



Jump by /u/DraggingFish, v1.0

In the kingdom of Gianna, the Parliament has made a play to weaken the royal family by sending the princess and heir, Lilina, on a dangerous quest to gather the Orbs; magical artifacts that would grant great prosperity to whichever kingdom holds them. The quest to gather the Orbs will be dangerous, though, in this world filled with monsters who want to breed her, people who want to enslave her, and all sorts of unethical perverts who love seeing others debased and humiliated, through the easily-accessible arts of transformation and mind control.

You get **+1000 CP**.

Origin

Pick one origin for free. Your origin gives you a discount on any perk or item from its section, making 100CP options free and everything else 50% cheaper (specific exceptions noted). Your age is **16+2d6** or just **21**, and you can freely change your gender and/or sex to male or female.

For your starting location, you may choose any location in the game's world, keeping in mind the risks depending on what race you are or what perks and drawbacks you chose.

Drop In

You show up in this world without any history to your name; you might be immediately recognised as an outsider, like Alisha, or you might take advantage of your anonymity and wander from city to city without any established allegiances to keep in mind, like Traveller. Maybe you'll settle down and become a simple villager.

Leader

You are somebody who others *should* be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

Adventurer

It's dangerous to travel outside your own city; seems like every few steps, there's somebody else who wants to kidnap, transform, hypnotise, or rape you. Luckily, you are trained to defend yourself and others; with weaponry, like Sable, Nuan, or Annie, or magic, like Sinian.

Race

You can choose to be a **Human** for free, or you can pay **100CP** to choose from one of the races below. Their benefits are fiat-backed, but their negative traits can be overcome, usually with the help of other perks.

Elf

Elves are a magically-inclined race who are supernaturally fertile; an elf who is impregnated by an orc will continue to give birth to orc eggs endlessly unless treated with an Orc Antibody.

Avian

Avians have the ability to manifest a spectral pair of wings behind them, an extension of their soul. Avians traditionally wear a mask over their eyes at all times in public, but this is a cultural norm rather than any sort of requirement of the race.

Forestkin

The forestkin are a race of futanari women with animal-like features, such as ears and tails. They are more physically imposing than humans, but possess less aptitude for magic in general, and their animalistic reproductive instincts can influence their behavior at certain times.

Orc

Orcs are another futanari race, defined by their rage and their sheer sexual potency. Orcs have a reputation for raping and impregnating others, and sometimes even the most level-headed orc might fly into a rage and feel like impregnating their allies mid-battle is sexy enough to be worth it. Their pregnancies are unique in that the mothers lay eggs rather than giving a live birth.

Dwarf

Dwarves appear very much like humans, except that they cease all aging at the equivalent of the young teens, remaining that age in appearance for the rest of their long lifespan. Dwarves are also resistant to temperature, ice and fire not affecting their thick skin as much as the other races.

Perks

Drop In

100CP - Gender Demographics

In this world, there are only women; some who have penises, and some who don't. In any jump you enter, you can now decide what the gender demographic is; what ratio of men, women, futanaris, or other sexual demographics inhabit the world, even eliminating one gender entirely (provided the population still has some way to stay afloat). You can also decide what gender individual characters will be.

100CP - Class of Your Own

As a drop-in, you don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Fit Right In

Some things work pretty differently between worlds; two worlds might both be fantasy RPGs, but one is based on causing 9999 damage with your spells and Limit Breaks or whatnot, and the other is about turning people into fetish fuel with transformation-based spells. Luckily, the whiplash isn't going to hit you, because it's trivial to adapt any of your perks and items to suit a world's 'theme'. Essentially, you can reimagine yourself as a party member in the game of the jump you're entering, all your perks, powers, abilities, and items included. You remain at the same power level, and you can choose exactly what gets excluded from the process.

200CP - A Traveller's Business

Business has no borders to you. As long as your business doesn't break the laws of the area, you can go wherever you like with the sole intent to ply your trade and the authorities will allow you to move as you please. Politics, embargos, conflict, your business is above all of it and something that leadership is willing to make an exception for. You can go about your daily life in the area, too, as long as you're not abusing their privileges and keeping your business functioning properly.

400CP - Otherworldly Craftsmanship

You have the same knowledge of inventing, programming, and crafting as Alisha. AI, floating drones, beams that turn someone into an onahole, magical girl transformations... and pretty much anything you see in hentai, filtered through the lens of out-of-place sci-fi.

