky kind. It is one of the most valuable materials this world has to offer.

Broad Boat (-200 CP):

This is the preferred oceanic vehicle of the merfolk; a mid-to-large sized, flat-bottom ship. It’s mostly empty on the inside, and is often used for hauling food or cargo, or even as a form of housing. When there’s no wind, merfolk don’t use oars; instead, they grab handles built into the side of the ship and swim alongside it to propel it forwards. The boat is equipped with large hooks that have been poisoned with an unfading supply of aconite; if anything gets close to, grabs, or tries to eat the ship, these hooks are always guaranteed to stab it and deliver its payload. The ship has also been equipped with Daisuke’s planned compressed-air torpedoes with counter-rotating propellers, with a supply of 4 torpedoes that replenish every 3 days.

Convenient Appliances (-200 CP):

This is a set of appliances such as those separately by Oritsue and Daisuke, that help to quickly accomplish common everyday tasks. They are powered completely by water or wind power, and as such do not defy the Taboos. Refrigerators, air compressors, dehydrators, laundry machines... it’s surprising what you can get done without steam or electricity if you put your mind to it.

Centaur Wagon (-400 CP):

A centaur's wagon is very important to them; centaurs avoid much attachment to material goods, and only keep whatever they can fit into their wagons. Now, you may be a centaur, but that's no reason to get rid of all your goodies, is it? Your wagon serves as a large extradimensional space, letting you crawl inside and gain access to a space 100 times the size of your wagon. What's more, while inside your wagon you may pull out any item currently stored in your Cosmic Warehouse, without needing to actually enter your Warehouse.

Smartphone (-400 CP):

What is there to say? It's such a basic part of life in the 21st century that it's hardly worth explaining. Your smartphone is special, as it requires no charging to function, and will not trigger the Taboos. For another undiscounted **-200 CP**, then you are also capable of accessing the internet with your smartphone despite being on another world. Indeed, you'll always be able to access both the "normal" internet of Earth, as well as whatever internet-equivalent the setting may possess.

Village of Locals (-400 CP):

You receive an entire village full of a single species from this jump. They may be either humans or demihumans; if the demihuman species would be worth **-200 CP** or have a greater cost if you were purchasing it for yourself, then you must pay an additional **-100 CP**, undiscounted. These villagers are all loyal to you as the leader of the town, yet still willing to take on all the actual burdens of leadership onto themselves, letting you basically do whatever you want. They won't perform suicidal actions for you, but will otherwise follow your orders in both letter and spirit, even if it would normally go against the grain for their species.

You can store your village as an attachment to your Warehouse, or deploy it into any jump you enter; even should it be in your Warehouse, it somehow maintains a brisk trade with... somebody, giving it a thriving economy. The village will grow over time; given a century or so, it could become a large town, and given a couple more, become a genuine city.

You may add additional demihuman species to your village for **-100 CP** each (although if you would have to pay extra to have the village be filled with that species in the first place, such as arachne, then you will have to pay another **-100 CP** on top of that).

Companions

Import/Create Companion (-100 CP):

If you have an existing companion, you may import them into this world along with you; alternatively, you could create an entirely new companion. Regardless of what you choose to do, they receive 600 CP and 2 Creature Tokens with which to buy races, perks, or items. You may purchase additional companions as well, but once you spend **-300 CP** on this option, you may opt to bring a full set of 8 companions for the same price.

Canon Companion (Free):

If you can convince them to come with you, you may take any canon characters with you as companions for free.

Arachne Archer (Free):

Why do arachne use shortbows, when longer bows such as those used by the centaurs have greater range and power? The answer is simple; by supporting themselves with only four of their limbs, an arachne can use their 8 frontmost limbs to wield weapons. By holding their shortbows sideways, they can fire four of them at once, with reduced risk of the tips of a longbow tilting sideways into one another. This arachne has trained extensively in mastering the bows, able to fire four shots a second *per bow*, and can even fire independently at separate targets... although this is sort of a niche skill, considering that the monsters of Demon Forest are universally dangerous enough that focusing fire on a single target is much more effective.

She's honestly going to be a little miffed when Daisuke and A introduce the ripshaw, upset that all the hard work she put into firing the bow as fast as she does can now be reproduced by just anyone... but once she sees what a group can accomplish now, and gets a taste of the improved raw firepower the ripshaw provides, she'll change her tune. She'll just start focusing more on accuracy to prove she's still the best... and it'll help her ego to know that most people can still only manage 2 to 3 shots per second even with the ripshaw's help.

If you so desire, this can be a male arachne... just be aware that this reduces his firepower to only a fourth of what she'd manage as a female.

Covetous Centaur (Free):

Centaurians believe that one shouldn't be beholden to material possessions; this is one of the reasons they only keep as many possessions as they can carry in their wagons. But for this one, such a thing was unacceptable. They liked things. They wanted to keep things. They were, in short, greedy.

They ended up leaving their home and moving into a human city, where they lived for a few years before becoming a traveling merchant. They have become quite wealthy, and still keep a home in that city, hiring people to guard their empty mansion full of their “treasures”, which range from actual objects of value to cheap knick-knacks to shiny rocks that they thought looked neat. They periodically return to their city to drop off new treasures that they’ve collected. They don’t need to have the things they value with them—they just need to know where it is, know that it’s safe, and know that it’s theirs.

Dragon Pup (Free):

What’s this? There’s not much out there that can kill a dragon, but they *aren’t* immortal. A crumbling cliff, a fight with another dragon, disease... you don’t know what killed this young dragon’s parents, but you will soon find it on its lonesome. It’s intelligent and curious, and once its hunger has been satisfied it will be quite affectionate with you. It wants company and attention and a place to sleep and a source of food, and if you can provide that it will be your loyal and loving pet.

If you so desire, you can have a young member of a different monster species.

Dullahan Duelist (Free):

Fighting can be difficult for a dullahan whose lost their head. Not everyone knows how to make the sort of head-and-neck brace needed to keep their head on their body, so they usually have to carry it around with them, cradled close in one of their arms (if not both). But this dullahan adventurer didn’t let losing their head stop them. As soon as they healed from their chest wound, they set about learning how to fight with only the one hand they would have free at any time.

