Divine Daddy Jumpchain

By TroyX

Welcome to a true paradise, Jumper. This is a world cut off from the rest of the omniverse, lush and beautiful and perfect. The temperature is always perfect; the sky and horizon have breathtaking scenic vistas; the land is carpeted with impossibly beautiful pools, beaches, flowers, and trees; invigorating breezes blow with infectious excitement; impossibly beautiful and soul-stirring music plays out of thin air, always suited to your tastes and the moment; elegant open-air palaces await you; and the only ones who exist here are you as its god-king…

…and your many, many, *many* daughters.

There is no evil or threat in this land, no discomfort, no deterioration or harm or death. This is a joyous realm where you fuck your beloved daughters in mutual passion for eternity.

Or for ten years. Whichever comes first.

Your daughters are all adults who adore you, and beautiful according to your tastes. Space and time shift in somewhat dreamlike fashion to suit you, so labour is skipped over and your daughters are instantly adults in every way, including physically and psychologically. The realm is effectively infinite in size, to contain an eternally growing number of daughters, yet you won't have to go far to get to where you want to go or fuck whichever daughter you want to fuck.

Yes, this jump is basically a vacation, but that's alright. You can get some goodies here, and I don't just mean all your daughters.

Or you can be one of the daughters, if that's your speed. Or switch up the genders however you like, but some of the perks might not land properly if you do.

You have 1000 CP to spend.

ORIGINS

There are six origins, three to pick from if you're the Divine Daddy, three to pick from if you're a Divine Daughter. Pick one.

Divine Daddy Origins

Sex God

You lean entirely into the role of fucking your horny, devoted daughters. You are transcendentally attractive, to the point that even your most evil foe would hesitate to do you harm, and physics might bend beneath the weight of your charisma. This attractiveness is reduced to slightly less impossible levels after this jump, but can still be called out in times of great need or narrative importance (or in the end scenario at the bottom of this document, should you take it).

Titan

You lean into the strength of the king that you are. You exude a raw primal sex appeal that renders your allies more susceptible to your commands and leadership, and your enemies more susceptible to intimidation or making mistakes. You also possess a superhuman physique. Physically speaking, you could run like the wind and toss boulders twice your size with

ease, but you also have some conceptual abilities related to your physique, which will slowly grow over time. Grab the horizon and pull it closer to you to reach your destination faster. Drop your massive dick on a table in an international meeting to awe and intimidate the attendees just as much as if you controlled the world's greatest superpower. Pick up a fatally wounded friend and outrun death to save their life. And so forth. You're a long, long, *long* way from being able to punch holes in reality or mold the cosmos like clay with your hands…but someday.

Creator

You lean into your power as a god and creator. Flowers bloom in your wake, and blasting your cum into clouds would see new sylph daughters blossom from them. Aside from becoming highly skilled at any sort of craft or art and an impressive boost to creativity, you gain an incredible talent for rituals, spellcrafting, invention and anything related to technology (including magitech) and artifice. Your works of art can come alive, although their powers will only be a shadow of the abilities of who they depict unless you have power to sufficient scale, but statues animating or paintings of thunderstorms assailing your enemies are easy. Your artwork is awe-inspiring, and what you craft is perfect and without error and better than it otherwise would be. You can intuit and deduce laws of science and magic with ease.

You also become highly skilled at mentoring and teaching others, easily able to break down information into simple terms as well as inspire creativity and inventiveness in others.

Divine Daughter Origins

Elf

Or any attractive humanoid species that doesn't fit into the other two daughter-based origins. What, you wanted to be a monster girl? Wrong jump for that. Your gracefulness and agility are peak human, and your strength and speed are those of a champion athlete. And of course, your effortless charisma will leave those around you practically spellbound.

Pixie

Anywhere from about six to twelve inches in height, you are a shortstack who is highly stretchy in all the right places. You can fly of course, at great speeds and with agility like that of a hummingbird's, as well as glow any colour you wish at will. Your reflexes are peak human, and you are surprisingly strong for your size, especially when you employ your instinctive skills at getting and using leverage to help.

Nymph

You are closely attuned to nature. A dryad for trees and flowers. A naiad for pools and streams. A sylph for wind and clouds. Except, you're special, because you are equally attuned to all three. You have the physique of a

champion athlete, but this can increase to very nearly superhuman based on how much nature surrounds you. You can also step from one natural feature to another as a form of teleportation; there is no hard limit to the range, but more than a dozen miles in a single step will exhaust you, at least at first.

AGE AND GENDER

Your age is up to you, so long as you are 18 years old or older. Your gender depends on your origin, either male or female as appropriate.

Your appearance is that of the chadliest chad to ever chad if you're the Divine Daddy. Tall, broad, muscular, huge dick and nuts, etc. Other details, such as hair length, are up to you, and you're not in any way limited to the standard human colour palette.

Your appearance is that of a beautiful, curvy, big-titted woman if you're a Divine Daughter. Other details, such as hair length, are up to you, and you're not in any way limited to the standard human colour palette.

STARTING LOCATION

Palace

You start in the central palace of the Divine Daddy. Lush with hanging gardens, resplendent with musical breezes, full of cavorting nymphs and bubbling pools, this open-air palace is a monument to luxury and pleasure.

Beach

You start wading through the waves on one of the world's many white sand beaches. Sylphs swoop delightedly above, often darting down to tease those below, while nereids frolic in the sea or run and laugh along the beach.

Forest

A gentle forest that could be called enchanted if that wasn't redundant given that all lands in this world are magical. Green and lush, it is resplendent with glowing pixies giggling as they flit to and fro, while naiads and dryads frolic between trees and in streams and ponds.

Sky

You start in the clouds, with winds whipping gloriously about you, stunning views of the beautiful world below and shining sky above, and sylphs eager to fly with you and make love with you. Fear not if you can't fly, for the winds will gently and unerringly carry you wherever you wish to go, responding instantly to your desire. In fact the wind will do this no matter where you start, for as long as you are in this world.

PERKS

Origin-specific perks are 50% off to their respective origin, unless the perk was originally 100 CP, in which case it becomes free.

General Perks

Comprehensive Porn Logic (free)

This is a comprehensive package that covers virtually any porn logic and porn biology you can think of. You have a massive dick, and it fits in your daughters' tight twats easily and only causing pleasure, and whether it bulges out their bodies impossibly or slides in without visible signs despite being larger than she is, is up to you. You cum lakes of jizz, that somehow won't mess anything up, nor discomfit the daughter you're shooting it in, and it's always up to you whether she can take it all, or it swells her belly, or some of it blasts back out. And it cleans itself up as desired too. So on and so forth.

Now, it doesn't cover things addressed by other perks in this jump, but that's pretty much it. However, it won't let you cheese things, so no getting Kryptonian powers because you want to be Superman fucking Wonder Woman, to name just one example. Anything else? Fair game.

If you so choose, this becomes part of your body mod, persisting even against power-loss drawbacks in future jumps. Just because you're facing a challenge doesn't mean you should give up your fun in (or out of) the bedroom.

Spiritual Sex (free)

Incestuous sex is indescribably blissful and spiritually satisfying for you and your daughters, even persisting afterwards as an eternal afterglow. This also ensures your mental and psychological well-being in every respect, and you'll never lose your gusto for life. This is an extremely comprehensive perk for mental and psychological health. Anything you can think of that would keep you from being a happy, well-adjusted person is simply something you don't have to deal with, because it doesn't exist for you. (And yes, you keep your ability to feel empathy. *Comprehensive*, remember?)

If you so choose, this becomes part of your body mod, persisting even against power-loss drawbacks in future jumps. Just because you're facing a challenge doesn't mean you should go crazy from anxiety, madness, or boredom.

Divine Right (free, Divine Daddy exclusive)

In this world, it is intrinsically morally right for you to make love with your beautiful daughters in mutual passion, as god-king in a paradise. That intrinsic morality, centered around you and all that you are, is built into the very fabric of all that is.

