

Generic Lewd Adventures

A Generic Jump by SpiritualStill

Version 1.1

Hello there, Jumper, I've been expecting you.

My name is...oh, it doesn't matter. All you need to know about me is that I'm a humble Benefactor who has a specific style of entertainment. You see, I love it when good-natured heroes save the day and also get laid. They could be purehearted saints, massive perverts, or complete dipshits, but so long as there's a heart underneath it all, I'll root for them anytime - and even lend them a helping hand when necessary so they can reach those happy endings - in both ways!

For the next ten years or so, you'll be going through worlds that have a healthy mix of adventure and sex. Obviously, I created this doc for the sake of (mostly) good-natured Jumpers, but this is available to any who finds this doc. Anyway, take this with you:

+2000 Adventure Points (AP).

Origin Selection

Tell me, Jumper: what sort of person are you? Or rather, what sort of person would you want to be here? Are you the type who is more focused on wanting to help others, or do you mostly want to get your rocks off? Either option here is **Free**, and may be taken as a Drop-In if you so desire.

Saint

So you've chosen to be a hero. You're the type of person who is *mostly a* goody two-shoes who wants to help others out of their current troubling situations. Maybe you've got an axe to grind against some specific jackasses who really deserve it. Whatever the case is, I'll help you out with that endeavor while also helping you get some action.

Sybarite

Gotta say, I do find your sort quite fascinating when I run into them. You are a hedonistic sort of person, who pursues pleasure above all else: maybe your pleasure, maybe for others as well. At the same time, you have some limits, like not forcing yourself on others. There's nothing more gratifying than not needing to resort to such things to get people in bed with you. I think you'll find your options here suitable for such a monumental task.

The Duality of Man [300 AP]

Let's be honest here: you're probably both types, am I right? Nothing is saying you can't equally enjoy charity and carnality, and this jump, in fact, is geared towards both of them. With this option, you get the discounts from both origins.

Setting Selection

This is a generic Jump, whose specific thing makes having normal locations pointless. This will instead let you select one among the many available settings to go to. You receive a 50% discount on all selections related to your setting, with anything priced at **50 AP & 100 AP** being **Free**.

1 - A Mundane World

A world similar to, yet distinct from, what I can assume to be your original world. There's nothing special going on here, save for the unusually high amount of porn scenarios going on.

2 - World of the Apocalypse

The flipside of the world you once knew. This takes place on a world that was once mundane, yet has succumbed to some sort of apocalypse, like zombies, nuclear war, or natural disasters. Whatever the case may be, society has come to an end, and people live together in pockets to make it another day.

3 - World of Containment

This is not the world you knew - because you never truly knew it. This place might seem normal, but beneath the surface is a world of magical societies, conspiracies, alien interactions, and the fools that try to contain it all.

4 - World of Cultivation

Do you follow the Dao? This unreasonably large world is chock-full of cultivators, individuals who can harness their spiritual power to perform great feats of power. Do be aware that these worlds are borderline lawless, and you can get away with pretty much anything if you are strong enough.

5 - World of Fantasy

Welcome to fantasyland! You have been taken to some sort of fantasy world, whether it be low fantasy or high. It's a land of kings, swords, and sorcery. Odds are you might even be some sort of adventurer or an isekai protagonist.

6 - World of Science Fiction

To boldly go where no man has gone before. You are in the distant or not-so-distant future, in a time of great technological advancement and space exploration. How dangerous or utopian this setting may be is ultimately up to you.

7 - World of Monsters

I love parrying lightning. This is a world where human beings share the biosphere with gigantic monsters that are as much a part of the planet as anything else. Naturally, you can be expected to fight and/or study these monsters, and preferably with comically oversized weapons. Whether or not you want to do more with the defeated monsters is up to you.

8 - World of Gacha Hell

Let's go gambling! You are taken to some sort of world dominated by some sort of gacha mechanic. These worlds are usually post-apocalyptic, or they might just have unreasonably high stakes. Whatever the case may be, you are certain to get plenty of love.

EX - Combined World [Free Typically; 200 AP each for Discounts]

If these worlds are too specific for your tastes, then you can mash two or all of them together. However, if done for **Free**, you will only receive the discounts for one setting. For **200 AP** each, you may receive the discounts for all settings.

Origin Perks

*You will receive a 50% discount on all perk selections related to your origin and setting, with the exception of **100 AP** perks, which are **Free**. Undiscounted Perks obviously do not receive discounts.*

*You receive a **+600 AP** stipend for this section.*

Undiscounted Perks

A Whole Lewd World [Free]

Get rid of all those pesky taboos! Along your chain, you will find that the worlds you travel to will have a mild sexual bend to them. This won't modify the plots if it can be helped, but it does render sex and sexual activities as a perfectly normal thing, as though civilization never had it as a taboo.

The Jumper's Explicitly Advertised Fetish [Free]

Barely disguising your fetishes is the act of a coward. With this, any specific fetishes, interests, and hobbies you have will manifest in the worlds along your chain in a frequent manner. Similarly, anything you dislike will either never be encountered by you or flat out won't exist.

Hentai Physics [Free]

How can you have all sorts of fun without this? You now receive reinforced porn physics in your worlds. This includes things like lacking a refractory period, large insertions and cervical penetration feeling good, and STIs simply not existing. As a byproduct of this, you may decide just how much or how little clothing people wear in a setting. These clothes will function perfectly fine as well, so even a fur bikini would work perfectly in a blizzard.

Bi the Way [100 AP]

Everyone is a little bit bi, yes? Well, how about everyone being bi - or pan? In every world you go to, sexuality really doesn't matter all that much, as people will be willing to sleep with those of any gender. Sure, they might have a preference for dating a specific demographic, but you will never be out of the strike zone.

Demographics Control [100 AP]

This'll clear up all the minor matters of a setting. This perk allows you to modify the demographics of a setting in whatever way you might think it needs. Maybe you want everyone to be femboys and buff women, or for certain characters to be futanari or genderbent, or for there to be aliens and elves, or for everyone to dress like a stripper, or for

people to look like a specific type of artist drew them. These changes will not change a story regardless of how much they reasonably should, leading to potentially hilarious scenarios.

Gorgeous World [100 AP]

It's hard to have tons of lewd adventures if you don't find the cast attractive. This modifies whatever world you go to, which ensures everyone is at least a solid 8/10 and attractive to you in whatever specific way that you'd find pleasing. This also modifies non-humans you would want to have sex with.

Archetypical Beauty [200 AP]

You know, all those beauty perks are so vague - how can someone possibly look beautiful to everyone without mind control? The answer is simple: you are the beauty standard! Before every Jump, you have the ability to sculpt your form in whatever way you desire. In each world you travel to, it will be one in which you are the global beauty standard - even among different races that should theoretically have different standards.

The Perfect Specimen [200 AP]

If you want to have a romp throughout your chain, you should be good at sex. This is a collection of skills that will make you a veritable sex god. Your genitals, whether you are a man or a woman, are the platonic ideal, ensuring that it will always be incalculably pleasurable for you and your partners. This is helped by your innate knowledge of all things intimate, and a libido that ensures you'll never get tired. To finish things off, your sexual fluids taste divine, as though it is soma.

Fate Denial [200 AP]

It's a frighteningly common plot thread that things just happen because of destiny, or because it fits the genre conventions. From now on, unless it would be beneficial in some way, you and your companions are immune to threads of fate, causality, and narrative conventions.

Harem Protagonist EX [400 AP]

When it comes to a harem, you simply can't be beat. You have an allure about you that gives you incredibly good social skills, ensuring that you are a charming fellow and won't ever make an accidental faux pas. This additionally gives you the gift of seduction and the talent to bring people together in one relationship without infighting.

All the Time in the World [400 AP]

There's so much in the world to see, and so many people to bang, so what can one person ever do with normal time? With this perk, now you do! The flow of time for you is extremely distorted, ensuring that, at the bare minimum, you will never arrive too late to avert a

disaster. Much like how video game protagonists can complete a million side quests despite allegedly being on the clock, you can do pretty much everything you want/have to do, and continue back to the main quest as though nothing happened.

Hero Sue [600 AP]

Do you want some extra backing, Jumper? There's no shame in it, so go nuts! You are now a hero of heroes, surpassing all. For starters, this enables you to usurp the position of "main character", even in settings where there is no main character. Every single one of your parameters (strength, endurance, durability, charisma, attractiveness, intuition, willpower, perception, deduction, etc.) is supercharged to absurd levels, making you freakishly stronger than the baseline of whatever race you currently are - and that's without even doing anything!

The Golden Route [600 AP]

If "golden route" is referring to romancing everyone, that is. Before the start of a jump, you can designate as many people as you want, whether they be named characters or not, to be your soulmate. When someone is designated as your soulmate, you are destined to meet them in favorable circumstances, they will hopelessly fall in love with you from the moment the two of you meet, and you will fall in love with them as well. If this is too extreme for you, you may toggle how this love develops, be it fast, slow, or through some specific events. This love two share will never burn out, though you can make sure it isn't so hot that it's genuinely dangerous to you.

By default, this makes it so that your selected partner is simply not in a relationship by the time you meet them, without otherwise modifying anything else. If it's a married woman, for example, then they'll have simply gotten divorced. If you are extremely strict about that sort of thing, then they'll have *always* been single, and any children will be born from some conveniently existent cousin or something. You also have the straightforward yet dickish option of them simply leaving their previous relationship for you, or the option of having their partner also love you.

Saint Perks

The Product of Love Between Us [100 AP]

Please acknowledge her~! Depending on your partner, having a child can be difficult. Maybe your partner is infertile, or of a different species, or you two both happen to be dudes. Whatever the case may be, this fixes it. The first part is that you are just flat out able to impregnate anyone you want and let them safely carry your child to term. Yes, this includes men if you are into that sort of thing. You can also have them be born out of some sort of magical/celestial egg if nobody wants to deal with pregnancy.

