

TroyX's Transformations, Jumpchain Edition

Welcome, dear Jumper, to yet another lewd Jump! This world is apparently similar to regular old Earth, but it actually houses a huge number of supernatural species. Most of them are divided into 6 different factions who fight with each other to gain dominance over each others. And by "fight", I usually mean either "have a ton of sex until your opponent becomes your fuckbuddy and turns to your side", or "have a ton of sex with a ton of people, generating huge amounts of sexual energy from your faction".

Humanity is caught in the middle. Humans possess the ability to generate significant amounts of sexual energy, which makes them highly prized by the supernatural world. However, the Archdeity of Eternity decided that humanity wasn't yet ready to interact with other worlds, so he created a magic Veil that prevents most magical creatures from interacting with mankind, and most humans from perceiving the magical world. There are some exceptions, of course: people who can see ghosts, portals that allow a limited amount of demons to enter the Earth, rites that summon angels if they're performed just at the right time, etc. Recently, the unexpected arrival of an inter-dimensional being (you) seems to have vastly weakened the Veil, so humanity as a whole will learn about the supernatural pretty soon...

You start out with 1000 Change Points (CP).

Origins

First of all, you need to choose what kind of creature you want to become; you can decide to either start out with a full background (a past life, a job, responsibilities etc.) or to start out as a drop-in. You can freely decide your starting age and your gender.

Human: You used to be a normal human, until your supernatural heritage suddenly awakened (usually because you had sex with a powerful being). Humans usually lack the specialization of other supernatural races, but make up for it by mixing-and-matching the skills of multiple races. You start out with 4 Special Points: you can use one SP to discount one option, or to gain 100 CP.

Angel: You're a celestial soldier from Heaven, member of a race created created by Trinity (the local equivalent to the Abrahamic God). Angels aim to promote order and "virtue", and oppose "evil" races like Vampires and Demons. Curiously, they don't consider sex to be inherently sinful, though they tend to prefer pregnancies and emotional relationships with one single partner.

Demon: You're a demon, specifically a succubus or an incubus. Once upon a time, the archangel Apollyon rebelled against Trinity, her creator; when she fell, she and all her angelic followers turned into demons. Demons thrive by tempting other beings - particularly humans - into embracing mayhem, anarchy, debauchery and chaos.

Elf: You're a Fae, specifically a knight of the Seelie Court. The Fae were the second race created by Trinity, but later divided themselves between Seelie and Unseelie. Elves are happy, carefree and optimistic; however, they tend to actively dislike anger and sadness, and sometimes their optimism makes them ignore things that would otherwise make them upset.

Genie: You're a Genie, a member of elemental beings. Genies were created by Trinity, but later freed themselves and became independent. Despite that, Genies are still natural servants and submissives, and gain energy by serving other beings – particularly humans – usually as advisors, confidants, or harem members.

Vampire: You're a Vampire, member of a race created when Persephone, daughter of the High Fae Demeter, was "touched by death". While vampires are as horny as the other races, they also preach the virtue of restraint and melancholy, as they can prevent one from falling into dangerous excesses.

Werewolf: You're a member of a pack of lycanthropes (well, more like werewolf monsterboys/girls)

- a species created by the Moon Selenes. Werewolves believe that the desire to rule is what can improve the individual; therefore, they compete with each other, and encourage others to do the same.

Starting location

You have three different options. The first is to pick the location that corresponds to your chosen origin. The second is to try your luck and roll a d8 and accept the result. The third option is to simply pay 50 CP to freely choose your starting location (you can do this even after you already rolled the die).

1. **Earth (Human):** A modern world, pretty much similar to regular Earth except for the supernatural elements. A special Veil prevents supernatural powers from messing too much with humans; it also makes it so that (most) humans won't notice the supernatural unless the supernatural deliberately interacts with them.
2. **Hell (Demon):** Yes, it looks like a typical fire-and-brimstone hell, although one that is much more urbanized, what with the gigantic hell-metropolis; but it's not as bad as others might think. Only the truly evil people are incarcerated, while everyone else gets to partake in a wild never-ending party....Okay, sometimes it gets a little *too* wild. But maybe you like it that way.
3. **Heaven (Angel):** Trinity's dimension, most of the landscape is comprised by cloud islands in an endless radiant sky, although rivers, pastures and structures do exist. Here there is peace and quiet, as the deceased souls who followed Trinity's teachings sing her praises alongside the angelic choirs. Violence – and representation of violence – are prohibited in this place.
4. **Purgatory (Vampire):** One of the lands of the dead, home of Thanatea, the embodiment of Death; and of various undead courts. Most of the is comprised by a misty landscape that shapes itself according to the will of its inhabitants, with huge groups of people and single strong-willed individuals taking precedence.
5. **Summer Court (Elf):** A fairy realm bathed in an eternal summer. It's a world full of life, populated by various natural spirits that inhabit various natural formations and phenomena, from forests to sunlight. Additionally, any positive emotions and sensations are amplified, although this carries the drawback of making the other worlds appear downright hostile in comparison.
6. **Moon (Werewolf):** Alright, this is actually a separate demiplane *on* the Moon. The selenes – the wise goddesses of moonlight – reside in this small world; while they don't have much resources compared to the other dimensions (Earth included) they do have a much easier access to Earth. Also, Anubis, the creator of all werewolves, visits this world sometimes.
7. **Atet (Genie):** A technological space station orbiting the Sun. The Egyptian Gods reside here since they left Earth, but they don't show up often, being busy with divine affairs. On one hand, Atet is kinda isolated, compared to the other planes: going to and from it will be a bit harder. On the other hand, you get to enjoy a lot of hyper-technological commodities.
8. **Free Choice:** Lucky you! You can pick any of the above options for free.

Perks

A discount reduces the price to 50% of its original value. Discounting a 50 or a 100 CP option makes it free.

When a perk allows you to manifest a physical part, you can instead replace an equivalent part that you already possess. (For example, if you activate Angelic Wings while already having wings, you

can replace your preexisting wings with the angelic ones; or you can manifest both pairs.) These parts have a slow healing factor that allows you to regenerate them completely within a week; if you have a superior healing factor, use that instead.

General Perks

Limited Porn Logic (free): Since you're here to have fun, have this free welcome package to improve your experience. Regardless of the size of your "sexual assets" (breasts, penis, balls, vagina, butt), you'll have no problem making them work properly; additionally, you'll have a much easier time carrying them. Your orifices can fit objects slightly larger than normal; likewise, your sexy bits can fit into orifices slightly smaller than normal. You can produce more sexual fluids than normal, you feel more pleasure from sexual acts, and your refractory period is significantly reduced. Finally, sexual fluids will taste good to you, and your fluids will taste good to others. The only problem? *This perk doesn't stack with any other perk, item, power, spell etc.* But hey, it's free.

Enhanced Customization (requires Custom Body and/or Custom Sexual Assets; it's automatically gained if you buy one of those perks): You know what's better than those generic "you are more beautiful" perks? A perk that allows you more freedom to customize your forms. First of all, by buying this perk, you get a one-time opportunity to customize your original form and all alt-forms that you possess. Second: every time you gain a new alt-form (including when you start this Jump), you can customize that form. What can you customize? Well, that depends on whether you bought Custom Body and/or Custom Sexual Assets, and which version you bought.

Custom Body (100/200 CP): When you buy this perk, you can customize every alt-form that you possess; additionally, every time you gain a new alt-form, you can customize it. When you customize a form, you can customize its height, weight, general body type, and the amounts of muscle and fat; the latter two will be purely cosmetic. If you buy the 100 CP version of this perk, your final form must be within the normal limits for your species.

If you buy the 200 CP version, you can make yourself ridiculously muscular/fat/thin; also, your minimum height/weight is equal to half the normal minimum for your species, while your maximum height/weight is equal to 150% the normal maximum for your species.

Also, by buying this perk, you become slightly more fit, gaining a slight increase in all your physical abilities. The 100 CP gives you a bonus equivalent to one month of regular training; the 200 CP version gives you three months.

