Esper Amputation Union

A **Fatalpulse** Jump by SpiritualStill

Version 1.0

Well, hello there, Jumper! Welcome to a world superficially similar to your own. At some point in the past, however, adolescent girls began to develop mysterious psionic abilities, granting them supernatural powers beyond other humans. During World War 2, the Japanese perpetrated inhuman experimentations and dissections to study them, and in the chaotic postwar period, these studies proliferated throughout the Criminal Underworld. Esper Crime ran rampant due to the power they held over even weapons like guns and tanks. But they would soon meet their match, for the Paranormal Ability Research & Development Institute sheltered many esper girls and created Synapse to counter esper crime.

It is over half a century following the end of World War 2, and though it seems as though Esper Crime in Japan has dropped, the reality is that they've fled overseas, and have joined some mysterious criminal organization, intent on bringing down Synapse, and claiming the capabilities of their agents. You will be spending 10 years in this world, with the events of the doujinshi itself beginning in approximately two years. Take this with you:

+1000 Esper Points (EP)

***Disclaimer**: Esper Amputation Union/Inousha Shoujo Kesson Goudou contains depictions and references to torture, rape, bestiality, amputation, snuff, and more. You have been warned.*

Origin Selection

You are able to start anywhere in the world that you want. Additionally, you may choose your age for Free.

For your selected origin, you receive a 50% discount on all related perks and items. For **100 EP** perks and **50 EP** items, they are free instead.

Synapse, Esper Crime Special Response Team [+200 EP]
You are a part of Synapse, the government organization responsible for suppressing Esper Crime. They are ostensibly the good guys, though you'll quickly figure out that they are not quite a well-oiled machine. Half the girls are batshit insane, a fourth are imperious assholes, and the others are either not ready or will turn traitor at the drop of a hat. A not-insignificant amount of corruption is prevalent, and there are plenty of scientists who will gladly turn traitor for mild slights. I genuinely feel bad for you, so taking this option earns you an extra **+200 EP**.

You may choose for your gender to be either male or female.

Anti-Synapse Criminal Syndicate [Free]
Who are these guys? Doesn't really matter. This unnamed group (although they might literally be named *Esper Amputation Union*) is an international criminal syndicate who seek money and power through the elucidation, experimentation, and dissection of esper girls. Naturally, as villains in a pornographic doujinshi, the organization is extremely horny and does all sorts of sex crimes that are absolutely someone's fetish.

You may choose for your gender to be male or even something strange like a futanari. You can also choose to be a female, but I'd strongly urge otherwise.

Perks

Undiscounted Perks

Extreme Porn Physics [Free/50 EP]
I'm sure you can understand the drill here, right? This grants all sorts of porn logic, where for you and your partners (unwilling or not): STIs don't apply, refractory periods might as well not exist, and things like huge insertions and cervical penetration are considered pleasurable. Because this is a fairly extreme variant of those worlds, though, you can get some other stuff being fairly common: violent beatings, being considered pleasurable, nipple-fucking, a low level of bestiality, and other similar affairs.

As a byproduct of this, individuals in the setting have specific sorts of quirks to their appearances. For starters, everyone just broadly looks more attractive - solid 7s at worst. Men broadly look very masculine even when they do the bare minimum to keep themselves healthy. Women can vary in height, but shortstacks are considerably more common, as are comically large breasts. Neither of these things seems to negatively influence people in terms of physical capabilities, though.

For **Free**, this perk applies to you (and you get to keep it), and influences the entire setting. For **50 EP**, this continues on in every world you travel to, though you can shut it off or mix it with your other perks at your own discretion.

One Attractive Specimen [50 EP]
This gives you a leg-up specifically. This ensures you are perfectly clean inside and out at all times, physically fit, and healthy. You are also a solid 12/10 no matter your form - be you some busty beauty or dude with rippling muscles.

The Power of an Esper [200/400/800 EP]
With this, you now have gained the powers of an Esper, either a result of your own cerebral cortex acting up, or were enhanced by the criminal syndicate in some fashion. For **200 EP**, you are a "standard" Enhanced Human, no stronger than the ones made by the syndicate. This isn't anything to slouch at, though, as your physical abilities have been enhanced to such a degree that gunfire is ineffective, and even tank explosions do minimal harm. For **400 EP**, you've got the full power of a real Esper, including your own *Special Ability* which you are free to customize, and the ability to rather easily overpower even Enhanced Humans. For **800 EP**, you either are a weird mutant or someone experimented on you, as you gain access to the *Esper Abilities* section, letting you gain more abilities.

Do note that you aren't invincible, so please try not to get yourself killed.