They’re not as effective when it comes to fighting monsters—the amount of force they can apply with only one hand is limited—but when it comes to fighting *people*, agility and finesse are paramount. What’s more, they’ve brought their skill as a duelist up to the point that they’ve yet to encounter a human or demihuman opponent they couldn’t best in a fight. Well, except for arachne. Keeping up with eight blades at once with only their single sword is too much to ask for.

Entertaining Elf (Free):

This elf left the culture of the other elves behind a long time ago, too curious about the world for their own good. Various unpleasant adventures happened, and they lost a foot. But in the process, they discovered a love for music and magic tricks, and turned to providing entertainment for the common folk. They travel from place to place, using their music to pay for a ride with traveling merchants to get around and take advantage

of safety in numbers, and do their best to lift the spirits of the people to whom life has so often given a terrible hand. Her peg leg has a hidden compartment that she stores a knife in.

Goblins Galore (Free):

This is a set of goblin triplets, visually identical in every way. They enjoy playing tricks on others by taking advantage of this. They come from a peaceful tribe that just wants to avoid humans—even if they don't understand why humans dislike being raped, their tribe figures that if they don't attack any humans, the adventurers won't have a reason to burn their tribe's home down. The chief who established this policy is naïve, as humans view goblins as a cohesive whole, not a set of individual tribes that can follow their own separate rules.

Although they look identical, in terms of their skills they are quite different. One of the triplets is a skilled herbalist; the other is good at skinning animals and tanning leather; the last is adept with craftsmanship (primitive though the materials a goblin has to work with are). All three are skilled hunters, however.

Harpy Harpist (Free):

Harpies are known for being carefree and happy-go-lucky, their driving desire to fly keeping them from retaining physical possessions; a harpy flies like an albatross, and lock their body into a horizontal position that maximizes their flatness to increase lift. Carrying items or wearing clothes means that flight becomes effectively impossible. This harpy has gotten around that by walking more, something that's normally uncomfortable for harpies to do for extensive lengths of time—honestly, given a choice they'd rather fly or hitch a ride on someone's back, but their harp is too precious to them to abandon, even if it means their flights are now limited in scope to coming back to the same location.

Music isn't unknown to harpies, but they prefer to sing or use impromptu percussion instruments; although they know how to build fires and set up the equipment needed to cook food, they aren't big on craftsmanship. However, they managed to find a harp abandoned by a minstrel, and when investigating it discovered that it released the most beautiful sounds they'd ever heard. They just couldn't bring themselves to give it up, so have been mostly abandoned by their nomadic clan because they can't travel with them anymore. They've been traveling from settlement to settlement, staying a while to earn their keep playing music before hitching a ride with a passing merchant caravan.

Human Horticulturist (Free):

Hailing from the kingdom of Osama, this human recently retired from the position of keeper of the royal gardens following the tragic death of their twin sibling. When their spirits aren't as down as they are today, they were a spritely and festive fellow, with a keen sense of color and proportion that allowed them to cultivate one of the greatest and most beautiful gardens in the land. They loved their job, and the many benefits they had as a servant of royalty were only the icing on the cake. But ever since their twin's death, it's like a grey pall has been cast on the world, and they can hardly bring themselves to trim the hedges, much less keep up with the artistic demands of their job.

Merry Merfolk (Free):

This is a mature merfolk who hails from the same town ruled by Lord Iruka. Theirs is a prosperous one, almost a city, with access to multiple fishing grounds that ensure they have sufficient excess food that they can export it. But the biggest responsibility of their village is to keep watch over the deep ones, to ensure that the ocean-dwelling fish people don't make raids on any coastal tribes of villages. This also means that their tribe is the most alert to the activity of oceanic monsters, and can provide early warning to others if something like a kraken happens to migrate into the area.

Although this merfolk is a warrior at heart, they are a kind and jovial soul, inclined towards merriment and laughter. They know a thousand jokes for a thousand occasions, and excel at witty repartee, although they certainly know how to get serious when the time demands it. They are an excellent fighter with both trident and harpoon, and have enough muscle to allow them to easily manhandle any normal opponent they encounter. They've even trained in combat on the ground—not enough to fight a true warrior of the land, but with enough skill that even if ambushed on solid ground by a deep one, they'd be able to hold one off.

Ordinary Orc (Free):

This orc is a pretty standard member of his species, truth be told. He just wants to find a mate and settle down with her. That said, he isn't particularly into rape. Not for moral reasons—like most orcs, he doesn't see anything particularly wrong with it. It's just that he thinks that sex with someone who fights back won't be as enjoyable as it would be for someone who's participating willingly. Fortunately, many tribes would welcome an orc, so it's not like he doesn't have options. Still, he hasn't found anyone he thinks he'd want to settle down with yet.

Rambunctious Redcap (Free):

Walking and standing are uncomfortable for redcaps. They prefer to sit, and if they have to move, they prefer to run. But this redcap hardly sits down at all. They spend most of their day in motion, and are a vivacious person full of energy. They're in training to

become the next chief, and have been told the secret of their religion. They are of... mixed feelings about this.

On one hand, they're honored to know the truth, and to be considered for the position of leadership. On the other, they feel like they've wasted much of their life following teachings that had no true basis behind them—even if the faith does serve a purpose of helping keep order in the tribe. Sometimes they wish they could forget what they've learned and go back to the way things used to be. But then they remember that's the sort of nonsense a human might think.

Terrific Troll (Free):

Trolls are big, towering over humans and arachne alike with a prodigious average height of 2.5 meters. But this one... this one looms over their even their fellow trolls, standing a full quarter-meter taller than even them. They're incredibly strong, even by the standards of their species, and very smart... for a troll. Their mental age is nearly ten years old, and they even know how to read. They run faster, strike hard, speak more persuasively, and learn faster—they are, in every respect, a veritable paragon of troll-kind.

Unfortunately, they feel as out-of-place among their king as a 10 year old does surrounded by 5 year olds. They still care about and love their fellow trolls, but they feel like there's more for them to do than just sit around their troll town, hunt, eat, and sleep. They want a purpose, but they don't know what it might be.