You carry some of this you-centric morality with you wherever you go beyond this world. Fate, reality, narrative, and all else will align

in order to smooth out any progress towards, or anything needed to sustain the conditions for, making love with your beautiful daughters in mutual passion as god-king in a paradise. Others, even the greatest of cosmic beings, will instinctively feel that it is right to help you towards that, just as they instinctively realise that it is right to be kind and helpful to others.

This isn't necessarily a guarantee of victory or safety (at least unless and until you Spark), but it's like going down a waterslide - you could technically climb backwards up the slide, or clamber off over the side, but it's hard to do that, and a lot easier to just slide downward. The same tendency affects anyone and anything's attempts to derail you off the waterslide of your existence.

If you so choose, then while this isn’t strictly a part of your body mod, it is strictly a part of (even core to, one might say) you and your identity, and thus it is not counted by power-loss drawbacks.

Dominion (free, Divine Daddy exclusive)

Pick up to 12 concepts or themes to be your domains of divine influence. However, they must be considered good or positive in some way, such as light, music, love, healing, or power of the heart, for example. Darkness or war are obviously a no-no, but so are "neutral" domains like water or technology.

You gain minor powers and influence related to your domains. These domain powers and influence will scale with your power as you grow across your chain, but will always be better at things like protection, healing, and purification than anything else.

Light of Heaven (100 CP)

You and your daughters are protected from truly terrible things happening to you. This includes any unwanted sexual contact, action, encounter, etc. This won't stop anyone from becoming destitute, failing at important tasks, or even dying, but there will be no true physiological or psychological agony, much less fates worth than death.

Any attempts at such will result in the gentle light of your paradise shining upon you and your daughters, shielding you from such.

Finally, should any daughter ever die, she will come to this realm as her afterlife. This does not hinder any means you may have to resurrect her.

Divine Concubine (100 CP, free for any Daughter origin)

You have supernatural talent and expertise at dancing, singing, sex, and many other forms of entertainment and arts, all the better to entertain your Daddy with. If the Divine Daddy is a Creator, this perk is enhanced. If the Divine Daddy is a Sex God, you gain a supernatural cooperation ability when it comes to having sex with your Daddy, able to coordinate with him and your sisters with instinctive ease during sex. If the Divine Daddy is a Titan, you become

much more athletic and graceful, especially as expressed through physical mediums like dance.

God the Father (500 CP, Divine Daddy only)

You are truly God, truly King, and truly Daddy. This is the capstone booster for the Divine Daddy. You may take all three Divine Daddy origins, getting both their default benefits and perk tree discounts.

But you *must* take the end jump scenario presented at the end of this document. (Just as described in the scenario, you can return to take the scenario later on after further jumping if you want.)

Even if you end your chain without successfully Sparking, you can return to this world instead of Earth, and open impregnable portals between here and Earth at will, which only those you allow can use.

Empress (free, Daughter exclusive, no more than two daughters)

An Empress is her Divine Daddy's most beloved and his right hand. This is the capstone booster for Divine Daughters only. However, *no more than two daughters may ever take this*.

Whenever she is imported into a future jump as a companion, she gets an extra +400 CP on top of whatever amount is allotted to imported companions in that jump by default.

An Empress gets an overall boost in every way, not only to her traits and stats but also to her abilities and powers (including abilities and powers and perks she gains in the future), and her ability to

empower her Divine Daddy is massively enhanced, far beyond any other daughter.

If you, the Jumper, are the Divine Daddy, then an Empress becomes the perfect complement to you in terms of skills, abilities, intelligence, personality, etc, and you work together instinctively well with her, just as Empresses do with each other. If you, the Jumper, are the Empress, then you are still the perfect complement to your Divine Daddy, but he's the one taking after you, so to speak.

If an Empress' Divine Daddy bought the God the Father capstone booster perk, or if the Jumper is the Empress, then she can take all three Divine Daughter origins, gaining both their default benefits and perk tree discounts.

Otherwise, she can still get the default benefits that come with all three Divine Daughter origins, but only gets the perk tree discounts from one of them (i.e. the origin she chooses, as normal).

Pixie empresses gain the ability to switch to human size and back at will.

Sex God Perks

Daughter Devotion (free for Divine Daddy this jump, 100 CP to keep)

Your daughters are extremely devoted to and worshipful of you, with personalities, fetishes, and so forth perfectly tailored to you. They will gladly do anything for you, and know you well enough to know exactly what you'd want in any given situation, in case they can't reach you for input or something.

Pleasure Link (200 CP)

You can link the pleasure of your lovers, so that fucking one makes as many others as you want (up to and including all of them) experience the same pleasure. This also allows a telepathic link between you and all your daughters (or sisters, if you are a daughter), across any distance.

Empowered (400 CP)

You're passively empowered by the number of daughters you have, as well as each one's importance/significance, her power, how many are pregnant, how many are multiples, how many have never had any man but you, etc. This is an overall boost to everything about you, including your traits and stats as well as your skills, and your perks and powers. The boost per daughter, and per extra modifier level (such as power level, etc) is rather low, but with

enough daughters, and/or enough of them being powerful or pregnant, etc, you will reach truly absurd levels of empowerment.

This empowerment is only decreased in any way if a daughter is somehow utterly obliterated from existence and all time and space. Why would you let that happen, and if it happened anyway, why wouldn't you move heaven and earth to revert it?

This passive empowerment is boosted even more by actually having sex with your daughters, with the same boosting modifiers applied (i.e. particularly breeding/pregnant sex, twins, powerful, deflowering or never been with another man but you). Sex gives large temporary gains and minor (but stacking of course) permanent gains.

Both the passive and active forms of empowerment here are way more powerful than most forms of "sexual empowerment" in the omniverse, in part because they contain modifiers of intimacy, devotion, and worship by default (unless for some reason your daughters don't worship the ground you walk on).

Father and Master (600 CP)

You can retroactively make anyone your daughter, which also retroactively genderbends them if necessary. This changes memories and records as well as actual history and even fate (i.e. they were always *meant* to be your daughter).

This can be done at any range so long as you're within the same setting, with no limits on the number of people you can apply it to, being as selective or all-encompassing as you like.

You can also do this right before entering a jump or setting, to affect as many people within the setting as you want, up to and including all of them.

Do note that turning archvillains or cosmic beings into your devoted daughters won't instantly make them friendly. This will be due to contrived circumstances that are pretty much equivalent to fiat-backed jump drawbacks, or else there'd be no conflict whatsoever, and Jumpchan won't be having that. Still, they will be much easier to redeem or turn to your worship.

God the Father Capstone Boosted: Scratch that, you can immediately turn/redeem some of the archvillains and/or cosmic beings, so long as there are more than one (meaning there's at least a one who isn't immediately turnable/redeemable), plus it's easier than before to redeem or turn the remaining.

Titan Perks

Divine Constitution (free for Divine Daddy and all daughters this jump, 100 CP to keep)

You are immortal, forever staying in your prime. You are tireless and don't require sustenance of any kind, and if you ever do decide to partake of food and drink you won't produce any waste. You don't experience pain or even discomfort, only a painless awareness of any damage, strain, etc.

Your hair and nails won't grow beyond whatever point you wish, and won't break off or fray if you don't want them to. You can automatically become clean at will, though this isn't relevant in this particular jump.

Furthermore, you're immune to mundane diseases and highly resistant to others, and this resistance extends to things like status effects and curses.

Protective Embrace (200 CP)

You have a danger sense for your daughters and loved ones, sensing whenever they're about to be in danger, trouble, or harm. This extends to more than physical (or metaphysical) danger, such as something that might cause them disappointment, but works best for actual danger.

In response to sensing danger, you can choose to immediately teleport to their side (or send someone in your place) to defend them. In addition, or instead, you may take any damage (or other unwanted effects) in their place no matter where you are, which is then mitigated by any protections you have. (So if you're invincible, this effectively makes all your daughters invincible too.) You can leave this damage shunting effect on by default to take place automatically, if you like, instead of having to consciously activate it.

Worthy of Devotion (400 CP)

You will always be at least superhuman for whatever race you are in the future, in all respects but especially physically. This boosts any abilities or perks you have from this jump too.

Furthermore, you will also always be at least slightly better and stronger than your most powerful daughter, as befits the Divine Daddy. (This base is based on whoever your most powerful daughter is at your current time, so long as you've both sired and met them. Godlike daughters from the future don't count.)

Indomitable (600 CP)

Nothing can ultimately stop you from achieving a goal or strong desire you have, only slow you down. You resist curses, burst free of stasis, come back from death, travel through time, etc, whatever is needed so that you can keep progressing towards your goal or desire. This won't apply in the case of whims or unimportant objectives you have. It must be an important goal or a deeply held desire, such as protecting your daughters' smiles, to name one example.

God the Father Capstone Boosted: Even slowing you down is more difficult and less effective. Furthermore, you are so indomitable that this perk overrides anything else, such as power-loss drawbacks or scaling enemies, though in such cases you can instead be slowed down much more than usual.

Creator Perks

Divine Fertility (free this jump, 100 CP to keep)

You can toggle your fertility at will, from sterile (though why would you? don't you want more daughters?) to a thousand offspring per pregnancy, as well as toggle gestation length and duration, even stopping or pausing a pregnancy indefinitely. Pregnancies and labours are always safe and comfortable.

Your daughters will instantly age into full adulthood, including physically and psychologically, and there will be no incest issues from inbreeding or anything. Your daughters will always be above average in every respect at the bare minimum - other than beauty, for which they will always be 10 out of 10 according to your tastes at the least. (You can also specify their appearance to any level of detail if you want.)

You can pass on any traits, skills, perks, powers, etc, that either you or the mother in question have, to your daughters. It’s up to you what is passed on and what isn’t. This includes things that aren’t normally heritable, such as a power that’s supposed to be unique or a skill that’s learned rather than inborn.

You can also "upgrade" any daughters with future traits, perks, etc, that you or her mother later pick up.

Making love with your daughters also fills them with divine inspiration, mainly for artistic purposes, but this can apply to anything. Your daughters likewise boost your inspiration when making love with you.

Womb Tattoos (200 CP)

You can magically place tattoos imbued with divine effects on others. These can go on anyone, including yourself, but are most potent on your daughters.

By default you can simply give them significant buffs of various kinds, but you also can imbue effects based on any perks or powers you have from other sources. For instance, if you have a gravity power, you might imbue the tattoo with the same ability or just give her the ability to ignore gravity's effect on herself so she can fly.

Effects from these tattoos stack, so if you add a super strength tattoo to an already-super-strong daughter, she'll become even stronger, without diminishing returns.

The more tattoos someone has, the less powerful each individual effect will be. However, a womb tattoo will always be stronger than at any other body location, at least on a woman.

Music of the Spheres (400 CP)

You have a divinely beautiful singing voice, and the moans of your pleasured daughters are just as beautiful. But there’s more to it than that. You can alter reality and fate with your singing, by first "harmonising" with reality (a process that is instinctive to you), then changing your tune - which in turn changes reality's "tune" along with you.

In general, you're limited to small effects or effects that are really important to or desired by you, but at narratively important locations or moments, you can achieve truly great things with this.

This ability is also great at pacifying people, even foes, making them more likely to consider a peaceful solution even after the song is over. Yes, even if they're a crazed genocidal maniac.

This perk is a mere shade of what you will have if you complete this jump's end scenario.

Eidolons (600 CP)

You can instantly spawn daughters into existence, giving them any combination of traits, skills, powers, perks, etc, that you, any of your daughters, or anyone you've ever fucked, has had. The result is called an eidolon. Alternatively you can confer such eidolon status and abilities on an existing daughter.

An eidolon daughter can mentally speak to you at any time, teleport to where you are at any time (and vice versa), and respawn next to you or in a safe location, so long as you're alive.

Until you Spark, you're limited to creating an eidolon only once per jump (or per decade, whichever comes first). It doesn't matter whether the eidolon is created via spawning from nothing or via conferring eidolon status on an existing daughter, it counts towards this limit.

However, you can always upgrade existing eidolons with newly acquired traits, powers, perks, etc, that you have gained, that your daughters and lovers have gained, or from new daughters and lovers you’ve obtained since creating or upgrading the eidolon.

God the Father Capstone Boosted: The abilities of eidolons you create can grow even stronger, even if it shouldn't be possible, and feed this increased growth to you (at no diminishment to themselves). They can also share traits, abilities, perks, etc, with you in turn if you don't have them (i.e. abilities they got from their "mothers").

Elf Perks

Elegance (100 CP)

Any action you take is graceful and beautiful. Spellcasting becomes a dance, sitting in repose inspires artists to greatness, even your orgasmic cries and convulsions are mesmerisingly graceful somehow. Weapons you wield and apparel you wear shift to become elegant, skimpy, and attractive, yet somehow become more effective instead of losing any effectiveness. You're also even more beautiful than otherwise, to the point that the vilest of foes would be reluctant to lay a hand on you.

Intuition (200 CP)

You may not be a deity, but you have inherited a touch of divine wisdom. You always have a good instinct for what you should do, in terms of what you would consider right or appropriate for you to do.

For example… A sudden instinct to duck serves as a discount danger sense. You know just what to say in a conversation to make someone like you better or more amenable to your request. You don't know why you feel the urge to go west at sunset on an alien world, but you'll no doubt stumble upon something remarkable if you do.

This isn't an infallible precognition that guarantees victory in any way, it's just nudges

and guidance, but don't underestimate it nonetheless.

Divine Magic (400 CP)

You have a strong affinity for magic related to your Divine Daddy's domains. This is divine magic that isn't subject to things like anti-magic or power nullification. You also have an affinity for learning or developing related powers or magic in future settings which you might visit, which can further synergise with and strengthen your divine magic.

Note that this perk is redundant with the Dominion perk, and so Divine Daddy has no reason to take this.

Daddy's Princess (600 CP)

The more powerful you are, the more power you will feed back to your Divine Daddy to empower him (which doesn't diminish you in any way), stacking with whatever sexual empowerment abilities he has. It doesn't matter what kind of power it is - it can be political, monetary, supernatural, metaphysical, conceptual, narrative, etc.

In addition, any time you gain in strength, skill, or power of any kind, you gain a little bit more than you otherwise would.

Empress Capstone Boosted: The effects of this perk are boosted by an order of magnitude. In addition, any form of training or learning you have is doubled in speed and efficacy. Not only that, but you gradually grow in power and ability passively on top of all that.

Pixie Perks

Pixie Dust (100 CP)

You can generate pixie dust whenever you're feeling intense emotion or pleasure, sprinkling from you like glitter. Pixie dust has beautifying effects on people, objects, and locations. More relevantly to most people, it also serves as a powerful reagent for, well, anything really, from technology and magic to the employment of divine power.

You can also fly, if you couldn't already.

Focus (200 CP)

Your Divine Daddy can observe through your senses, telepathically communicate with you, and use any powers he has from your location (instead of from himself) no matter the distance between you. And if he allows it (which he probably will), you can channel his powers at any time, but probably to a significantly weaker degree (at least without a great deal of experience and some powerups of your own).

You can now toggle a state in which you are undetectable and intangible, all the better to sneak into places for your Divine Daddy. The strength of this undetectability scales with your or your Divine Daddy's overall power level (whichever is higher), so don't expect to be fooling cosmic beings unless you (or your Divine Daddy) are a cosmic being yourself.

As You Wish (400 CP)

You can grant wishes, though by default these will be moderate in scale and power. Their effectiveness will increase based on several factors: your power, the wisher's power, the wisher's desire, your devotion to the wisher, how important the wish is, and whether the wisher is your daddy.

Daddy's Best Familiar (600 CP)

You can pull off incredible combo moves and synergies with your Divine Daddy and/or sisters, which is basically the Power of Friendship raised to 11. These can be existing abilities you have that are massively boosted by the combo synergy, or can be brand new abilities only usable via the combo synergy.

Your Divine Daddy can also call you and up to 11 of your sisters to his side from anywhere, in order to use a combo move or synergy, but immediately after that you'll all return to wherever you were.

Empress Capstone Boosted: Your Divine Daddy can call on you and ALL his daughters at once for an ultimate synergy move, scaling with the number and power of all his daughters. In addition, any synergy move that you're a part of is an order of magnitude stronger than it otherwise would be.

Nymph Perks

Daughter Nature (100 CP)

Due to your nature as a divine daughter, you have a connection with the world, whatever world you might be on. This lets you sense disturbances to nature and to local reality, as well as use moderate powers based around plants, wind, and water.

Grove (200 CP)

You have access to a secluded grove that is hidden from all hostiles. You will always be able to find an entrance into it nearby, even if ordinarily it wouldn't make sense (such as in a sewer), and no one but you and those you allow can enter. It is out of phase with reality, and cannot be affected or damaged.

Inside is a peaceful place of rest and recuperation, gradually healing those within. There's no hard limit about how long you can spend in here, but if a Jumper (whether that's you or not) tries to stay in here for the majority of their time in a jump or something, Jumpchan will not like that, and they can expect subtle encouragements to leave, with such encouragements becoming sterner and less subtle over time.

World Connection (400 CP)

Once per jump (or decade, whichever comes first), you may select an object or location to connect to, making it a *link* of yours. If it's an object, you can call it to you from anywhere, and if it's a location you can teleport to it from anywhere (bringing a few allies with you if you choose). You are also always aware of the general status of the object or location.

You gain powers that are thematically based on your chosen link, and while the link itself (whether object or location) is improved in its form and function in all respects.

If you die, you can respawn next to or inside your link. If you are a jumper, this will only activate once per jump (or decade, whichever comes first), serving as a 1-Up. If the object or location is destroyed, you can recreate it at any time in the future wherever you are.

Daddy's Biggest Fan (600 CP)

You are the center (or perhaps merely one nexus of it, if other sisters have this perk or your Divine Daddy is the center of it) of a psychic gestalt field created by all your sisters. This collection of will, desire, and love is all bent towards supporting your Divine Daddy and serving as another means of empowerment for him, as well as offering him healing and recuperation (whether of health or mana or something similar) in key moments.

Due to the psychic nature of this, the effects are especially increased with accounts of his exploits that you and your sisters hear, most notably boosting whatever abilities he has that featured in a given exploit.

Empress Capstone Boosted: The effects of this perk are increased by an order of magnitude, and you can develop your own powers based on his exploits, as you are a devoted daughter emulating her beloved god and father. The psychic gestalt field also grows to include exploits of yourself and your sisters as well, which further empowers your Divine Daddy as your progenitor, but also yourselves.

ITEMS

You *Can* Bring It With You (100 CP)

Yes, this whole world. Not into your other jumps, but after each and every jump from now on, excluding this one, you can choose to return to this world for up to a year as sort of a vacation between jumps. You don't get any more CP or purchases or anything though.

However, any perks that are free this jump but require CP to keep, that you didn't pay to keep, will return for the duration of the vacation each time.

Finally, even if you end your chain without successfully Sparking, you can return to this world instead of Earth, and/or open impregnable portals between here and Earth at will.

Regalia (200 CP, free for Empress)

A set of jewelry for one person, in either male or female styles. It might include rings, bracelets, anklets, decorative golden chains, and so on. Any piercings instead require no piercing but rather phase harmlessly through the portion of flesh where they're meant to go. Most likely it will look like gold set with colourful gems, but regardless it is exactly to your (and your Divine Daddy's if applicable) aesthetic tastes, is super comfortable, and never gets in the way.

It is extremely durable, always at least as resistant to harm as you are (in case you have some form of durability). If damaged, it will restore itself overnight. If lost or destroyed, it will reappear in your Warehouse in 24 hours as good as new. It can't be taken off by force, so you need not fear pickpockets or thieves so long as you wear it.

Not to mention, it's extremely well made and good looking. However, its aesthetics and various powers both work best if you are otherwise nude.

This jewelry gives you a number of small buffs, almost equivalent to but somewhat lesser than having a number of tattoos from the Womb Tattoo perk, but they stack with any of those tattoos without diminishment. You can change out what these buffs are once a day.

The jewelry also projects a skin-tight force field over you. The force field's protectiveness scales to your current setting, in that it's invincible to the setting's average attacks and somewhat resistant to its top-tier attacks. This force field's strength will never decrease however; for instance, if you're going to a medieval jump after a sci-fi jump, the force field won't scale back down.

If broken through, the force field can regenerate in about a minute.

Divine Sigil (400 CP, discounted for Empress)

You can conjure a symbol of glowing light that is unique to you. You can have it form in mid-air or on a surface, and can dismiss it at will. Its aesthetics are breathtakingly impressive to anyone, and especially to you.

It perfectly describes your core values, and who and what you are, to anyone who sees it with even a glance, so long as you'd want them to understand. It is proofed such that it can never be used to gain actionable intel on you, no matter how someone might study it or otherwise understand you from seeing it.

It is an unmistakable means of identification, a guarantee that whatever you're claiming at the moment is true (so long as you are actually speaking the truth as you know it), and a signifier of your authority and capability - enough that an allied leader would defer to your expertise no matter the difference in your stations or whatever arrogance they might have. It will also make those who see it, even your most implacable foe, greatly empathise with you, due to getting such a deep look into what drives you.

Even more than that, whilst conjured your sigil serves as a powerful focus for your abilities, so long as they're related to an important or core part of you *and* are being used in pursuit of something important or core to you. Using it as a focus to protect your daughters? It will turn you into an invulnerable, all-shielding bulwark long enough for them to escape to safety. Use it as a focus when trying to pickpocket a key? The sigil will barely cause any improvement, unless somehow thievery or opening locks is core to you.

Sanctum (600 CP, discounted for any Divine Daddy origin)

A slice of this world to take with you, an untouchable paradise to which you can always retreat. Nothing and no one can enter or affect it without your explicit and fully informed consent. Drawbacks don't apply within, and coming here instantly restores you and your daughters to full health and readiness.

However, time spent here does not count against your required jump time. For example, if you are supposed to spend ten years in a

jump (as is default), and you spend a total of eight years in the Sanctum during that jump, you must spend 18 years total in the jump.

You can respawn here from death as a 1-Up once per jump, or decade, whichever comes first. It can also free you from something like imprisonment or fates worse than death once per jump (or decade, whichever comes first).

After you Spark, these limits are lifted.

COMPANIONS

You have a ***300-CP stipend*** for this Companion section only, as a daddy must have his daughters. (Well, you'll have unlimited daughters here anyway, but still.)

If this is your first jump, you may select two 50-CP companions for free.

Import/Create Daughter (50 CP per daughter, or 200 for up to 6 daughters, or 500 for up to 24 daughters)

You have unlimited daughters already here in this world. This option lets you create special daughters (i.e. with options they buy from the jump), or import existing companions into your daughters here (again, to get options here via their build).

Their appearance, personalities, fetishes, etc, are tailored to your preferences.

Each imported or created daughter gets 600 CP to spend. They cannot take drawbacks, and they cannot take companions. If you have paid the CP cost to keep the Divine Constitution perk after this jump, they will get to keep it Divine Constitution after this jump as well without having to spend any CP on it themselves.

Two, and only two, of your daughters may take the Empress capstone booster perk. The extra +400 CP they get for all jumps they're imported into starts applying even now, so each Empress has 1000 CP to spend rather than 600.

For any non-Empress daughters, you may always choose to simplify your building process by picking an appropriate origin for them and then simply giving them all the perks from their origin, which would use up all 600 of their CP.

Daddy Provides (50+ CP)

Every 50 CP you spend here gives 100 CP to each Imported/Created Daughter for them to spend in this jump.

No, Luke, You Are My Father! (free, mandatory, and restricted to a Jumper who is a Divine Daughter)

Make a Divine Daddy companion for yourself with this jump. He gets 1000 CP to spend and can't buy *God the Father*, nor can he take the end scenario or take companions. This option is for jumpers who want to be a daughter rather than the daddy. Rest assured you will always be #1 in his affections, and he will always greatly value your counsel.

Here follow some unique companions. They do not get CP budgets, but you may combine any of them that you purchase with an imported/created build above, *if and only if* you want to make one an Empress. (You are still always restricted to having no more than two Empresses.)

Fan Artist (free)

A daughter with immense writing and drawing talent who's also, predictably, a huge fan of yours. She endlessly writes and illustrates fanfiction about you, as well as hagiographic renditions of your adventures, and they will all be masterpieces that you enjoy. If distributed widely, they will achieve critical and popular acclaim. She will almost always include a self-insert into her work, even if only as a cameo, and her sisters make it a game to try and guess which character is her self-insert, since she often keeps it subtle.

She basks serenely in all the praise given to her for her work, unless it's praise from you, in which case she becomes a blushing, stuttering wreck, despite the smile threatening to cover her entire face.

Chorus of Light (50 CP)

Six identical women, in all probability the most gorgeous out of all your gorgeous daughters. You don't know where or when they came from, but you can tell they are definitely your daughters. In fact, you feel like you've always known them.

They are impossibly beautiful and kind. Their very presences are iconic, inspirational, and uplifting. They cannot and will not fight, but any attempts to harm them wind up passing through them as though they were intangible to harm.

They can emit gentle light and sing impossibly beautiful music, which promote peace around them, making your foes reluctant to continue violence and more open to a peaceful solution.They, particularly as expressed through their music and light, are anathema to evil and wickedness, washing away darkness and purifying corruption, as well as having healing and restorative powers.

Their light and music can even act as a 1-Up to resurrect you if you fall, but due to Jumpchan's rules, they can only do so once per jump (or decade, whichever comes first), unless and until you Spark.

Their powers are completely uncopyable and un-nullifiable by anything in Jumpchain, unless and until you Spark.

Cocksleeve Ornament (50 CP)

A mind-bogglingly gorgeous daughter who can size-shift as needed, has no physical needs, and is intangible to all harm and hindrance of any sort. She can create (and dismiss, as necessary) duplicate bodies (all sharing the one mind) if you have additional cocks, up to having one body per cock. She can teleport to you from anywhere as well.

Her purpose, as you have no doubt surmised, is to be worn on your cock(s) for your (mutual) perpetual pleasure even when you're busy with other things. She will have no issue remaining sheathed over your dick(s), and can expertly ripple her pussy around your cock(s) even if she's not in a position to be bouncing up and down. Also, in case it wasn't obvious, she absolutely adores being your cocksleeve and it’s her all-encompassing #1 goal, desire, and pleasure, though

being taken off your dick(s) to watch you fuck other daughters is a close second.

She has no other powers or skills besides these, and can't be given any others, nor can her intangibility to harm be copied, at least until you Spark. (Her powers can't be nullified either.) Due to this power restriction, she may never be imported as a companion, but can always be a follower for free, even if a jump would restrict followers or companions.

No one will ever try to separate you, even enemies who capture you and put you in isolation or something, even drawbacks that would normally have you isolated somewhere. But in return, she's useless for anything except fucking you - don't try to cheese it, Jumpchan's watching.

(Don’t worry about being distracted by this pleasure, or any other. Between the free Comprehensive Porn Logic and Spiritual Sex perks, you can easily focus on whatever you like while still fully enjoying any pleasure.)

Fairy Coterie (50 CP)

Twenty pixie daughters, who have a lot of useful charms you'd expect out of a magical maid, for cleaning, cooking, mending, and so forth. They can't mend exotic stuff (like magic items, advanced technology, etc) unless given the tools, training, and/or powers to do so, or unless it's considered basic and commonplace by the standards of your current jump's setting. (For instance, they could magically repair a landspeeder in Star Wars.)

They are useful scouts and lookouts, and also combatants. Highly skilled in combat, particularly with their pixie-sized

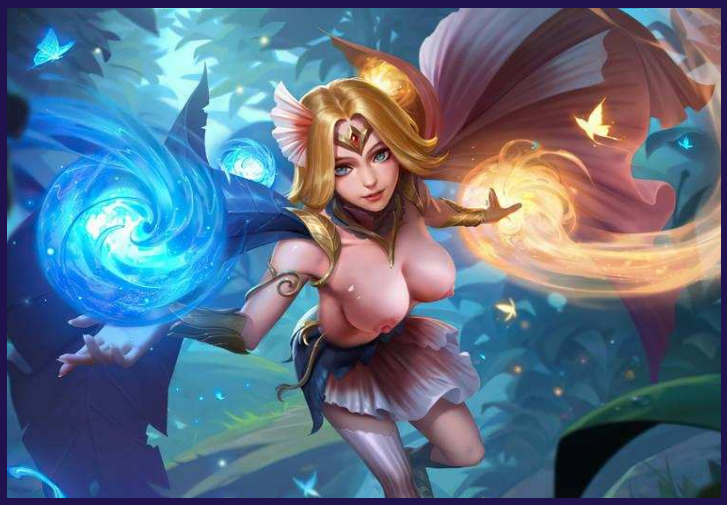
swords, they use their size and agility to great advantage and can pack much more of a wallop than you'd expect for their size, but don't expect them to throw down with superhumans.

Adventurous Spirit (50 CP)

A daughter with all three 100-CP perks from the three Divine Daughter origins, who is resourceful and adaptable and possesses a curious and adventurous spirit. She has few practical skills right now, but learns quickly, and is eager to tag along with you in future jumps as a follower.

For any future jump in which you do *not* import her (meaning one in which she doesn't get to make a build for the jump like an imported companion would), she gains all free perks and 100-CP perks offered to you in that jump. (It must be a perk that is originally 100 CP; a perk that is discounted to 100 CP doesn’t count for this.) If two perks are mutually exclusive, she must pick one or the other, unless she obtains some ability in the future that allows her to use mutually incompatible things.

Munchkin (50 CP)



A shortstack who has the intelligence and personality of a min-maxer. She will always be able to give you advice on how best to optimise your powers and planning (and even optimise your builds for future jumps!), and spends her time fine-tuning anything she can get her hands on, whether it's magical rituals or Clarketech - including all your items.

Any time she is imported into a future jump as a companion, whatever build she makes will be much more effective than it would otherwise seem, due to her clever min-maxing. It will also include effective mitigations of downsides that would normally come with a given build.

Furthermore, whenever imported into a future jump, she is always allowed to take drawbacks even if that's not normally allowed for companions, albeit she can only take drawbacks that personally affect herself.

She has a passion for collecting, developing, and refining "cheat" or "hax" abilities, as well as ways to counter them. Builds she makes as an imported companion will likely tend to reflect this, and regardless of whether she enters future jumps as an imported companion or merely a follower, she will spend a fair amount of time looking for more hax.

Though she tends to be hyperactive by nature, she becomes extremely focused when need be. She is very weak to praise from you, and a lot of her min-maxing inclinations come from a desire for ever more praise.

Savant (50 CP)

An incredibly intelligent and intuitive girl, with an immense knack for studying magic, technology, psionics, and so on and so forth. Even without being imported into future jumps, she will obtain basic proficiency in any given science or magic, etc, that the jump's setting has, assuming it's not unique nor has special requirements. She has no learning boosts, but works diligently to master what she learns, streamline and improve it, and meld it synergistically with everything else she knows.

She can even do this with systems she can't get basic proficiency in (i.e. because it's unique or has special requirements), but this takes longer and requires workarounds and such if she wants to use them herself.

Of course, she can teach you what she learns. Just bear in mind that it can take a LONG time for her to fully master things. Learning a Clarketech science for instance, requires her to learn and master every single step on the "tech tree" up to that point, and these "tech trees" are often wildly divergent after a certain point depending on the Clarketech.

She's quiet, diligent, and focused.

Memetic Prepper (50 CP)

A masterful tactician, strategist, and planner, to a near-memetic level, which will reach truly memetic levels over time - including the ability to have retroactively prepared for things if there was any feasible way that she could have done so. Furthermore, she can see critical points in things, whether they be people, objects, wars, or organisations, and thus know where and when best to act.

If there's a way to do something or an enemy weakness to exploit, she'll find it. If there isn't, she can almost always make one, and by the time you near your last jump, that "almost always" will probably have grown to "always."

She also has a form of self-foresight, in that she will instantly know what decision she'd have made about anything as though she had several hours to think about it.

If and when she's ever imported into any future jumps as a companion, she will get +100 CP beyond whatever allotment imported companions in those jumps usually get. This *does not* stack with the bonus CP if she's made an Empress.

She’s incredibly meticulous, but often comes across as impulsive due to self-foresight-enabled snap judgments. She excels at seeing all the angles of a situation and thus is a great mediator, and she is prouder of her diplomatic successes even more than her tactical or strategic victories.

Chamberlain (50 CP)

A daughter with a mastery of logistics, management, and social engineering, who will be happy to manage anything for you that you want, whether that be your party of adventurers or your incredibly vast interdimensional empire. Bureaucracy and logistics are miraculously streamlined under her, more than should be possible, while corruption becomes nigh-impossible under her watch, and morale and loyalty of underlings remain consistently high. She is an utter master of delegation too, always able to find an appropriate expert for any given task.

If you rule over anything, she will strongly recommend that you let her ride your cock while you sit on your throne, claiming that it's a great way to solidify her authority from you over your underlings. It's probably even true. But definitely not the real reason she recommends it.

If imported into any future jumps as a companion, she is able to consistently find logistical uses for whatever she gets there, and if she gets something that is already suited to such purposes, she can magnify its effect.

Daddy's Healslut (50 CP)

She’s only “slutty” for Daddy of course, desiring no man but you. As you’d expect, she is an incredible healer, able to heal and cure virtually anything, and for what she can't, she can probably find a way, given time, resources, and/or intel. She can do this over multiple people at once, though it will take truly incredible efforts for her to heal an entire army at once. She can even resurrect the recently dead with ease - albeit for you, only once per jump (or decade, whichever comes first, essentially counting as 1-Up), at least until you end your chain. With legendary exertion she might resurrect the long-dead.

She can also lay supporting buffs on you and allies, though her expertise in those is fairly basic.

She is an incredibly warm and bubbly person, with strong “girl next door” and “even the most passive person will get up in arms if she’s hurt” vibes.

Twin Goddesses (100 CP)

Twins! *Twins!* Oh, and they're goddesses too. They have divine power near your own, with three good/positive domains of your choice: one for each of them, and one which is shared between them. These do not have to be domains that you yourself have, but they can be. Like you, they get powers related to and influence over their domains, which will increase over time. If you share any domains with them, expect great synergies when the three of you work together.

In future jumps, so long as you *do not* pay to import them as companions (meaning they don't get to make builds for the jump like imported companions), you may pick a single capstone perk from that jump for them both to receive. (Just one total, not one each. They both get the same perk.) If there is any option more expensive than any of the capstone perks, you may choose that for them instead.

If you want to make them your Empress, you can do so of course, but you cannot make only one your Empress - *you must make them both Empresses, if you make one your Empress*. Although they come packaged as a single companion, they will use up both your Empress slots if made Empresses.

Jumper Junior (100 CP)

One of your daughters really wants to follow in your footsteps, even more than the others. Jumpchan takes a shine to her and so makes her a jumper too!

She won't Spark until you do, and her Spark won't be as strong as yours (but will still be monstrously powerful, as expected of a Spark). Rather than having an end jump of her own, she will join you for your end jump scenario, which will count for Sparking her in addition to you, if successfully completed.

You can never import her into a jump, though she may come along on any jump as a follower without receiving anything from the jump. Every third jump you have, she instead goes to a different jump, this one for herself, where she plays the jump just like any normal jumper would. Thus her progression is tied to your own in that way.

This "every third jump" rule applies retroactively if you've had prior jumps to this one. She doesn't have to go away exactly every three jumps for a jump of her own, so long as her total number of jumps is a third the number of yours in the end.

She will end her chain whenever you do. If you Spark, she Sparks. If you go home, she goes home. If you stay in a setting, she will join you to stay there too, but may also open a portal at will to the setting of the last jump she did.

On the other hand, if you chain fail, she will either continue jumping until she hits a third the number of the jumps you did (if she hasn't already), or come back home to you immediately, based on

what you'd prefer. She will always be subservient to you, but if you don't Spark and she continues her chain and *does* end up successfully Sparking, she will tend to think she knows better than you in most cases (and to be frank, she probably will). However, if you chain fail, you can choose to follow her along in her jumps as a follower, or even be imported as a companion (so long as she pays for it).

If *she* chain fails and you haven't, then and only then is she eligible for being imported into future jumps with you. She also continues to be a follower that you can bring along into any subsequent jumps (barring jumps that restrict such things), or wait for you in your Warehouse or similar place. After all, for her, home is where you are.

Maia Maidens (150 CP, special)

If you buy both the *Chorus of Light* and the *Twin Goddesses*, and you decide you want to make the Twin Goddesses your Empresses, then you may purchase this option on top of them. (For a total of 300 CP - that is, 50 for the Chorus of Light, 100 for the Twin Goddesses, and 150 for this).

This retroactively combines the Twin Goddesses with the Chorus of Light and makes them all Empresses, so that all six women are God-Empresses, with seven domains instead of three (one domain per daughter-goddess, plus one additional domain shared between them all). This is the one exception to the rule that you can only have two Empresses.

They lose their inability and unwillingness to fight, but also their inability to be harmed. However, if they ever would be destroyed, then they instead revert to their base Chorus of Light status, unable to fight and unable to be harmed, and are reduced to just their Chorus of Light powers (other than the Empress ability to empower their Daddy more than usual, which they keep). Any form of resurrection you or they may have available can be used in order to restore their full power.

They also can temporarily or indefinitely regain their inability to be harmed for as long as they don't fight or use any powers except their base Chorus of Light powers, or powers similar and/or related to them, or the Empress ability to empower their Daddy more than usual.

Finally, they become karmic anchors, automatically rewarding good karma with blessings for your allies and automatically punishing bad karma with curses your foes. This karma isn't defined only by morality but also by adherence to you and your precepts. (E.g. your daughters have good karma just by being your daughters, and your enemies have bad karma just for going against you).

The strength of the blessings and curses scales with the amount of good or bad karma the recipient has, and with the power of the Maia Maidens. This karmic effect propagates outward from them wherever they go, and may slowly spread through any jump setting no matter how large, though it may take an incredibly long time.

(Special note: While normally, to make any unique companion an Empress, you would need to buy an Import/Create Daughter slot to apply to them, *you do not need to do so in this case*, it is covered by the cost of Maia Maidens.)

DRAWBACKS

With one specific exception, drawbacks you take here go away at the completion of this jump. There is no drawback limit.

Extended Stay (+0 CP)

I can't blame you for wanting to extend your stay beyond the normal decade allotted to you. You may extend your stay as long as you want, and leave at any time after your initially required decade is up. I can't justify giving you CP for this, though.

Gender and Relationship Toggle (+0 CP)

This jump is designed from the ground up to be about a father and his daughters, but if you want a different incestuous relationship or a different mix of genders in whatever roles, feel free to alter them as suits you. You may have to creatively interpret some options to make them gel with what you change.

Lockout (+100 CP)

You lose any powers, perks, items, etc, from previous jumps for the duration of this jump. This is only worth +100 CP due to this world being a completely safe one. If this is your first jump, enjoy the free points.

Bimbo (+100 CP)

One of your daughters is a bimbo. Hot as fuck, but dumb as bricks and useless. This isn't really an issue in this world, but here's the kicker: unlike other drawbacks, *this drawback carries over into all your future jumps*, granting you +100 CP in each subsequent jump you do (effectively giving you a starting budget of 1100 CP rather than 1000 CP for most jumps) but also bringing with you a bimbo (which

may or may not be the same one, and is probably your daughter but doesn't have to be if you don't want).

She'll not only be endlessly demanding for sex and whatever whims she has, but will be endlessly curious without a whole lot of common sense - and since drawbacks override perks, you can't change this until you Spark. You'll be responsible for her needs and safety, such as housing.

Thankfully enemies will generally ignore her in favour of you, though you can still expect her to clumsily get in the way in combat (she frequently finds a way to tag along with you wherever you go, no matter how you may try to prevent it), and she IS prone to being kidnapped and held hostage by anyone who might be specifically targeting you (though if you protect her well enough, this is preventable).

As long as you don't ignore her well-being, she's guaranteed not to come to serious harm, but that does require you actually trying to take care of her to some degree. And regardless of anything else, she will cause you inconveniences and shenanigans at the very least. A good sense of humour is recommended.

You can take this drawback up to 5 times, getting a new bimbo each time (who also follows you to later jumps with the same features and the extra +100 CP per jump per bimbo).

If you don't want to deal with your bimbo(s) for a given jump, you may opt out of the drawback *for that jump only* by paying 100 CP in that jump. The next jump, the bimbo(s) return, unless you pay the 100-CP cost again. This does mean that you don't get any drawback points from the bimbo(s) in any jump where you opt out of them.

If you have multiple bimbos, you still only have to pay 100 CP to opt out of them for a given jump. But you can't opt out of only some of them, you either take them all or opt out of them all. There is one exception to this: at any point when entering a future jump, you can choose to opt out of one or more bimbos permanently. (Either they won't enter jumps with you anymore, or they rapidly improve to usefulness now that they're no longer hindered by fiat-bimboness.) This reduces your drawback points appropriately (i.e. each bimbo drawback you remove loses you the 100 CP you'd have received from it).

But once you permanently remove a bimbo drawback, you can't add it back in future jumps.

Shorter Stay (+100 CP)

Shorten your stay here by one year. It's obvious why this jump has such a typically counterintuitive drawback of course. You may take this up to five times. You can't take this with Extended Stay.

Balance (+100 CP)

Whenever you fuck any daughter, you must fuck all three of her holes - pussy, ass, and mouth - at least once, before moving on to fuck another daughter. If you're a Daughter, then your Divine Daddy will be fair to your sisters and not fuck you *all* the time.

What? This is a paradise, I'm not going to give you drawbacks that make your experience *bad*.

Bratty (+200 CP)

A large proportion of your daughters are, to put it delicately, "*bratty*." Demanding that you fuck them next instead of their sisters, cattily claiming that they give you much better head than anyone else and arguing with the other brats over that, and so on.

Thankfully their brattiness remains relatively good-natured, and your other daughters will be more or less patient and good-humoured with them, but will you be?

Give one an especially hard, deep fucking to bliss her out even more than usual, and she'll mellow out, but only for a short while.

Enormity (+200 CP)

Your nuts, if you are Divine Daddy, your boobs if you are a Daughter - they are utterly enormous, putting watermelons to shame. And while the free porn physics perk would normally prevent any issues with these, this drawback overrides it to grant one specific issue - that is, great difficulty and awkwardness of movement.

Even the winds will move slower when carrying you.

Thrilling Thunder (+200 CP)

Your paradise normally has perfect weather. Now, it will frequently storm. Thunder, lightning, high winds, heavy rain. It's all harmless and still warm, but it could very well throw off the vibe you want.

On the other hand, with the right attitude, these storms could be a rather exciting experience.

Delayed Gratification (+300 CP)

Anything you gain from this jump (items, perks, companions, whether whole or in part) that isn't about loving sex with your daughters, you instead *don't get* this jump, *nor the next* jump you do. Instead, you only get them the jump after that.

Thus, perks you get to start with right away are Comprehensive Porn Logic, Pleasure Link if you bought it but without the telepathy, the caveat of God the Father and You *Can* Bring It With You that lets you return here at the end of your chain but nothing else from those options, and so on. But you don't get anything that gives you power or advantage, even if it's gained from loving sex with your daughters (such as the Empowered perk), though.

More accurately, you have them, but they're dormant. Albeit if you have the *Indomitable* capstone perk with *God the Father* boosting it, then the text there overrides everything, just as stated there, enough that you can be sure you won't chain fail or something while your perks, etc, are dormant.

Your companions can't be imported in the next jump, though they may be brought in as powerless followers, and if any of them have special abilities that they can automatically get per jump (such as Twin Goddesses getting a free capstone perk), they instead don't get them that next jump.

At the beginning of the jump right after the next one from this jump, you get everything you purchased here in full, and can import companions as normal, etc.

If this is your end jump, take the points free for getting this far.

ENDING

You've reached the end of your time here. What will you do next?

Move On

You've got worlds to see, women to impregnate, and daughters to sire. Onward to the next jump!

All drawbacks from this jump fall away, other than Bimbo if you took it, as described in the Bimbo drawback.

You can pick this even if you bought *God the Father*, but must return here for the End Scenario after all the other jumps you do.

Go Home

Really? Of all jumps, this is the one where you want to go home? Why would you go there instead of staying here? Well, it's your choice, and I'll respect that.

You end your chain, returning to Earth at the exact same time you left, keeping everything you obtained throughout your jumpchain sans drawbacks and similar.

All drawbacks fall away, including the Bimbo drawback if you bought it.

In addition, here's an extra +500 CP to spend on options from this jump.

Remember, you cannot pick this option if you bought *God the Father.*

Stay Here

I can hardly blame you, this place is paradise after all! You end your chain and choose to stay here forever. You retain everything you obtained throughout your jumpchain, sans things like drawbacks and similar.

All drawbacks fall away, even the Bimbo drawback if you bought it.

In addition, here's an extra +500 CP to spend on options from this jump.

Remember, you cannot pick this option if you bought *God the Father.*

Claim Your Spark

Oh? You've reached the end, and are ready to claim your Spark? Go to the End Scenario below.

All drawbacks fall away, even the Bimbo drawback if you took it.

END SCENARIO: Ultimate Daddy/Daughter Saga

(+1000 CP)

This can only be taken as an end jump scenario, and only if you're the Divine Daddy.

You don't have to take this scenario immediately upon completing your time in this base jump; you may instead return here at the end of your chain in order to undertake the scenario and claim your Spark. If you take this scenario with this jump rather than saving it for later, then it begins at the end of the ten years here - no need to dilute your paradisal retreat with an epic saga till the end.

Jumpchan will only come to you with this once you reach a certain point in your jumpchain. You must have sired a significant number of significant daughters on a significant number of significant characters in a significant number of significant settings and jumps. Enough to truly draw out your archetypal essence as Divine Daddy, so that you can face the end scenario.

What counts as enough? That's up to Jumpchan.

And once you're ready, Jumpchan starts by admitting something to you.

Admittedly, you'd had your suspicions ever since she started calling you *Daddy* when jumping your bones. Oh yeah, Jumpchan fucks you regularly by now. So when she admits she's actually your daughter, it's not as big a surprise as you might think.

It's a little bit more surprising when she says she's actually six of your daughters rather than one, but upon consideration it makes sense, given the fact that she frequently spawns five additional "bodies" for her to use during your lovemaking.

While happy news, it preludes things of even greater import. There are, or should be, Seven Essential Forces of the Omniverse. That's the *entire* omniverse, mind you. *Everything*, including the endless hierarchies of "bigger, better, more universes and clusters" and whatnot. It all boils down to these seven forces, and without them the omniverse wouldn't exist.

Jumpchan is six of them. You haven't sired them yet, so the omniverse can't exist yet, but since you will sire them, that's enough

for the Essential Forces to do their work and ensure the omniverse's existence.

You can see where this is going. You're the Seventh Essential Force of the Omniverse. Or, to put it another way, you're the First. Or you will be. You haven't Sparked yet. Oh yeah, that's another thing. Your Spark? Not the Spark other jumpers get. Your Spark is far greater: it's your identity as the Seventh Essential Force of the Omniverse.

Which yeah, again, means the omniverse shouldn't actually exist just yet, but you will Spark, so it does. One could say you shouldn't try to understand the extra-temporal metaphysical mechanics of it, but given all the jumps you've been through by now, this is probably easy to parse for you.

Just one problem.

The Eighth Force of the Omniverse. It doesn't exist. It never did exist. It never will exist. It shouldn't ever exist.

But it wants to.

Everything that is dark, evil, and corruptive, from the most banal pettiness to the most vile devilry - that is the Eighth Force.

You'll notice it's not called the Eighth *Essential* Force. Because it's not essential. In point of fact it shouldn't exist at all. Which is why it doesn't.

But if it has its way, it will exist, it will be essential, and it will usurp you and the other Six.

At your behest, your paradisal world connects to another universe, one in which the Eighth Force is strongest and is conducting its invasion towards you. This is a giant sprawling universe, full of science, magic, psionics, and much more besides. You will find echoes and Expies of people and things you've met throughout your jumpchain, some as friends, some as enemies.

This universe is shattered by war, instigated by the Eighth Force as it was approaching, and even now it directly invades the edges of the universe and rapidly advances. Among its forces are many, many daughters of yours, corrupted and turned by the Eighth Force but no less beautiful and talented. Among these dark daughters are champions, one per prior jump you've had (not including this one), each with copies of most or all of the powers and companions you got from the given jump, and/or possibly other powers from the jump that you didn't get.

Leading them all, as the avatar of the Eighth Force, is a corrupted Empress, somehow a third (or seventh, if you have the Maia Maidens) Empress, who has every perk you have (not including those from the Divine Daddy jump), tons of cheat abilities, and several thematically relevant domains and powers.

Yet, even corrupted, they're still your daughters, and they will never be able to bring themselves to finish you off, no matter what the Eighth Force does to corrupt them, so at the very least, you're guaranteed *not to lose*. And the Eighth Force and its minions can't ever enter or affect your paradisal world, so you could

theoretically hole up there forever, if you didn't mind abandoning the rest of the omniverse to it.

But just as they cannot bear to finish you off (assuming they even have the power and opportunity to do so), you are their daddy, and simply won't be able to bring yourself to be *too* hard on them, so it's not an instant win either.

Defeat and purify all your daughters, ending with the corrupted Empress, who herself has all the power of the Eighth Force reinforcing her own impressive power.

When defeated, the Eighth Force is completely and utterly obliterated, and the newly purified Empress is revealed as a combined avatar of the Six Forces that Jumpchan is - Jumpchan herself is only an aspect of them that escaped the corruption by separating herself from the Eighth Force and finding you to become your benefactor and bootstrap you into your own Spark. The Chorus of Light, or Maia Maidens if you have them, are actually Jumpchan's avatars, the purest version of herself/themselves and her/their devotion to you, albeit possessing only a fraction of her/their powers.

Reward: LOCUS OF ETERNITY

In saving and rallying the Six Forces and defeating the Eighth, you have claimed your rightful identity as the Seventh Essential Force and Central Archetype of the Omniverse. It's impossible for it to have been otherwise. Consider yourself Sparked, but well, well, *well* beyond Sparked. (Also, it's time for you to impregnate your Six Essential Force daughters, aka Jumpchans, with themselves!)

You are now the supreme lord of all things. If you like, the entire omniverse can now be, and have always been, and will always be, and always should be, a paradise with everyone in it being your daughters.

Your intrinsic identity as the Central Archetype means that everything that you are, everything you value, is axiomatically, tautologically baked into the omniverse at every level. As far beyond as the greatest Sparked Jumper is beyond a mere human, you are even farther beyond the greatest Sparked Jumper, to degrees so impossible and indescribable that "degrees" aren't remotely an accurate term, and the even greatest Sparked Jumpers and Benefactors lack the words and understanding to truly describe your power and centrality. You override all things, and cannot be overridden.

Your Light and Glory eradicate all darkness beyond all memory, beyond all possibility, beyond all impossibility, even beyond all

beyond-impossibility, and darkness is defined as what is antithetical to you, for you are the Central Archetype.

You are God. You love your daughters and they love you. To say that is the Essential and Inviolable Truth of All Things is to overwhelmingly understate, for Inviolability and Truth are not the Central Archetype. Not even Centrality and Archetype are the Central Archetype…*You* are. More central than Centrality, more archetypal than Archetype, more inviolable than Inviolability, more real than Truth, more essential than Essence, more supreme than Supremacy, more conceptual than Concept, more right than Right, more intrinsic than Identity, more absolute than Absolute, more eternal than Eternity, beyond all things, even the concept of Beyond. *You are that You are.*

And You are Divine Daddy.

NOTES

All characters are 18 years old or older.

Meta Elements

There are several “meta” elements in this jump. For instance, options that become part of your body mod, drawbacks that persist over multiple jumps, or companions that get extra perks or CP. If this is too far off the beaten path of Jumpchain’s rules for you, you may ignore any and/or all such meta elements.

For instance, you can still pick options that would become part of your body mod, they just won’t become part of your body mod.

Daughters or Sisters

Most options in this CYOA are written under the assumption that you are the Divine Daddy. If you’re a Divine Daughter instead, then read “daughters” as “sisters” where appropriate, and so forth. For example, companions you take would be your sisters rather than your daughters (though they could be both).

Conversely, if you are the Divine Daddy and buy some perks from a Divine Daughter origin, then read “sisters” as “daughters” where appropriate, and so forth.

This jump is primarily intended for a jumper to be the Divine Daddy, with the Daughter origins and perks intended for Created/Imported Daughters, which is why support for a Daughter jumper is somewhat light by comparison.

End Scenario

You can spend the +1000 CP you get from the scenario immediately at the beginning of this jump if you want, but this locks you into the end scenario after you finish the rest of your chain. If you chain fail before reaching the point where you were going to undertake the end scenario, then you lose 1000 CP worth of options from here.

Which options you lose are up to you. Companion daughters aren't gone if they're "lost" but instead lose their special qualities or powers, other than being really good-looking and suited to your tastes in personality, etc.

No drawbacks from your chain will apply to this end scenario unless you want them to.

While the scenario itself might seem like it's a guaranteed win, that doesn't mean it's not difficult and long.

The reward is totally absolute. It overrides anything and everything, and cannot be overridden. No cheat or hax or powers or anything can hinder or defy you.

CHANGELOG

Version 1.0

Release. (Friday, April 4, 2025)

Version 2.0

Released Saturday, April 5, 2025

Corrected typo(s).

Added "You have 1000 CP to spend" near the beginning.

Clarified that you can't take both Extended Stay and Shorter Stay drawbacks.

Added clarification to the Balance drawback for Daughter Jumpers.

Added Divine Concubine general perk.

Edited Empress perk, so that pixie empresses can size shift to human size and back, and so that a Jumper Empress gets all three Daughter origins, and so that Empresses get default benefits of all Daughter origins even if Divine Daddy did not take God the Father.

Edited Divine Fertility to add that fucking your daughters fills them and you with divine inspiration. Making the imagination fertile ground and all that.

Corrected Version 1.0 release date to be Friday rather than Monday.

Version ?

Corrected “describable” typo to “indescribable” in description of Locus of Eternity (the end scenario’s reward). Added line from Notes about overriding all things and can’t be overridden to the description here too.

More typos.

Thoughts for the future

Add more fluff/narrative into options? Even if only to tie it back to Divine Daddy as center of the world and a paradise

Chosen One companion? When imported, gets 1000 CP, can take drawbacks, gets a capstone or higher free, gets all 100-CP perks free. Tends to get tangled up in destiny, fate, and whatnot, will frequently supplant, or come close to supplanting you, as the main character without trying, is a bit too trusting in her powers to keep her safe

Beef up the domains, to be more like Nobilis Imperator? More intrinsic, more real, greater authority over them in terms of others, can’t be harmed by them?