Omnidextrous [300 EP; Requires *The Power of an Esper*]
A severe limitation on many Esper powers is the fact that they are usually localized to one part of the body. Minato can't do anything without her arms, Karin is useless without her legs, Asuka is just a blind chick without her eyes, etc. Luckily for you, this won't be a debilitating issue, because as long as you are conscious, you may direct your Esper abilities to whatever part of your body you have. If you have other perks implicitly or explicitly restricted to a part of the body, then this will apply to them as well.

Overseer of the Operations [600 EP]
Both Synapse and the Syndicate are global organizations, likely having branches and/or cells in every corner of the world. As you can imagine, these sorts of groups really don't work well if the leaders are incompetent rubes - which you most certainly aren't. With this, you are now one of the greatest leaders that any organization could hope for. You have every quality needed to run such massive operations - a resistance to ennui from tedium, considerable understanding of logistics and strategy, the ability to identify when an underling/"supporter" is clearly bullshitting you, and high cultural intelligence to tailor your methods for your audience.

Most significant among your abilities is your extremely high emotional intelligence. By having a conversation with someone, or at least getting a rundown of their life, you are able to formulate a full picture of who they are as a person. It's through this picture that you are able to create full-proof methods of growing closer to that individual. A person could have the depth of a water droplet, yet grow to view you as a deeply important person in their life.

Since this is a hentai, you are able to decide whether or not this closeness is simply "my boss and my dear friend", or "my boss and my dear lover". Should you choose the latter option, then you can seduce even the most problematic and troublesome of women - which naturally includes a great deal of Espers. Because they care about you, they are willing to more seriously confront their flaws even without your input. So yes, you can totally fix all of the girls here. Or you can make them worse. I'm not really here to judge.

Synapse Perks

Stubborn Resistance [100 EP]
Minato is a lot of things, but she is remarkably loyal and prideful, refusing to give up any intel on Synapse. Though she failed as a result of her brain being literally rewired, such things won't work on you. There is no force known or unknown to God's Green Earth that can compel you to do something or break your brain.

Please Don't Kill Me! [100 EP]
Sometimes you need to buy yourself time, and sometimes your life is very much in danger. If you choose to submit to your enemies, then, unless they are genocidal by default, they are willing to accept your submission and will harm you to the minimal required degree. Should you choose to rebel again, however, they will become hostile.

"Kindhearted Girls of the European Branch" [100 EP]
Yeah, I'm calling bullshit on this one. The European Branch certainly has fewer raging lunatics than the Japanese Branch, but it's got plenty of nutters as well - along with the addition of classism. Despite that, they are indeed the heroes, so, like them, people will inherently view you as heroic.

Smart Fellow [200 EP]
It might be hard to remember (or perhaps it's a little too absurd), but Esper girls are *girls,* and therefore require going to school. This isn't a problem for you, as you are actually a real genius, the kind of person who always gets top grades and is quick to learn how things work.

Master of Violence [200 EP]
You might not have superpowers, but you do have plenty of options. You are extremely competent in all forms of physical combat, be it with weapons or through martial arts, letting you pretty thoroughly dismantle any unfortunate target that day.

High Society [400 EP]
Synapse as a whole was funded by the Shijouji Zaibatsu, who have an enormous amount of power and wealth to this day. Not to mention that a considerable number of Synapse Europe members are aristocrats. You are now considered to be someone among the elite, having a high position in society and considerable wealth to your name.

A Gift of Control [400 EP]
A not inconsiderable number of Espers lost due to the fact that their powers sort of just go haywire in the event their suits are disrupted. Now, you can ensure this is no longer a problem, as you can grant some total control over their abilities, even if said ability is not

controllable under normal circumstances. As a helpful bonus, this also ensures you cannot be damaged by your own power unless using it hurts you by default - though even then, the damage from this is mitigated.

D1 Talent Recruitment [600 EP]
Seriously, Synapse was absolutely stacked with geniuses and talents. We got insanely smart chicks who graduated college at 13, ace war veterans, military daughters, extremely wealthy patrons, and so much more. You are unnaturally gifted at gathering individuals who are extremely talented or have something about them that would be inherently beneficial to you.

Criminal Syndicate Perks

Let's Gouge Out Those Eyeballs [100 EP]
I feel as though I should reiterate that what happens to these girls is pretty fucked, even if you personally find it hot. How is it that they, and perhaps you, can deal with it? With this, probably. Now, if you have to do something ethically fraught, you are able to do it without even flinching.

Don't Damage the Sample! [100 EP]
Don't these meatheads know these Espers are quite precious? Luckily for you, you now have this perk, which ensures that, no matter what sort of damage you, your subordinates, or your companions do, they will not cause any sort of real damage unless specifically desired. For example, screwing with a pyrokinetic's power-regulating suit will cause them overwhelming pain, but will not even singe their hair.

Your Life For Theirs [100 EP]
What a cliché deal, especially since you probably won't even honor it. Still, any hero worth their salt, if given the chance, would probably try to lay down their lives for civilians and juniors, I suppose. When you make deals with people, they are considerably more likely to trust you, though the efficacy of this fails if the person is aware of previous deals you've reneged on.

Cough Up Intel, On the Double! [200 EP]
I'm sure we've all been there - torturing some girl for the sake of your experiment and pleasure, but she won't even spill her guts about her organization! This is no longer a problem for you, because when you defeat your opponents thoroughly, not even the most deluded will resist your demands, and will be completely compliant. What'll happen to them afterwards? Well, you can decide that for yourself.

A Superior Man [200 EP]
Today's word is *Maledom*. For some reason, everything about you exudes a domineering aura. Your body, your voice, your scent, how you have sex, your fists - pretty much everything. When you defeat someone, or are otherwise superior to them in some way, they become far more malleable to your will. Sexual domination is also completely possible, as you are unnaturally gifted at it, and can make even the most unwilling partner sing your praises. Beyond being very good at subduing your direct partner, any potential onlookers feel its effects as well, and might well surrender to you right there.

Fleeing Rats [400 EP]
Synapse Japan initially believed that its efforts were putting an end to Esper Crime. Unfortunately for them, the reality was that all of the criminals just joined up with a global

crime syndicate. Fortunately for *you*, it seems you'll be taking the role of the criminals here - the moment anyone of considerable talent defects, is exiled, or otherwise flees from their original location or group, they wind up right in your hands.

One Victory After the After [400 EP]
Synapse is going to fall. You only need to look at ~~the authors' explicitly-advertised fetishes~~ the win streak of the criminal syndicate. It can be said that Synapse was doomed from the moment that Minato was captured. It seems that you have a similar domino effect: when you win a small victory, it can very easily balloon into major upsets at every turn.

Unreasonably Bad Luck [600 EP]
For your enemies, anyway. Strictly speaking, the organization only really wins because Saikawa sold them out. Even then, Espers that straight up had no exploitable weaknesses, such as Tachibana, just immediately gave up. They had a random Esper that literally had precognition, and she was masochistic enough to surrender even without anything else wrong with her. Synapse lost because their group was full of an unfortunately high number of sexual degenerates. Luckily for you, it seems you get to keep this misfortune. For whatever reason, groups you face have an unusually high number of individuals (who you find sexually attractive) that have incredible talent, and the inexplicable urge to throw it all away for something you can give.

Esper Abilities

*Must have purchased the **800 EP** version of **The Power of an Esper**. You receive a **+400 EP** stipend*.

Sound Nullification [50 EP]
You are able to nullify any and all sounds that you make. It has no combat use, but it would be extremely useful in infiltration and sneaking about.

Steam Generation [50 EP]
You are able to generate an endless amount of steam in your surrounding area. This works as a form of smokescreen and also serves as a great humidifier.

Heat Source Detection [50 EP]
You have the ability to detect heat signatures, which lets you determine anyone and anything alive or dead in the vicinity. Because it's implied to be able to do so, this also lets you observe things past walls.

Embrace of Precious Blood [50 EP]
A form of hemokinesis that allows one to control the flow of their own blood and use it for weaponization. Due to the fact it literally costs your blood, you have to have a lot of calories to make it any more useful than creating a few knives. If you've got some form of regeneration, however, its usefulness increases massively.

Expert-class Esper Breeder [100 EP]
How strictly useful this is really depends on how much you want children. This does not confer any combat strength, but it makes it so that any children born from your sexual escapades (whether you are a man, a woman, or something else) will develop Esper abilities. These can be fairly weak abilities, or they can be almost godlike.

Shock Absorption [100 EP]
You are able to absorb any kinetic damage dealt to you, store it up, and then release it in tandem with your own attacks. You can absorb and discharge huge amounts of energy, but doing this continuously without many breaks can disrupt the ability.

Psionic Projection/Control [100 EP]
You are capable of projecting your mind into living and non-living people, and controlling their actions and movements, allowing you to gather information and fight without risking your own life. Although it's much harder to do with living beings, you are able to easily control non-living things even while conscious.

Solar Power [100 EP]
You are able to absorb solar power into your eyes and release it via your fingers and/or eyes. As a byproduct, this also makes you immune to being blinded by light, so feel free to stare at the sun all day long.

Heart Synchronization [100 EP]
So long as you have at least met an individual in the past, you are capable of targeting them from any distance, reading their hearts, and synchronizing with them. So long as you aren't stupid and oversynchronize with someone, you should be just fine.

Lover's Left Hand [100 EP]
An ability that certainly has some…highly voyeuristic applications. This is basically a form of psychometry that, by simply having a sample of someone, even if it's just a drop of blood or nail or strand of hair, you are capable of observing where they are at the moment. If someone has died, you get the residual memory of their death, like some sort of fucked up snuff film (wait, aren't all snuff films fucked up?).

Pyrokinesis [200 EP]
You possess the ability to fire off raging flames in whatever direction you hold your hands in, with said fires having the ability to burn people and objects to ash and dust. It's ridiculously powerful, and if you aren't a lazy bum, you can probably make it far more complex and stronger.

Electrokinesis [200 EP]
You possess the ability to manipulate electricity, which is stored in your lower body, at will. You can use this to zap people to roasted corpses, propel yourself at high speeds, and do things like destroy security systems via electrical discharge.

Weapon Generation [200 EP]
Using the rust and impurities in the atmosphere (whatever that somewhat vague statement means), you are capable of infinitely generating katanas, allowing you to wield them, launch them, or use them as shields.

Magnified Psychokinesis [200 EP]
This might honestly be one of the most simplistic abilities here: it's just psychokinesis, being able to move and bend things with your mind. However, the actual power of this attack is immense, being able to shred an entire tank battalion in one hit. The only real weakness of it is that PK Reflectors are difficult to work around.

Aquakinesis [200 EP]
An ability that grants you the ability to have complete control over water. This includes its liquid state, solid state, and gaseous state. This extends to human beings as well, so unless they've got protection from you, they can't really resist your power.

Wolf Claws [200 EP]
The power of Parfait Marnagam, partially a result of her Werewolf DNA. The point is, this massively increases your physical prowess, making you physically match the raw power of an Esper. Assisting this is the painful neurotoxin in your long key claws, which have been made to be 500x stronger than that of a tiger snake.

Medusa Eyes [400 EP]
This is a fearsome power indeed. When someone gazes into your eyes, you are capable of turning them to stone. This lets you freeze multiple people at once, considering Asuka could use it to cause tons of collateral damage.

Aerokinesis [400 EP]
This is a top-notch power to be sure, and made Milya Sakuragi a top-ranked member of Neuron. This enables you to control the winds around you, letting you asphyxiate people, create balls of wind, fly, or even create storms.

Clairvoyance [400 EP]
With this, you are capable of seeing far beyond your own sight, able to observe those around you with pinpoint accuracy, uninhibited by things like walls or even a lack of sight.

Noble Weight [400 EP]
An Esper power that grants you the ability to control gravity itself. This includes using it on your environment and on yourself.

Borderlines of Rebellion [400 EP]
You possess the ability to generate reflexive fields from your hands that are capable of reflecting objects, water, fire, and pretty much anything else. The only real issue you'll have is gas, as it'll be difficult to impossible to reflect it all.

Precognition [600 EP]
Yeah, there was literally just one random Esper that had that power, and proceeded to immediately surrender without ever using it. Whatever. This power grants you the ability to genuinely see into the future, no cryptic nonsense required. This starts with simply letting you see a few hours into the future, but by training it, your range can become extraordinary.

Tactile Telekinesis [600 EP]
An unusual variant of telekinesis that influences anything you interact with that is harder than a liquid, and moves it about as a result of your subconscious beliefs. If you consider yourself to be a superhuman, then it will appear as though you are inhumanly strong.

Space Compression [600 EP]
A devastatingly lethal move that enables you to generate an observable space of up to 100 meters, and compress it down into mere millimeters. Needless to say, its annihilation power is ridiculously high.

Dive into the Electronic Abyss [600 EP]
Did you know that all electronic devices are connected in one digital space? At least they are with this, as you are now capable of directly interfacing and controlling all digital equipment, including databases, operational data, information control, and firearm access. Just be careful not to let anyone with corruptive data interact with you, as it could be catastrophic.

Super Regeneration [800 EP]
This fearsome ability grants you regeneration to a degree that might make others consider you to be genuinely immortal. This allows you to heal from explosion wounds in an instant. Even if your head were severed from your body, you would just create a new body. Considering that Tachibana's go-to move is literal suicide bombing, it can be reasonably assumed that she can regenerate so long as she isn't totally atomized. As a benefit, even if your brain is fully removed, you are still able to retain your memories.

Demon Summoning [800 EP]
You have the invincible power to summon demons and call upon their powers with literally no drawbacks whatsoever. The powers they grant you will broadly reflect their Goetic powers. For Ayame Kiryuin, the Hand of Malphas summoned a giant arm that crushes humans and blockades, while the Eye of Orobas grants her the ability to see several hours into the future. If you are brave enough, you can hold the demons in your body, which lets you call them at will.

An Ending [800 EP]
A fearsome ability that one might have described as a curse. This is actually an ability with a twofold mechanism. The first part allows you to observe someone's final moments, and the second part repels any malice done to you and reflects it to your opponent. Needless to say, it's a very strong ability. I'll make it even stronger by ensuring that you will not

automatically sense the deaths of every single person around you, so you don't get those nasty headaches.

The Stray Cat of Wednesday [1200 EP]
It's like the World if it were on crack. This power enables you to freeze time for upwards of 17519 hours (an hour short of two years), and during this time, you may operate as you please. The only downside to this ability is that it causes an isolation effect that worsens the longer this lasts.

Save Points [2000 EP]
Quite possibly the most broken ability out of all known Espers, which is probably why the user sold out completely. Anyway, this Esper ability allows you to set a "save point" that, upon your death, returns you back to the point. You can also freely override your previous save, establishing a new one. This means that, if you are smart with your saves, you can pretty much never lose unless you want to. Try to avoid getting a death fetish.

Items

Undiscounted Items

Instant Disintegrator [50 EP]
You have what now? It's mentioned exactly one time, but you now have access to an instant disintegrator, which does exactly what it says, and instantly disintegrates anything put inside of it. Good luck sticking a fresh human in there, however.

Esper Inhibitors [50 EP]
A number of drugs and devices designed to temporarily suppress any esper abilities that someone has. Post-Jump, these will work on any supernatural power, though it is especially effective against psionic capabilities.

Cup Collection [100 EP]
A truly deranged little thing you've got going here. This butcher has pigs, but not the swine variety. It's filled with over 200 girls with comically large (bust sizes over 100cm) breasts. The original Cup Collector had them all quadruple-amputated, but you can choose to have them with their limbs if you so desire.

Cloning Device [200 EP]
A set of five vats that enable you to perfectly create replicas of individuals, and even modify their brains to loyally serve and worship you. Cloning weaker individuals is fairly straightforward, but cloning people who are incredibly strong or otherwise complicated can take years.

Synapse Items

Stylish Outfit [50 EP]
A suit designed by Synapse, which is usually quite form-fitting to an unreasonable degree. May or may not come with a special set of power restraints to help control or regulate powers.

Nanomachines, Brat [100 EP]
You shouldn't have that, but now you do! It seems that you have a number of nanomachines that you can send throughout the air and on the floors. They don't do too much, but they are capable of greatly reducing energy coming at you through the air, to the point where neutralizing even an impossible-to-defend-against attack is fully possible.

Artificial Enhancement Procedure [200 EP]
Looks like Synapse isn't as nice as they like to pretend to be. This laboratory is dedicated to the development of "artificial humans" - people who have either been experimented on to develop Esper powers or have had their powers greatly magnified. Just for you, it can be assured that these procedures, though potentially rather invasive, will generally succeed - though if you screw it up, the safety procedures ensure the subject is not harmed.

Cerebrum [400 EP]
It seems as though Synapse has yet another sister organization. Similar to Neuron, you possess a smaller group dedicated to countering Esper crime. Unlike Synapse, you can guarantee that your girls are completely loyal to you - though you can decide if they have the same sort of deranged fetishes. At the start, it had numerous administrative and research personnel, and had 30 Espers: 12 C-ranks, 10 B-ranks, 5 A-ranks, and 3 S-ranks. However, new Espers are discovered quite quickly (once per week), with a 40% chance to be C-rank. 30% chance to be B-rank, 20% chance to be A-rank, and a 10% chance to be S-rank.

Criminal Syndicate Items

Esper Suit Control Device [50 EP]
A special device created by Synapse, but it was most likely stolen or otherwise granted to the criminal organization. This device has the handy-dandy little ability to render Synapse's suits unable to regulate powers. Post-Jump, this will fuck up any suit's mystic or technological capabilities for a short time.

Anti-Esper Technology [100 EP]
Got it from the black market! This nebulous place seems to have all sorts of tech that is designed to protect you from unusual sorts of abilities. It should be noted that attacks that are very difficult to resist will either cost far more or take a longer time to appear (in the event you have so much money that no price is able to dent it).

Biological Weapon [200 EP]
The number one fate of Espers in the hands of the Syndicate is some flavor of perverse death, and this is the second. What you have here is a powerful Esper who has been converted into a living biological weapon, capable of utilizing their powers in a controlled manner, and with far greater capabilities than previously.

Esper Containment/Extraction Complex [400 EP]
This is a fucked up site dedicated to but one goal: the suppression and domination of Espers. It is run by loyal researchers and protected by a number of highly armed Enhanced Humans. The complex is separated into numerous rooms, each serving a valuable purpose. You are free to change how these rooms work, and you can remove any that you want. Additionally, you can decide if the researchers and security are male or female - it might be fun.

- **Suppression Chamber**: A room that revolves around neutralizing Espers as a threat, strapping them up to a bed where they are sexually tormented, given dosages of inhibiting drugs, and made to wear headgear that sends out electromagnetic waves that brainwash them.
- **Chop Shop**: A chamber focused on cleanly amputating the limbs of subjects. If you are into that sort of thing, they'll also process any butchered limbs for eating, as Esper flesh is apparently good-tasting.
- **The Cafeteria**: A glorified torture chamber whereby subjects have their brains messed with in order to gain all desired information.
- **Exploitation Research Room**: A testing chamber, whereby your researchers determine the best possible uses for an Esper's ability, such as converting them into a biological weapon or a glorified energy generator. It's also possible to extract various bits of brain or DNA in order to copy their power.

- **Pig Raising Farm**: An underground chamber where the most rebellious subjects are sent to be properly treated as pigs - notably by getting fucked by actual pigs.
- **Mating Room**: Also known as the Orchard, this is where all sorts of deranged crossbreeding experiments are performed, whereby women are mated to beasts (especially pigs) and various demons.
- **Smoking Room**: A room where amputated individuals are hanged in the air - and while they cannot die, the constant oxygen deprivation and sex result in them quickly becoming very obedient.
- **Dissolution Chamber**: Also known as the Pulverizer, though this is inaccurate. Anyone who no longer serves a people is cleanly and quickly disposed of by tentacle pots, where their remains can be processed into biojelly. Those who have more of a people can be dissolved into the meat wall, which inherited their abilities, and could be harvested for the purpose of creating bioweapons.

Companions

Import/Create Companion

For every **50 EP**, you may either create or bring along any companion you want, with them getting **+600 EP**.

For **200 EP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 EP** to spend.

Recruitment Drive [100 EP]

If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

You may choose as many Drawbacks as you want without restriction, though you'll have to fanwank how certain Drawbacks work.

*Keep in mind that **these Drawbacks are not fiat-backed to persist until the end of the Jump**, unless specifically stated. You cannot instantly overpower them with your perks, but so long as you make a real effort to work past them, it is entirely possible to do so.*

Here For the Plot [+0 EP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Supplement Mode [+0 EP]
I can assure you that this is not the only Fatalpulse-related Jump out there. With this, you are able to supplement this with any other jump that you want, or have this supplement another jump.

Prolonged Stay [+100 EP]
Stay a while longer, why don't you? For an extra **+100 EP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

Nice Figure, Cutting Board [+100 EP]
You have a very strong complex about your figure - not enough to be full-on dysmorphia, but enough that anyone poking fun at it will tick you off.

Insensitive [+100 EP]
It is remarkably difficult for you to understand the pain and struggles of the common people. This won't make you heartless towards them, but you will find it difficult to fully empathize unless you are using abilities to assist you.

Nymphomaniac [+100/+200 EP]
You are extremely horny to an insatiable degree. If you can go a day without at least being strongly tempted to at least jerk it a little, it'll be a good day. For **+200 EP**, you will be unable to properly function unless you have had sex three times.

Insolent Brat [+100/+200 EP]
Justice: You talk a lot about the concept, but how much do you actually care about it? The answer is that you pay heed to the idea, but really, you enjoy needlessly oppressing those who are guilty. For **+200 EP**, you've got a penchant for outright treating them cruelly for kicks - they are "evil", and you are "good".

Arrogant Blowhard [+200 EP]
You're a rather insufferable cunt, aren't you? You have an extremely overinflated view of yourself, making it very difficult to work alongside you.

Lazy Bum [+200 EP]
You very much prefer to put in the minimal effort if at all possible. You can force yourself to be serious if the situation calls for it, but it'll be an uphill battle in other situations without someone else making you.

Sadistic Streak [+200 EP]
You are really not a good person, are you? You enjoy inflicting great pain on other people and are the type to join Synapse because you have to legally kill people.

Rivals in Stupidity [+200 EP]
There is someone out there that you view as a rival, possibly due to the fact that they do something better than you. Whatever it is, you frequently compete with them and will take any opportunity to hold yourself over them.

A Few Screws Loose [+200 EP]
You are…well, certainly a character to be sure. You're cheerful, whimsical, uninhibited, and have the capacity for considerable violence.

Thrill-Seeker [+200 EP]
Who doesn't love a good challenge? It seems that you are something of an adrenaline junkie who loves to pick fights and get into real danger.

An Irredeemable Masochistic Pig [+200/+400 EP]
It seems that you might learn some things about yourself. Now, when you have violent sex, it seems that you are going to have certain masochistic tendencies, though you might be able to hold yourself back if you are in control.

For **+400 EP**, people also seem to really wanna rape you. Hope you have fun with that.

Misogyny/Misandry [+200/+400 EP]
This is gonna be something of an issue. While it won't be full-on frothing-at-the-mouth hatred, you will display a somewhat dismissive attitude towards the selected sex.

For **+400 EP**, you can choose both.

In the Name of Science! [+300 EP]
Like Marilyn V. Pirquette, and honestly quite a number of syndicate members, you've got a real fucked up drive for experimentation, willing to do unethical experimentations like demonic crossbreeding just to see what would happen.

A Most Unusual Appetite [+300 EP]
You cannot eat normal food - or rather, if you eat normal food, you get absolutely no nutritional benefits from it. No, you have one of two options. The first one is that you have to eat the flesh of Espers - if you've got a regenerator like Tachibana, you can eat her continuously, but you can't really get around this. The other option is pulling a Mother Alice and ingesting semen.

Traitors Abound [+400 EP]
If you weren't getting screwed over by your enemies, you can be sure you will be by your allies. You'll find it unusually common for valuable or otherwise high-ranking allies to attempt to sell you out for one reason or another. If you are smart, you might be able to see this coming.

Perk Lockout [+600 EP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 EP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 EP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Scenario - Esper Crime Suppression Conflict

It's entirely possible that, if you play your cards right, you can pretty much ignore the ongoing conflicts altogether if you really want, or at least play a very minimal role. With this, I can assure you that you will absolutely be involved and will, in fact, be on the front lines. Once Synapse and the syndicate begin their war against one another, you will inevitably play a crucial role in the conflict. The only question now is: whose side will you take?

Synapse - For the Sake of Justice

So as it turns out, Esper Criminals are pretty fucking evil, what with their criminal mischief, murder, snuff films, inhuman experimentation, forced bestiality, cannibalism, demonic crossbreeding, an institutional arrangement for mass rape, and -look, I think you get the picture by now. Whether it be to save your skin, for the sake of a few people, or simply because it's the right thing to do, you have sided with Synapse, and through reasons, you have become its overall leader.

Not-so-small problem, however: Synapse is an absolute fucking mess. The description I gave of Synapse beforehand was *not* an exaggeration, and quite frankly, you are a load-bearing pillar, because nobody else important is going to be helpful. What's more, you can expect the Syndicate to be just as unreasonably well-coordinated and well-connected as usual, so it's going to be an uphill battle.

Really, what you are going to need is to bring everyone to heel. I'm not saying heads need to roll, but you'll probably need to do that for a lot of the corrupt officials and traitors. As for the girls…look, you know what kind of world this is, so you should know what to do. It's not like you'll get arrested or looked down on for it or anything - Mother Alice has a goddamn stable of dudes she amputated, and nobody gave a shit.

By the end of this, you must destroy the Criminal Syndicate once and for all. Slaughter its forces, destroy its bases, bring its leaders and collaborators to justice, and rescue all the poor girls who have been experimented upon.

Reward: You brought down the Criminal Syndicate, and their evil is no more. For your first reward, you receive **+600 EP**. Your second reward is **Your Synapse**. The one you tore down and rebuilt is now good as new, cleansed of the rot that had been allowed to fester on it for far too long. The many Espers who served as part of it, and the many you saved, are now your followers - and possibly more. Neuron is part of this group of yours. Finally, you receive the perk **The Great Spirit of Justice**. While "Justice" is probably not quite the

right word for this, you find that criminal groups and the elites are far less likely to get away with crimes, and you are empowered against injustice.

The Syndicate - For the Sake of Power

Power. Money. Pleasure. Women. Isn't that what life's all about? You are a man, a *king* - not some dog obeying the whims of upstart women who think themselves better just because they've got some fancy power. How dare they forget their place beneath your boot? Someone is going to have to teach them a lesson, and it seems as though it will be you.

For one reason or another, you have joined the Criminal Syndicate and have been put in charge of their operations. Unfortunately, though, if you were hoping for an easy victory like in the actual doujin, you will be sadly mistaken. The biggest issue is the matter of logistics. Namely, people who would willingly do so many heinous things to pretty women are unreasonably low for this godforsaken setting, so them dying in droves as they do in the doujin is a good way to completely run out of manpower. Also, as it turns out, the criminal world is considerably more fractured than you would expect, so your resources are far more restricted. Even with your loyal forces, not everyone is actually on the same code: we've got the types who are in it purely as a way to have sex, the horny scientists, a number of scientists who are actually scientifically minded (and therefore would like unmolested targets), and people who maybe support the idea as a whole, but think *maybe* enslaving every single Esper female is a smidge fucked.

Beyond your restricted capability, it seems Synapse locked the fuck in, because now it's actually running smoothly. Espers may or may not be sadomasochists, but none of them are going to just surrender to you without a fight. Amano Saikawa is greatly respected by her colleagues, so no betrayal from her. The Nobles of Synapse Europe don't look down on commoners, and the Deputy Director got the axe (metaphorically and literally). There are no holes for you to exploit, which, as previously established, is really bad.

Still, spur yourself on. Your mission is nothing less than the annihilation of Synapse and its sister organization, Neuron. Every single Esper must be claimed by you for the sake of either taking their power or using them for fucking or literal food. There shall be none who stand in your way.

Reward: Synapse has at last fallen, and there is nothing more that impedes your domination. Your first reward for this monumental feat is **+600 EP**. Your second reward is **Your Syndicate** - a perfect crime force that dominates the globe. It's got a massive army, highly advanced technology, donations, and plenty of support from the world's elites. You've also got access to all those Esper girls you captured, so feel free to use them in any way you see fit. Finally, you receive the perk **The Power of Misogyny**. The name is a little

insane, but what it does is ensure that you will always have the advantage over women, regardless of how powerful they actually are.

Independent - For the Sake of Myself
It seems that you've reached an impasse on your decision of who to side with. Really, there's no way to side with the Criminal Syndicate for reasons that won't make you either a terrible person or a massive hypocrite. At the same time, Synapse isn't really all it's cracked up to be - and not even in ways that are easy to brush off. Sure, the lesser evil is a thing for a reason after all, but why would a Jumper have to choose between bad options?

Your mission, if it wasn't clear, is to bring down or otherwise seize control of both Synapse and the Criminal Syndicate. By the end of this, you must be the one in charge of things. Do it however you want - subterfuge, brute force, mass amputation, whatever you want.

As a consequence, though, you are going to begin fighting both organizations at their hypothetical best, as outlined in the previous two versions of this. To make things more troublesome, while neither group will actually work together, neither side is actually all that interested in fighting each other until their mutual enemy is brought down.

Reward: It might have been the hardest challenge you can have in this world, but you've defeated both Synapse and the Syndicate - and with both justice and injustice having been brought down, you are the one at the top. Your first reward for this victory is **+1200 EP**. Your second reward is **The Unified Organization**, made from the conquering of both groups. Your final reward is the perk **I Caress It, Therefore I'll Possess It!**. This doesn't make you unbeatable, but it does mean that, when you "want" something or desire an outcome, reality bends to ensure you've got a real chance at claiming it. This scales in proportion to your desires for it - if you just think something would be cool, you might stumble across it. If you have Biblical levels of Greed, it's going to take a *lot* for you not to have it.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes/Deranged Ramblings

It should hopefully be obvious with this sort of setting, but this is all purely for entertainment and fun. Especially the Syndicate version of the scenario - I was basically trying to write it from the perspective of a sort of person who would be a part of that group - and they are deeply unpleasant. Please don't take any of this too seriously, and always remember to respect women and men.

Also, I'm aware that the third part of this work is in the works. However, I can't find any English translations of what is available, and I'm not sure how much I trust Google Lens.

Unreasonably Bad Luck: Yeah, rereading these doujins has made me realize how badly Synapse got hoed. Every single person who had no real weaknesses had a fucking death fetish or was ruinously masochistic. Even when not accounting for people whose power was conducive to dying, they still had a clairvoyant and precog who both immediately sold out to get themselves and all of their allies captured and enslaved. Shit was so hilarious that I stopped caring about what I was reading, because the plot armor is insane.

Ayame Kiryuin: The fact that this girl has something called the "Hand of Malphas" pretty much immediately caused my neurons to activate, considering they're a significant character in Jump duology *The Manor and the Sea*. Expect her to probably show up in an NSFW Supplement.