Valorous Vampire (Free):

Wealthy vampires keep their own (typically human) blood slaves, known as "hubi" or "huba", who are treated as beloved pets. But not every vampire can afford to keep a hubi for themselves. Sometimes they're just trying to get a drink, sometimes they're trying to kidnap a human to be their slave—there are many reasons for a vampire to sneak into a human settlement, and none of them are particularly appealing to the humans in question. With their physical abilities and penchant for trickery, vampires aren't easy to catch—but they can be caught, and they are no more resistant to injury than anyone else.

This vampire has the job of rescuing other vampires who've gotten themselves into dangerous situations—such as being captured by humans. But they also serve as a guard for vampire villages, and travel the wilderness around their settled area to flush out and kill monsters... or help evacuate, in the case of a monster that simply can't be reasonably fought, such as a hydra or dragon. They have a strong sense of duty, honor, and justice, and as such have never participated in the hubi trade—even if they do think of humans

as animals, they think they'd be happier in their native environment among other humans. Still, they—like pretty much every other vampire—feel incredibly stifled by their own oppressive culture, and yearn to have someone they can speak to freely about their feelings without coming off as a sexual predator just because they want to love someone.

Drawbacks

The Taboos (Free, Mandatory):

For the duration of this jump, any attempt on your part to intentionally use gunpowder, to power objects with electricity, or to fuel machines with steam or chemical reactions, will result in a “Monster Stampede” forming, as all of the monsters in a nation-wide radius go on a rampage, trying to wipe out everything connected to your attempt to use these tools. They will attempt to kill you, kill everyone in the nation you’re in, and kill whoever convinced you to or pushed you to the point that you violated the Taboos in the first place—and their nation(s) will suffer from a Monster Stampede, as well. Monster Stampedes are powerful enough to destroy entire countries, so you’d do well not to underestimate them.

The Taboos will apply to out-of-jump technology you possess, but *not* if you purchased it with CP or if it is otherwise fiat-backed before you entered this world. However, any attempt to replicate such items, even if the replicas would have fiat-backing, will trigger a Stampede. You may gain an additional **+200 CP** for the use of even fiat-backed items to cause the Stampede, although the item’s mere existence won’t trigger one.

But just in case, all of your technology will be safely stored in your Warehouse when you enter this jump, even if for some reason it wouldn’t be. If you don’t have a Cosmic Warehouse or equivalent, you will be permitted to borrow one for the duration of this jump.

If you yourself are a robot, cyborg, or similar entity that would violate the Taboos by merely existing, you may gain an alt-form of a normal member of the race you chose in the Species section.

Of course, the Taboos can be pretty strict—if you would rather go without them, then you may pay **-200 CP** to negate the effects of the Taboos for yourself, your companions, and your followers.

A Man’s Only Desires (+100 CP):

“Selflessness and self-sacrifice are a man’s only desires”. Well, that’s true for you, now. You are a paragon of what a male centaur should be like, selflessly keeping your family safe and giving freely of yourself to protect them. Of course, as centaur society is so gender-divided, this also means that you aren’t permitted to do family tasks, as you are excluded from the matriarchy that manages such things in exchange for your own role in the patriarchy.

Absolute Authority (+100 CP):

When Daisuke realized the power he held over the redcaps' lives by virtue of being their "Spirit Made Flesh", he realized that he could easily get them to do... almost anything, just by asking for it. Indeed, an errant statement could be taken as a divine proclamation and accidentally lead to people dying. Now, this is a risk you take. Whenever you have a position of leadership, you will need to carefully watch every word you say when in hearing range of your subordinates. Even a joke or a sarcastic statement will be taken seriously, and followed as diligently as if you had directly ordered them. Every follower or companion you have, as well as subordinates in-jump, will be affected by this extreme literalness.

Calls of the Cockatrice (+100 CP):

The cockatrice is a large bird capable of reproducing sounds it hears. It is also a fearsome mixture of terror bird and Utahraptor, so the sounds it reproduces are often screams of fear, pain, and the sound of dying... or the sounds of people crying out for those who are dying. The cockatrice isn't intelligent enough to speak, but they are smart enough to repeat sounds that they've learned will trick language-speaking creatures into leaving their homes, and to repeat those sounds that most frighten and demoralize prey. Humans and demihumans are common prey for them, so they teach their young the noises to make to trick and terrify them.

Unfortunately, you seem to fall for the cockatrice's tricks every time. When you hear someone scream in the wild, you'll come running, and most of the time it will be to fall into a cockatrice trap. And there will be an ambush—cockatrices are cunning and intelligent (even if not smart enough to speak), and can figure out the weaknesses in defenses, plan diversions, and prepare traps (not physical traps, mind you, but ambushes).

Centaur Society (+100 CP):

Justice. Dignity. Ideals. Equality. Beliefs. Civil Liberties. These are just some of the things that centaurs saw in human society, and decided had no basis in reality. They deliberately sculpted their entire civilization to exclude these and other "human" concepts. Now, you don't exhibit any of these things either. You will never seek justice for wrongdoings. You will never exhibit pride or dignity. You will neither fight for nor defend any of the ideals you may hold. You will not treat others as equals, but either rule over them as their superior or submit to them as your greater. You will not act on nor exhibit any religious convictions you may possess. You will abandon all beliefs that people deserve any sort of freedoms or civil rights.

Courage of the Deep Ones (+100 CP):

As in, you have none. You're spineless; you can fight alright if you believe you have the advantage, but once things turn against you? Your first inclination is to flee.

Demon King (+100 CP):

Did something happen? Did something break in your heart, or did you just see the light of how goblins see the world? Are you insane, or simply liberated from human preconceptions? Does it matter? The truth is, you have become completely disassociated from a "human" mindset. None of the human values matter to you anymore.

You could see captives be raped, and you would not offer to free or save them—just offer to kill them to escape their suffering, because you no longer see yourself as a human being. If you even offered—because they should be grateful to be raped and used to breed more goblins, because at least they weren't slain. Should you hear of someone who killed themselves after being rescued from being raped by goblins for years, your first thought would be that she did it to be with her murdered goblin children from when she was "rescued".