Any items that you purchase in this jump, you also gain the knowledge, skills, and memorized blueprints necessary to craft more of them, albeit without the same fiat-backing as the purchased versions. This also comes with the effect of the **Self-Made Jumper** perk below for this jump's items only.

400CP - Class Collector

While it's fun to be hit by a curse and turned into a Bimbo, or find an empty soul gem and put your soul into it to leave your body as a Zombie, if you need those skills later you might not want to go back all the way to the curse trap or use up a limited quantity of resources to transform yourself, and deal with all the hassle of curing yourself again afterwards. From now on, any transformation you're inflicted with becomes available to you as a class to switch to at any time. While the original transformation requires you to reverse it in the traditional way, once done you can toggle back and forth as often as you like, like switching classes in a JRPG.

600CP - Twinning

You now have the ability to turn other people into clones of yourself. If you have magic, you learn a spell to do it; if you're a crafter, you learn how to adapt your tech to the purpose; so on for any power source you care to use. The twin's appearance and personality become closer to yours, although some traces of their original self remain behind, but more importantly you can grant them access to any number of your perks, powers, abilities, etc, chosen by you at the time of conversion. You can also reverse the process, taking away all the power you granted them and restoring their original mind and body.

600CP - Self-Made Jumper

Whenever you purchase an item, in this or future jumps, the item retroactively becomes one that you personally crafted, and therefore gets the full benefit of all your crafting-related perks. If you have a perk to improve the quality of your items, then items you buy will be improved, and if you have a perk to craft duplicates, you'll get multiple copies of it, etc, while still retaining its original fiat-backing. And, given that you crafted them, their appearance might also be shifted to suit whatever aesthetic you like, without needing another crafting perk specifically for that.

Leader

100CP - Bad Ends

Many situations that would otherwise end with your abrupt death, are now much more intimate affairs. Enemies that would have once killed you will now kidnap you to keep you as breeding stock, sell you as a slave, or use you for their perverted magical experiments. Things can get pushed to a limit, and there may be some creatures who would never be able to satisfy you sexually no matter how much fiat pushes them, but in general things will tend towards your permanent humiliation rather than your death. You'll also have a bit of a sense for whether a particular sequence of events is leading to a 'Bad End' or just a regular bad ending.

100CP - I Surrender!

Of course, if you never lose, you'll never get to see those bad ends, so now you've got this too. At any point in time when you're in conflict, you can throw your hands up in surrender and, no matter how well your allies are doing, they'll instantly surrender too, guiding your enemies to a complete and decisive victory. You'll see all the repercussions of the loss, the full Bad End, before being abruptly thrown back in time to before you surrendered, without any permanent consequences. In these hypotheticals, any defenses you have that would prevent the bad end from playing out in all its sexy glory are also disabled.

200CP - Party Loyalty

When somebody joins your party, they join it for better or worse. As long as you're fighting side-by-side with them, they won't complain no matter what humiliating defeats, transformations, or encounters your party goes through. Even a paid mercenary wouldn't take the opportunity to leave until you made her do something you weren't willing to do yourself.

200CP - Mercy or Punishment

If you choose to spare somebody after defeating them, they will remember that, and your decision won't come back to bite you. They'll go on to make a positive (to you) impact in the world, and maybe even become directly helpful to you should you meet again in the future. Alternatively, if you choose to punish them, you'll be able to fashion an inescapable Bad End for them with minimal effort on your part. Just transform them once and let them go, and you can guarantee they're never finding a way to break that transformation; or hand them off to somebody else with a vague idea for some large-scale, long-term humiliation, and they'll dutifully execute it without you even having to tell them what the plan is.

400CP - Classmaster

You rule over a certain class; you can pick a 'traditional' RPG class like Thief, Cleric, Barbarian, or you can go for something like Bimbo, Puppet, or Maid. The options are limitless.

You can grant this class to others, or inflict it upon them, granting them the potential to learn a new set of abilities thematic to the class. You also have access to a number of abilities designed to support, buff, heal, etc, those belonging to this class. In exchange for all those benefits, their mind and personality become altered to fit your ideal of the class, and they become intensely obedient to you.