Custom Sexual Assets (50/100 CP): Every time Enhanced Customization activates, you can customize your gender and sexual assets (they vary from species to species; in the case of humans, it means breasts, genitals, and butts). In the latter case, you can customize their size, and you can decide to have assets appropriate for your species, appropriate for humans, or a hybrid of the two. The 100 CP version allows you to choose your gender between "male" (penis + balls), "female" (breasts + vagina), or something appropriate for your species; however, this doesn't apply if your chosen species is male-only or female-only. Your sexual assets must be of a reasonable size. If your form doesn't have a butt, you can add one.

The 200 CP allows you to freely pick your gender and to mix-and-match different genders; the limit is that male-only species must have at least one penis, while female-only species must have at least one vagina. You're always allowed to have a single pair of breasts, a penis, a pair of balls, a vagina and a butt. You can increase the size of those assets up to 200% the normal maximum size for your species.

Incest Is Wincest (100/200 CP): Since this is a favorite of Troy, we had to add a perk for it. From now on, you can pursue a romantic and/or sexual relationship with your relatives; as long as they're of age and consenting, people won't object to it. Additionally, all mental risks of incest – like psychological trauma – are automatically negated. This perk doesn't make your relatives more interested in you, though; if you want a relationship, you'll have to work for it.

The 200 CP version makes your relatives slightly attracted to you (unless you don't want them to), and it also negates all the physical risks of incest. Moreover, you can share this perk with any partner or relative, up to the second generation – and yes, if they want, they can share *their* perk with *their* close relatives, and so on.

Hide Behind The Veil (200 CP): Due to the Veil, supernatural beings are generally incapable to interact with humans, except in relatively rare circumstances. This perk allows you to weaponize this protection. At will, you can "hide" yourself from any creature that can be classified as "otherworldly". While this protection is active, supernatural creatures will have a harder time perceiving or affecting you; if they're *much* weaker than you, you will basically become intangible and invisible for them. This protection will be temporarily suppressed if you deliberately try to interact with a supernatural being.

See Through The Veil (200 CP): Another effect of the Veil is that it prevents most humans from perceiving the supernatural. However, some people are an exception: they're usually the ones who claim to see ghost, or that they've been abducted by aliens. Well, you're not just one of those people – you're better: you're now capable of seeing and interacting with supernatural creatures and phenomena, even when you aren't supposed to do that. For example, you can now see ghosts, communicate with them and even touch them. Keep in mind, however, that this perk is not invincible: if someone wants to hide from you specifically, and they manage to put up a moderate protection, then this perk won't help you.

Tantric Energy (200 CP; see below): Oh, wow. One or two of your ancestors must have been a human with a lot of tantric prowess, because your orgasms have the ability to generate a lot of sexual energy. And on top of that, you've learned how to immediately use that energy as a form of sustenance. To activate this perk, you must fulfill certain conditions, which involve either making someone orgasm or having someone make you orgasm; orgasms caused by this perk or by Orgasmancy will NOT count.

The first time you buy this perk, you must pick the sub-perk relative to your chosen race – unless you're Human, in which case you get to pick the sub-perk that you want. Afterwards, you can buy extra sub-perks, at 50 CP each.

- *Angel*: If you have an emotional connection with someone (even a shallow one), and you make them orgasm, then they will gain enough nourishment and rest to last for three days. Additionally, during that time, their health and immune system will be significantly boosted.
- *Demon*: When you make someone else orgasm, you will gain enough nourishment and rest to last for eight hours. Additionally, during that time, you'll have no need to breathe, you won't age, and your immune system will be significantly boosted.
- *Elf*: When someone makes you orgasm, you can grant them one of the following effects: nourishment equivalent to one meal, growing one day younger (up to their prime), or a powerful orgasm. Likewise, when you make someone else orgasm, you can gain one of those effects.
- *Genie*: When you have sex in a submissive role, and your partner orgasms, you will orgasm at the same time. Additionally, you will generate one of these two bonuses: a meal's worth of nourishment, or an hour's worth of sleep. You can give these bonuses to either yourself or one of your partners.
- *Vampire*: When you make someone orgasm, or when you drink a load of someone's fluids (tit milk, cum, vaginal juices or blood), you gain nourishment equivalent to one day of food, likewise, if someone makes you orgasm, or they drink a load of your fluid, you can give them enough nourishment to last for a day. This effect also works on the undead.
- *Werewolf*: When you have sex in a dominant role, and you orgasm, all your partners will orgasm at the same time as you. Additionally, you will generate one of these two bonuses: a

meal's worth of nourishment, or an hour's worth of sleep. You can give these bonuses to either yourself or one of your partners.

Immortality (600 CP): Ah, the big one. By buying this perk, your lifespan becomes infinite, and you become highly resistant to illnesses and poisons, to the point that “mundane” ones won't have any effect on you. Your body can still age, but it will stop deteriorating once you're at three-quarters of your species' lifespan; meanwhile, your mind will never deteriorate, and it will always be capable of dealing with your newfound immortality (you can still forget things, though). You also gain a decent healing factor that can heal light wounds (both physical and mental) in a minute, severe wounds in a couple of days, and missing limbs in a month. Finally, you no longer have to eat, drink, sleep or breathe to sustain yourself; if you perform those activities anyway, your ability to heal will be increased (doing all four essentially doubles your healing rate).

Angel Perks

All perks in this section are discounted for Angels.

Angelic Wings (100 CP): A standard part of being an angel. At will, you can manifest a set of feathered angelic wings. You can create up to four wings at a time, and they can be of any color you want. These wings allow you to glide and to hover several feet above the ground; this is no more tiring than walking. Alternatively, you can actually fly, although this will quickly tire you out.

Radiant Halo (100 CP): At will, you can manifest a glowing halo over or around your head: you can switch it between "ring of light" and "general glow". You can freely regulate its intensity: the maximum brightness is equivalent to a torchlight. If you want, its light can hurt the undead and creatures vulnerable to sunlight, although it won't be as powerful as the Sun (for example, you can toggle your halo to cause pain to traditional vampires, but not to instantly reduce them to ash).

Divine Light (200 CP): You now have the ability to generate and manipulate light, in two ways. The first, and most basic, is to simply emit bright flashes of light to blind and stun your opponents. The second is much more complex: you can create elaborate illusions. By concentrating for a certain amount of time, you can prepare a specific illusion, which will activate when you decide to; the time and concentration required to prepare an illusion is directly proportional to its size, duration and complexity.

Any bonus to your concentration or spellcasting time can speed up the preparation of an illusion. Likewise, you can combine this perk with other light- or illusion-related powers, in order to boost (slightly) their efficiency.

Eyes Are The Windows Of The Soul (200 CP): You gain magical eyes. They're capable of X-ray vision, which allows you to selectively look through certain objects; and soul vision, which allows you to “see” someone's current emotions and alignment. Additionally, you can now sprout a bunch of extra eyes all over a sizable part of your body (like your wings); these extra eyes are much more resistant to harm and grant you 360 degree vision – and no, you won't have any problem processing that much information. You could use this to make your appearance more traditionally biblical.

Holy “Water” (200 CP): Don't give me that look; “sexual magical fluids” is a lot more common than you'd think. Hell, I know of an universe where a dragon's sperm can create magic jade. Anyway, your sexual fluids – vaginal fluids, sperm, milk etc. - can now heal people, both physically and mentally. Of course, more severe wounds will require more fluids. The fluids are effective for a week after “production”, and will stay fresh for at least that long. You also get a couple of more “family-friendly” options, you can transform your fluids into water, or you can channel your healing powers into your touch – the latter option still drains you as if you orgasmed, and tends to be slower. You can't use your own fluids to heal yourself.

Lots Of Fluids (200 CP): You know about Ambrosia? Turns out that one way to produce it is by refining the fluids of angels. And some angels are way, way, way better than others. First of all, you

gain the ability to enlarge your breasts and balls (if you have them), up to 30 times their original volume. Second, they become more resistant – so kicking or twisting them won't cause you any damage or pain, if you don't want to.