You only care about what is good for your "ingroup"; the "outgroup" no longer matters to you.

Divine Protection of Mutsugoro-san (+100 CP):

You have the protection of the famous Japanese Zoologist! This is great for getting along with animals. Except... Mutsugoro-san should never be conflated with a person who doesn't get attacked by animals. No, having his "protection" doesn't stop animals from hurting you in the slightest. No, what this protection does is make it so that you *just don't care* about getting hurt when an animal's doing it. You'll recognize threats to your life and will be able to take appropriate measures, but if something's gnawing on you nonlethally? Then no matter how much it hurts, you just won't care.

Entrapment (+100 CP):

Nea was persuaded by her mother to sleep with Daisuke to ensure that he remained emotionally connected to the arachne (although honestly, she didn't really need the encouragement to do so). Now, you won't find yourself "winning over" any other lovers due to this, but everyone who enters a relationship with you will now have a secondary motive of ensuring that their people benefit from whatever you have to offer. This doesn't prevent them from caring for you for yourself, but they'll always have an eye on what you can do for them or their people. And they will be willing to go to lengths to ensure you don't abandon them.

EXP-B-Gone (+100 CP):

For the duration of this jump, you will not gain any experience points, stat points, levels, or any similar method of “game-like” growth from whatever abilities you may possess. It’s not like killing ten bears will spontaneously make a normal person stronger or faster or unlock special abilities, so neither will it work for you.

Fantasies and Speculation (+100 CP):

You are unwholesomely open about your sexual interests and fetishes, and will speculate out loud about how to go about fulfilling them. For instance, you might ask a friend about how to fuck a centaur, and explain that you were thinking you could just sit a girl on a pony, put a skirt on her, and then fuck the pony, pretending it’s a centaur. This is the sort of thing you will talk about in the open, where anyone can hear you.

Food Vision (+100 CP):

You can see the breasts of other people, sure, but when it comes to their genitalia? To you, you always see it as pieces of food—usually fruits—arranged so as to resemble a pussy or a dick. It still tastes and feels normal, though.

Fundamental Reality Self-Awareness Dissociative Disorder (+100 CP):

You firmly believe in the “human condition”, that people are somehow more than animals. The centaurs hold this to be a dangerous sort of “thought drug” that leads to many of the issues humanity faces, and you’re practically a poster board for this. You are prideful, and believe you have some sort of special destiny you must fulfill. You will hold yourself above other species, and are going to have a very hard time making friends outside of your species.

Harpy is Just Long Poultry (+100 CP):

Despite the intellect of harpies, arachne believe them to be a type of bird, and are thus considered a delicacy. You share this type of belief—regardless of whatever proof is given to you, you will always think of the demihuman species as just being a type of animal. And not an animal in the sense that “humans are also animals”, but seen as little different from a cow or pig. They just talk better.

Human Disease (+100 CP):

You suffer from Sexual Aversion Disorder, or a general feeling that sex is bad. Most often seen in humans, who display things like “modesty” and are opposed to public sex, and have a dislike for many sexual acts.

In Flesh Only (+100 CP):

Oritsue completely abandoned his humanity to embrace the ways of the goblins; this is something that the humans who interact with him can instinctively recognize, and after only a short interaction, even a complete stranger will recognize him as someone who has become completely inhuman. Everything about his behavior is seen as that of a greater being, humoring itself by interacting with its lesser and pretending to be human.

Now, it seems that you too are only superficially a member of your chosen species. Not only do you abandon whatever values your species have in favor of those of another race, but anyone of your species who interacts with you will be unable to see you as a member of their race. Oh, you might LOOK like a mermaid, but any merfolk will know upon interacting with you for any period of time that it is in flesh only.

In truth, you are more like a demon king.

It Doesn't Matter What I Think (+100 CP):

You respect other people's cultures to the point that you will never infringe on them, even when doing so would violate YOUR culture. A member of your harem is having sex with someone else? Well, it's a part of her culture, so you won't do anything to dissuade her. Your future wife has sex with her father in front of you? No, you can't interrupt, you need to respect their culture. Your own desires always come in second place to you.

It's Always Racism (+100 CP):

You have a tendency to assume that people acting in ways you disapprove of are motivated by racism or speciesism, as long as the circumstances are such that you could, in some manner, interpret that to be their motivation. If you saw an arachne fleeing a group of humans with food in her hands, you'd assume she was being assaulted for racial reasons, not because she's a thief. If you keep trying to protect people from this perceived racism, you're probably going to come off as an ass hat.

Kana's Devotion (+100 CP):

Like the mermaid princess Kana, you don't really experience much happiness for yourself, and have no desire for love. You are eminently practical, and your entire happiness is now hinged around what you can do for your people—your species or your village or your followers, it doesn't matter which. You'd gladly marry a fat, ugly pedophile if he was otherwise a good ruler and the marriage would be beneficial for your village... although you might still feel nervous. You are genuinely happy to give of yourself for the sake of your group.

Lifted Into Violence (+100 CP):

Hopefully you don't have any intentions of improving the technology or education level in this world, because it will always end in bloodshed... when you or your companions are involved, at least. No matter what you try to teach or share, once that knowledge spreads beyond your immediate student, people will find a way to employ that knowledge in warfare, murder, or some other way of inflicting harm on one another.

Lolicon (+100 CP):

You have the same interests as Lord Iruka, and enjoy your partners on the younger side. If you stay on Earth via the **Modern Conveniences** drawback, this drawback is worth twice as many points. However, the ideas that "anyone under 18 is a child" and "children shouldn't have sex" are both very recent parts of human culture, and aren't present in this other world. This interest is treated more as something unfortunate, but isn't an actual crime to deal-breaker like it would be on Earth.

You can have sex with older people, you just won't enjoy it very much.

Lost in the Wilds (+100 CP):

All knowledge and skills (naturally-acquired or perk granted) that you have gained over the course of your life that relates to wilderness survival has been lost until the jump is over. You will need to learn it from scratch, avoid the wilderness completely, or find someone willing to take care of you, if you want to live long outside of the comfort of a city.