When you arrive in a world, you can choose for people who already belong to that class to gain the benefits of this perk, but they don't get the mental changes until you personally re-apply the class to them.

400CP - Puppeteering

You are a master of the art of crafting puppets, able to make remarkably lifelike creations out of simple wood. Marionettes, hand puppets, dummies, all are within your repertoire.

Not only that, but you are remarkably skilled at taking other devices, enchantments, or items and finding ways to adapt them and fit them inside a puppet's body. Finally, you also gain the magic of this world that lets you transform a person into a puppet; a puppet whose parts can be replaced with the upgrades you craft.

600CP - The Status Quo

Whenever you are inflicted with a negative 'status effect', you can turn that status into power. While you still suffer all the downsides, you'll find yourself unlocking new skills and abilities that relate thematically and might make sticking with the status become worth it once mastered. 'Blind' or 'Darkness' helps you learn to attack without relying on your eyes, 'Frog' gives you a tongue with all sorts of uses, you can incubate 'Poison' inside your body to spread it...

If you have the **Class Collector** perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

600CP - To Noblesse Obliged

You are the queen. Or the mayor. Or the president; basically, you're in charge. In each jump, you can choose to be part of the government of whatever location you start in, granting you immense political authority. This doesn't mean everybody automatically accepts your rule, but you didn't cheat to earn your position. You were voted in, or you were the heir in the family, etc., just like a normal person would have been. You can also downgrade this as much as you like, if you prefer duchess to princess to queen, etc.

Adventurer

100CP - Fit for Adventure

Your body is in an above average state of fitness, and maintaining that level of fitness is trivial. More importantly, however, you don't need to show it. Your appearance will never change in ways you don't desire, and changing it in ways you *do* desire is much easier. You can become and remain chubby, 'thicc', or whatever other body shape you like without any worries. This can also affect the process of aging too, the years never taking your desired youthfulness away from you.

100CP - Erotic Damage

By turning somebody on in combat, you can drain away their health and stamina just the same as if you physically attacked them. You don't have to worry about knocking all your sexual partners unconscious (unless you want to), but flashing your tits at the enemy or groping her bulge might put her out of commission just as quickly as stabbing her would have, if you can be sexy enough.

200CP - Breed Right

Some species give live birth to their young, while others lay eggs. Both are sexy, so why choose? From now on, whenever you are involved in a pregnancy, as the mother or father, you can choose what form of pregnancy it is from any that your alt-forms are capable of, with human live birth or the orc's egg-laying being two options you get for free with this perk regardless. Despite all biology, the pregnancy will function perfectly without any more harm than a regular pregnancy would for the mother's species.

200CP - Breed Left

When you are impregnated or impregnate somebody, you have full control over the resulting child's race/species (between the mother or father's species, or a crossbreed), their sex, and, finally, you can choose for the mother to remain pregnant after giving birth, immediately repeating the process and growing another child. The child's genetics will differ, as if the mother was impregnated again, rather than it being a clone of the first child. This can continue on indefinitely until you choose for it to stop, the mother being forever pregnant for the rest of her life.

400CP - Genre Un-Savviness

In a world full to the brim with hypnotism and transformation, it makes sense to connect the dots when somebody starts behaving strangely. Luckily for you, nobody does that when it comes to your victims. Your hypnotism will go completely unnoticed unless people start to see direct evidence, chalking it up to personal growth when somebody decides to change their life's course moments after meeting you. You can't be too obvious with it, but the existence of hypnosis magic in a world won't make your actions any more obvious than they would be in a world where that magic didn't exist at all. This applies to *any* sort of supernatural power you use that affects others.

400CP - Power of Lust

Your own lust is now a pool of energy you can access, with a maximum based on your sexual stamina. The closer you are to orgasm without passing that tipping point, the more lust you can use to supplement or outright replace your willpower, mana, ki, or whatever other form of energy you have access to as a resource to spend. Just be careful not to edge yourself for too long.

600CP - Forsaking Limits

Any usually one-off or binary effects, buffs, debuffs, etc, can now be stacked infinitely. Apply a protective barrier until it becomes a thick suit of armor, cast a shrink spell until somebody shrinks out of visibility, or eat a power-up while powered-up, over and over as many times as you like or can afford. There are slight diminishing returns, but with an infinite quantity of spells or brute-forcing it with more energy you can eventually reach the logical or illogical extremes, and then keep casting to go beyond that.