Third: you can massively increase your sperm, vaginal fluids, and milk production. For comparison: if you started as an average man, you would become capable of shooting a pint of jizz per spurt, and to produce enough cum each day to fill out a swimming pool.

Salvation (200 CP): Angels are supposed to be compassionate and loving creatures. This perk allows you to literally save other people... via sex, of course. When you fuck someone and have a connection with them deeper than a one-night stand, you can infuse them with holy energy. This will make them significantly more receptive to your charm, allowing you to convert them to your side much more easily. As a bonus, the holy energy will reinvigorate them, making them feel refreshed both in body and spirit; if you “save” someone often enough, the holy energy will accumulate within them, allowing them to become more beautiful and vigorous, and to remain so even in old age.

Sebalim Symphony (200 CP): Angels are famous for your singing choirs; and that holds even more true for those angels who belong to the Song-Uttering Choirs. Now you can sing with the best of them: you gain an extremely impressive voice, which allows you to sing in any human range and volume possible. You can even sing an entire choir by yourself, if you wanted to. Besides guaranteeing a bright future as a pop star, this perk has some extra utility: you gain a passive bonus at any ability related to charm and diplomacy, and you can boost those abilities further if you sing.

Anakhim Offspring (400 CP): One of Paradise's goals is to curb the violent tendencies of “evil” races. To do so, angels often mate with evil creatures, generating half-angel offspring that are hopefully better than their impure parents. Whenever you conceive a child, you can decide to grant them a blessing, ensuring that they will become significantly more strong, fast, intelligent and beautiful than average. Additionally, your children will have a longer lifespan, a high resistance against genetic defects and an immunity against the negative effects of inbreeding. Finally, their morals will often – but not always – align with yours. Your descendants can pass these bonuses to their own offspring, but the effects will decrease with each generation.

As a bonus, you can choose to significantly boost your fertility.

Flying With the Angels (400 CP): Sorry, I couldn't think of a better pun. Anyway, you have the ability to fly, better than a bird. Quite a lot faster, too. The faster you go, the more stamina you burn, and the worse your maneuverability gets; flying at 20 mph is pretty much effortless, while the top speed of 600 mph will make you burn through your stamina very quickly. When you fly, you can outright ignore stuff like winds, lack of oxygen at high altitudes, air resistance, etc.

If you want, you can combine this perk with another form of movement that you possess (including another method of flight). If you do, this perk will act as a variable speed bonus, which you can increase by spending stamina; the effectiveness will be reduced to 10% (therefore you can only get an extra 60 miles per hour, and that's will tire you out very quickly), but the bonus is not considered magical.

Sexual Empowerment (Others) (400 CP): Did you know that, in this world, sex can give superpowers? Under certain conditions, it can permanently awaken a latent supernatural heritage or hidden power within select people. This perk doesn't allow you to do that; instead, it allows you to temporarily enhance the abilities of anyone you have sex with. The boost affects EVERY kind of ability or skill possessed by the targets, as long as they already possessed that ability; this might grant them the strength to access eventual hidden powers that laid dormant within them. The power-up always lasts six hours, but the effects depends on how long and how intense the sex was: a quick handjob would provide a small boost, while a hours-long orgy would more than double the power of anyone involved (except you). Keep in mind, however, that the power-up provided by this perk doesn't stack with itself.

Demon Perks

All perks in this section are discounted for Demons.

Demonic Features (100 CP): Demons tend to be pretty variegated, going from good-looking humanoids to outright monstrosities. This perk allows you to gain one “demonic” or animal trait of your choice, which you can manifest or de-manifest at will. When manifested, the trait might give you special abilities or bonuses, related to the trait itself. This perk essentially allows you to have any kind of bonus you want, but it has a limitation: the bonus must be slightly inferior compared to other 100 CP perks contained in this document. Here's a few examples:

- A thin tail with a spade-shaped tip. It's prehensile, but it's weaker and less precise compared to your regular arms.
- A pair of elaborate horns, which you can use them as a weapon. As a bonus, when they're manifested, your head is considerably harder.
- A pair of goat legs. When manifested, they grant you increased speed and agility.
- A pair of bat or dark-feathered wings. They allow you to glide without much effort, but flying will be very tiring.

Intimidating Appearance (100 CP): The demons of this world might be sexy, but they sure haven't forgotten how to be *scary*. You become quite good at intimidating those weaker than you, making them nervous, and getting them to do what you want. Alternatively, you can “just” appear authoritative, making others respect you instead of fearing you.

Lust Aura (200 CP): Actually, the name of this perk is kinda misleading. You can't generate lust; instead, you can lower the inhibitions of everyone around you – mostly sexual inhibitions. It has a fairly big range, and you can toggle it to various levels of potency: from having absolutely no effect, to making people more receptive to your advances, to convincing people that sucking you off in public is completely fine. Or you could use it to just give some sexual confidence.

Anatomancy – Extra Limbs (200 CP): Some demons tend to look a bit weirder than average. Usually, it's because they know anatomancy – a school of magic that allows them to partially shapeshift their own bodies. We'll offer you three different spells based around that concept. The first spell allows you to take any body part that you already possess, and duplicate it somewhere on your body. The copies will have the same characteristics as the originals, and their combined mass cannot exceed 30% of your original body mass. When you create a duplicate, this spell will automatically alter your existing anatomy to make sure that everything works properly and, if you want, make your body symmetrical. (So, for example, you could create a second head on your right shoulder, and move your original head to the left, to keep your body symmetrical.) Activating this ability requires a hour of rest, while undoing the changes requires just a few seconds.

Anatomancy – Sexy Bits (200 CP): The second Anatomancy spell is basically the “for fun” version of the first one. It works similarly to Anatomancy – Extra Limbs, except for the following. You can use this spell only for “sexual” purposes – therefore you can create only body parts that can be used for sexual purposes: sexual organs (both external and internal), breasts, butts, and mouths are all easy possibilities. Creating parts requires only a few seconds of concentration; likewise, you can easily dismiss all changes in the same time. Finally, you can create body parts equal to 50% of your original mass, instead of just 30%.

Anatomancy – Sprout Tentacles (200 CP): The third spell is the simplest of the bunch, but also a fan favorite. You now have the ability to sprout two prehensile tentacles from your body. These tentacles are two meters long, really flexible, and quite strong and dexterous – at least as much as your arms. If you want, you can combine the two tentacles into one, doubling their length and strength; or you could combine one or two tentacles with an already-existing limb (like an arm, or a tail), combining their characteristics. If your tentacles are damaged you won't take any damage

yourself; the tentacles regenerate in a few minutes.

Orgasmancy (200 CP): Do you want the “magic touch” to hit all those erogenous zones in just the right way? You can have it! This perk allows you to infuse nearby people with pleasure, eventually leading them to an orgasm. To use this ability, you must be near your target, and you must either see or touch them; the closer you are to the target, the faster the pleasure will build. You can affect multiple people at once, although this will weaken this perk's effects. Targets with high physical and/or mental resistance can reduce or even nullify the effects of your ability.

The pleasure created by Orgasmancy cannot activate any special perk, power etc; however, the orgasms created by this perk ignore any refractory period (and won't cause any refractory period), and will leave the target significantly more sensitive – which means that they will be more vulnerable to your other sexual skills.

Perfect Fit (200 CP): One of the best Porn Physics Engine available on the Jump market, this perk allows you to fit anything into anything, as long as it's related to sex and you're on the scene. Do you want to stick a cock the size of your arm into a fairy's ass? Go for it! Do you want to fit a horse cock in your pussy? Why not the entire pony? This perk will completely nullify any danger or discomfort, so you don't have to worry about things like “pain” or “suffocation” or “destruction of internal organs”. Also, you can toggle this perk between “hammerspace rules” and “super-elastic bodies”.

Devilish Rites (400 CP): You have the ability to use demonic magic, which requires mana to be cast. Most of these spells tend to revolve around sex and pleasure: stuff like making someone orgasm instantaneously, guaranteeing that sex will conceive a half-demon offspring, summoning succubi, or making someone beautiful. A few spells are much more complex, like the preventing someone from aging for one year, or marking someone in order to summon them after death as a sexual spirit; these spells tend to be quite a lot costly, in terms of magical energy.