Misogyny/Misandry (+100 CP):

Although human culture here has made greater progress towards gender equality than medieval Earth did at a comparative level of development, the same can't be said of all societies. Many villages still deal with misogyny, and the centaur lifestyle is basically built around it. But women aren't the only ones who deal with this; misandry is alive and well in arachne communities.

And now, you will have to deal with these issues. If you're male, you're treated like a man in an arachne village, and have a high risk of being raped. If you're a woman, you're treated like a female centaur in a centaur town, and have a high risk of being raped. If you're both, or neither? Well, lucky you, you get to pick which one you're treated like.

Regardless of which option you pick, you'll find that your choices of lifestyle are limited, as society itself tries to force you into the types of roles that have been chosen for you.

Modern Conveniences (+100 CP):

Was it too much to ask you to give up electricity? Worried about your gacha dailies? Don't worry, you don't need to go to another world, and can spend your whole ten years on a normal, mundane Earth instead of going to the other world—and any perks that might allow you to travel away from this planet fail to function. However, you do not gain access to any of your purchases here until you have left this jump behind.

Otaku for Girls (+100 CP):

Like the “True Harem King”, you are obsessed with people you are attracted to. You are eager to get into a relationship with any and/or all of them, and devote all of your time to them, with nothing for yourself. You don't even feel love for the people you're in a relationship with—it's the act of being in a relationship at all that you love, not the people. You will accomplish nothing of note during this jump, because you'll be spending all your time and energy pampering your harem.

Rescue Romance Realism (+100 CP):

You know that wonderful trope, where the girl is saved by someone and goes on to fall in love with them? Yeah, that barely ever happens. More likely is that they just say “thank you!” and go on with their life. This now happens to you, and no one that you save will ever do anything more for you than thank you... at least, not due to rescuing them. Any perks you have that give you “increased karma” or guarantee rewards upon doing good deeds are disabled.

Safe Word (+100 CP):

Male centaurs rape their females. The females are fine with this, and it's even considered romantic. However, the men are expected to stop if the woman tells them to “wait”.

Kind of makes you wonder if centaurs know what rape even is in the first place...

But that's besides the point. If you're having sex with someone, and they tell you to stop or wait—your body will do so without your input. Centaur girls will probably be upset with you for your perceived chivalry—being “violated” is something they quite look forward to.

Save the Monster Girls (+100 CP):

Choose a category of people to fetishize, such as “monster girls” or “MILFs”. Not only do you develop a kink for this category of people, but you will be willing to go to absurd lengths in order to protect them, and even further lengths to be able to fuck them (although this drawback won't push you to violate consent, and it won't drive you to

attempt things that are impossible for you to actually do). You may take this up to three times, selecting a new category of people each time.

Social Aikido (+100 CP):

That's what the "Real Harem King" made this out to be like, but for you it's more like you've become a yes-man. When you are in a relationship with someone, you can't disagree with them. You must agree with every opinion they have and remark they make. You don't necessarily need to follow through beyond this, but you will verbally assent to everything they say. This is supposed to be part of a technique for manipulating a partner without directly opposing them, but that seems to be skipped for you.

Striking Slime (+100 CP):

Slimes are a particularly nasty little creature—don't mistake them for your cutesy fantasy mobs. A "slime" is actually a colony organism of a bunch of tiny slimes, which seem to be a sort of mollusk. With their tiny, toothy mouths, all of the slimes in a slime ball bite at once, inflicting great pain and leaving a pattern of wounds that would be horrifying to anyone suffering from trypophobia. They aren't even edible, and some of them are venomous.

Unfortunately, you seem to run into slimes every week. If you aren't careful and don't keep a watch out, they'll catch you by surprise and latch onto you.

That's a Shovel (+100 CP):

Nobody respects your special equipment or abilities, no matter how cool or useful they are.

The Selfishness of Human Rights (+100 CP):

You believe that people have certain inalienable rights, such as the right to equality, the right to be treated kindly, the right to happiness, the right to freedom... these are examples of what centaurs consider "thought drugs", pleasant ideas that have no basis in reality, most commonly found among humans. Many—although not all—species of demihumans don't think about these concepts, but you not only feel these ideals, but also have a strong, driving desire to see other people conform to your vision of what rights people are supposed to have.

As the author puts it, the idea of "human rights" is inherently selfish, based on being a victim who wants to force others to treat you a certain way when it benefits you. You now exemplify this mode of thought.

Unfortunate Face (+100 CP):

Like Lord Iruka of the merfolk, your appearance leaves much to be desired. You aren't even on the unfortunate side of "ordinary"—you're flat-out unpleasant to look at, and at least a little fat, too. This doesn't keep you from having muscles or being respected—Lord Iruka, for all that Kana's handmaidens were afraid of what he'd do to her, is a gentleman and works earnestly as the ruler of his village—but even people who look forward to coupling with you aren't going to enjoy looking at your face.

Hatred of the Maids (+200 CP):

The people of your town or village hate you—or, if you're a drop in, a group you'll soon associate yourself with will hate you. They act like they don't, but you can see through their act to tell how much they despise you. For whatever reason, you do not and cannot strike back against them, but neither do they actively act against you—and unlike Oritsue, you can't run away from them. This toxic environment will slowly seep into your mind, making you more and more mentally distressed as time passes. You *can* improve their opinion of you, with effort... unfortunately, it is impossible for you to tell when they stop hating you. You're so primed to recognize their loathing that you can't tell when it disappears.

Hunt of the Manticore (+200 CP):

It seems that at some point you survived a manticore attack. On one hand, at least you're alive. On the other... manticores don't forget their losses, and are so prideful that they will chase anyone who escaped them until the end of their lives. Whenever you are in the wild, you will be stalked by a manticore. Manticores are intelligent, and won't attack when they're at a disadvantage; however, don't think this means that everything's safe if you just travel with other people. When you're in a town, they'll do whatever it takes to drive you out—including forcing the locals to kick you out by preying on them until they get rid of you as a harbinger of doom.

Melee Build (+200 CP):

One of the greatest tools to protect humans when it comes to animals or monsters alike is the long-distance kill; unfortunately, you refuse to kill anything except with melee attacks. You can't use ranged attacks or traps.