This can apply to effects applied to yourself from any source, and any effects that you apply to others.

600CP - Spells That Don't Deal Damage

Any spell or technique you know can now be converted into a status-causing move. Your 'Cure' spell temporarily cure somebody of all their worries and thoughts entirely, your 'Fireball' spell might fill somebody's body with elemental fire and all the passion that comes with... positive spells need not create positive status effects, and the same for negative, but every spell you know can become a non-damage spell with a bit of creativity. Hopefully all the tough enemies aren't immune... But even if they are, at least you can always cast them on yourself.

Items

Drop In

100CP - Equippable by Jumper

It's not fair that everybody else gets to keep finding new weapons, is it? Each jump, choose a basic weapon type, or an existing weapon you own, to have that become the baseline for your own tree of weapons in each jump. These will be upgrades with abilities relevant to the setting (particularly if it is a video game-based world), or sidegrades that swap the power out for something new but of similar power, all scattered or sold throughout the setting the same place anybody else gets their weapons. Any weapons you attain each jump are fiat-backed, and do not disappear when a new set generates the next jump.

200CP - Planter Box

This planter box can be used to store any plant, keeping it happy and healthy without any effort necessary, but it also has a more sinister use. By having a person step into the box, they rapidly transform into a plant or tree-like form, becoming an immobile display piece that is kept happy and healthy much like any other plant. You can free them from this condition with just a thought, but otherwise it takes very powerful or very specific magic to return to normal.

400CP - Favorite Shop

Wherever there is civilization, you'll be able to find this shop. They have a basic stock of all the necessities of the world you're in, and also anything that they've sold in previous worlds. Additionally, if you find a 'farmable' resource, you can sell some of it to them and a few days later it'll be added to their stock, letting you trade money for time.

600CP - World J-1

Whether it's a dungeon, a world, a kingdom, or a stage, whenever you enter a world that even loosely conforms to those video game traditions, you get your own area to go along with the rest. You can pick a theme for this area, which needn't be the same in each jump. Minibosses, enemies, NPCs, etc, any roles you don't fill yourself with your followers or companions will be filled automatically with world-appropriate entities that suit your theme, potentially variants of ones that already exist. The role of 'boss', however, is reserved for you; you'll always be made aware when a/the 'hero' enters this area, so you can return and prepare yourself.

After a jump, the area becomes a Warehouse extension, and this item takes on a new form in the next jump.

Leader

100CP - Slave Collar

This collar can be placed around somebody's neck to mark them as your slave, even if they don't realize it. With a separate remote, also included in this purchase, you can activate the collar to control their sexual sensitivity, trigger or deny orgasms, and give them orders which they are compelled to obey.

200CP - Ancient Scroll

This scroll can be attuned to any race through a short magical ritual with a member of that race, and from that point on used to transform others who read the scroll into that race. Copies of the scroll inherit the same effect for only one use, before having to be 'refreshed' from the original. The definition of 'race' the scroll uses is quite broad; as long as they're sapient, it's fair game, and the scroll can retain the previous race it was attuned to even when crossing jumps.

400CP - Cult of Jumper

This cult, whether it is explicitly named as such or disguised itself as a more 'normal' church, is dedicated to the worship of you and your fetishes of choice. The members are all obsessed with the cult's ideals, but manage to disguise their intentions well enough when out in public. You begin with ten cultists, but they are remarkably persuasive and will manage to grow exponentially if you leave them to their devices, slowly corrupting whatever area you choose for them to appear in unless they are stopped; but there's nothing illegal involved, at least unless your fetishes are.

600CP - Chateau Crystal

You have a crystal that can be placed on any property you own to gradually take over the minds and bodies of those present. After ten minutes spent on the property for the average person or an hour for a reasonably high-level adventurer, they will reach the point where they instantly obey any command you give them, including commands for their minds to permanently alter their own personality, memories, or perception. Any spells you cast on them which normally have a chance of failure will also have an increased success rate, up to 100% at full power. These effects disappear instantly if they leave the property; however, commands with long-lasting effects that you already gave them will continue to apply.

If you have the **Classmaster** perk, the crystal can also cause people to transform into the class you chose, with all the effects of that perk.

Adventurer

100CP - Journal

When you record information in this journal, it's as if the words move straight from your memory onto the paper, all information being recorded as accurately as your recollection allows. It has an infinite number of pages, and you always turn to the page you want, despite seeming to be quite a normal size from the outside. When reading from it, physical descriptions seem so vivid that you can literally see the picture they're describing, and reading of an event will let you feel all the sensations, as if you were experiencing it all over again.

200CP - Requirement Hat

A hat that can be attuned to any item that normally has requirements to use, to handwave them and let you use it anyway. Special training (to a bare minimum), worthiness, being the Chosen One, all sorted out for you as long as you have the hat on.

400CP - Magic Library

This stone tower is a massive library, several floors tall, in which all the magic of the current world is recorded. With a brief bit of exploration, you'll find exactly the book you need that describes how to learn, perform, and master whatever spell in that world closest approximates the goal you're trying to achieve. Whether it works quite as conveniently for anyone other than yourself is up to you to decide, but the physical books are still present regardless.

600CP - Phantom Express

Exploration is fun, sure, but so is winning. In each jump, you can attune the Phantom Express to a particular collectable and it will then be able to take you straight to the locations of all of the members of that set. The Tomes and Jewels necessary to make the Orbs, the Chaos Emeralds, the Spiritual Stones, skip the exploration and get straight to the dungeon plundering.

Companions

100CP - Canon Character

You may recruit any character from this world as a companion. Whether they agree or not, and regardless of whatever state they were in at the end of the jump, they find themselves living in your Warehouse with the companion status conferred upon them as soon as this jump is over.

50CP/200CP - Import

You may import companions (or recruit new characters) with an Origin and 600CP to spend on Perks and Items for 50CP each, or up to eight times in the same way for only 200CP.

Free - Decorations

You can import any number of companions for free as Statues, Trees, Onaholes, etc... any of the inanimate states from the game. Unlike those transformations, these will be your companion's true forms for this jump so they can't be 'cured'. They get to keep the transformation as an alt-form after this jump.

Drawbacks

You can gain up to **+1000CP** from drawbacks. You may continue to take drawbacks past that limit for no extra CP if you like.

0CP - Supplement Mode

If this world doesn't have enough depth for you, or if you fancy seeing its brand of perversion applied to some other world, you may use this jump as a supplement to another jump, merging the settings together in whichever way you please. This also comes with a special, additional rule: CP that you gain from drawbacks in that jump also provide the same CP to this jump, although still capped to the drawback limit.

0CP - Crossover

Why stop at just one setting, though? With this toggle, you can merge as many different settings as you like together into one, and use all of their jump documents at the same time, each keeping their own CP but all contributing their drawbacks to this jump.

100CP - Longer Stay

Your stay here lasts for 10 years longer. This can be taken multiple times.

100CP - Self-Insert..?

You thought you took an option to replace Lilina's role in the story, but after arriving with her appearance, personality, and backstory... she was already there. You are a perfect impostor of the princess, impossible to distinguish from the original unless you go to efforts to act differently than your jump-self's instincts.

You can keep Lilina's appearance as an alt-form post-jump.

200CP - Perma-Status

Choose one status effect from the game. For the jump's duration, you are permanently under that state. All negatives apply, now fiat-backed, but at least you get any positives that come with it too.

You may keep this as a perk post-jump, toggleable at your will. This can be taken multiple times.

400CP - A Lot of Bad Ends

You really like your bad ends, huh? Well luckily, or unluckily, pretty much any conflict can lead to one now, not just the things that would normally be life-threatening. Even something as simple as a board game night could end with you being made the other players' slut, mind-broken into submission, and relegated to that role permanently if you happen to lose. If anybody else lost, the reaction would be normal, of course, but any failure from you in nearly any capacity will lead to a bad end even amongst people who would otherwise never hurt you. The bad ends aren't fiat-backed to *work* past your defenses, but people will make an effort to push them onto you, even your companions should you trigger one from them. You may keep this as a 'perk' after this jump, toggleable at your will, and with slightly less severe consequences.

600CP - Jumper the Immobile

Alright. So you're an inanimate object now; a Statue, an Onahole, etc. To help you out, though, you've been granted a form of short-range telepathy (about the distance somebody could hear you talking from), and your new form is guaranteed to be considered sexually attractive to the closest person to you when you start the jump. Enjoy?