This perk allows you to accumulate a sizable reserve of mana that does NOT passively regenerate; instead, you have a few different methods to gather mana. You can sacrifice money or other valuable riches to gain mana; you can convert your own stamina into mana; or you can gain mana from having sex. In the last case, virgins (up to 1 hour after having sex for the first time) grant a lot more mana than non-virgins.

Master of Desire (400 CP): Having a harem is well and great, but do you know what's even better for a demon? A cult of followers that worship and serve you in every way. If you manage to inspire lust in someone, you will also automatically inspire other kinds of devotion – from religious awe, to romantic love, to pure fanaticism; the more lust they feel, the greater the bonus. Eventually, someone who lusts after you will become willing to do anything for you. While this perk can be resisted, it will require a hell of a lot of willpower to do so.

As an extra, this perk comes with an anti-yandere failsafe. Basically, even if you make someone maniacally devoted to you, there will be no risk of them snapping and starting to sacrifice entire villages in your name... well, not unless you really, really want them to.

Sexual Empowerment (Self) (400 CP): Fun fact: in terms of gaining energy from sex, demons are probably the best out of all six races. But this perk is an advanced power that only a few demons possess. After you have sex with someone, all your abilities will be increased for six hours. And we mean ALL of them: from magic to knitting, from concentration to flight, as long as you already had that ability, it will get boosted. The size of the power-up depends on the sex you had, specifically how long and how intense: a quick blowjob would provide a small boost, while an hours-long orgy could basically quadruple your power. The boost always lasts for six hours, and doesn't stack with itself.

Elf Perks

All perks in this section are discounted for Elves.

Emotional Aura (100 CP): You can project an emotional aura around you. While the aura is active, an emotion of your choice will leak into those around you. For example, if you choose "anger", everyone nearby will be slightly more irritated; if you choose "lust", everyone around you will be slightly more frisky, etc. Depending on the emotion chosen, your aura will generate noticeable signs, like lights or smells, related to the chosen emotion; likewise, it can slightly alter your appearance (for example, a fear aura will make you look scarier).

Size-Shifting (100 CP): Some kinds of fae, like pixies, tend to be pretty small; some, like trolls, tend to be quite big. Elves, being in the middle, can be tall, or short, or average. You, however, are lucky enough to be all three. At will, you can alter your size between 75% and 125% your "normal" size. When you change size, your clothes and everything you're wearing increases in size with you; unfortunately this also means that, if someone binds you with a rope or similar bindings, the binding will change its size to keep you contained.

Cantrips (200 CP): You have a good amount of raw talent in the kinds of magic used by witches and village healers. In general, this perk allows you to learn minor "natural" spells a lot more easily, but it also comes with a free package of spells that you can learn immediately. You can put people to sleep; turn invisible for a few minutes; teleport for short distances; move small objects via telekinesis; or create "Fool's Gold" - a substance that looks and acts like gold, but that disappears several hours after being created. Very useful when you need to prank someone, or you just need a heavy rock.

Dance of Summer (200 CP): Elves, and the fair folk in general, like anything related to festivities. One thing they're really good at is dancing. And you're *very* good for an Elf. Besides giving you superb dancing skill, and a sizable passive bonus to your grace and agility, this perk allows you to perform special magic dances. These dances allows the participants (you included) to dance forever without tiring, and grant a few abilities to all participants: increased physical vigor, hovering a few feet from the ground, staying up for long periods of time without sleep, and/or increased intelligence and wit. The number of boons that you can give depend on how well and for how long you dance; all boons last for seven days and six nights after the dance has ended.

Enchanting Melody (200 CP): The other of the fair folk's most common talents is music. You gain an instinctive, almost supernatural singing voice and skill with any kind of musical instrument. But the greatest benefit of this perk is that, whenever you create music, you can mesmerize your audience, in one of two ways: charm them to make them like you more, and to make them more receptive to your suggestions; or simply place them in a hypnotic dazed state. The mesmerizing effect can be resisted by people with sufficient willpower.

Glamers (200 CP): No, that's not a typo. "GlamOUr" refers to an illusion that "embellishes" your appearance (for example, the perk Nothing Supernatural To See Here); "glamEr", instead, refers to illusions in general. Speaking of which, you're now quite capable at creating illusions, and for no cost in terms of energy. All you need to do is to concentrate, and voila – here's an illusion for as long as you concentrate! Moreover, if you concentrate a lot *before* creating an illusion, said illusion will keep existing for some time even when you aren't actively focusing yourself on maintaining it. However, remember that bigger and more complicated illusions require exponentially more concentration. In particular, while visuals and auditory hallucinations are easy, illusions that affect the sense of touch, taste or smell require a lot more concentration, and last for less time. Also, particularly perceptive people might still see through your tricks.

Nourishing Fluids (200 CP): As a being associated with summer and nature, your fluids (sperm, milk, vaginal fluids, blood...) become particularly nourishing and tasty. In fact, just one normal-sized orgasm will be enough to feed an average person for a day. If you want, you can conserve your fluids in a container for future use: they won't go bad for at least a week.

If you spend an extra 100 CP, you get an extra ability: your fluids have the ability to temporarily stop the drinker from aging. Specifically, one normal-sized orgasm will stop the aging process for a week. The effect doesn't stack, though; drinking a second dose while already ageless will just reset

the timer.

In Your Wake (200 CP): This perk allows you to awaken your hidden nature as a spirit of nature. This grants you a number of small powers. First of all, plants around you will tend to grow and ripen much faster than normal; if you want, you can extend this growth to plant creatures, allowing them to grow and heal faster. Second, you gain the ability to influence the weather according to your current mood: for example, if you're happy, you can slowly change the weather to make it sunny; if you're angry, you can instead push for a storm. Finally, natural spirits will feel much more inclined to appear to you and offer you help – especially if you offer them something in return.

Climate Proof (400 CP): The Seelie Fae are generally associated with summer, while the Unseelie are associated with winter (in fact, some say that they *created* winter); both can stay naked in their respective season, without any damage or discomfort. You combine the best of both worlds, and then go even further and beyond. You have an extremely high resistance against heat and cold, to the point that being set on fire for an hour is nothing more than a hot day at the beach. Likewise, atmospheric humidity is never a problem for you: you could stand under a storm for hours, and then be perfectly dry as soon as you step inside your house. If you're embracing someone, having sex with them or something similar, you can share your protection with them.

Firstborn Pact (400 CP): You know about those stories where a Fae will offer to grant someone's wish in exchange for their first born? Well, there's a grain of truth: apparently Elf magic allows them to draw a lot of power whenever they conceive a “firstborn”.

To activate this perk, you must first create a contract where you accept to realize someone's wish; in exchange, that person will agree to have sex with you, conceiving a child that belongs to you. The contract must be signed willingly by both parts to work; additionally, it will only work if at least one of you never had children beforehand.

When the contract is signed, two things will happen. The first is that the signer's wish will come true, through magic or other means; possible wishes include world-class beauty, a near-perfect physique, extraordinary luck, obscene amounts of wealth, or even immortality – the “infinite lifespan and never growing decrepit, although you'll still become middle-aged” kind. The contract can do a lot, but it's not all-powerful.

The second is that, after the sex, the designated carrier will immediately become pregnant, even when it should be physically impossible. The pregnancy will always be safe, and it will end after 9 months (or earlier, if you have perks or abilities to speed it up). The child will be of the sex of your choosing, and at least part Fae. Children conceived in this way grow to adulthood (physical, mental and psychological) immediately after being born, are very attractive, devoted to you, and possess the Incest is Wincest perk.

Genie Perks

All perks in this section are discounted for Genies.

Elemental Alignment (100 CP): Genies are, essentially, a kind of elemental spirits; each is aligned with one particular element. Pick ONE of the following sub-options.