Mimic Madness (+200 CP):

Mimics are significantly more common creatures than they are widely believed to be—indeed, they are even capable of (with the assistance of certain props) disguising themselves as another living being due to their outstanding capacity to alter their own skin color and texture.

And they might also hollow out bodies and puppet them from the inside, it isn't clear.

But what is clear to you is that mimics are showing up much more than they should. Every community you enter has at least one, stealing food or preying on the populace as they're able... and they seem to have a particular hankering for Jumper flesh. The old beggar you see on the streets at night may be waiting to ambush you. A pile of crates you walk past on the dock could open up to reveal tentacles as you pass by. A suit of armor you purchase could leap upon you and reveal the grasp of a mimic within. Indeed, if you don't have an ally keep watch for you, you might very well be killed in your sleep...

Minotaur Menace (+200 CP):

It seems that you killed a minotaur at some point. And somehow, somehow, every minotaur you meet can tell—and as far as minotaurs are concerned, you are your own unique species with no other members in the world. Every minotaur you encounter will try to kill you. Small piece of advice? Don't go to the centaur's plains. There's a vast horde of minotaurs inhabiting them at the moment, and you don't want to have an entire army of relentless killers chasing you.

The Gentler Sex (+200 CP):

Males are the smaller sex when faced with the huge females of the arachne species, which has resulted in a misandrist culture of reversed sexual morality. Unfortunately, this society also lacks the cultural developments that has made rape illegal in most Earth nations, and as such a whopping 90% of all male arachne have been sexually assaulted at some point in their life.

Perhaps you'll get to experience victimhood yourself this jump. People who are attracted to you will think nothing of taking their pleasure from you by force. Your agency will not be respected, and you are very likely to be raped. No matter your opinion on the matter, being raped is going to be something that will cause you at least some trauma, although this will be healed once the jump is complete.

The Real Trash Mobs Are Stupid Unprepared Adventurers (+200 CP):

You are convinced that this is your standard fantasy isekai setting that just doesn't have magic for some reason. You will, for example, think of slimes and goblins as "trash mobs", and completely discount the danger they can pose.

The Threat of Treants (+200 CP):

Each and every tree that you approach has a 1-in-1000 chance of being a treant. Treants are a violent form of predatory monster that is basically similar to cnidarians or echinoderms, but having no true equivalent on Earth. They are the size of trees, and

once their armor grows in it looks just like tree bark. They are patient hunters who wait for prey to come close, and can relocate to a new location to ensure they are close to where the prey comes. Their tough, bark-like outer covering renders ordinary attacks almost useless against them. What's more, treants are intelligent—not with human-level intellect, but they're smart enough to notice people putting slashes on trees that *aren't* treants to try to identify which ones are, and give itself slashes so that it can blend in with the "safe" trees.

Vampiric Sexual Conduct (+200 CP):

Vampires have sex with one another solely for the purpose of reproducing. In order to assure no abuse or nonconsensual activity takes place, they enter a room with a dividing wall, and have sex through a hole. This is the sort of standard you now need to adhere to if you wish to have any sort of sexual interaction with other people.

Monstrous Wrath (+400 CP):

Something about you both attracts and enrages monsters, Jumper. Even ordinarily peaceful monsters will easily be driven to violence in your presence, and those that are already violent will not give up the attack on you—many will even enter civilized territory to attack you. And there are some monsters out there that are effectively impossible for a single person to fight, such as a dragon or the dreaded hydra.

National Treasure (+400 CP):

The knowledge an otherworlder has to share has value that can't be underestimated. Even someone who knows nothing of science will still know what is or is not *possible*, and in sharing this knowledge can give local inventors something to strive towards. And if you actually know what you're talking about? You could revolutionize the world... or perhaps just a single country. But you're a Jumper. You can do so, so much more.

A major nation out there, similar in size and power to the country of Osama, considers you and your knowledge to be their property, and will take whatever measures are necessary to keep other nations from getting their hands on you. This will initially take the form of persuasion; they want you to give them accurate information and help, after all, so treating you nicely is just common sense. You might even get a mansion full of maids willing for you to breed them. But if you don't come with them, they'll gradually get more and more forceful—and if they absolutely can't find a way to get you back, then they'll try to kill you so you can't provide your aid to competing nations.

Where's My Cheat Skill? (+600 CP):

Until this jump is complete, you have lost all access to perks and powers from other jumps that provide knowledge, skills, powers, or abilities beyond what a member of your

chosen species could hypothetically achieve on their own. Considering how mundane this world is, that means that all your magic and cheat skills will be lost to you.

Keep Your Wings Light (+600 CP):

As far as harpies are concerned, only friends and family are worth carrying with you. It seems you've taken this to heart, as you have left all of your items not purchased in this jump inside your Warehouse—which is now locked to you until the jump is over.

Notes

Although the manga's been written up to volume 14, I've only found it translated online up to volume 9. Two more volumes are supposed to be out in the official English translation, but I don't have the money to spare to actually buy it. Sorry, you'll have to make due with this for now.

I'm not sure I'd actually recommend reading this manga. On one hand, it has a really creative and thoughtful approach to monster biology, even if the author does make some stretches to make things technically biologically possible. And his knowledge of survivalism and physics is impressive, leading to Daisuke and Oritsue making remarkably advanced impressive advancements considering that they're under the prohibitions of the Taboos.

On the other hand, he's also pretty blatant about using it to push his political ideology. Just in case you thought the whole "sexism is justified" or "having basic rights is just selfishness" or "women owe men love in exchange for being protected and should never expect anything more" arguments were just a character's opinion, he adds in segments at the ends of some chapters specifically addressing the readers to try to drive his points in with more strawman arguments.

But since I was already reading and taking notes on it, I figured I might as well finish it and make a jump doc for it.