The second, and probably more significant part of this, is the fact that you can have children with as many people as you want at once. All that needs to happen is that the person wants to add their genetics to the child. The child between you all will have a pleasant mix of your features and can also possess weaker copies of your and your partners' skills and traits.

Gift of Purity [100 AP]

You are pure. Not chaste, to be certain, but pure of heart - at least as far as the universe is concerned. When it is convenient for you, you are considered spiritually pure. This prevents mental corruption or things like possession by evil spirits. This additionally means that any abilities you have that are predicated on morality grow stronger.

Love at First Sight [100 AP]

Well, aren't you just a sweet guy? People who you would be interested in seem to fall in love with you very quickly. If they like some part of you, they'll rapidly stumble upon other parts of you that they would like.

Love Supersedes All Woes [200 AP]

Is the person you love a violent bloodsucker? Are they some cannibal who can't control their urges? Those are not a problem anymore, because you love them. When someone you love suffers from some abnormality that makes them deficient in some way compared to a baseline human being, they'll be able to overcome such things while maintaining all of their benefits.

Intimate Therapist [200 AP]

You are now an expert therapist, and I'm not joking. You legitimately are extremely competent in psychology and know just what to do to help people through their psychological issues and general trauma. If that's too slow for you, though, having sex with you purges those things as well, albeit gradually.

Timely Arrival [200 AP]

There's a saying about wizards that definitely applies to you. Time and space bend to ensure that you always arrive dramatically on time when someone needs help or the bad guy needs to be stopped. No jackass is going to mind-control your friend, nor will that asshole villain complete his master plan thirty-five minutes before you arrive. Do note that you still have to be able to actually stop them before they can complete it. This gives you a shot at it, not a guarantee you can.

Grace of the Saint [400 AP]

When you try to help someone, you probably want to be sure that what you did actually persists. When you do something for someone with the actual desire to help them, your action's effect is amplified. Help that old lady across the street, and she'll be improbably lucky with red lights for the day. Give money to a homeless guy, and they'll have a place to stay within a few days. If you help a scammer, they'll feel guilty and turn their life around. Overthrow an evil king, and no similarly evil kings will ever be able to rise again.

Never My Jumper! [400 AP]

You are a good guy, and good guys don't do naughty things. Unless someone explicitly sees and empirically records you committing a wrongdoing, people will always give you the benefit of the doubt. If you are legitimately being slandered by someone, then not only will it not stick, but the slanderer will also be exposed themselves.

Conflict Mediator [400 AP]

Ah, the ultimate power of a hentai protagonist: the ability to inexplicably have everyone get along with one another. This makes it so that you are extremely good at acting as a mediator, being capable of helping enemies work through any deep-seated grudges. Two people who've been enemies since the dawn of time can meet you, and they'd be able to work through their issues in a week.

Golden Fountainhead [600 AP]

Good grief, look at all that overflowing... vitality, or ether, or qi, or something else. Whatever the case may be, your body is absolutely overflowing with esoteric energy to the point where it's in all of your cells and highly concentrated in your body fluids. It is most densely concentrated in your semen. I'm pretty sure you can pick up what I'm putting down. Beyond simply never getting tired, your fluids are the perfect super-catalyst for anything. A low-level wizard needs some time for rest? A quick session will get them back in shape and able to cast giant fireballs. Creating some sort of alchemical potion? Add your semen inside, and the potion will be maximally affected. Does someone need energy to grow stronger? If they milk

you, they'll grow far stronger than if they trained normally. This applies to all of your bodily fluids, such as urine, blood, saliva, and cerebrospinal fluid.

This perk also comes with a guarantee that, no matter the situation you are in, everyone is smart enough to pick up on the fact that your sexual fluids are the smartest place to extract from. No need to worry about morons killing the golden goose.

Protector of the Heart [600 AP]

It's rather difficult to protect those you love when you aren't anywhere near them. This will helpfully resolve that issue. When you care about someone, you "tag" them. This tagged individual, when in danger, can summon a ghostly apparition of you. It isn't as strong as you are, but it has copies of all your abilities, enabling it to repel any threat. This apparition cannot do much more than protect, however.

I Can Fix Them [600 AP]

So many red flags out there, and red is your favorite color. The more insane or nutty someone is, the more easily attracted they are to you. This perk also makes it remarkably easy to "fix" said individuals, with the added benefit of them being unwilling to harm you if you haven't threatened their life. At the end of it all, even if you aren't particularly interested in actually dating them, they will maintain their healthy mental state and growth and will not seek to harm you or others.

Sybarite Perks

In the Pursuit of Pleasure [100 AP]

Ah, I see that you have some *interesting* tastes, or maybe you're just terribly curious about these sorts of things. This allows you specifically to explore any sort of fetish, no matter how deranged, with no damage. So long as something is done explicitly in the pursuit of pleasure, then it has absolutely zero lasting effects. Strangle your partner 'til they're blue in the face, and they'll be fine right after. Amputate their limbs, and they'll just grow back when you're done. Literally impale them with your actual spear, and not only can the spear come out remarkably easily, but any damage you caused is healed instantly.

Age of Consent, Prepare to Be Ignored [100 AP]

The age of your partners doesn't really seem to factor into your ability to get laid. So long as you are actually charming, you can charm the pants off some high schooler as an old man, or you can be in grade school and woo your schoolteacher. Any relationships you pursue will also be seen as perfectly legal, regardless of the potential power dynamics, and everyone will think nothing of it.

Nice Smell [100 AP]

Congrats, you smell like the exact opposite of shit. Your scent, beyond being generally pleasant to the nose, functions like a mild aphrodisiac around people you are sexually attracted to. It won't do a whole lot at the start, but if you spend plenty of time around them, then it will start working its magic on them, no matter how resistant they would normally be.

Body Sculpting [200 AP]

Isn't it always a bit frustrating that someone's body rarely matches what is best for them? Dysphoria is a severe thing to experience, whose root is your outside not matching your inside. Or maybe they are what they look like, but something about them is just slightly unappealing. This perk resolves that by sticking them in a mystical cocoon for a bit. When this cocoon hatches, the person matches a particular ideal self - either it's your ideal for them, their own inner ideal self, or a mix between them. The person you help out will always like their body.

Not-Quite-Broken Families [200 AP]

How much you actually want to raise your kids born from your philandering is questionable. There might also be cases where you simply can't be around your child very often. Now, so long as you want them to, any children you have will grow up to have good lives and be good kids even without your intervention. If you ever do want to come into their lives, you will also be able to do so with minimal trouble.

Lack of Decorum [200 AP]

I don't know how to tell you this, but most people are unlikely to be supportive of you trying to bone everything that moves. Even ignoring age, there are a lot of social faux pas you'd be breaking by being so casual and flippant. This perk addresses that issue, as it makes your unusual behaviors *more* appealing to others. Sure, being responsible will still work just fine, but being highly irresponsible in your own honest way will be seen as quite attractive.

Irrelevant Hedonist [400 AP]

The best thing about being a shameless hedonist is that nobody expects you to be significant in any meaningful way. People inimical to you consistently underestimate your capabilities, unless given an exceptionally good reason to believe you would stop their operations. Hell, depending on what their plans are, they might even invite you on board.

Room For One More? [400 AP]

If you love someone, it should stand to reason that you'd probably love others that they love. There should presumably be enough overlap between partners to have the same sort of taste. This puts you in that overlap zone. If you befriend or outright seduce someone, then their romantic partners will like you just as much. This even applies to cases where the person you seduce is single, but someone has a crush on them. Even if you don't swing that way, you can still be friendly with the partner, and they'll be pretty chill about the whole thing so long as you aren't an asshole.

Look Into My Eyes [400 AP]

Well, isn't this just the most dubious thing I could ever give you? At will, you can have your eyes possess a mildly cognitohazardous effect. It's a subtle power that makes you gradually more appealing in the minds of others. Someone could despise you, and after one conversation, they might grow to like you - and after a few, you could make them hopelessly love you. This cannot be detected by standard means, and because you aren't "technically" mind controlling them, the effect cannot be broken like standard hypnosis.

As an added benefit, this also lets you nullify the effects of mind control on others.

They Can't Keep Getting Away With It! [600 AP]

But you will, don't worry. This effectively makes it so that your reckless or mindlessly stupid acts for fun don't cause others harm. You could drive a truck right after a beer while going a hundred miles an hour, and nobody would even have a hair displaced. In fact, if you really want it to be so, you can have your behaviors actually benefit the world around you. If you do some good ol' fashioned boozing 'n cruising, the officers who failed to catch you would be investigated, found to be lazy and corrupt, and replaced by actually competent ones.

Privileged Bastard [600 AP]

I resent that last part! In any case, in every setting you travel to, you will find yourself in a position of incredible privilege. Maybe you are a noble, a member of royalty, a powerful politician, or something else. This job will always be a cushy one and one that you thoroughly enjoy. Due to this position, you can pretty much get away with anything short of killing someone.

Interesting Happenings [600 AP]

While the day is probably not that high on your to-do list, I doubt anybody's going to complain about the incidental assistance you provide while doing something else. While searching for things you enjoy doing, you'll happen to run into situations where helping is in some way conducive to achieving your desires. Depending on the things you enjoy, the situation you help with doubles as what you want to do. You get what you want, and you do a good deed, so I'd call that a win-win.

World Perks

You receive a +600 AP stipend for this section.

A Mundane World Perks

Shameless Pervert [100 AP]

Be as much of a creepy bastard as you please. You can be a voyeur, strip people naked, grope strangers on trains, or do casual wolf whistles, and nobody will consider it vulgar or criminal. So long as you aren't trying to be malicious, people will just perceive it as charming flirtation.

Join the Club [100 AP]

In this day and age, it's easy to find and meet interesting people who like the same things you do. It becomes incredibly simple for you to encounter people who share your hobbies and interests. So long as you are interested in meeting someone new, you'll instinctively be drawn to people who fit what you like.

No Such Thing as Bad Publicity [200 AP]

It's really hard to get the public to hate you. Your good deeds spread like wildfire, and people have a good impression of you. If you do something bad, or are accused of something bad, people will either call the accuser a liar, or they might just like you more.

Sex Education [200 AP]

When learning something, odds are it's better if you are properly stimulated for learning. When you have sex with someone, or you are given a sex-related reward, you learn and take in the information far quicker than you reasonably should. Similarly, when you are teaching others, incorporating sex in some fashion will help them learn much quicker.

Famous Celebrity [400 AP]

Fame for you seems to come naturally. By doing things you enjoy doing or things you are good at, you become quite well-known. With this fame comes all sorts of greater opportunities, whether it be improving your life or banging your adoring fans.

Our Little Secret [400 AP]

For when you need to keep things on the down low. No matter what sort of abuse of authority you do, or what crime you commit, nobody seems to ever bring it up, and if somebody witnesses it, they are unlikely to say anything about it. If you want to smooth things over with your victims, all you need is a half-hearted apology, and they'll be happy to forgive you.

This is Your Fault [600 AP]

Please take responsibility for this. So long as someone is tangentially responsible for something, you can force them to do everything in their power to resolve it. This means you can do pretty much anything, ranging from getting someone to give you a blowjob because they got you hard, all the way to getting your local politician to clean up the city.

Model Citizen [600 AP]

Hard work really does pay off! So long as you make an earnest effort, you'll find yourself being greatly rewarded. Studying for a test for a few minutes will suddenly let you get a perfect score. Taking your job seriously suddenly nets you a raise. The sky is pretty much the limit.

World of the Apocalypse Perks

Not Picky [100 AP]

So long as something is theoretically edible, you can consume it. Whether it be regular food, cat food, insects, raw meat, brains, plants, or grass, you can eat it perfectly fine. Your body effortlessly breaks down anything you eat, and any sort of bacteria, parasites, and prions in your meals can't latch onto your body, falling into your extremely potent stomach acid.

A Gathering of Survivors [100 AP]

You must be a magnet for protagonists, huh? You have the passive ability to cross paths with (sexy) individuals who would be beneficial to you and your group. Furthermore, anyone in your group who doesn't seem to have anything valuable will develop a skill.

Large and In Charge [200 AP]

You're the guy in charge, which comes with benefits. People in your group inherently respect you, even if it doesn't initially seem like they have a reason to do so. When people ask you for some sort of suggestion or recommendation, you will always seem to know the best path forward, even if it doesn't seem immediately obvious to others. Naturally, as you prove yourself to be a good leader, people naturally consider you to be really handsome.

Lead From the Front [200 AP]

A real leader fights with their men! When you fight alongside someone or otherwise help them directly, everyone's competence and skills suddenly shoot through the roof. If someone had never held a gun in their life, they'd suddenly become John Rambo with you beside them.

Enter the Survival Horror [400 AP]

You must have come to the wrong setting - Resident Evil is down the hall to the left. You've got all the makings of a video game protagonist: the ability to use any weapon you get your hands on, freakishly good accuracy, the physical strength to punch a boulder, quite frankly, unreasonable durability, and regeneration that can let you regenerate even from the brink of death - so long as you don't die in the meantime.

Semen Salvation [400 AP]

Ellie's got nothing on you. All of your bodily fluids, be it your blood, spit, semen (or breast milk if a woman), and whatever else, are a panacea. Beyond tasting great (besides the blood, obviously), they can cure any sort of wound, disease, poison, venom, curse, parasite, or whatever else. Only a little is needed for minor wounds, but increased severity requires larger doses. Naturally, this also makes you immune to such things as well. As a helpful

benefit, people, no matter how sadistic, stupid, or pragmatic, will default to pleasurable options of extraction.

You Fucked It, You Bought It [600 AP]

Look, you killed their leader, so take care of these idiots. People and things you assert authority over become yours in the eyes of others, law, and the universe. Have sex with someone? They're yours. Claim this house? It's yours. Defeat, kill, or dominate a hostile survivor group's leader? The leader, their subordinates, and all their stuff are yours. Have fun!

Bringer of Civilization [600 AP]

You are the light of hope in a ruined world. You have the talent and know-how to bring back civilization, including building cities, establishing governments, and farming. Through this beacon, you are able to inspire trust and faith in anyone, and they'll follow you to hell and back. Defeat your enemies, and you can show them the error of their ways and join you.

World of Containment Perks

The Anomalous World [100 AP]

It'd be hard to contain the anomalous without anomalies, I imagine. In worlds you travel to, there will always be some sort of anomalous world, which by default will be fairly low-level (relative to you), and usually involve sexy times. You can have the anomalies scale to yourself or the general setting, and you may decide if they manifest before you enter a jump.

Weirdness Magnet [100 AP]

Anomalies just seem to fall into your lap. You could be walking through a forest and stumble onto some magnificent creature. Explore a cave, and you'll spot a magic sword. Sleep with some sexy woman, and she'll turn out to be some fairy.

Pretermemetic [200 AP]

You'll keep your memories, thank you very much. In any case, you have control over your memories and perceptions. If you don't want somebody to remember you or what you've done, you can easily clear their memories with minimal harm. By contrast, you can also have people listen to your words more closely or get people to recognize you.

Parautility [200 AP]

Generally speaking, using anomalous objects is a bad idea for a number of reasons. This makes such worries irrelevant to you, because you can now bind yourself to any supernatural object, and either get a power closely associated with said object, or be able to safely use the object.

Doctor of Abnormalities [400 AP]

For someone new to this, you seem remarkably well-versed. While you don't know everything, you appear to have an equivalent of ten years of knowledge in all anomalous fields of study, along with having the necessary knowledge in mundane fields to ground it. This incorporates any new fields you learn of along your chain.

The Abnormality [400 AP]

Maybe you're a wizard, Jumper! More literally, you have access to three interconnected anomalous abilities. They cannot be insanely overpowered (like high-scale reality warping), but they can be very useful. Maybe you are an adaptive regenerator that has healing abilities, for example. This also gives you the ability to let others safely utilize their anomalous abilities and prevents you from being affected by passive (dangerous) anomalous abilities.

Sexualize, Connect, Procreate [600 AP]

The Masquerade isn't gonna keep itself up! It seems that reality is just a bit more...lewd around you. Sentient anomalies that you encounter invariably have pleasing forms, and containment measures regarding them can be as perverted as you want. However you set it up, you are extremely good at not only containing and containing anomalies safely with no required sacrifices, but you are also good at connecting with them. So long as you aren't mistreating the anomalies, they're liable to join your side.

Administrator-Sama [600 AP]

You aren't some **TIME PERVERT**, are you? Because you have all the aura of a really bad Mary Sue for whom the plot revolves around. Seriously, you are basically a narrative sink, and the plot *literally* revolves around you. You are the main character by default, getting all the cool benefits of being the protag, everyone loves you, things conveniently go your way, and anomalous powers can't automatically kill you.

World of Cultivation Perks

Dual Cultivation [100 AP]

Surely you expected this one, yes? Rather than just the obvious, this allows you to grow much faster when cultivating with one or more companions, with it increasing based on how many companions you are cultivating with. This means that you can grow stronger not just through sex, but also from genuinely trying to cultivate, train, study, and fight alongside others. Naturally, this also helps your companions to cultivate as well.

Strength is Beauty [100 AP]

It's a fairly common concept that stronger cultivators become surpassingly beautiful, so take it. The stronger you become, the more attractive you will be to others. You may decide if this ever becomes glorified brainwashing or not.

Courting Death [200 AP]

Jumper, you dare?! This is a twofold perk concerning the recklessness of cultivation worlds. For you, this grants you extreme fortune when you act like a dumbass and choose dangerous actions. For example, you could engage in good ol' faceslapping, and you might just wind up richer or with a new friend. By contrast, this makes you far more intimidating in the eyes of others, causing others weaker than you to meekly accept your actions.

Atypical Cultivation Techniques [200 AP]

Sure, it's common to train your body or with a sword, but what about other techniques? This gives you surpassing talent in arts like alchemy, talismans, arrays, pill-making, and forging weapons. This doesn't even have to be Qi, and you can use any sort of spiritual energy you have access to.

Primordial Spiritual Veins [400 AP]

This is the surpassing power of the Dao. You are connected to the ancient spiritual veins that connect all paths to enlightenment. This effectively enables you to cultivate in all its many forms, whether it be meditating, body cultivation, sword cultivation, or more.

Heavenly Luck [400 AP]

Who wouldn't love a lot of luck on their side? Through this luck, calamities that would befall you are transformed into good fortunes, and you are able to siphon off the excess luck of others and anyone hostile to you. People who try to harm you will suffer disaster, while those who help you will always benefit from it.

Primordial Dragon Chaos Physique [600 AP]

Those in the know may suffer heart demons, but you may nonetheless have it. You now have the ultimate cultivation body, as any type of training that you do now shall work many times greater than how it did beforehand, letting you break through realms that would take others years in just mere weeks, ensuring you never suffer from any sort of bottleneck. This additionally functions as a training booster that will let you improve any of your abilities with the same level of speed. Naturally, this potency is increased by having lots of sex, as dual cultivation techniques are magnified.

Dao of Nepotism [600 AP]

"When one man achieves the Dao, even his chickens and dogs ascend to heaven". That's intended to be negative, but it's very useful to you. When you reach new cultivation realms, those you love or otherwise care for find it far easier to reach your level. Post-Jump, this applies to pretty much any field that you desire.

World of Fantasy Perks

Crossing the Distance [100 AP]

This is a world of heroic quests, so it should be expected that you are walking around a lot, right? While you are traveling, you cross distances five times as fast as you normally should, and nobody will ever find this to be especially weird, simply believing that you are hauling ass.

A Hero's Reward [100 AP]

Let the nice folk give you something for your trouble. When you help someone, they will feel the need to give you something as compensation. This will typically be something valuable that they could realistically have. If you want sex, they'll also be down for giving you that as well.

World Detection [200 AP]

Perhaps that's a little bombastic of a name, but it is useful. Using your spiritual energy, you are capable of fully comprehending everything in your detection range, even if it is hidden or if it's someone trying to conceal their nature and identity.

White Knight [200 AP]

And they say chivalry is dead. You are a prim and proper knight, and the world is going to make damn sure this is smart. When you opt to do the chivalrous or honorable thing, you are always rewarded for it, and your enemies will be severely penalized through misfortune or curses if they do not act similarly.

D20 On a Critical Roll [400 AP]

Because loaded dice are the best dice, as we all know. Any time a situation involves luck or chance, you will have the best outcome you can have. Strike an enemy, you get a critical hit. If your argument is decent, you will win your target over. If you get hit with an attack that isn't a guaranteed instant death, you will survive it - though do be aware you will still likely be severely damaged, and another attack will finish you if you are hit. Remember that this cannot do the impossible.

A Worthy Wielder [400 AP]

In all these settings, there is usually some sort of weapon or artifact that either cannot be used by another person or the unworthy straight up die. I guess you are just built different, because that shit doesn't threaten you whatsoever, and you can use all of them with perfect efficiency and skill. As a bonus, this also keeps you from being harmed or possessed by cursed artifacts.

Master of the Mystic Arts [600 AP]

Well, this is a world of fantasy, so this is to be expected. You possess a considerable aptitude for magical spells. In every setting you travel to, you will be able to learn all of its forms of magic, provided that the magic itself can be taught to others.

Mark of a Great Warrior [600 AP]

Nice body, Jumper. You have been given an incredible constitution, being capable of tossing around boulders and breaking down castle walls. A dragon could be trying to set you ablaze, and you could stay in it for a while before it starts to burn. Your physical strength is simply out of this world.

World of Science Fiction Perks

Universal Translator [100 AP]

Learning alien languages is hard, and not everyone wants a fish in their ear. You are now capable of perfectly understanding any language that you come across, including being able to read, hear, and speak any language. You'll even be able to understand case-sensitive nuances and turns of phrase.

Love Finds a Way [100 AP]

Horny little bastard: you really are what I'm looking for! This allows you to conceive a child with any species out there. **Any** of them. Weird creatures, aliens, fantastical races, machines, and anything else. If they don't have capable sexual organs, then now they do. Even if you don't purchase **Archetypal Beauty**, this perk also lifts any reservations a different species would have with sleeping with someone from another species, though this won't make them especially susceptible to your wiles

In Space, No One Can Hear You (S)cream [200 AP]

You could certainly use the privacy. This enables you to operate in complete silence when you desire it. Whether you're sneaking about a ship, or banging someone or something you really shouldn't, nobody will be able to hear it.

First Contact [200 AP]

When visiting new people, you'd probably do well to know what you are doing. When you meet a new group, you instinctively know what you should do to win them over, be it social expectations to favorable gifts, to something you have that they would be interested in.

No Oxygen Required [400 AP]

Dying out in the middle of space is a pretty horrific way to go, all things considered. Luckily for you, this will never be a problem for you again, as you no longer require oxygen and can survive the extreme nature of the depths of space. But as an unkillable vampire will tell you, surviving in space is not the same thing as living, so this enables you to "fly" (or "swim") in space, letting you travel about as fast as you can run.

Noblebright Future [400 AP]

Fuck that "grimdarkness of the far future" nonsense: we going full utopian Star Trek. The people of the universe are remarkably more empathetic than they normally would be, because you will always be able to find a solution that benefits all sides and makes everyone happy. This doesn't mean you can simply perform said solution with the snap of your fingers; hell, it might even be unreasonably difficult. However, the solution always exists, and you can find it and a way to implement it through enough effort.

Psychotronics Jewel [600 AP]

Psionics is one of those weird sci-fi tropes that doesn't make sense to be grouped in with science anymore, but it is nonetheless present. You have a full set of psychic powers. You've got telepathy and empathic abilities, allowing you to read the minds of others, understand and manipulate their emotions, and speak with them mentally. You additionally have powerful telekinesis, letting you generate powerful barriers and hurl skyscrapers like some kind of bullet.

Clarketechnician [600 AP]

Could there be anyone as brilliant as you are? Any sufficiently advanced technology is indistinguishable from magic, and you are an archmage. If you can conceive of some sort of technology, you will be able to make it. Faster-Than-Light Warp Drives. Powerful plasma weapons. Time travel devices. Self-replicating picomite swarms. While more complex forms of tech take longer, it will never be impossible for you to create.

World of Monsters Perks

Monster Fucker Wilds [100 AP]

Well, why else would one come here if not for this? Actually *hunting* monsters? This makes it so that, in whatever jump you go to, all “monsters” as you define them can come in one of three forms at your discretion: Monster Girl, Furry/Scalie, and Unchanged. Monster Girls look mostly human, but with certain inhuman features like fur, claws, chitin, a long tongue, wings, and other such things. Furrries/Scalies are mostly humanoid, but their face and perhaps bodies broadly reflect the original form. Unchanged, as it implies, does not modify the form besides making sure it has the proper sexual organs. You may decide if their size is at all affected. If you want them to be human or near-human-sized, be aware that their strength will not be diminished.

By default, this additionally makes sure that all monsters have at least enough intellect to pass the Harkness Test. This can be turned off if you don't want it to apply.

Finally, this grants you the option of introducing monsters into the worlds of your Jump. How much or how little this influences their plots is up to you.

Non-Lethal Combat Skills [100 AP]

As you know, shooting something in the fucking face is usually pretty lethal, which is usually not conducive to sexy time. With this, you are now able to decide how lethal you intend for your attacks to be. If you want to genuinely kill something, then you will. If you don't want to kill someone, then your attacks will still hit and register as damage, but they will never kill the target. At most, it will render them unconscious and likely in deep pain. You can also decide how physically wounded they are, from looking like living scar tissue, all the way to just a few scrapes.

Persistence Hunter [200 AP]

As a certain piece of sentient editing software has twice said, humans will keep going until our prey begs for death. When you are tracking, fighting, and hunting down any living creature, you will never get tired, nor lose track of them.

Xenophilia [200 AP]

It's important to remember that you aren't sent out to butcher a bunch of animals, but to take part in important ecological studies. The Guild likes monsters, and so do you! When exploring something new, you will always be able to find genuine enthusiasm in what you are doing, which will not waver until it is not needed - and even that is optional. Directly related to this is your ability to bring greater sexual pleasure to a partner; the more distinct you are from them. This doesn't just apply culturally, but also physically. If your partner is, say, a giant

dragon, then not only could you still pleasure them despite likely being able to fit inside them, but the pleasure you grant them is greatly enhanced.

Mutual Learning Experience [400 AP]

It's important to remember that monsters are part of the environment, so it's important to understand them and make nice with them. You are just a bit better at it than others. Through non-invasive testing, you are able to learn the biology and behaviors of anything you find yourself trying to study. On the other hand, the creature you are studying **can** acquire human concepts, such as language, and **is** capable of reading and writing. If you want them to, they are also able to learn how to speak.

Harmless Harvesting [400 AP]

That doesn't make any sense, but I'm not smart enough to question it. Whenever you conquer a monster, whether that be by defeating them in a fight or fucking them into submission, you get a copy of all of their parts. This includes scales, meat, bones, organs, and even essence/the soul if applicable. Your defeated partner here will be completely unaffected by this. You may do this once per day with every monster.

Beast Taming [600 AP]

This is certainly a method of taming. When you "conquer" your target, they become considerably more submissive to you. This applies all the way from merely territorial creatures to those that are driven into a frenzy, all the way to the genuinely malicious. By defeating them, you imprint into their souls that they are yours, which bypasses any typical form of resistance.

Sapphire Star [600 AP]

Oh, right, I suppose you'll need to be able to properly fight the monsters so you don't wind up as a bloody stain. This gives you incredible skill in fighting monsters, being able to take one look at them and knowing instinctively what would be the best method going forward to defeat them. This additionally gives you the ability to fight using any type of weapon found in the *Monster Hunter* series, and a flat immunity to all fall damage.

World of Gacha Hell Perks

Spin the Wheel [100 AP]

How else is a man supposed to make their...impact? By channeling some sort of renewable resource with your energy, you have access to a power that allows you to summon a number of artifacts and individuals. The nature of what and who you summon is defined by the nature of the Jump itself, so don't expect inexplicably sci-fi things in a fantasy setting...unless you *do* find a sci-fi thing, which is an interface spoiler.

Any individual that you summon from the gacha will, by default, be loyal to you. They may or may not love you, but you'll never have to worry about betrayal. Any artifact that you summon will be able to be used by you without trouble, even if the flavor text itself implies it to be lethal.

By default, what you summon from the gacha will be "canon-compliant" - not from the original work, but feasibly fitting in fine. When summoned, they will retroactively have always existed. You are optionally also able to summon canon characters in a Jump, which can manifest in two different forms: the character you summon is retroactively your ally, or you have a perfect replica of said character.

Artifacts and individuals summoned from the gacha come in several forms: Normal (N), Rare (R), Super Rare (SR), Super-Super Rare (SSR), Ultra Rare (UR), and Super Ultra Rare (SUR). This defines the scope of power that is summoned, which will always be scaled by the setting of the Jump. Your summon chances are reduced the higher the rank, though you will typically find ways to increase your odds. Luck perks will influence this as well.

- **N:** Artifact or individual summoned from the gacha is not considered special in setting, and pretty much anyone can have it. Ns have a 20% chance of being summoned.
- **R:** Artifact or individual summoned from the gacha has a low-level power or attribute relative to the setting. Rs have a 40% chance of being summoned.
- **SR:** Artifact or individual summoned from the gacha has an intermediate-level power or skill relative to the setting itself. SRs have a 30% chance of being summoned
- **SSR:** Artifact or individual summoned from the gacha has a high-level power or skill relative to the setting. At this point, they can be considered top-tier. SSRs have a 9% chance of being summoned.
- **UR:** Artifact or individual summoned from the gacha that has a power or skill that is among the strongest in the setting. URs have a 0.9% chance of being summoned.
- **SUR:** Artifact or individual summoned from the gacha has a power or skill that makes them *the* top dogs of a setting. By this point, nothing less than the absolute strongest will be able to threaten them. SURs have a 0.1% chance of being summoned.

Tactician [100 AP]

A rather common theme of these sorts of worlds is that, while the “summoner” can’t really fight, they’re very good at leading. You are a master at leading others, be it in battle or elsewhere. At a glance, you can identify the strengths and weaknesses of those you are either allied with or subordinate to. With it, you know exactly how to deploy them in battle to their maximum usefulness.

The Power of Bonds [200 AP]

The connections you have with people aren’t just nice-feeling, and in fact have genuine benefits. The closer you are to someone, the stronger they become, and the deeper the bond, the greater the wellspring of power. After a certain point, they might well be able to grow stronger than they theoretically should. For example, if you were close to her, Miwa from *Jujutsu Kaisen* would be able to have bifurcated Kenjaku.

Synergetic Combinations [200 AP]

But your allies shouldn’t just grow stronger with you. They should also grow stronger with each other. When you pair people together, then even if they don’t get along at the start, they will gradually grow stronger together. Given time, they’ll start gaining bonuses if deployed with each other and be able to perform combination attacks.

Strategic Retreat [400 AP]

Your allies have a truly immense plot armor that prevents them from sustaining any sort of lethal damage until all combatants on your side have been defeated, including yourself. If your team gets wiped, and you manage to safely get away, they’ll just teleport to you. Their egos might be bruised, but they’ll be alive.

Material Gains [400 AP]

By sacrificing materials to your allies, you will be able to make them stronger than they previously were, without requiring any sort of training with them. Now, you can sacrifice anything to them, but the materials that work best are those that would be relevant to them. You will be able to identify what those materials would be at a glance.

Rank Violation [600 AP]

Screw the gacha! This makes it so that you will be able to empower your allies beyond their original summon rank. This requires specific materials (which you will always be able to claim), and having your ally reach their maximum threshold. Given enough dedication, you could bring your N-rank summon to a SUR. While your lower-ranked summons can reach the same “level” as higher-ranked summons, improving their rank is good, as it provides greater modifiers and bonuses for their capabilities.

Common Courtesy [600 AP]

It's actually insane how strong being a decent fucking person is in these words. When you treat others with kindness and respect, you are massively rewarded by the universe. You regularly come across extremely powerful individuals who are willing to become your allies, or you stumble across McGuffins that will prove to be very important in short order. This might net you some enemies, but they'll never be unbeatable.

Origin Items

*You will receive a 50% discount on all item selections related to your origin and setting, with the exception of **50 AP** & **100 AP** items, which are **Free**. Undiscounted Perks obviously do not receive discounts.*

If two items are close enough to one another in concept (weapon and weapon, building and building, etc.), you are free to combine them together.

*You receive a **+300 AP** stipend for this section.*

Saint Items

Charity Organization [50 AP]

You are a saint after all, so you should have this. This is some sort of charity organization that you are in control of. Equipped with a seemingly endless supply of materials, this organization incorporates itself into each Jump with an appropriate backstory. This organization of yours will provide food, shelter, and supplies that match whatever scope you are operating under.

Sacral Bond Rings [100 AP]

Symbols of your love with another person. When you give this to another person, the two of you can communicate with one another over long distances.

Ring of Holy Protection [200 AP]

A sacred ring that you received, which protects you from demonic manipulations and possessions. This, uh, has an *interesting* facet to it when dealing with more sexual threats. For example, if you are having sex with some sort of succubus, your life force will be protected from their wiles.

Wonderful Home [400 AP]

This right here is the best house that you could possibly ask for. It's practically a mansion that comes in whatever house style you want, with any necessary bills automatically paid by the will of your chain. It's got a five-star kitchen, swimming pool, numerous bedrooms, every game system and game ever made, several opulent bathrooms, and a library. The house is staffed by loyal servants who will obey your every command and dutifully maintain your house and all your desires.

Sybarite Items

Aphrodisiacs [50 AP]

These sorts of things work like a charm. This aromatic substance, when allowed to fill some enclosed space, will greatly reduce sexual inhibition in everyone present. How long it has to be active depends on the willpower of a person, but it will never fail to work.

Harem Outfits [100 AP]

A rather interesting symbol of your relationship with someone. This is an outfit your lovers can wear, which is always clean, and can shapeshift to fit whatever design you have. When someone wears this outfit, they are protected from anyone attempting to do anything sexually untoward with them.

Ring of Deviancy [200 AP]

A special ring that I can only assume you won from some sort of sex spirit. However you got it, this ring ensures that you'll never be too far from a situation where you can have sex, with a potential partner always somewhere nearby. This ring additionally applies relevant genre conventions, such as calling a sexy ghost while in some sort of horror story.

Den of Debauchery [400 AP]

A lot like its counterpart in the **Saint** Item tree, with the notable caveat of its basement. *That* in this place is a massive sex dungeon, which your servants will maintain. You can choose to use it for your servants, or your servants can use it to "discipline" enemies.

World Items

You receive a +300 AP stipend for this section.

A Mundane World Items

Harmless Fun [50 AP]

This is completely harmless, I promise. You have several bags of some strange sort of drug, which you can snort, smoke, inject, or do something else with. Beyond giving you a crazy high and alleviating stress, it also functions as an aphrodisiac. This stuff is genuinely harmless, as neither you nor your partners can overdose on it, nor is it addictive.

Filming Set [100 AP]

Ah, so you aren't an amateur then. This building of yours is a pocket dimension whose interior takes on whatever appearance you want it to. Everything within is also recorded, because this is a porn set that creates whatever "flick" you are most interested in. You can choose to be either the director or an actor, and you'll always have beautiful stars and co-stars who are willing to help you with your vision.

Neato Casino [200 AP]

You are now the proud owner of a massive casino, with all the bells and whistles such a thing would imply. Beyond making you fabulously wealthy, it has an "interesting" stipulation. Apparently, if a patron loses enough money or simply can't afford to pay their debts, they may serve as employees to make up for the money owed. Beyond them probably wearing bunny suits (or reverse bunny suits, if you're into that), the owner (you) is allowed to do pretty much whatever you want, short of killing them, of course. Strangely, you have tons of very attractive customers here, willing to bet it all.

Jumper Corp Ltd. [400 AP]

Who doesn't love big business? Don't answer that, because you are now the head of a rather large corporation that pulls in hundreds of millions of dollars per year. This corporation can revolve around whatever interest you want, and it can be either dubious or squeaky clean in terms of how it operates. You can be sure that your employees will all be wildly attractive and down to fuck.

World of the Apocalypse Items

Silent End [50 AP]

You've got a handy-dandy pistol with infinite bullets within it. Its name comes from its highly unrealistic silencer, which prevents it from being heard by anyone, making it ideal for slaying zombies or anything else reliant on sound. The strength of the bullets scales with your own strength.

Hell on Wheels [100 AP]

You've got a large van that is spatially screwy. It is much larger on the inside, allowing for as many people to get seats as they need, and to carry as many items as possible. Helping this is the infinite amount of gas this car seems to have, and the fact that any damage to it is patched up within twenty-four hours.

Underground Bunker [200 AP]

This place might be claustrophobic to some, but it is a safe space. This here is an underground bunker several stories deep, with running water, basic labs, hydroponic farms, and housing for dozens of people. It's also got a generator that doesn't run out of power, and forms of defense against anything hostile.

Sanctuary [400 AP]

This is your own slice of heaven after the end of the world. This is a small village-sized space with sturdy walls to keep anything dangerous out of it. It's got clean buildings for people to live in, running freshwater, farming areas, and more space to expand. It's got several people who already live here, seeing you as either their beloved leader or even their messiah, who would be quite eager to show you their appreciation.

World of Containment Items

Psychic Paper [50 AP]

A special “blank” ID-shaped piece of paper that shows the observer whatever you need them to see at any given time. They will instinctively trust that you are what you say you are, unless you are totally bullshitting them

Personal Weapon [100 AP]

This is a special weapon that accommodates your preference. Whatever it is, this weapon is extraordinarily powerful, able to target even intangible and unconventionally protected targets. This weapon grows in strength with you, is indestructible, and may develop new abilities based on what you do and need at the current time.

Liminal World [200 AP]

The problem with gathering resources as an anomalous organization is that it's very difficult to gather resources and have bases of operations without being discovered. So naturally, let's have you operate out of a separate dimension. You have your own little version of the Backrooms, complete with twelve empty levels that have tons of generating resources for you. Levels with crops might have said crops grow incredibly fast and are safe for consumption. Electrical locations are properly refurbished and provide endless energy. Massive oceanic levels are populated with fish and docile giant creatures. You may choose what levels you possess from any Backrooms levels, from any site or canon. You can purchase this again for half the price to obtain more levels.

Optionally, you can have entities endemic to the Backrooms inhabiting these levels. They will, by default, be friendly to you, or at least docile. If you are into that sort of thing, they can also be lewder in how they look.

You may purchase this option as many times as you can afford to.

Metafoundation [400 AP]

It seems you now have your own secretive, extragovernmental organization with inordinately high levels of power, dedicated to the containment of the anomalous and protection of the populace. This organization of yours has an extremely extensive personnel list of talented individuals, all divided into [very specific departments](#), [facilities around the world](#), and an [exhaustive number of task forces](#), all dedicated to this goal. You are the director/administrator of this organization, so everyone obeys your commands and respects you as the leader. You may actually decide if your organization has an interest in containing the anomalous, destroying the anomalous, being friendly with them, or something else. Your organization scales to whatever setting you go to.

World of Cultivation Items

Ancient Texts [50 AP]

Good for not needing to sneak into a library. This warehouse attachment has a collection of books explaining the general history, metaphysics, and techniques of this world for you to work towards. When you randomly select a book, it tends to be one that would be beneficial to your immediate self.

Talisman Collection [100 AP]

Get ready to learn Chinese, Jumper. These pieces of paper are magical and, when inscribed with a word, take on the power of said word. If you inscribe "lightning" on it, it'll shoot out lightning. If you inscribe "restriction" on it, your target will be immobilized...or be unable to orgasm. It's a very flexible system focusing on your intent. The inscription of talismans requires a bit of your qi to perform, and their strength, therefore, depends on how powerful you are at the time of inscription. Once inscribed, they don't require any more energy to be maintained or even to activate.

Advanced Herb Garden [200 AP]

This is a special patch of land containing thrice-blessed soil of a higher realm. How you came upon it is a mystery, along with how you came across this bag of odd seeds that blossom into all sorts of fruits, flowers, and herbs. You can use these to fashion strong poisons, useful pills, aphrodisiacs, and much more.

Cavern of Seclusion [400 AP]

I think we all need a place to relax. This is a cave that seems to appear whenever you need it. While in this cave, anything that causes you stress or ennui is expelled from your mind, and meditation-based cultivation is massively improved. Of course, if that's too boring for you, this place is excellent for dual cultivation of all varieties.

World of Fantasy Items

Portable Camp [50 AP]

Helpful for any adventurer staying out at night. This right here is a special camp that can be deployed at any time. It comes with a fire that won't dissipate unless you will it to, and a tent with an interior that grows the more people are with you. In this camp, nothing will be able to attack you, but this protection fades when you leave the camp.

Bag of Holding [100 AP]

A helpful bag for any occasion. This golden bag allows you to store pretty much anything that you want in it, and it will be placed into temporal stasis. This is easiest to do with non-living objects, but you can store non-resistant life inside of it as well, and when you take them out, it will be as though no time passed from their perspective.

Magnificent Mount [200 AP]

Now, shall we ride! Stored within your soul is some great beast that you can use for travel. Perhaps it's a resplendent pegasus, or some beautiful griffin. Whatever it is, this beast of yours can fly, move across land at incredible speeds, and fight with you if need be. You may call upon and de-summon the creature at will.

Weapon of the Chosen [400 AP]

Behold its radiant might! Plucked from some stone or ash tree is a weapon of your choice. Beyond always scaling with your power, this weapon of yours has one wacky power attack to it. Maybe it fires off rainbow lasers, or fights alongside you, or has blows that cannot be repelled. If someone tries taking it, they will be in for a nasty surprise, as it will straight up begin killing them the moment they try to steal or use it.

World of Science Fiction Items

Starbuster/Starshooter [50 AP]

An appropriately named set of plasma weapons, if slightly exaggerating in ability. Starbuster is a plasma sword that bypasses traditional defensive measures and can cut through steel. Starshooter is a handgun-sized weapon with four modes: Stun, Bolt, Beam, and Detonate. Stun will non-lethally paralyze opponents, Bolt will fire off a plasma bullet, Beam will fire off a beam of hot plasma that cuts through things like butter, and Detonate launches an unstable bolt that will explode upon contact with an object.

Space Knight Outfit [100 AP]

Aura farming guaranteed. This suit of awesome-looking power armor can repel plasma weaponry, provide an interface that lets you record everything you can observe, lets you see in different parts of the electromagnetic spectrum, and lets you fly with rocket boots. When you don't need to wear it, you can have it retract at will into a tiny object, such as a disc or wristband.

Nanomachines, Son [200 AP]

Something something hardening. Within you is a swarm of nanites that modify your body internally in whatever fashion you need, including hardening at a moment's notice to protect you from danger. They will also consume any hostile foreign objects (such as cancer cells, bleach, poison, diseases, etc.), neutralize their effects, and convert them into more nanomachines. If this couldn't be any more helpful, you may release these nanomachines from your body, and they will create any structure you can think of, though whether said object works as intended depends on whether you know how it works. If you are running out of nanomachines, you can have them consume organic and inorganic material to replicate more.

Top-of-the-Line Starship [400 AP]

The best starship that money can buy. Able to fit as many people as needed, this ship has all sorts of amenities aboard, such as replicators, recycled air that smells fresh, excellent defensive weapons and shields, and comfortable rooms. This ship can travel approximately 100,000 light-years a day, and its shielding protects it from hitting any objects in deep space.

World of Monsters Items

I Just Want to Grill [50 AP]

I assure you, cooking in the middle of a fight is a perfectly reasonable action. You possess an omni-cooking device that you can summon at will for the purposes of cooking at any time. Upon eating the food, you receive specific buffs. This additionally cooks food unreasonably fast, so you can, in fact, leave for like a minute and have a full meal prepared.

Proper Weapon [100 AP]

Hunters need weapons, unless you'd prefer hand-to-hand? This is a shapeshifting object that can transform into any type of comically oversized weapon used for fighting monsters. It starts as just run-of-the-mill weapons, but they can be upgraded as you gain monster parts.

Elder-Grade Traps & Snares [200 AP]

Certain monsters out there are extremely difficult to capture, either because they're either far too intelligent, they're walking natural disasters, or they're both at once. This isn't going to be much of a problem for you, however. These special traps are designed to be able to restrain pretty much anything, and are invisible to all except for you and your allies, at least until the trap is sprung. You are going to have to bait them into the trap, however.

Research Fleet [400 AP]

I see, so you intend to be a researcher...of a certain kind, at any rate. You now have an official ecological research fleet, officially sanctioned and backed by whatever governmental power exists in a Jump. These are all trained professionals who assist you in all related endeavors, such as mission control, cooking, smithing, crafting, and studying. If you get frisky with any of your queries, they'll also be kind enough to accommodate said monster, with it seemingly being super easy, barely an inconvenience.

World of Gacha Hell Items

Dapper Uniform [50 AP]

You now have some sort of cool-looking outfit, thematically fitting whatever setting you find yourself in. This greatly improves any leadership skills and perks you have, and will always be more durable than your body.

Microdimensional Hallway [100 AP]

This long corridor contains several doors to pocket dimensions. In these pocket dimensions, you and your allies are sent to fight fairly weak enemies, and by defeating them, you receive a number of valuable resources. This will additionally let you refight major enemies and receive their materials again as well.

Synchronization Device [200 AP]

A very powerful device, which is now yours. Through this device, you are able to bring your subordinates to the same level as the lowest of your "Top Five". Do note that this is raw levels only, and does not take into account any material bonuses, bond levels, or Rank.

Hypercompetent Recovery Station [400 AP]

Do you have someone in critical condition, or have you found some rusted gun that looks like it was good in its heyday? This property of yours is excellent in just about all forms of recovery. So long as someone doesn't die before they reach it, or an object isn't completely totaled, they'll be restored to tip-top shape.

Companions

*You will receive a 50% discount on companions in the setting that you choose, with the **50 AP** options being **Free**. Companions will receive **1000 AP**, and may have discounts down the Setting options and their selected origin.*

Although some companion options are gendered, feel free to change them if you are so inclined. Additionally, so long as you purchase the options, you may combine various companion options into one individual, whose backstory is a fusion of the combined options. How these combine is up to the discretion of you and/or your Benefactor.

You are able to purchase each option more than once, with their nuances being up to your discretion.

Undiscounted Companions

Create/Import Companion [50/200/400 AP]

You are able to import one of your old companions, or create a new one. **50 AP** affords you one companion, **200 AP** affords you eight, while **400 AP** lets you either import all your companions or create sixteen new ones.

Recruitment Drive [Free]

If you meet anyone in the Jump that tickles your fancy, and they consent to it, you are free to bring them along with you on your chain as a companion.

A Mundane World Companions

NEET Freak [50 AP]

You certainly got quite the...admirer, I'll say. This person is the type that stays in their room all day to browse the internet and goon. They're also probably some flavor of incel, who's got some bizarre ideas about your gender. On the bright side, if you pick them up, they're really excited to try the whole sex thing, and you can turn them into proper members of society.

Rent-a-Prostitute [50 AP]

Bit of a gold digger, but you gotta respect the hustle. This babe took one look at you and pretty quickly realized you were something special. Since you/the chain is happy to pamper her, she is down for pretty much anything you are.

Sugar Mama Club [200 AP]

This little club is full of spinsters who are nonetheless quite hot and absurdly wealthy. Each of them has some sort of high position in society, such as a CEO or politician, and they are more than happy to use this to help you, in exchange for giving them some love.

World of the Apocalypse Companions

She's An Angel [50 AP]

This lady is practically a saint. Whether she's religious or not, this woman is quite intelligent, has a great moral compass, and is rather woefully unprepared for the apocalypse. Luckily, she met you to rely on, both as a rock and as a lover. Also, if you manage to make a functioning civilization, you can rely on her.

Breathtaking Ghoul [50 AP]

Quite literally, in fact! This undead, despite being what should be a rotting corpse, is remarkably chatty and solid. They've got the pale skin of a dead person, and maybe they feel cold to the touch, but they've got warm eyes, and love you lots. They also don't need to sleep, eat, drink water, or stop to do anything. You can decide how much they have actually decayed, whether it be not at all to a putrid mess.

STARS of the Show [200 AP]

This group is terrifying. You've got a squad of five borderline super-soldiers under your command, with each of them practically being main characters in their own right. For one reason or another, it seems that they hold you near and dear and are very affectionate to you.

World of Containment Companions

The Voice Behind You [50 AP]

No, this voice in your head isn't from schizophrenia. You've got some sort of spiritual or higher-dimensional entity inside of your head, who's taken up residence because they like you. They're always willing to give you advice and can alert you to anyone or anything in your immediate vicinity. In your dreams, they also take the form of whatever you find sexy, and will give you some crazy wet dreams.

Captured Anomaly [50 AP]

This fellow here isn't being very...resistant, now, are they? Early on in your adventures, you managed to capture this anomaly, who has a pleasing form and a decent paranatural power. Rather than being upset, you are pretty sure they were excited to be contained, and even after you let them go after they proved to be non-hostile, they insist on staying in containment. They're a bit odd and will pretty much do whatever you demand of them.

Secret Circle [200 AP]

Every shady organization needs a group of leaders. What you have here are thirteen highly qualified individuals who represent some sort of field to the best of their ability. If you want someone good at keeping records and digital information, you get a superpowered robot. If you want someone good at internal security, you'll get a (mostly depowered) conceptual embodiment of control, so go nuts!

World of Cultivation Companions

Frosty Jade Beauty [50 AP]

You've got quite the conundrum here. This beautiful lady has what Daoists would call an "Extreme Yin Physique." This has plenty of benefits, including excelling prowess in elements such as cold, darkness, water, earth, and the moon. At the same time, this causes her to be rather cold towards most people. Unfortunately for her, the cost of this power is that she has horrendously low yang energy, and while this wasn't an issue when she was younger, she could very well die now that her power has grown so much. She seeks to ameliorate this issue with you, and even if she doesn't show it, she is grateful for your help. In future Jumps, the chain itself will provide the energy she needs, though she'll likely insist on getting it the "normal" way.

Beast Companion [50 AP]

One day, you happen to stumble upon this strange creature, who can talk and is surprisingly knowledgeable. This beast is the child of some extremely powerful ancient creature, such as one of the Four Auspicious Beasts, or even one of the primordial beasts (Behemoth, Leviathan, Ziz) if you want to get fancy. It's a fanciful creature able to undergo cultivation and evolve into more spectacular forms. Eventually, it'll even be able to take on an incredibly attractive human form.

Sect [200 AP]

So, you want to be an elder? You now have your very own cultivation sect, established in some rather extravagant-looking temple. The methodology of this sect depends upon your own desires, but you can be assured that it will have all sorts of attractive members, and it will be one of the world's highest-ranking sects.

World of Fantasy Companions

Fair Damsel [50 AP]

This one isn't in another castle, mercifully. This princess (or very pretty prince) was someone who saw you and was immediately smitten, choosing to come along with you on your journey. This damsel knows all sorts of ways to take care of you and is recognized as someone very important in every Jump. If her hero wants something a bit more carnal, then she's quite fine with that as well.

Sweet Succubus [50 AP]

... Now, how did you get this one with you? It seems you were seduced by the wiles of a succubus, who shared your bed. Instead of, you know, *dying* from it, she didn't seem to affect you at all, even if you don't have the **Ring of Holy Protection**. She *does* feel her reserves filled up from you, however, and thus opts to stay with you. Due to having a degree of magic and the power to become invisible, she'll be a helpful ally to you, so long as you fill her up.

Full Party [200 AP]

This'll either be really funny or really awful. By chance, you have run into 13 individuals who closely match the 13 core classes of D&D (Artificer, Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, and Wizard). They are all quite attractive, willing to engage in an orgy at a moment's notice, and confer upon you the status of leader.

World of Science Fiction Companions

Knight of the Stars [50 AP]

This fellow here is an alien peacekeeper, known for fighting off space pirates and mediating interplanetary disputes. The two of you met under some special circumstances, and they fell head over heels for you. They are a highly competent warrior and diplomat, who admittedly has some...deficiencies in intimate acts. They've never been in a relationship before, so they'd like you to give some pointers.

Pleasure Gynoid [50 AP]

No, this is not a sex bot...okay, it's not *entirely* a sex bot. This gynoid is a top-of-the-line Pleasure Partner™ that some company gave you for the purposes of advertisement. It was a smash hit, and you got to keep her. You are able to define the core characteristics of the personality of your gynoid, which she will maintain even as she further develops. Her chassis is totally customizable, and the synthetic flesh always feels soft to the touch. Their sexual organs (they can have both, if that's what you're into) are also equipped to bring the best pleasure imaginable, and they can modify it on the fly to change the feeling and sensation.

This gynoid, although simple at the start, is equipped with an AI that incorporates anything that you find to be beneficial or otherwise pleasant to have. This can be related to sex, but it can also be related to literally everything under the sun that you interact with. Given time and the desire, they can master things like medicine and engineering.

Star Command [200 AP]

I can assure you that with this group, you are in safe hands. This small group of people is perhaps some of the most competent in the whole universe, as they've probably saved it at least one time in the past. This group of people, who each seem to fulfill a specific niche (The Captain, the Rogue, the Empath, the Mystery, the Machine, etc.) that fills in one another's gaps, creating a hypercompetent team. You got picked up by them at some point and managed to win them over. As you'll find out, they are all *really* close with one another, and wouldn't mind somebody new joining them.

World of Monsters Companions

Companion Hunter [50 AP]

This fella right here is your best friend, and most likely lover. When it comes to hunting monsters, they are just as competent as you are, and share the same “enthusiasm” with them as you do. Whether that means they join in on the fun or like to watch, is up to you. They may also be another species if you desire it.

Pretty Smithy [50 AP]

Hunters do need blacksmiths, and I can't think of anyone better for you. This well-muscled lady has been working at a forge for as long as she can remember, and loves the thrill of making new things with extravagant materials. The two of you are quite close, and she hopes you'll let her make some marvels. Additionally, she's competent enough to use any material and make it work safely: give her material from Fatalis, and she'll make a set of armor that won't drive you insane.

Monster Venery [200 AP]

You must be an experienced hunter, huh? It seems that you have a collection of eight particular monsters that you've encountered and “conquered” in the past. They are loyal to you and will fight by your side if desired. Two are allowed to be Elder Dragons.

World of Gacha Hell Companions

The Main Heroine [50 AP]

That's right, baby, it's the girl on the face of the app! This beautiful lady is the perfect partner for you: the two of you have tastes and concepts that complement one another, and fill in the gaps that you both have. Although starting off as just an SR, she grows in power at an incredible rate and will probably get one or two huge upgrades.

Redeemed Villain [50 AP]

Now, who is this beauty? You found yourself in a situation where you and a high-ranking member of the enemy were forced to rely on one another against a mutual foe. Though initially a partnership of convenience, they grew incredibly fond of you, and although nominally still an enemy, they will come to your aid whenever, including booty calls

The Aces [200 AP]

This here is the cream of the crop. This miracle squad of four high-end SSRs is one of the greatest on your side of the fight. They would be put under your command and have never lost a confrontation since.

Drawbacks

You may choose as many drawbacks as you think you can handle.

General Drawbacks

Many Worlds [+0 AP; Requires *Combined World*]

Maybe you don't want to mix the genres, or perhaps you think the setting will be absurd with too many genres going on at once. With this, you may decide how you interact with these worlds, so long as it amounts to 10 years. If you have two settings selected, maybe you want to spend five years in each, or one year in the first and nine in the second. If you intend to go through all of them, then you can do that as well.

Supplement Mode [+0 AP]

You may opt to have this jumpdoc be a supplement for another jump, or have other jumps supplement this one. Do note that if you are using this as a supplement, your first setting choice must match the main jumpdoc as closely as it can.

Time Extension [+100 AP]

You may choose to extend the time you stay in this Jump for ten years. You may select this as many times as you want.

Uncontrollable Perversion [+100 AP]

For the duration of this Jump, you are uncontrollably perverse, and it takes a herculean effort to avoid doing something incredibly stupid. On the bright side, you will not do anything especially illegal, save for potentially public indecency.

Trash Fetishes [+100 AP]

You run into kinks you have no interest in far more often than you'd like

Unwilling Fanservice [+100 AP]

It seems that you have become the focal point for the narrative's fanservice. People will walk in on you naked, your clothes will be ripped through random circumstances, you'll get stuck in dryers... I think you get what I'm referring to.

Is He Stupid? [+100 AP]

Why yes, yes you are. You are something of a moron who will say and do very stupid things for seemingly no reason. On the bright side, this won't affect you in situations where your stupidity would genuinely put you or those you care for at risk.

Prudish [+100 AP]

Well, this sucks. It seems that people are a lot more restrictive about having sex. While your seduction and sex-related perks are nerfed, they are still effective.

All Shapes and Sizes [+200 AP]

It seems like every creep and monster seems interested in you, and will try and rape you when they think you are helpless.

Theater Kid Antics [+200 AP]

You have an incredible flair for the dramatic. This results in you speaking in a somewhat ridiculous tone and never being able to do things in an especially subtle fashion.

NTR Subplot [+200 AP Each]

Whoops. It seems as though you've stumbled onto a certain issue. You know those companions you got in this jump? Yeah, for one reason or another, you seem to have lost those connections. What's more, the initial problem was almost certainly some fault of your own. The bright side is that you'll be able to get back those bonds you've lost. The downside is that if you don't, you lose that connection forever, and it will very much negatively impact you emotionally.

This may only be taken with companion options in this Jump.

A Terrible Fate [+400 AP]

Unless influenced by certain drawbacks, the nature of this world is generally a colorful and bright one, with sex generally being a good thing. That's really not the case with this drawback. Sexual crime is extremely high here, with slavery, drugging, abductions, and other such things being rather common.

But Thou Must! [+600 AP; Saint Origin Required]

If someone sincerely requests your help, with no sinister intentions, you are obligated to help them. Yes, even if it is going to be for a really dumb reason. Yes, even if it's not something you are currently unsure you can do.

The Pursuit of Entertainment [+600 AP; Sybarite Origin Required]

For the sake of fun, you are forbidden from stomping your opponents. Your power is restricted to the minimum level required to defeat your opponents. Perks and items you possess that would help you stomp an opponent may be nerfed or otherwise inaccessible to you while fighting said opponent.

Memory Sealing [+800 AP]

You don't really *need* these, I can assure you. For the duration of this jump, your memories of anything outside of this Jump will be completely sealed. As far as you know, you have always lived here. Naturally, choosing the Drop-In option is pretty much worthless.

Power Sealing [+800 AP]

I can assure you that the power you receive in this Jump is enough. For the duration of this jump, your powers, perks, and abilities that come from outside of it will be sealed. You can optionally choose to have lost them due to some in-jump reason, or you can modify your memories to believe you never had them.

Item Sealing [+800 AP]

Do you really need all those tools from outside the Jump? For the duration of this Jump, all of your items, properties, and warehouse will be sealed. You can optionally choose to have lost them due to some in-jump reason, or you can modify your memories to believe you never had them.

A Mundane World Drawbacks

Get a Job! [+100 AP]

Yeah, you are going to have to get a job, even if you have money. The reason why is yours, but you must ultimately have a job and retain it, which will be unusually difficult.

Back to School [+200 AP]

For one reason or another, you are now mandated to go to school and receive at least a passing grade. If you don't, then you're kinda screwed.

Addiction [+300 AP]

You are addicted to something, such as alcohol, drugs, or sex. This can be overcome, but it will be quite difficult.

Sexual Corruption [+400 AP]

No, not magical corruption. For whatever reason, anyone in positions of power over or rivaling you is deeply corrupt and will try and pull out all the stops to try and screw you over, take what's yours, or possibly try and rape you.

THE WAR! [+600 AP]

Global tensions are at an all-time high, and it seems that war is imminent. If you don't do something to stop it, then World War III is going to break out, and it will involve you in some way. Nukes aren't going to be dropped *immediately*, but they will if things don't end before 75% of the Jump's time concludes.

World of the Apocalypse Drawbacks

Zombie Apocalypse [+100 AP]

It seems that whatever apocalypse you had, zombies were part of it. Luckily, they are pretty normal zombies, so while dangerous, you don't have to worry about random mutations. If your apocalypse was already a zombie one, then you just get more zombies.

Geological Upheavals [+200 AP]

Natural disasters are going to be a lot more common in this world. Expect earthquakes, tornadoes, tsunamis, snowstorms, and other such phenomena.

Nuclear Fallout [+300 AP]

A bunch of nukes dropped onto the world at some point, irradiating a not-insignificant portion of the globe. You'll be able to tell if a place is an irradiated shithole before you reach the danger zone, but only if you are paying attention, so be careful.

It's Mad Max Out There [+400 AP]

Pretty much every pocket of surviving humans is bunched up into gangs that are either constantly at war with one another or are being oppressed by ruthless leaders.

Climate Transmogrification [+600 AP]

Yeah, this is really bad. The world you are under is absolute shit, wracked by the most extreme consequences of climate change. Expect flooded lands, overgrowth, invasive species, and extreme temperature fluctuations.

World of Containment Drawbacks

Uggo Abnormalities [+100 AP]

At least 50% of all anomalies look quite hideous - and not in a *sexy monster* kind of way. They can still have kind personalities, but if you do bang them, you might want a paper bag.

Our Open Veins [+200 AP]

You will have to maintain the status quo of the world, unable to use your powers or abnormalities to make positive changes to the world. You also cannot allow anomalies or Anti-Normalcy Organizations to change the world if it's within your power.

K-Class Incident [+300 AP]

You will have to deal with one [K-Class scenario](#) during your time here. It won't be world-ending, but you will want to deal with it.

The Secret Ingredient is Cruelty [+400 AP]

Anomalies in this world, be they monstrous or otherwise normal people, are treated horrifically by Normalcy Organizations. Even if your group doesn't participate in this, it makes sure that anomalies are either going to fight like hell if they don't trust you, or you are going to deal with an influx of anomalies very desperate for sanctity.

This Requires An ADMONITION [+600 AP]

Oh boy. It seems that either your organization or a rival is creating absurdly stupid machines that break reality to contain a quite frankly minor anomaly, or is doing stupid shit that may result in the manifestation of a hostile god. You will have to deal with one of these scenarios - and if you fail, then you and this world are gone.

World of Cultivation Drawbacks

Young Master Troubles [+100 AP]

There is an unusually high influx of arrogant Young Masters who will constantly think you are disrespecting them. Expect to be threatened to have an intact corpse and destroy an unusually high number of restaurants.

Faceslapping [+200 AP]

You have a serious case of smartass, and you will have to strongly resist the urge to be an asshole to literally everyone involved.

Courting Death [+300 AP]

You have a very nasty case of bottleneck, which can only be lifted by bringing yourself into situations that can lead to your death.

Obligatory Tournament Arc [+400 AP]

You will have to take part in some major tournament, full of some of the best of the best. You are required to win the tournament.

Constant Tribulations [+600 AP]

The heavens truly seem to despise you, as you will be constantly plagued by heavenly tribulations that will seek to end you and your chain.

World of Fantasy Drawbacks

Roll for Eating Bread [+100 AP]

Every time you do any significant action, you are required to roll a die to determine what happens. Should you have purchased **D20 On a Critical Roll**, you receive a +5 on all rolls.

Never Should've Come Here [+200 AP]

This land is plagued with bandits, who always seem to think they will be the ones who will bring you down.

Courtly Politics [+300 AP]

As unfun as this will be, you will find that you are frequently caught up in the intrigue and conspiracies of nobles, and you may not like the side you wind up on if you don't pay enough attention.

Murderhobos [+400 AP]

There are an insane number of batshit insane lunatics who want to take your life for your loot, or to follow their character, or some other nonsense.

Big Bad Evil Guy [+600 AP]

You are going to be tasked with defeating some BBEG, who is guaranteed to be a good challenge to you. You are required to put an end to their plot.

World of Science Fiction Drawbacks

Episodic Adventures [+100 AP]

It seems that you can't go a few weeks, or sometimes even days, without stumbling onto some issue. These issues won't be especially major, but they will require you to put some brainpower into it.

Space Corporatism [+200 AP]

Unfortunately, when mankind reached the stars, they didn't get rid of corporations. As a result, much of human politics, and indeed much of alien politics as a whole, is dominated by corporations.

Dark Forest [+300 AP]

The galaxy is a far more treacherous place, with many alien races being incredibly wary of one another. Your actions are going to be monitored more closely than you might like.

Gynoid Uprising [+400 AP]

For one reason or another (there are a lot of reasons), it seems that many of the gynoids have begun a considerable uprising, which will be sexy for all of five minutes. You are going to have to either resolve the problem or keep yourself from being enslaved by the time the Jump ends.

If you chose **NTR Subplot** on your **Pleasure Gynoid**, she has left you to join the uprising, citing that you did not treat her properly.

Giant Space Flea from Nowhere [+600 AP]

The galaxy will be beset by a massive swarm of insectoid abominations, intent on devouring the galaxy. Their swarm is utterly massive in size, and unless the Queen is brought down, their army will endlessly spawn.

World of Monsters Drawbacks

The Guild Permits You [+100 AP]

You are unable to hunt anything or fight any creatures without express permission from the Guild. This requirement is waived if you or the life of someone else is in immediate danger.

The Lag Beast [+200 AP]

Monsters can have a lot of weird effects, and if there are too many in your field of vision, it seriously screws with your vision and perception of movement.

Deviant Monsters [+300 AP]

You know what? This is fair. Normally, monsters aren't typically all that into humans, although they are not opposed. With this, monsters are *very* interested in humans and will try to assault at any given opportunity.

Hunter vs Hunter [+400 AP]

You'll find that there are a number of hunters who have gone renegade to do as they please. You aren't required to hunt them all down or anything, but if one is found, you will have to capture or terminate it.

Rampaging Elders [+600 AP]

In whatever region you wind up in, there will be 12 Elder Dragons present that you will have to defeat before your time in this Jump concludes.

World of Gacha Hell Drawbacks

Actual Gambling [+100 AP]

For the duration of the setting, there are no methods of increasing your summon chances in the gacha. What the initial summon is is what you get.

Orleans: Kill Six Billion Dragons [+200 AP]

There is going to be a frankly unreasonable amount of low-level enemies that you will have to defeat while engaged in the field. Expect to be unable to have conversations longer than a few minutes before a fight breaks out.

Perverse Insubordination [+300 AP]

Unfortunately for you, several of your allies will be insubordinate to you at the beginning. After all, they are the ones protecting the side of good, so you should be servicing them. They'll still follow your lead in battle, however, so it's not all bad.

Yes, I am aware that this will be a reward to some of you. Enjoy the free points if that is the case.

Treacherous Allies [+400 AP]

Your side is lustful and corrupt to a truly staggering degree. They will resort to self-sabotage if it means that they can get rich, or try and use shit like drugs to claim your very pretty subordinates. Killing them is possible, but it's best to be discreet.

Bigger Fish to Fry [+600 AP]

Yeah, it turns out that your enemies aren't the greatest threat. It's actually an ill-defined foe far greater than either side to handle alone. You will have to rally both sides together in order to combat this foe, unless you think you can beat it by yourself.

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

This is something of a spiritual successor to my *Generic Lewd Settings* Jump. This was originally an update to that Jump, when I wanted to add in options specific to actual settings, but I was very confused about how to implement such an update, and so it spun off into its own Jump.

Full disclaimer: this Jump's formatting is inspired by the somewhat infamous *Generic NTR Jump* by dragonjek. I can't really say I *recommend* the Jump for the average Jumper, but I will say it's quite in-depth and excellent if you are okay with the fetish.

I'm generally of the opinion that if a Jumper wants to be able to get everything in a Jump (without some sort of supplement), then they should be able to do so, so long as they are willing to take on all the Drawbacks. As a result, the drawbacks here can be pretty painful, but if you take all of them, you should be able to purchase everything on the jumpdoc, which means you'll be able to succeed.