- **Fire:** You can create smoke and fire, and throw the latter for a short distance, although the latter ability will quickly tire you out if you overuse it. You also smell great, and you become good at cooking.
- **Water:** You become quite good at swimming and at holding your breath, and you can create mist around you, with some effort. Additionally, you become quite good at cleaning both objects and people.
- **Wind:** You can create small gusts of wind, slowly influence the weather in your local area, and assume a semi-gaseous form to pass through small gaps. While you're in gaseous form, your physical strength, speed and resistance will be severely hindered, and you can still be

affected by physical attacks..

How Can I Serve You? (100 CP): Genies tend to naturally gravitate in positions that allows them to serve others. Because of that, they have a natural talent for being someone's subordinate. Whenever you work under someone's guidance, you'll be significantly quicker and more efficient. Additionally, you gain a basic degree of competence in any work that could be reasonably performed by a servant, like working as a maid, confidant, or masseuse.

Cumbrosia (200 CP): Your sexual fluids become very, VERY pleasant, in various ways. First of all, they become absurdly tasty and flavorful; you get to decide the taste, and you can slowly change it over time. Second, just squirting them inside someone (or making someone drink them) is enough to induce high amounts of happiness and satisfaction; if you want, you can gain the same amount of happiness for yourself every time you squirt out your sexual fluids. Finally, your sexual fluids can be used to suppress and even cure mental disorders, long-term stress and similar issues; however, to induce a full recovery, you'll have to give multiple doses to the patient over a lengthy period of time.

Elemental Control (200 CP): Being elemental spirits, many Genies spontaneously develop the ability to manipulate control one element; you are one of those Genies. Select one element between wind, water or fire: you gain the ability to control that element, shape it and move it around. Moving a torso-sized amount of an element is relatively easy, but trying to manipulate more matter will become exponentially more tiring, so try to not overuse it. Note that, if you have Elemental Alignment, you are *not* obligated to pick the same element.

Elemental Essence (200 CP): Other Genies tend to develop different kinds of magic. In reality, their bodies have traded away the “normal” elemental magic in exchange for minor abilities that are conceptually tied to their elemental nature. Basically, by buying this perk, you gain the ability to take any elemental ability that you possess, and turn it into a different power that is symbolically connected to the element of the original ability. For example, if you have the power to “breathe fire”, you could convert it into the power to “spark bravery by shouting”.

Nothing Supernatural To See Here (200 CP): Fun fact: Genies are probably the supernatural race that interacts with humans the most. Which can cause some problems when you have to go out in public, where people might see your unnatural appearance. Fortunately, this perk provides an easy fix: now, when people look at you – even through indirect means like cameras or photos – they won't find anything strange about your odd or supernatural qualities. They might still *notice* your features and powers, but they won't mind unless you actively affect others. You can also tweak this perk so that people can feel certain emotions – like awe, fear or lust – as normal.

As an added bonus, you can now propose sex, dates or similar to anyone at any time, and nobody will find it weird. This doesn't make them more likely to accept your offer, though.

Warrior Genie (200 CP) In the past days, some Genies weren't just used as servants or courtiers; some were used as bodyguards. You've gained a number of tricks to help you in this regard. First of all, you gain a moderate bonus to your fighting ability and your healing speed. Second: you can summon a scimitar at will – although it will automatically disappear if it leaves your hand. Third: you can place a charm on one person, which will grant them protection equivalent to moderate armor. You can create only one defensive charm at a time. And finally, you can create magic alarms and assign them to a person or an item: if the target is in danger, you will instantly know.

Whimsy (200 CP): Whimsy magic is similar to Wishmagic, in the sense that it allows you to do pretty much anything you want as long as someone wishes for it, for very little cost. The major difference is that whimsy is much, much weaker: you can use it to help with cooking or cleaning, repairing minor damage to an object, move small objects around (no more than 10 pounds at a time), or similar effects. On the plus side, you aren't required to have someone wish for a particular effect: you can just wish it yourself. If both you and someone else wish for the same effect, the spell's cost will be halved.

Desire of the Heart (400 CP): You gain access to two spells. One is really basic: the ability to know what's the greatest desire that someone holds in their heart, just by looking at them. The second is one of the most sacred spells available to Genies: if you truly and genuinely love someone, you can realize that person's greatest desire. The desire can affect the world on a large scale, or grant the wisher an enormous amount of power, but it cannot affect you directly (although it can affect something that would affect you directly, like a nemesis).

Normally, someone can cast this spell only once throughout their entire lifetime; however, since you're a Jumper, the rules are a bit different for you. You can realize a Desire of the Heart every *100 years*; however, a person can have only one Desire of the Heart active at a time. So, if you realize the wish of a person, wait a century, and then try to realize the second wish of that person, the first wish will be nullified.

Wishmagic (400 CP): The ability that Genies are most famous for: you can grant wishes. This means that you can perform various magic spells at a relatively low cost in terms of magic energy spent, but with a catch: to use these powers, you must appoint someone as your Master/Mistress, tell them that they can make a certain amount of wishes (major or minor, your choice - see below), and wait for them to express their wish. Only THEN you can cast the spell. You cannot force or trick your Master into making a certain wish, but you can trade something in exchange for granting a minor or a major wish; the Master gets to decide their wish *after* the trade. Additionally, you can veto some options, but only if they are *extremely* against your morals or would severely put you in danger. After the Master makes their wish, you're obligated to realize it if possible, but you can decide how to realize it.

- **Major Wishes** have powerful effects, like permanent agelessness, a specific superpower (like super-strength, or flight), true love, wealth etc; however, they cannot grant extra wishes, and they cannot affect the world on a large scale. You can grant only 3 Major Wishes per year, and a single Master can have only 3 wishes active on them at any given time.
- **Minor Wishes**, instead, are significantly more limited in power; for example, you can give your Master temporary protection from “normal” weather, or change their fertility, or alter their appearance. You can grant 3 Minor Wishes per day.

Wish for Freedom (400 CP): So, turns out that sometimes people want to bind supernatural creatures against their will, to use them as servants. In a sense, that's precisely what happened at the dawn of this world, with Trinity and the original djinn. Well, the djinn freed themselves thanks to very powerful magic... and now you get a perk that improves on that magic. Every time you're captured, enslaved, stuck in a prison or other similar fates, you will begin to slowly and automatically accumulate energy; at any time, you can spend this energy to create an effect designed to break yourself out of your current predicament. Stuck in a prison? An earthquake will destroy it. Someone placed a mind-control collar on you? By chance, the remote control will fall on your hands. And if, for some reason, you cannot consciously activate this perk, it will activate itself for you. The only drawback is that this perk cannot counter something whose overall power is more than twice the amount of power that you possess (this perk excluded).

Vampire Perks

All perks in this section are discounted for Vampires.

Charm of the Vampire (100 CP): Being related to the Fae, vampires possess a form of glamour. This perk grants you two effects. The first is that people will ignore your abnormal traits, as long as you aren't too abnormal and you aren't actively using your abilities; for example, if you're a vampire, people will ignore your cold, pale skin, your pointy canines, and your inhuman eyes. The second effect is that, as long as you maintain your glamour, people will find you more handsome and attractive.

Creature of the Night (100 CP): Vampires are nocturnal creatures, so here's a couple of benefits related to that. First, you become quite good at sneaking around silently. Second, your sense of hearing improves, which will help you in case someone tries to sneak up on you. Finally, you gain the ability to see in the dark: however, when you use this ability, you will become particularly vulnerable to being blinded by bright lights.

Enough to Go Around (200 CP): The harem option. If someone likes you, they will be inclined to share you. This means that a lover will be happy to share you with other people (and might even get excited when seeing you fuck other people); while your companions will be willing to collaborate with each other, even when they used to despise each other.

The problem? This ability is tied to your presence – by which I mean that you must be near the target to make it work. When you go away, the effects of the hypnosis will slowly wear off, disappearing completely after a week or so. Even if this happens, your lovers won't abandon you, but they might start catfights against each other.