Changelog:

- Version 1.1:
 - Repriced most perks/items, and increased the value of some drawbacks
 - Created Village of Locals item
 - Rearranged how discounts work; no more tokens
 - Expanded the Dragon Pup item to let you take other monsters with you
- Version 1.0
 - Spelling and grammar corrections
 - Put images at the end of the document
 - Put my name and jump version on it. Can't believe I forgot that
- Version 0.5:
 - Created jump

Images for the various species:

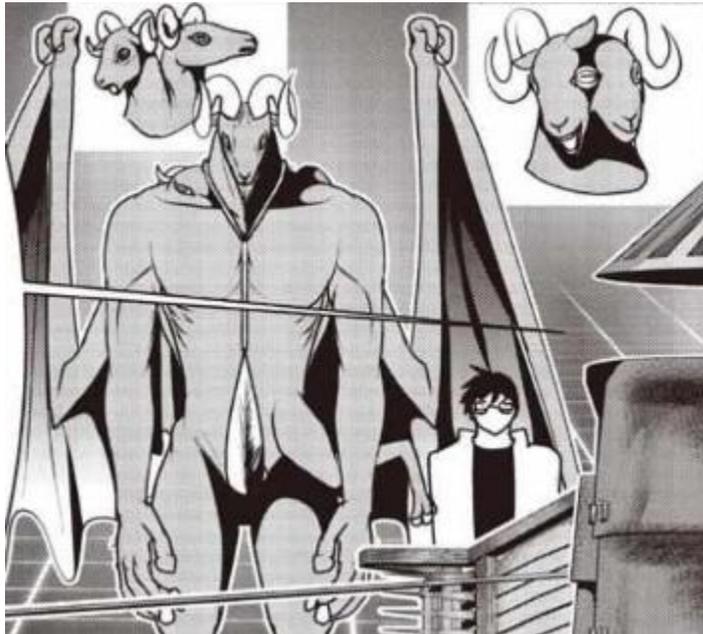
Arachne:



Harpy:



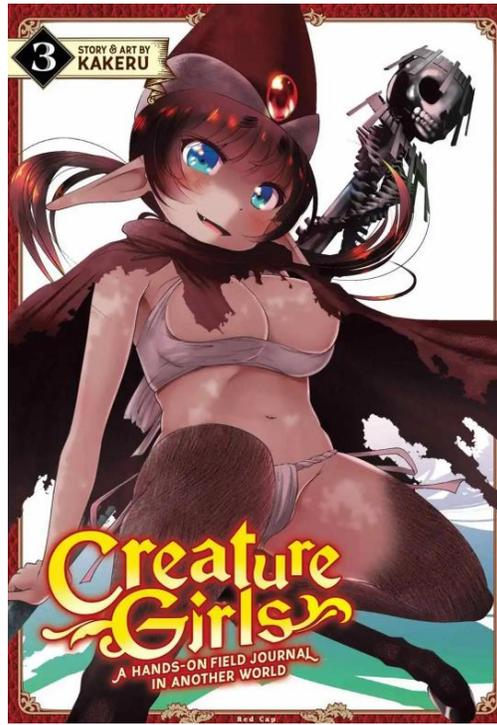
Lesser Demon:



Elf:



Redcap:



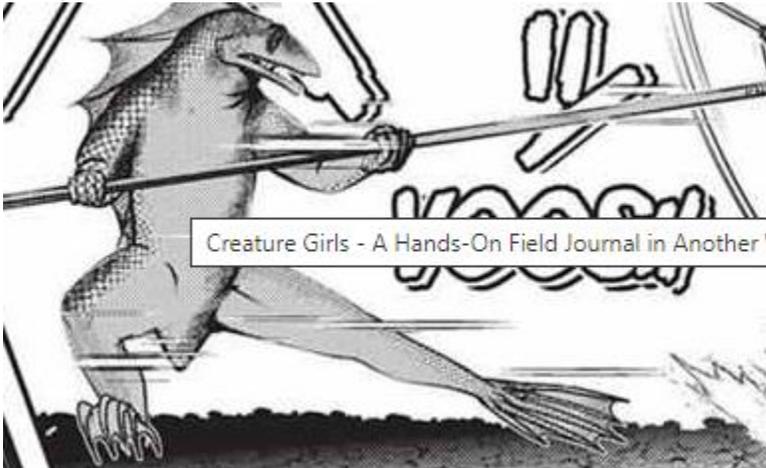
Merfolk:



Kraken (Dead):