Selective Powers (200 CP): Out of the six supernatural races, Vampires tend to be the ones with the highest capacity for self-restraint. This applies not only to their libido (although they still have a lot of that – they're just better at controlling it), but also to their powers: vampires are really good at fine-tuning their abilities in order to get precisely the result they want. From now on, every time you use a special ability (like a perk), you can now selectively shield certain individuals from that ability's effect even when they normally would be affected; or, vice-versa, you could make it so that your ability can only affect specific targets, sparing everything else. Alternatively, you can set your abilities so that they affect only certain kinds of individuals, like “people I find attractive”.

Vampire Speed (200 CP): Vampires tend to vary wildly, in terms of physical ability. For example, some of them are *Twilight*-level fast, while others are as sluggish as... well, as walking corpses. This perk will make you way close to the former. Your agility, reflexes and gracefulness become on par with that of a human athlete; however, you can temporarily increase them even further, at the cost of also increasing your energy consumption – and that cost is exponential. When you reach your maximum speed, most people will only be able to see a blur, and even cameras won't be able to record you in detail; but you can maintain this level of speed for a *very* short time.

Vampire Strength (200 CP): Another example: physical strength. Some vampires are quite weak, especially when they haven't fed for a long time; others, instead, are basically hulking beasts. This perk increases your physical strength, to the point that you can go from “scrawny nerd” to “athlete running for the Olympics”. Not only that: like the previous perk, this one can be overcharged, increasing your strength even further at the cost of consuming exponentially more stamina and calories. Push this perk to its limits, and you'll be able to easily bench-press entire cars with the family still inside.

Vampire Toughness (200 CP): The third member of the trio, this perk increases your defense in two different ways. First of all, it improves our defense: any damage that you would get from physical trauma will be significantly reduced, to the point that being shot with a handgun while having this perk is more or less equivalent to being punched without this perk. Second, it improves your ability to regenerate damage: your healing rate is increased, to the point that you now heal at four times the normal human speed. Like the previous two perks, you can overcharge this one, allowing you to ignore powerful attacks or to quickly heal grievous injuries at the cost of starving you and tiring you out.

Wall Walking (200 CP): A classic for vampires. You can now treat any nearby kind of surface as if it was the floor; this allows you to do stuff like walking and running on walls, but you can also stand on the ceiling, jump towards the floor, and then “fall” back on the ceiling. This perk affects you and whatever you're currently touching or carrying, and it's considered supernatural and/or not depending on whatever is more convenient at the moment. As an added bonus, you're now immune to all kinds of vertigo, and to any kind of dizziness caused by this perk or by altered gravity.

Shapeshifting (400 CP): You gain the ability to alter your appearance at will, and maintain the change for as long as you want. This ability is pretty much effortless and cannot be dissolved (although it can be suppressed, preventing you from assuming a different form unless you return to your “true” form), but has a few limitations.

1. You can only transform into a member of your current species, a human, or a hybrid between the two; of course, since you're a Jumper, you'll probably have a variety of alt-forms and species to choose from. Skin and eye color ignore this limitation, though; so, if you want to, you can turn into a man with blue skin and green hair.
2. You're limited by your own mass. You can become smaller (again, within the limits of your species), or return to your original size, but you cannot become bigger. The same goes for single body parts, like genitalia and breasts.
3. If you're pregnant, you will stay pregnant regardless of which form you take. You can shapeshift in order to *make it look* as if you aren't pregnant; however, the pregnancy will still exist, and will still affect you exactly the same as before.

Thrallmaker (400 CP): By making a pact with someone, you can turn them into your Thrall. You can set the contract so that it will transform the target and/or reverse the transformation when certain conditions are met. The target must sign the pact by their own free will; however, after they signed, they will be subjected to the pact's effects whether they want it or not.

Thralls have their physical abilities and physiques improved, making them a bit closer to the top condition for their species; this also slows down their aging, and can also reduce or nullify previously-existing illnesses. Meanwhile, Thralls are compelled to obey to you, although this compulsion is not absolute: think less “mind control” and more “loyalty”.

Most importantly, when you have sex with a Thrall, you both gain a power-up, improving all your abilities by 10% and temporarily reverting your appearance back to your prime. For Thralls, these effects last for 66 hours, and don't stack; for you, these effects last for 6 hours, but you can stack 10 bonuses together.

Werewolf Perks

All perks in this section are discounted for Werewolves.

Enhanced Wereform (100 CP): At will, you can tap into your wolf heritage to transform into a half-wolf hybrid. The exact appearance depends on the form you started with (humans, for example, will gain a wolf's head and tail, plus fur on at least 80% of their body), but it will always provide the following bonuses: sharper teeth and claws, a slight bonus to physical strength and speed, and an increased sense of smell. The overall bonus is quite minor, though.

Instinct Control (100 CP): Strangely enough, Werewolves tend to be quite good at managing their own instincts, favoring either human rationality or wild animal sexuality. You gain the ability to partially influence your own instincts, applying either a moderate decrease or a moderate increase. So, for example, you could suppress your own libido to counter a monster's lust-inducing pheromones; or you could increase your animal instincts to improve your combat effectiveness, like a mini-berserk rage.

Hyper-Fertility (200 CP): Alpha werewolves are usually tasked with replenishing the ranks of the pack. This perk massively helps you with that. Every time you have sex, you can choose to conceive a pregnancy, even when it would normally be impossible. The pregnancy and the birth will be extremely easy and pleasurable, and any pregnancy you cause will make it so that the carrier will become progressively hornier as the pregnancy progresses. Finally, you can make it so that your children will become attracted by you; in which case, they will be no psychological consequences (see the Incest Is Wincest perk). You can choose to selectively turn off and on each part of this perk.

Just a Scratch (200 CP): This is yet another healing factor perk, but it works slightly differently

than the others. Essentially, you now have a reserve of “health”, equal to roughly a third of your normal health. This reserve refills itself constantly with time, depending on your healing rate; additionally, you can use healing effects like health potions or cure spells to refill your reserve, instead of actually healing your own body. When you're injured, you can spend part of the accumulated health to regenerate the damage. And this regeneration is absurdly fast: you could regenerate all four limbs in less than 10 seconds, provided that you have enough health to do so.

King of the Jungle (200 CP): You now have the ability to command wild animals. Specifically, depending on your current form, you will be able to command ONE type of wild animal that is related (even symbolically) to that specific form. So, for example, a Werewolf can command wolves, while an Assassin from Assassin's Creed might be able to command eagles. You can give simple commands to these animals, and they will be able to communicate simple messages from you; they won't follow orders that are evidently suicidal, but they will be willing to fight for you. Additionally, wild animals will be very reluctant to attack you unless you provoked them. Unlike the “command” ability, this passive protection works on all kinds of wild animals, regardless of your current form. Unfortunately, bacteria and viruses are way too small and unintelligent to be affected.

Lunar Magic (200 CP): The wizard option. By copying some of the Selenes' magic, you gain the ability to cast a number of magic spells. These spells aren't particularly powerful, are not offensive in nature, and are based on moonlight, images and mirrors. Examples include: blinding someone with a flash of light, create illusions that mirror someone exactly, reflecting a magic spell back to the sender, and using two mirrors as a gateway to travel for short distances. Now, the main reason why this is called “Lunar” magic is because it's based on drawing power directly from the moon. Whenever you're bathed in moonlight, you passively regenerate some magic energy; additionally, the spells contained in this perk will be much less expensive in terms of energy cost, although they won't be particularly more powerful.

Martial Instinct (200 CP): Werewolves, being part wolf, instinctively know how to fight. However, werewolves also possess the intelligence of a human, which can be used to refine a lowly brawler into a martial artist. This perk allows you to use both your wolf and your human side to unlock your hidden potential. You now gain a significant boost to any form of unarmed combat you possess, from Kung Fu to simply knowing how to use your natural weapons effectively. Not only that, but you also learn martial arts much more easily than normal, and training will improve your skills much faster.

Moonlight Armor (200 CP): Silver is particularly effective against werewolves. If treated properly, it also grants significant protection against magic. Well, turns out that some werewolves have the ability to replicate the power of silver. By invoking the power of the Moon, you can infuse parts of your own body with moonlight, turning them silver-colored and making them more effective against magic. You can empower your entire body, which grants you a limited boost; or you could just empower a small part, like your claws, and obtain a significantly bigger boost in return. The exact effect of this perk depends on the part that you empowered. Empowering an “offensive” feature like your claws can penetrate magic defenses, or the defenses of creatures that are particularly based on magic. Empowering your skin grants you extra protection against magic spells and creatures. Empowering your genitals and having sex with a spellcaster will cause them a lot more pleasure than normal.

Cosmic Power (400 CP): No, this perk won't allow you to grant wishes. You're thinking about Genies. No, this power essentially allows you to gain extra power from the lunar cycle. In short, this perk grants you a boost to all your physical abilities and powers, depending on the current moon phase: the week of the new moon will give you a very small bonus, while the week of the full moon will basically double your strength, speed, toughness and stamina – AND allow you to easily break through the limits of the first three at the cost of consuming proportionally more energy. But that's not all. What happens if you go to a planet that doesn't have a Earth-like lunar cycle?

Well, you simply “attune” yourself with another astronomic cycle, as long as it's regular and can be divided into a four-part cycle (small boost > medium > high > medium, then the cycle restarts).

Heka of Anubis (400 CP): While Lunar Magic allows you to use the magic of the Selenes, this perk gives you a way to use actual divine magic, the same used by the Egyptian Gods of this world. Specifically, you learn how to perform various rites (many of which are sexual in some way) that allow you to create pretty much any possible effect you want: for example, you could grant eternal youth to someone, or create an entire city out of nothing. The problem is that the rituals are difficult: many of them must be performed at specific times of the year, involve performing complicate actions, require rare ingredients, or a combination of all three. The easiest ritual (to permanently change the appearance of a dozen people) involves having sex with someone in a magic circle while chanting words of power, and must be performed under a new moon; more powerful effects require rituals that are exponentially more difficult. You will be lucky if you can perform one ritual every month.

There's another important issue: you can't use these rituals to create effects that directly affect you. If you try to do that anyway, the magic will just slide off of you, and refuse to change you.

Lupine Infection (400 CP): You gain the ability to convert others into werewolves. To do so, you need to bite them while you're both under the light of a full moon; additionally, the target must be willing, otherwise the conversion will fail.

The new pack member will gain a permanent bonuses in their physical strength and speed, as well as their sense of smell. They also gain permanent wolf-like features; you can choose how much (a human can go from “wolf-themed monster boy/girl” to “full anthropomorphic wolf”). Additionally, the new pack member will have a significant compulsion to adore you, to follow your will, and to act in your best interest. Finally, when you're near them, you can communicate telepathically with them, and them with you.

If you have an animal alt-form, you can convert people into a different kind of werecreature based on that alt-form (for example, if you have a bear alt-form, you can create werebears). If you have the Shapeshifting perk, you can convert people into ANY kind of werecreature, as long as it is based on a real animal. Different wercreatures have similar levels of power, but different bonuses. Regardless of their type, all wercreatures will have the compulsion to follow you and the telepathy.

Items

Porn Box (100 CP): At the start of the Jump, you will receive a small cardboard box. It contains a variety of sex-related mundane items: dirty magazines, handcuffs, sex toys, lube etc. Once per month, everything will disappear and you'll get a new box filled with new stuff. You can selectively decide to not replace certain items; to compensate, the box will have proportionally less stuff. You can buy this item multiple times.

Ambrosia (200 CP, discount Angel): You get 6 crystal bottles, each containing a white sparkly liquid. This liquid is the ultimate sex drug: it's extremely delicious and refreshing, and provides a great high without causing addiction or serious side effects, although it will make you horny and mellow. You won't build any tolerance (the 1000th bottle will be just as effective as the 1st), but you can try to resist its effects, if you want to. If you consume some of the bottles, you get one new bottle each day.

MurderStation 63 (200 CP, discount Demon): This gaming console comes with a moderate-size monitor (although you can plug it in any kind of TV or screen) and 4 joypads. It works even without a power source. It allows you to play almost any kind of videogame or other media, no matter the format, bypassing pretty much all but the strongest protections. However, you try to put a non-violent non-explicit media, the console will temporarily change it to a "hellish" version, which has ridiculous amounts of violence, explicit content, or both; the changes are reverted when you remove the media from the console.

Additionally, the console can connect to an online service where you can buy "hellish" versions of pretty much any kind of media.

Amplifier Tiara (200 CP, discount Elf): This little tiara is made with precious materials and gems, but it's very subtle and tasteful. As long as you have it on, all positive emotions and sensations will be amplified – for example: a hug will become as pleasant as a massage, a massage will become as pleasant as masturbation, etc. Additionally, your morale will become much harder to break.

Ring of Little Wishes (200 CP, discount Genie): By wearing this simple ring and rubbing it, you can ask for up to three wishes a day; the wishes must be something that a normal maid could do (for example cleaning a room, medicating a wound, repairing a set of clothes, slapping someone etc). The wishes aren't considered a magical effect, and therefore they can bypass anti-magic barriers.

Eden Orb (400 CP, discount Angel): This white orb generates an anti-violence field, with a radius of 50 meters. The field heavily reduces the effect of any kind of violence (physical or psychological); most normal people will be made completely unable to commit any violent act whatsoever. Also, the field has a calming effect on the minds of everyone inside of it. You can turn the orb on and off just by wishing it while you're touching it.

Black Phone (400 CP, discount Demon): This black cellphone allows you to call various demonic businesses, including but not limited to: a liquor store, a drug dealer, a hitman, a cosmetic surgeon, a sex worker and a shop that sells supplies for rituals. The phone allows you to call these businesses; after you request a service and accept to pay the price (the money will be taken from you via magic), one or more demons with the Nothing Supernatural To See Here perk will show up to deliver it.

The problem? The prices. Any service that you could normally buy (including illegal ones, like hiring a human-level thug) costs as much as you would expect, with a discount if it's "sinful" in some way. Small supernatural services are more expensive, but still in the reasonable; but the big spells will cost a LOT – and we aren't talking about just money: lifespan, firstborn children, being magically obligated to commit certain acts are some of the possibilities. The saving grace is that there's no "fine print" bullshit: if you request a certain service, you will be told *exactly* what the price is, in detail and without lies or half-truths.

Instant Pixie Ring (400 CP, discount Elf): A little bag of glittering dust. By tracing a circle on the

floor using this powder, it will open a portal to a personal pocket dimension. The pocket dimension initially holds a small house with furniture and a garden; you can change them through mundane means, but you can always "reset" them back to their original state, partially or completely. You can instantly clean objects and alter the weather at will.

You can exit the pocket dimension by walking beyond its boundaries; doing so will return you back to where you came from, even if the portal is already closed. The portal closes if the circle is disturbed, which requires moderate and conscious effort; or if the floor breaks. If you hold the bag, you can order the dust to fly back into it.

Spirit Summoning Candle (400 CP, discount Elf): By lighting this white candle and focusing on an object, you can summon a spirit that somehow matches the object you focused on. (For example: focus on a tree to summon a dryad, a lake for a naiad, a gust of wind for a sylph, etc.) The spirit in question will invariably match a gender you're attracted to (or a random gender, if you don't feel attracted). You can talk with the spirit in order to gain some kind of favor, usually (but not always) in exchange for sex or for helping with the environment. The bigger the favor requested, the more they will ask in return. Every time you use the candle, it will regenerate after one week.

Flying Limo (400 CP, discount Genie): This golden limousine is the modern upgrade to the old flying carpets. It has pretty much every luxury accessory you can think of: from the minibar to a plasma TV, from the automatic pilot to high-quality carpets – all protected by an extremely sturdy exterior. Moreover, it has a number of magical effects: it can fit into any space where a small city car can fit, and it can fly like an airline plane, up to 200 miles per hour (and the people inside are completely protected from stuff like the wind, lack of oxygen at high altitudes etc). Additionally, the limo has the Normalization perk, which means that people won't bat an eye if they see you flying this baby in the sky. They *will* react if you endanger people by fly too low, though.

Psyche-Wounding Weapon (400 CP, discount Vampire): You gain a melee weapon of your choice. When you hit something with it, you can decide to completely nullify any physical damage that you would've caused, and instead damage a specific part of the target's personality. For example, you can stab someone in the chest and "wound" their modesty; the target won't have any physical damage, but will become less modest. The effect is proportional to the damage you would've actually caused: scratching someone will have very little effect, while stabbing someone in the heart can completely rearrange their personality.

If the target was changed unwillingly, the mind-altering effect will eventually disappear, depending on the target's willpower and ability to heal physical wounds; vice-versa, if the target was changed willingly and/or they're genuinely satisfied with the results, the mind-altering effect can last indefinitely.

Companions

You can always transfer CP from you to your companions at a 1:1 rate; however, you cannot grab CP from a companion. Companions can only buy perks; they cannot buy items or companions. You can buy any option multiple times, except Import Companions and Personal Court.

Import Companions (100 / 200 / 300 / 400 CP): This is the standard "import a companion in the Jump" option. You can pay 100 CP to import one single companion, 200 CP for three companions, 300 for five, or 400 for eight. Every imported companion receives a budget of 600 CP, an origin and a modifier.

New Lover (100 / 200 / 300 CP; can be bought multiple times): You will gain a new lover and companion (or a group of lovers, depending on your preference; see below). You can set up some parameters like gender, general appearance and personality, race and "class"; however, their overall ability (this includes both their skill in bed and outside of it) depends on how many CP you're willing to spend.

- For 100 CP, you can get a single low-level lover. If you pick an inhuman lover, it will be one of the weakest kind of supernatural creature like an imp, a cherub or a mermaid. If you pick a human lover, it will be a mundane professional with some years of experience, like a sex worker, a researcher or a warrior. Alternatively, you can choose to have four or so lovers of any race, but they will pretty much be useless for anything except for sex; these may or may not be your children from an alternate future.
- For 200 CP, you can get a middle-level lover. If you pick an inhuman, it will be one of the more powerful races like vampires. If you pick a human, they will be in a leadership position, like a high-rank mafioso, a judge, or simply a rich person. Alternatively, you can pick four or so lovers from the 100 CP version.
- For 300 CP, you can get a high-level lover. Regardless of race, they possess at least enough power to qualify as royalty, and may be descendant of beings like Echidna, Bastet, or the Queen of Sheba. Alternatively, you can get a dozen or so prostitutes of exceptional quality, incredible beauty and high sexual skill, all extremely devoted to you.

Personal Court (400 CP, discount for Vampire): You gain 8 personal semi-vampire servants, which count as a single companion for the purpose of perks and companion slots. They're pretty good at managing the various aspects of a household, from cleaning to cooking to managing your documents; they're also pretty skilled entertainers, they're good at sex, and they're capable fighters and bodyguards.

They also possess two special abilities. The first is that, whenever you buy a perk for the Court, each individual servant will receive 1/4th of the original perk's power, instead of 1/8th. The second is that, if a servant is killed, they will automatically respawn after a year – but only if at least another servant is alive: if all eight servants are dead at the same time, they're dead for good.

Drawbacks

You can gain a maximum of 600 CP from drawbacks.

Addictive Fluids (+50 CP): Your sexual fluids and your milk are somewhat toxic. Anyone who touches them will experience intoxication, pleasure and addiction; someone who ingests the fluids will have much severe effects. Afterwards, they will experience withdrawal proportionally to their level of exposure; some people could even become yandere-ish in order to get their fix. You're immune to the negative effects of your own fluids.

Always Excited (+50 CP; incompatible with Grower): If you have a penis, it will be constantly erect. If you have a vagina, it will be constantly dripping fluids.

Grower (+50 CP, requires a penis; incompatible with Always Hard): When your dick is flaccid, it will be really small. Expect lots of snickering from your peers.

Preferred Hole (+50 CP): Pick an orifice – mouth, anus, vagina. Often, when you have sex with someone else, you'll feel the compulsion to use that specific hole; even if you manage to resist this compulsion, the sex in question will be a lot more unsatisfying.

Swelling (+50 CP): If your balls or breasts (your choice) aren't regularly emptied, they will swell with cum/milk respectively, become more sensitive, and eventually start leaking. All these effects will increase as time goes on, until you empty them. If you took the Lots O' Fluids perk, the effect will be considerably faster, but you'll get an extra +50 CP.

Fantastic Weakness: (+100 CP): You gain a random moderate weakness. The weakness must be something related to your origin – unless you're Human, in which case you gain a random weakness related to a random non-Human origin. The more common your weakness, the less harmful it is: for example, a vampire with a weakness to sunlight will be severely hurt by sunlight, but won't die.

Monstrous Appearance (+100 CP; cannot be taken by Human): Your appearance is more... intimidating than usual. Nobody will like your supernatural features. Some people are indifferent, but the majority will instinctively have a negative reaction (for example fear or hate). This drawback doesn't apply to those of the same race as you (so, for example, an Angel won't be despised by other Angels).

Noblesse Oblige (+100 CP): If someone asks you for sex, and you're even just somewhat attracted to them, you must oblige them as soon as possible – unless there's very extenuating circumstances, or if you already obliged their request in the last year.

Warped Mind (+100 CP): You will gain a random mental trait, based on your origin. It must be something that will hinder you. For example, a demon might have a tendency to get angry in all situations, while an Elf might be forced to speak solely in rhyme. Humans instead get a random mental trait.

Grounded (+200 CP): One of the classics. You can't use any perk or item that you bought in previous Jumps: you're left with only your Body Mod (if you used it) and whatever you buy in this Jump.

Adventure Mode (+200 CP): You now must actively work to help your faction in some way. Fate will conspire to send you suitable enemies and challenges – and no, not all of these events can be solved by having sex with someone. If you are human, expect supernatural opponents to show up from time to time. Overall, this drawback will make things moderately difficult, but still doable – provided that you don't mess around too much.

Adventure Mode Plus (+100 CP, requires Adventure Mode; doesn't count towards the CP limit): The challenges that you will face will be proportional to the level of power you possessed immediately before this Jump (so it won't take in account the perks you bought in this Jump).

Notes

Customize Form: In this case, “male” means having a penis, plus a pair of testicles either internal or external; “female” means having a vagina and a uterus, and optionally a pair of breasts.

Devilish Rites: If you already have a way to gain magical energy, then you can use said energy to cast Devilish Rites spells. Likewise, if an ability requires magical energy to function, you can use the magical energy you gained through Devilish Rates to fuel it.

Firstborn Pact: If you somehow managed to restore someone's virginity, you can treat them as if they “never bore children”. However, they can benefit from one single wish, even if you use multiple contracts; likewise, you can generate only one single child, regardless of the number of contracts used.

Instant Pixie Ring: Basically, accidentally stepping on the circle will not break the portal; deliberately kicking it will. A natural tornado will not break the portal (unless it breaks the floor the circle is drawn on); using airbending to generate a breeze will.

Monstrous Appearance: For reference, Genies become similar to Demons. Elves' features become more "uncanny" - think bad CGI.

MurderStation 63: Yes, if you have encrypted files, you could theoretically load them in the console and read them.

Smoke Form: If you're in Smoke Form and you get in a tight space, you CANNOT deactivate it until you have enough space for your normal form. This is a safety measure to prevent you from getting squashed to death. On the other hand, if an enemy tries to forcibly deactivate your Smoke Form while you're in a tight space, the attempt will automatically fail unless the enemy is overwhelmingly (10 times or more) stronger than you.

Thrallmaker: Specifically, the “all your abilities are increased” bonus keeps the same duration, but the effects are increased; meanwhile, the “your age reverts back to your prime” effect has its effects extended. After having sex with 10 Thralls, your abilities will double in strength for 6 hours, while you'll get to keep your youth for 660 hours (27 days and a half).

Wishmagic: If a Master uses a Major Wish to get "more Genies" or “more wishes”, the wish will summon Genies hostile to the Master.

Changelog: v1.01 - fixed several typos.

A big thanks to TroyX for making the original CYOAs. I always enjoyed reading your works.

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