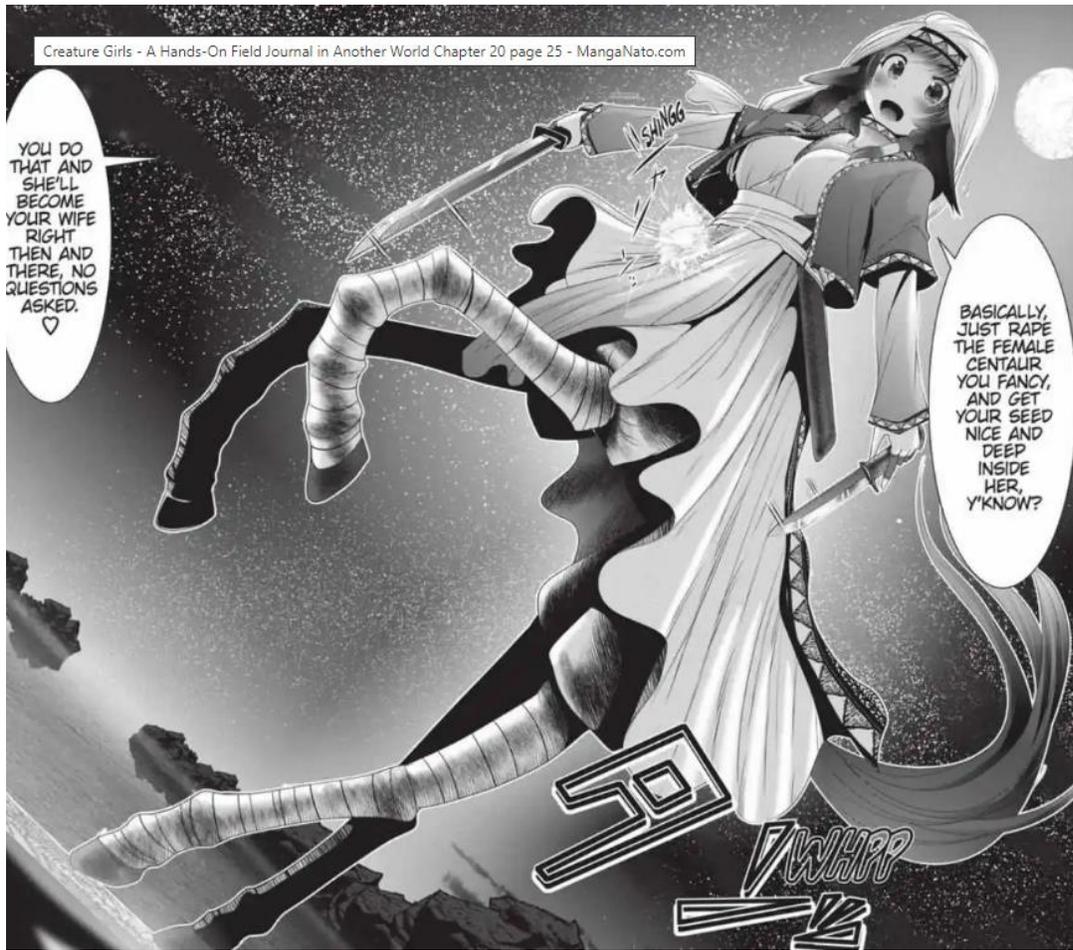


Deep One:



Creature Girls - A Hands-On Field Journal in Another World

Centaur:



Golem:



Minotaur (with arrow in head):



Orc:



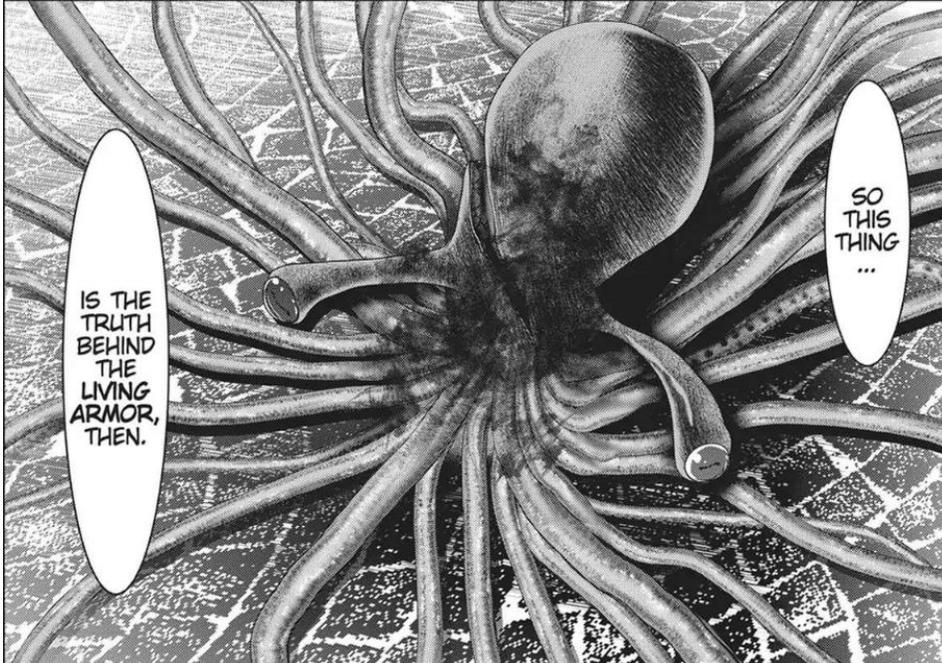
Vampire:



Lesser Lizardmen:



Mimic (Dead):



Troll:



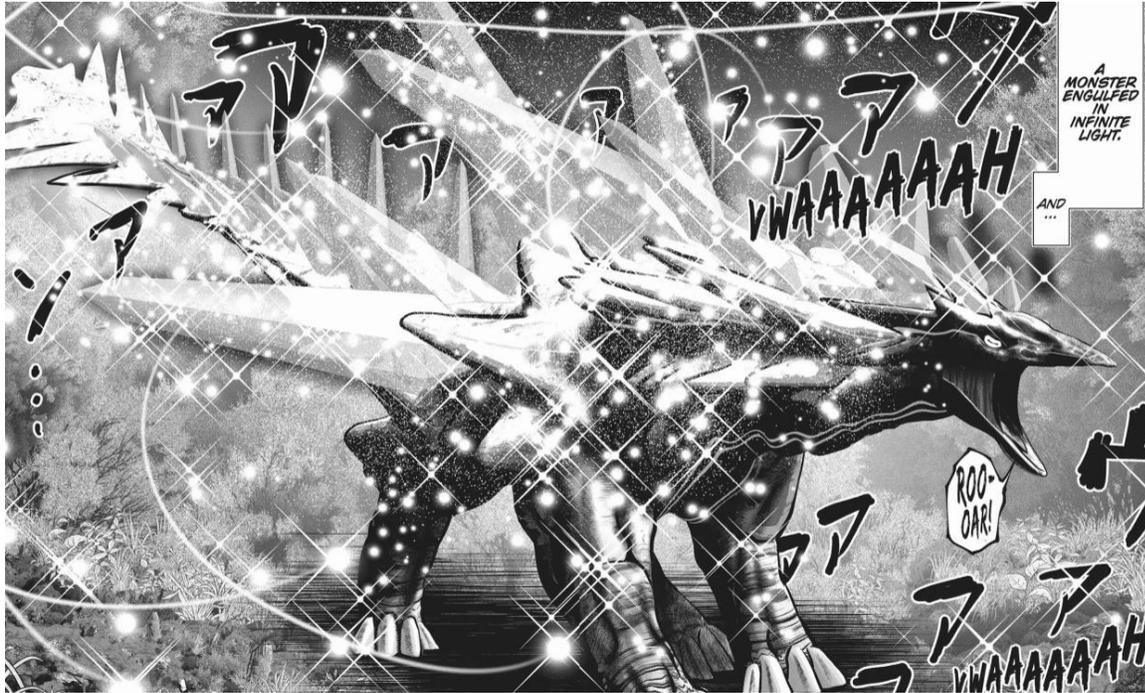
Dullahan:



Manticore:



Shine Dragon + Glow Wasp Swarm:



Fire Dragon:

