Celestial Forge: Lewd Constellations

"I fear not the man who has held ten thousand hands once, but rather,
I fear the man who has held one hand ten-thousand times."

By Caiuz

How to use: These constellations are added to the end of Celestial Forges list of constellations.

Constellations

1. 38. 1. Aides (4)
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The Questionable Constellation contains two fetish jumps(Fat and Incest) that are considered more out there than everything else here, these are there to allow user to easily exclude them from their rolls.

Original: Lewd Constellation Beta

Changelog
Jump Docs:
Incest
BDSM
Fat
Fantasy
Magical Girl
Modern
Occult
Superheroes
Tentacles
World
Sci-Fi
World of Tentacles
A Change In Tactics
Bible Black
Bio-Weapon Quest
Command and Conquer 3
Earth Defense Team Star Guardians
eratohoK
Erona
Evening Starter
Fate/Horse Order
Fate/Loli Order
Fate/Whore Order
Hypno App Fantasia
I'm in Another World, So I Guess I'll Use Magic to Be Lewd!(aka Lewd Magic Isekai)
Kamikaze Kommittee Ouka
Kuroinu
Kyonyuu Fantasy
Milk Hunters
Monster Girl Encyclopedia
Monster Girl Quest
Monster Hunter XXX
Niplheim's Hunter
Omega Labyrinth Life
Pokegirls
Queens Blade
Rance 02
Rance 03
Slave Maker 3
Submission Sailor Moon
Taimanin
Trials in the Tainted Space
Winger's World

World of Lewd Elves

1. Aides

1. Living Flower (200 CP) (Generic Hentai Fantasy)

A lovely young woman who loves to wear flowers in her hair. And totally not a parasitic plant based lifeform that ate her brain. What a rude accusation. Anyways, she's taken a shine to you, and is a master of the herbal arts. Aka making potions, poisons, and various other 'herbal remedies'. For the immorally adventurous, swappable bodies.

2. The Toymaker (200CP) (Generic Hentai Occult)

Hey hey, it's the Virgin Lolicubuss's older sister! Well, one of them anyways. This one shares her younger sisters disdain for men, mostly because she likes women and toys better. As a result, she's the one who made the collar designed to control her sister - and with enough time and effort, she can also make these for other people. Or something more normal like her seemingly endless supply of sex toys, regular and 'custom ordered'.

3. Dual Wizard (300 CP) (Generic Hentai Fantasy)

A small time mage with a unique form of illusionary magic. Her personal spell allows her - and you – to experience two or more threads of thought/action at the same time. In the real world, you went to work and did your job. In the other one, you stayed home and pounded her into the bed. She's technically a virgin, even if she 'remembers' losing it a dozen times, and has a vast knowledge of fetishes.

4. Group Mind Bodies (400 CP) (Generic Lewd Sci-Fi)

Thanks to breakthroughs in neural transference, you are now the hub of a group mind – five more bodies are linked to your mental command. Because your mental processing is somewhat shared across the five minds, you will find you have gained a fivefold increase in your multitasking, but your original body remains the hub of the network. Any deaths of the extra five group bodies don't affect you very much aside from having to experience them dying, while the death of your primary body will send you home barring extra measures. Each of these bodies can be of different appearances, or just copies of yourself. Because your senses are also linked, you will experience everything they do. They don't have minds of their own. They retain any modifications you make to them.

5. Lab Partner (400 CP) ()

They're not quite as brilliant as you are but that doesn't make this bombshell of a mage or scientist any less exciting to work with. The Lab Partner is your most loyal and useful assistant, and has the Evil Genius origin along with 600 CP to spend on perks and items from that origin. Any perks from the Evil Genius tree that you share

with them gain a substantial boost in effectiveness whenever you both use them simultaneously; experiments proceed more smoothly, collaborative inventions take much less time to perfect, and so on.

2. Slavery

1. Skill Level(Teaching & Training related) (500 CP) (Rance 02)*Other skills will be available in other Constellations

◦ All living beings with a soul that are born within the Planner Scenario have Skill Levels set by birth. Even those who hail from other planets or dimensions gain this upon entering the world and never lose it. Nearly everything has skill levels, including daily skills such as cooking and cleaning. Skill levels determines the expertise of the person's skill in any given field, or better said, their talent at the skill. While levels are increased the more one trains, skill levels are set in stone by birth, and do not rise or fall.

◦ Level 0 (Free)

◦ Makes the individual capable of effectively doing the task normally, but without any particular aptitude for it. Most people tend to have dozens of skills at this level.

◦ Level 1 (100cp)

◦ Relative talent that lets the user perform the skill up to a professional level, while it’s not bad by any means, one shouldn’t expect to gain fame with this alone. For example, Sill Plain possess a Level 1 Skill at Magic, while she is decent in the magic arts and can use it effectively in battle, there’s a lack of power and versatility.

◦ Level 2 (200cp)

◦ At this point the user is a genius at their skill. More than enough to create unique signature abilities. Respected swordsmen like Rick Addison or Rance have a Sword Combat Skill of Level 2, it what lets them create their special attacks. For comparison Shizuka Masou also possess a Level 2 Skill at Magic.

◦ Level 3 (500cp)

◦ This level is basically legendary, and the user is the best of the best at the skill. Few people in history had a skill at this level and their potential is insanely high. As example, Annise Sawatari has the Magic Skill Level 3 and easily overpowers any other mage in the Continent. Even with little finesse and experience, the raw power of her spells can easily exceed the combined effort of 2000 mages.

2. An Actual Degree (100 CP) (Kamikaze Kommittee Ouka)

◦ You can’t be a professional without a degree or a certificate. Well, maybe a Janitor, but every other position needs a little piece of paper in order to do the work. With this, you get a Degree/Certificate (as well as all the knowledge) for one of the following: Education, Medicine, Food Preparation, Rape Janitor — wait, where did that last one come from?

3. Educated (100 CP) (Bible Black)

◦ As a Teacher or one of the other school staff, you need an education and some experience. This gives you the knowledge and teaching experience for a specific subject that you will either teach or perform for the school. It's that simple, honestly. You're an educated professional after all.

4. Pet Collars (100 CP) (Monster Hunter XXX)

◦ Say you've successfully domesticated a Small Monster, or even a larger one. It'd be an utter tragedy to have some twitchy Hunter bumble along and slay them when you weren't looking. Hence this bottomless collection of classy, and not so classy, collars to clearly state to all who look that 'these Monsters are safe/owned.' There will be no mistakes. Each collar can be designed freely, but disintegrates if taken off the Monster, at which point you have to design another. Post-Jump these symbols of "ownership" will be taken as a fetish thing, not as slavery.

5. Slave Training Parasites (100 CP) (Taimanin)

◦ Specialized demon parasites that make their home in the large intestine of their victim after being inserted anally. These parasites prevent their hosts from taking violent actions or moving too far away from their "home" through electrical shocks. These parasites feed off of excrement and as a result their hosts shit less often which considering most of their hosts are used as slave prostitutes is considered a bonus.

6. Beastmaster (200 CP) (Kyonyuu Fantasy)

◦ The armies of Eurodia are starting to get wise to the power that comes from commanding daemons alongside human armies, but it takes a special gift to be able to tame these beasts. You are one of these Beastmasters and have the ability to communicate with and give orders to unintelligent monsters, such as krakens and cyclops. Such beasts are usually friendlier towards you than others and can be trained and domesticated so long as you're involved in doing so. However this isn't mind control, and your creatures can refuse your orders or even attack you if you abuse or mistreat them.

7. Breaking a Bitch (200 CP) (Taimanin)

◦ You have a talent for humiliating your enemies and breaking even the most iron-willed people into obedient pets. You know the best ways to get inside their heads and the perfect degradations for each individual. You also know when to hold back if you want, since sometimes it's more fun if they last a while before they break and when they do break, well they're not really all there anymore, but are obedient and conscious enough to do simple tasks like acting as a breeding bitch for a group of orcs or a perfect cum dump working a gloryhole.

8. Breaking in the “Recruits” (200 CP) (Monster Girl Encyclopedia)

◦ The Demon Army rarely if ever kills its enemies, but rather “embraces” them. In fact, there is a whole regiment of elite heroes who fell to monsters and were converted to the Demon Lord’s side. Whenever you have defeated and captured an enemy in battle, you have increased skill in convincing him or her to switch sides, especially if you use sexual methods of persuasion. Even mighty heroes can be persuaded to lay down their arms and join your side, becoming exceptionally loyal followers. However, you’ll need to beat and capture them first. Also, people you have turned fully over to your way of thinking through the perk’s power gain increased ability in using the same power to persuade people they defeat and capture. Plus, the perk makes it easier for you to train people under you to greater levels, whether it’s better self-discipline, greater knowledge/wisdom, or stronger fighting skills, if you add sexual components to the training; doing so also enhances the resonance of Oath of the Demonic Knight for groups trained with this perk.

9. Broken, Yet Not (200 CP) (Generic Hentai Occult)

◦ Sometimes you need to just make a few light changes, maybe reorder their priorities. But, most of the time that won't happen - your dick will get the better of you and you’ll utterly break your new toy. And all the useful skills they had in their pretty little head will go down the drain. Thankfully, you don’t have that problem. Your toys will bounce back somewhat from what you do to them. Slavish devotion will remain, but they could at least pretend to be normal, and would be able to spend just under a week without the D without collapsing into an undersexed wreck.

10. Convincing Arguments (200 CP) (Taimanin)

◦ Sometimes using brute force isn’t the best way to keep someone a slave and instead convincing them to become a slave of their own free will is a better choice. You know how to convince and trick people into at least willing to try and be an obedient slave through real or false promises or threats. After all, if they’re a semi-willing slave prostitute then they’ll be willing to try to act as a proper prostitute which will make you more money than if they were just shoved into a hole in a wall and used as a public toilet. You did say that you’ll free them after a year of service working as a slave prostitute. You just didn’t mention that when that year is up, they’ll be so broken they won’t ever want to leave.

11. Elf Trainer (200 CP) (World of Lewd Elves)

◦ Okay so hear me out, you broke down some elf noble into a devoted sex slave and turned her into a maid for irony’s sake, but then she, as a sheltered aristocrat, sucks at her new job and can’t clean anything (even if she looks damn good in a maid outfit). Or when you want to turn a pure elven maiden into a sex slave, but since she never once did anything sexual in her life her ability to please you is ‘limited’. While individual elves can reach ridiculous heights in whatever talents they specialize in, their race’s sluggish learning capabilities mean that it takes years to learn what a human could in months. Luckily with this perk it seems

that elves you break seem to gain a heightened ability to learn new things, almost like your own human nature has rubbed off on them, or maybe being broken in and having their own life completely shaken has caused them to reevaluate their own abilities. An elf that never once had held a sword in her life could quickly become a noticeably skilled warrior, or a pure elf maiden could learn skills in bed that match even the most veteran of prostitutes in only a few weeks of training. I suppose you could also use this and become a renowned elf slave trader....but why would you give up an elf after you put so much effort training her?

12. Hot for Teacher (200 CP) (Generic Hentai World)

◦ Sex now counts as training for purposes of refining your supernatural abilities. By including a sexual component, any training you perform will be tripled in effectiveness after all other modifiers are applied. You can also train others this way. Trying to teach a foxy young kunoichi better chakra control? Make her practice with a couple of vibrators in her and she'll get massive gains.

13. Kind And Loving Goddess (200 CP) (Fate/Horse Order)

◦ Congratulations, it seems you have something of an affinity for animals. No, not in the sense that you're fucking them, I meant more along the lines of training and generally getting along with them. Birds don't flee from you when you make sudden movements, horses kneel down so that you don't have to jump on their back, and ferocious beasts might even try to defend you from their more magical counterparts. Beyond the simple displays of kindness that they give you, they're also remarkably quick to learn when you actively train them and when riding them you'll find any magic you possess that enhances yourself can be easily extended to them as well. Just... try not to become too friendly with them?

14. Pleasure Slaves (200 CP) (Submission Sailor Moon)

◦ Even youma fall in love sometimes, but they don't really do the dating and romance thing like humans do. Why bother when you can just sweep your conquests off their feet and ravish them until they fall for you? You're able to use pleasure and dominance to seduce your victims, gradually conquering their hearts until eventually they submit to you just as eagerly as if you'd romanced them the traditional way. While it takes time to train your pets to be obedient it gets easier as you go; after the first few conquests they'll begin to want to be dominated, struggling to fight their best and even subconsciously holding back more and more of their full strength. Eventually they'll reach a state where you can easily seduce them into submitting to you for good, turning them into your eager sex slaves. Be warned though, sufficient abuse or neglect can still turn your slaves against you, as can other villainous deeds you may commit.

15. Principled Primitive (200 CP) (Monster Hunter XXX)

◦ "I swear it, these Monsters can be made functioning, productive members of society!" ... Oh wait, you actually can. While getting the one-on-one time necessary

might initially be a chore, you are fully capable of teaching sapient, if otherwise dim-witted, beings a common language and the ability to read, write, and otherwise integrate into polite society. One week for speaking competently, one month for reading and writing.

16. Slave/Bitch Trainer (200 CP) (Kamikaze Kommittee Ouka)

◦ Males or females or those of any other sort of gender will know that you're an efficient instructor. An instructor in what? Why being a sex slave, of course. You have the capability of slowly training any individual into sexual servitude. This is done through careful planning and quite a bit of psychological experimentation. Eventually, that student will learn to take dick like a champ and eat pussy like a pro. They'll also be highly docile and obedient to your or their owner's whims.

17. Slut Kun Do (200 CP) (Kamikaze Kommittee Ouka)

◦ After Ouka's first defeat, a shady Gym Teacher took it upon himself to make her stronger. He took her to an equipment shed and taught her how to really put those Punks in their place. Sadly, this made her even more easily raped than before and she eventually ended up liking it (in one of the routes anyway). You now have this same ability — the ability to train someone into becoming a true slut/man whore. Slowly, you will train their body to enjoy exhibitionism and a host of other fetishes. Then you will train their mind to enjoy it. Yet, for all the rape, Ouka still beat those punks even as she took it up the ass. After all, sexy can be distracting~.

18. Specialized Training (200 CP) (Slave Maker 3)

◦ You specialize in training a certain type of slave. Catgirls, ponygirls, training heterosexuals to be homosexuals and vice versa, and so on. With each purchase of this perk, you can choose one type of training to be an expert at. Your specialty must be fairly narrow, similar to one of the examples given.

19. Stockholm Syndrome (200 CP) (Taimanin)

◦ Isn't it annoying when you capture the perfect test subject but then they resist you at every turn? With this you'll know how to wear down their will. In addition, the more time you spend with a prisoner the more obedient they'll start to become and if you show them the occasional niceties, like teaching them how good sex with you feels, then they might even become loyal. Eventually you won't even need to treat them as a prisoner. As long as you treat them relatively nicely on occasion, don't abuse them too much, and don't do anything that will make them really angry then you can trust that they'll stay loyal. Treating them like shit all the time or killing their family for fun will get you a sword in your heart.

20. Teacher of Queens (200 CP) (Kyonyuu Fantasy)

◦ Not everyone has the patience, intelligence, and wisdom to teach someone

important like a princess on how to rule a country. Of course, everyone is not you. You seem to possess the skills to make the perfect teacher and any prospective students you have also seem to absorb any lessons you are trying to teach a lot better then normal. With your skills you could teach even a lowly commoner proper etiquette in about a week, and a rowdy princess the proper grace of a sovereign in twice that time.

21. Will Breaking Words Perk (200 CP) (Monster Girl Quest)

◦ Hora~ Hora~ what have we here. You are a natural at breaking the wills of those you have defeated. You have a sixth sense when it comes to knowing what to say in order to get someone to submit to your whims. This is not only good for staking your claim over a conquest but also for drawing enemies into their own defeats. You are a natural temptress, and whether your tone of voice is low or high, seductive or cutesy, you can always make it sound arousing and alluring. Lastly, what once was instinctual to all mamano has been ingrained into your skillset, Critical Ecstasy. This version of Critical Ecstasy can be used on both men and women, such that when you force them to orgasm they lose all fighting spirit and concentration. From there the decision is up to you, you could kill them in their moment of weakness, take them as a spouse or slave, or even release them and let them live their lives, come back for more or to confront you again to try to redeem themselves, though most will lose on purpose or due to their shaken confidence. Furthermore those enslaved or taken as a spouse will never try to leave you, even when they have ample opportunity. It is however, possible to recover from the aftereffects of Critical Ecstasy for those with strong wills if you do not occasionally remind them of their place, and a full recovery is certain if you help them through their defeat. After all their heart is yours, and you can always give it back.

22. Hypnotic Remodeling Device (300CP) (Taimanin)

◦ This device is capable of harmlessly extracting tiny slivers of a person’s soul during an orgasm. After collecting enough the congealed soul extracts are exposed to a corrupting solution based on your own essence which transforms them into a black diamond like object. When pressed to the subject's body the black diamond creates a black heart shaped tattoo allowing the subject to be controlled when you hold the black diamond. This version of the hypnotic brand gives you the ability to give suggestions to a subject that they either obey or believe, force them to obey an order, control their body like a puppet, and rewrite their mind and memories. Resisting is the equivalent of tearing your soul apart with all the pain that you can imagine that causing. After having her body be remodeled once again Asagi was forced to climax over 65,000 times in a period of 24 hours to extract enough soul fragments for the device.

23. Magic Cock (300 CP) (Taimanin)

◦ You have learned a fundamental truth of the universe and have come to embody it and that truth is you can’t beat the cock. You turn someone into a sex slave by fucking them until they break. Whether by fucking them yourself or by

pumping them full of aphrodisiacs and having them gangbanged eventually the pleasure will overwhelm them and they'll turn into an obedient sex slave. The amount of willpower they possess determines how long it takes to break them whether its days, weeks, or months. You'll know how to condition your slave into a nympho that retains part of her personality and abilities or into a pig bitch that can only focus on getting fucked.

24. A Bed Full of Slaves (400 CP) (A Change In Tactics)

◦ A dragonspawn's love of conquest is no less potent in the bedroom than on the battlefield. You have an intoxicating aura of dominance which arouses submissive desires in any lesser beings who are attracted to you. By asserting your dominance, whether with an aggressive seduction or with a night in your bed, you can feed those desires and cultivate feelings of submission and loyalty in your admirers and sexual conquests. Subjects who have weak wills or submissive desires require less effort than stronger or more assertive individuals, but even the proudest heroine can be brought to her knees and made loyal to you, even at the expense of any current lovers she may have. Given time and training you could even turn your conquests into willing and eager slaves, though they will respond no differently to being mistreated.

25. Unique Equipment (400 CP) (Slave Maker 3)

◦ You know all of those special pieces of equipment you can gather up, either from the merchant or random events? Well, you're going to be starting off with all of it. A handcuff bracelet that makes someone a little bit more obedient towards you every day, a ring that slowly transforms the wearer into a fairy, nipple rings that raise the wearer's lust a little bit every day, and so on.

26. Abandoned Keep (400 CP) (Slave Maker 3)

◦ An abandoned keep on the edge of the city. The outside is fine, but the inside of the keep will require a good amount of work to get back into good condition. The keep comes with dungeons and several training areas. Slaves will be unable to escape, but will feel imprisoned, and will lose a small amount of joy per day. Thanks to the training areas, both Slaves and Slave Makers will find increasing their combat skills easier, while living here. Thanks to the dungeons, bondage will increase a slave's Sensibility and Obedience slightly more than usual, while living here.

27. Assistant (400 CP) (Slave Maker 3)

◦ Those that you spend a significant amount of time around (think 5-6 hours per day, minimum) will find that skills you excel at are easier for them to learn. Not by a large amount; enough to mark them as talented students, though not geniuses. Once they reach your level of skill, this provides them no more benefit. Of course, this wouldn't be worth 400 CP if that was all. In addition, this works for you,

as well, letting you more easily learn the skills of those you spend time with.

28. Capture King (400 CP) (Monster Hunter XXX)

◦ Remember when I mentioned being cute and Capturing one of these creatures? Think it'd be hard? Absolutely not for you, not with this Perk. You don't even need something as sophisticated as a trap to get the job done. Just lead your mark into a bunch of vines when they're at half-strength or lower. Once they're in, just cherry tap them on the head and it's lights out till you decide to wake them, one way or another. Post-Jump all of your efforts to capture, ensnare, or otherwise take a target alive receive this supernatural boost.

29. Demonic Blessing (400 CP) (Generic Hentai Tentacles)

◦ There are many who are willing to do anything for a little bit of power. By partaking of your seed, you can grant a portion of your power to someone. This gives them one of your powers, although weakened. As well as temporary. A single cup of seed is enough for an hour of continuous use. The more they drink, the longer the power lasts, This power does not come without a price however. For it allows you a foothold to corrupt them. While they are using your power, you can corrupt and transform their body, and through it their mind. Nothing is free, kiddos.

30. Fairy Farmer (400 CP) (Slave Maker 3)

◦ Despite the name, you don't necessarily farm fairies, though you do have the training necessary to do so. Rather, in addition to farming regular crops and animals, you now know how to do so with magical crops and animals, as well. Even sapient ones, though they might not be very happy about it.

31. Great Teacher Jumperzuka (400 CP) (Slave Maker 3)

◦ Even compared to other slave makers, you're on another level when it comes to training. When it comes to passing on knowledge, your slaves will learn twice as fast as normal. This stacks additively with other teaching perks.

32. Huntress Trainer (400 CP) (Niplheim's Hunter)

◦ Maybe it's because of how you spend all day beating metal and materials into newer and more pleasing shapes but you also seem to have a knack for doing the same with people. You have a sadistic streak a mile wide and can train your partners to enjoy even the most depraved forms of sex, starting with training their erogenous zones to be more sensitive and working your way up from there. With enough exposure to it, the pleasure of anything from BDSM to bestiality can be drilled into your partners until they're happily dropping their panties on command for acts they might have hated once. Further, this training makes them much more effective in any kind of sex-based combat, such as when facing down a monster intent on raping them.

33. Hypnosis (400 CP) (eratohoK)

◦ You have nearly absurdly effective hypnosis. You can sneak hypnosis into a regular conversation. Only the strongest wills can resist once you hypnotise them, which is again extremely simple to perform and you may release the hypnosis at any moment and will, for a while, (long enough to bone a lot) render them completely subservient and utterly incapable of refusing anything you say.

34. “Love” Shack (400 CP) (Milk Hunters)

◦ Much like with Innocent Bystander, you own a nice house and get a monthly stipend that will allow you to live a comfortable life without needing to work. Once again, your neighbors respect your privacy and won’t ask questions about any strange goings-on that take place on your property, like strange lights and noises in the backyard or young girls spending the night over a few times a week. However, rather than keeping your home safe from monsters, criminals, and other such people, this house has a different effect. Anyone that you live under this roof with will be twice as susceptible to being physically and mentally altered by you. As an example, with the perks from the Senpai background, you could change an innocent young girl into your loving maid/“little sister” in a matter of weeks.

35. Light Touch (400 CP) (Generic Hentai Occult)

◦ You could modify a person into believing whatever you want, warp their body to fit your tastes... or you could make them change themselves to please you, or to pleasure themselves. You have a knack for the tools and toys that grant you your power, getting larger effects from smaller changes. Why bother dedicating any real effort towards acquiring an asset when you could issue just one or two commands, and set of a chain of dominoes that could save you days or weeks?

36. Mansion (400 CP) (Slave Maker 3)

◦ A luxurious, well-staffed mansion. You won’t have to worry about your safety, and it has plenty of things for both recreation and training. There are some unsettling rumors about the mansion, and something feels wrong about the attic, but I’m sure it’s nothing... Between the top-tier kitchen and the staff helping out, slaves learn cooking and cleaning almost twice as fast, while living here. The High-Class Prostitute will see you at any time, and you also gain Maid Tara as a follower. Tara will keep the mansion in order, and serve your sexual needs skillfully and dispassionately.

37. Master of Mentalism (400 CP) (Lewd Magic Isekai)

◦ An unguarded mind is like a fortress with its gates thrown open, easy pickings even for a careless enemy. And you would know too, given your incredible skill in the field of mind control magic. These subtle spells are just as important to a

master wizard as any number of fireballs: from hypnosis and illusions to magical charm spells and more, you're able to make the minds of your enemies into your playthings, even twisting their perception of normality or submerging their true minds beneath false hypnotized personas. You can even use hypnotic triggers to force a controlled subject to fall into and out of a control state on command. Naturally those with great willpower or magical defenses are not so easily controlled, but your great skill even allows you to find whatever cracks those defenses may have and exploit them for all they're worth.

38. Master's Assistant (400 CP) (Pokegirls)

◦ You have a remarkable gift for combat and teaching people how to fight, you can turn even the meekest and or most unskilled person in the land into a skilled combatant with enough time and effort, typically about a week to give someone completely unskilled at combat a talent that would have King Arthur willing to train them. With a month of dedicated training, you can turn anyone into a master of combat.

39. Pleasure Slave (400 CP) (Earth Defense Team Star Guardians)

◦ The most insidious part of the Dystopian conquest isn't how they turn free people into slaves, but how they can make those slaves enjoy becoming the playthings of their new masters. You are a master slave trainer, skilled not only at breaking down the wills of your captives but also at building them back up again once you've broken them, turning your enemies into loyal pawns or mindless pets or whatever you have in mind for them. Moreover, unlike most slave trainers you needn't torture your pets with conventional methods to break their wills. Pain and discipline may have their place, but in your hands pleasure alone can turn a defiant slave into a mewling pet begging for her next orgasm. It will take time to break strong-willed girls like the Star Guardians but even those brave little heroines can be brought to heel with enough time and patience...

40. Sharp Minds, Captured Hearts (400 CP) (World of Lewd Elves)

◦ Well, breaking a haughty elf into your personal meat toilet is nice and all, but it loses its charm when you realize you actually lost a valuable ally in favor of a glorified stress reliever. At least you won't have to deal with those troubles anymore, now the 'victims' of your 'love' retain their physical and mental faculties even after being broken into your loyal toys. Sure a warrior might constantly fantasize about being pierced by your 'sword' but she will be just as skilled in fighting and training than as if you hadn't fucked her into submission and a noble would be just as sharp witted and clever as ever, even if she would happily stop whatever plot she is working on to suck you off under the table. As an added bonus those you turn into loyal sex slaves seem to become really good at acting as if nothing has changed, even an attentive boyfriend would think absolutely nothing is wrong even when his 'loyal' girlfriend was cheerfully fucking you behind his back and a whole city would be capable of fooling most outsiders that everything is normal and that you haven't made it into a sexual paradise. You can still choose to

make them nothing but sexblobs if you want though.

41. Sexual Educator (400 CP) (Kyonyuu Fantasy)

◦ Many of the women you'll encounter in this land have never had the chance to enjoy sex before. They might be sheltered princesses keeping themselves pure for marriage, or stoic knights whose duty has left them cold to their desires. But that's OK, because you have enough experience for the both of you! Not only are you a magnificently-skilled lover but you can also share those skills with your partners, turning innocent virgins into experienced ladies who can bring you just as much pleasure as you bring them in the space of just a few passionate evenings. At the same time, those who learn from you will also tend to gain new enthusiasm for whatever fetishes you might care to share with them: a breast-lover will find that his partners learn to enjoy boobjobs or milking, but your enthusiasm for much more exotic fetishes can be shared this way too!

42. Slave Trainer (400 CP) (Generic BDSM)

◦ A well-trained slave is a work of erotic art, and you are the Picasso of your field. In your hands a slave's knowledge and skills can be sculpted in any way you might wish: learned skills are mastered at an accelerated pace, and any lessons you impart are digested and retained and become second nature without question. Even a disobedient slave will learn the lessons you wish her to even as she rails against them. What's more, you may also sculpt the bodies of your slaves within the bounds of what is physically-possible for their race. A slave of slim build might find her hips filling out or her breasts becoming engorged with milk thanks to your ministrations, while an elf slave might find her ears transforming into erogenous zones if they weren't already. These changes occur at a rate that appears to be natural growth, accelerated by training them with special attention.

43. Teacher's Pets (400 CP) (Lewd Magic Isekai)

◦ Who could possibly be a better teacher of magic than the legendary hero who mastered magic? Probably lots of people, but few of them will get results like you do, even if your methods are kinda sketchy. You're an excellent teacher, able to condense complex subject material into lessons that even a simpleton could understand, and when it's not a matter of intelligence holding your students back you can even train their raw aptitude through... less traditional training methods. By having sex with your students you can impart a fraction of your own abilities into them, allowing even those with no magical talent to gain the first spark of power they need to become proper mages. Of course you're also quite talented at training your young pupils in the sexual arts, turning your innocent students into lusty and loyal little pets.

44. Teacher's Pet (400 CP) (Pokegirls)

◦ While you're not Merlin, you're a lot better at teaching people magic than you have any right to be. As long as someone meets the bare minimum requirements to

learn a magical spell or technique, you're able to teach them at an unbelievable rate, teaching in hours what it would take a talented individual days to learn and days or weeks when it would take months or years. You also benefit from this advanced rate when you're learning magic.

45. Temple (400 CP) (Slave Maker 3)

◦ A temple surrounded by forest, it goes mostly unused, aside from ceremonies roughly once every two weeks. It contains a well-stocked library of theology, science, and history books. Thanks to the library, studying theology and science will increase a slave's Intelligence a fair bit more than usual, while living here.

46. Magic Sealing Slave Collar and Iron Manacles (400 CP) (Kuroinu)

While keeping strong individuals like Olga or the princess knights in chains is pretty fun, there still are a multitude of dangers that come with it, such as them leveraging their strength in killing your guards and breaking out. Luckily these two items, a leather collar and some iron manacles have you covered. The collar is the perfect tool to keep an uppity mage in her place. When donned by someone their magic will be suppressed, leaving the average mage completely powerless and even powerful magicians such as Olga with little magical power to call upon. The Iron manacles on the other hand are enchanted to dull people's reflexes and saps them of their strength. Even an experienced elven warrior such as Chloe would be rendered so powerless that even an average man could easily overpower her.

47. A Matter of Experience (600 CP) (Submission Sailor Moon)

◦ The Senshi may be legendary heroines but they're also teenage girls, and whatever they have in cosmic power they utterly lack in life experience. Now you on the other hand, you've got life experience in spades and the fruits of your wisdom will be extremely valuable to those innocent girls, though they'll be a lot less innocent by the time you're done mentoring them. You're an extremely talented teacher, able to condense many hours of mentoring into a fraction of that time and present your lessons in such a way that even the most challenging students learn as much from you as the best and brightest. If you wanted to be a career educator you'd be one of the best in the world... except for all the highly inappropriate relationships you'll be in with your students, as absorbing your lessons makes any students of your preferred gender develop strong feelings of all kinds for you, from an innocent schoolgirl crush to a carnal need for submission. Of course you can also give erotic lessons, introducing your students to new fetishes, training the sensitivity of their bodies, and turning them into slutty girls whose bodies and souls yearn for your cock.

48. The Academy (600 CP) (Bible Black)

◦ You gain ownership of the Academy in this town. The entire campus (and everything underneath it) are yours to take. Of course, this doesn't include a certain Book, but you can get that later. The Academy is an inner-city Japanese school

with the main building and all of its associated side facilities. It has a track and field for soccer, a pool, tennis courts, storage sheds, and more. In all honesty, the place is like one of those stereotypical high schools. The main difference between the Academy and any other school is the basement underneath it. Normally, it'd be a bloody mess going to the ritual room. Your basement is clean and contains an occult library. You may attach the Ritual Room to the basement if you purchase it.

◦ While you do not need to personally run the facility, you are able to set its policies and curriculum in future jumps. Anyone that graduates from this Academy have the potential of becoming one of your Followers if you wish. Beyond that, graduates of the Academy actually gain an increase in latent intellect along with their education as well as gain whatever sort of special ability you wish. From Magic to Psychic Power to even Holy Rituals, graduates from this Academy will gain the knowledge and ability to survive in the supernatural side of things.

49. Amazonian Elf Forest (600 CP) (World of Lewd Elves)

◦ There are countless elf villages hidden away in forests, so many that it is said even the goddess herself has lost track. Due to their isolation a good amount of the villages tend to develop certain 'odd' traditions or cultures. But this abnormally large village is particularly crazy. First off, the elves here don't worship the goddess at all, which is virtually unheard of in even the most remote of elven villages, in fact they seem to resent her and chase out any traveling High Elf priestess that wishes to convert them. Secondly there seems to be no mages or magic users anywhere in the village as if magic has been taken away from them. Third and finally, perhaps to compensate for the lack of magic, the elves in this village have formed a very martial oriented society. Every single elf in the village is trained to be at least competent in fighting, and their soldiers are particularly elite. Of course while the village might have been strong in battle, they had no defense when ten years ago a sickness struck their village. Weirdly the sickness seemed to have struck down all of the men of the village while the women escaped relatively unscathed. Of course, without any men around and the village disliking outsider elves, this left the women in the village in with a bit of a conundrum. Which was happily solved when you just walked into the village and were immediately jumped by its various thirsty inhabitants. While you're plowing the chieftess in the village council room she says she is willing to cut you a deal. If you were to become the village's breeding stud then you can use this village for whatever you want. Everything from turning the people here into your own personal elf broodmares, having them sneak out and kidnap other elves for your own pleasure, or just rallying them to fight if you ever needed a small army. Oddly enough this village seems to have some sort of field around it that greatly weakens any magic used within it while also preventing magical means of scrying out its location or finding anyone hidden within it, meaning that if you were to ever to capture some sort of magically powerful individual, like say a High Elf, this village is the perfect place to imprison them for training.

50. Beloved Master (600 CP) (Slave Maker 3)

◦ A little kindness goes a long way, as the saying goes. This is especially true when you've got perk-induced Stockholm Syndrome. Give the slave you're training

a little bit of affection and intimacy, and before you know it, they'll be head over heels for you. Best of all, they'll stay in love with you. Whore them out, treat them like shit, sleep around, and enslave their family members, and they'll still love you just as much as they always have.

51. Bondage Mansion (600 CP) (Generic BDSM)

◦ A secluded and luxurious manor house staffed by a loyal workforce of well-trained servants. The servants are not companions and do not follow you from jump to jump, but at the beginning of each jump you can dictate the demographics of the workforce such as age, gender, species, etc. What's more, any companions you've taken beyond the normal limit of 8 can be imported to fill out positions in the mansion's workforce as maids, butlers, slaves, furniture and so on, however they cannot leave the manor grounds under any circumstances except to return to the Warehouse and any attached locations. You can also choose to import another building and give it the benefits of this item for no additional cost. There is of course a large sex dungeon in the basement and several different "entertainment" rooms throughout the building, but also many fixtures around the house have hidden features such as concealed d-rings to which a set of cuffs can be fixed. In addition to allowing you to live in comfort and privacy with all of your slaves, this mansion subtly impresses your dominant nature upon any visitors. Anyone who spends a substantial amount of time on the manor grounds will gradually become more receptive to the idea of submitting to the house's owner. Uninvited guests such as thieves are especially susceptible to this effect, and tend to take wrong turns and wind up locked in one of the sex dungeons.

52. Cross Training Master (600 CP) (Pokegirls)

◦ You're a master trainer, as long as someone meets the bare minimum requires to learn something, you're able to teach them or help someone teach them at an unbelievable rate, learning in hours what it would take a talented individual days to learn and days or weeks when it would take months or years.

2. Terminal (400 CP) (Hypno App Fantasia)

◦ A small relic, looking like nothing more than an ordinary smartphone. But it's one of the greatest tools in the world. The relic itself is a mobile terminal, acting as an extremely powerful personal computer and able to command the technology of one of the company's of the ancient world, including one of the Goddess AI found here. Just picking the terminal up will upload all the basic knowledge needed to use it, though experimentation is needed to find all advanced uses, especially for the App below. Optionally, your terminal may replace the canon one the two Villagers find. The main appeal is one of the few remaining apps on the device, the Hypno App. An application that allows extreme control over the minds of anyone who looks at the terminal from close range when the App is activated. Manipulating the mind, memories, common sense, logic, personality or sensory information of any target is simple. Make a hero see you as their beloved wife, someone believe they've always been your adoring slave, erase or replace their personality with a more

appealing character, make them believe that the most ridiculous things are common sense or perceive the nastiest bodily fluids as delicious drinks. With a creative imagination there is little the terminal cannot allow you to reprogram in regards to the mind. As a Relic, the Hypno App will automatically pierce through any kind of magical resistance against it and it's advanced technology allow the same against most but not all technological defences. Even a witch with dozens of protective wards would instantly fall prey if shown the hypnosis. If you play around with it a bit, you'll find out that the changes and commands you can give can be made conditional, scheduled or even automatic. Place a command in someone's mind to automatically be re-enslaved in case you ever accidentally undo your changes, for instance. Which is also possible, undoing and reversing any change made with the App being fairly easy. Helpful when you've gone too far and totally ruined someone's mind and memories. Notable though, is that anyone with an extremely powerful will can resist the Hypno App. It'd take someone like a chosen Heroine fueled by rage at her friends being enslaved to do so and damaging or putting her off balance is likely all you'd need to lower her will. Those with lesser but still strong wills can break out of your commands after a time but repeated application will quickly grind that resistance out of them. You and one other can be designated as the owners of the terminal, making you immune to it's effects and preventing anyone from stealing and using it against you. Only two people can own a terminal at a time. There are a few fairly basic functions outside of the App above that the terminal has. Anything a modern phone would have for one, along with advanced hologram projections that can make a person look and feel like they're wearing all sorts of cosplay outfits or markings.

53. Knight Academy (600 CP) (Kyonyuu Fantasy)

◦ The cornerstone of Edelland's resurging power, this school is a copy of Edelland's Knight Academy, housing all the facilities needed to train classes of aspiring knights into skilled warriors, competent administrators, and loyal subjects of the king. Your copy is special because it seems that those who train at this school will see an noticeable boost in their overall abilities, not enough to turn a failure into a good knight, but perhaps enough to turn a decent knight into one that the kingdom would be proud to call its protectors. This item will also become part of whichever kingdom you run or have loyalty to in future jumps. You can choose whether you're the administrator or if it runs with its own staff.

54. Magic Academy (600 CP) (Lewd Magic Isekai)

◦ What sort of magical adventure is complete without a visit to a magic academy? You've been invited to teach at this prestigious university where only the most promising students (or most wealthy noble heirs) are permitted to attend. Well the funny thing about nobles and magic students is that nearly all of them are both talented and highly attractive, so you have your pick of potential apprentices to favor with your "personal tutelage." But you needn't limit yourself to individual students: the university setting aids your teaching efforts, multiplying the scale of any teaching or training perks you may have and allowing you to train entire classes of beautiful young ladies. Best of all, what happens in school tends to stay in school despite the classic noble pastimes of gossip and scandal, ensuring that

word of any indiscrete dalliances with the student body never seems to make it back to the ears of concerned parents or other authorities.

55. Master of Masters (600 CP) (Earth Defense Team Star Guardians)

◦ In all the empire no master is as feared as the Eight Legendary Admirals, and you are counted among their number. As an admiral you are gifted with charisma and strategic genius fit for leading your soldiers and your fleet in battle, and as a Dystopian admiral you are charged with enslaving whole planets and star systems, a task you are well-equipped to carry out. When you break the will of your enemies and they submit to you, willingly or otherwise, the wills of all those who follow or respect them are similarly subverted. The greater the rank of your conquest the greater the effect you will have: breaking the will of a Star Guardian captain will cripple the morale of her cadets and make them into easier conquests, but enslave a queen or a princess and their entire kingdom, civilians and military alike, will lay down arms and meekly submit to your forces even knowing the fate that awaits them. A population whose resistance breaks in this way can be assimilated into your forces swiftly and smoothly, leaving only heroic individuals like the Star Guardians or the occasional fragmented resistance movement to oppose you.

56. Mind Breaking (600 CP) (eratohoK)

◦ Some might choose to keep their subordinates loyal through love and others through trust. Not you. You have the ability to strip away someone's will to resist with effort. Through repeated, degrading rape, you can break their minds and spirits completely, turning even your most hated foes into devoted, submissive slaves who cannot even think of disobeying your will. Broken in mind and heart. Naturally, this is quicker the more competent you are with your sexual skills.

57. Slave Breaker (600 CP) (Slave Maker 3)

◦ When it comes to breaking slaves, you're not just a step above the rest, you're an entire staircase above the rest. Even the most stubborn and prideful of people are no match for your prowess, and when you break someone, they stay broken. Even after years of therapy and magical mind-healing, your lessons will remain untouched.

58. Slave Summoning Circle (600 CP) (Slave Maker 3)

◦ People from other universes sometimes find themselves slipping through the cracks in reality, and winding up in this world. Naturally, most of them wind up enslaved, soon after arrival. This magic circle will allow you to replicate that effect, to a degree. This circle can be used once per month, to summon a person that fits your desired appearance. If used to summon a character from a work of fiction, the person in question may have a different history than you remember, such as

coming from a fantasy world, though their personalities will be a close match for said character, and there will be some parallels in their histories. If the character has any special powers, they will be weakened to fit the general level of power for Slave Maker 3. The ability to heal any injury would become healing magic, for example. Of course, just because you summoned them doesn't mean they'll want anything to do with you. If you attempt to summon a character from a work of fiction while in the jump for that work of fiction, you can choose whether to summon the actual person, or the alternate version of them.

59. Slave Market (600 CP) (Generic Lewd Sci-Fi)

◦ Every jump, you will receive coordinates to find this illegal marketplace. It is always open for business – and that business is the buying and selling of slaves and captives of many species. Exactly where the market procures them from, nobody knows, and if you're after something in particular, like a dark-haired Venusian who can both cook and sing, only leave word and come back a few days later. The buying and selling prices scale with the general rarity, ability, skills, or power of the slave being offered, and all slaves will be compliant for their new master – unless you want one of the "difficult ones" to break for yourself. While it will start out selling only races native to this setting, by capturing and selling slaves to it in future jumps, you will add those races to its potential 'catalogue'. Sell an elf to the Slave Market, and a few different elves will later become available for sale. This also works for non-sentient beasts, too.

60. Slave Mark Maker (600 CP) (Erona)

◦ A creation of the orc king Geldro, slave marks were curses designed to make the woman the orcs take to be more pliable to their desires. You start at the level where you can make the 'standard' slave mark, which drains away the memories of its victims until nothing is left but an eager sex sleeve. With practice you can modify your slave seals further, such as making the slave's body more voluptuous and sensitive like a proper sex slave, or allowing some useful memories to be maintained while still ensuring loyalty to you in your victim, such as knowledge of your enemies weaknesses or about fighting. With mastery you can even create seals that can manipulate souls instead of bodies similar to Geldro's masterpiece, which tied the life of Claudia and his so that as long as he lived Claudia couldn't age or die (at the cost that if Geldro ever were to die she would too). Who knows what else you could make given enough time?

61. Slavery Is Freedom (600 CP) (Generic Lewd Sci-Fi)

◦ It is one thing to be able to mindbreak someone into unquestioning obedience, but this psychological programming is far more insidious. You know of methods which will allow you to program people through pleasure and pain with different behaviours and triggers, even to the point where once you are done, the victim's newly moulded psyche will be unaware of your control, if you desire it. There are even rumours that one notorious captain kidnaps victims whose personalities are transformed into copies of their captor's, each assuming the

mantle when their predecessor perishes.

62. Seat of Power (600 CP) (Generic Hentai World)

◦ Other guys get houses but this place is more like a king's summer home! This luxurious mansion is a high-class home fit for the upper crust of society and comes with all of the amenities you might see on an episode of Lifestyles of the Rich and Famous, from the multistaged pool to the garage and motor pool to the sex dungeon, which naturally also comes fully-equipped with BDSM gear and utilities. Of course so much wealth needs to be well-protected from thieves so it's also defended by numerous security systems designed to capture unwanted intruders alive. What better way to get more use out of the sex dungeon, right? But by far the mansion's most important asset is the staff: a dozen highly-trained maids or butlers, your choice, all of whom are among the best in their fields and totally loyal to you. Best of all, if you find or train up any more servants willing to join their ranks you can recruit them into the mansion's staff and bring them with you to future jumps as followers, though they won't be able to leave the mansion grounds unless you pay to import them as companions.

63. Sexy Summoner (600 CP) (Generic Hentai Fantasy)

◦ You've mastered the art of summoning, and I do mean that literally. Summon a demon, fuck it. Summon an angel, fuck it. Summon your coin purse, your sister, a lost party member. Hell, summon that old abandoned tower near your home. Anything you've touched, really. However, best part is that anything you summon is bound to obey you. Maybe not to like you, or even pretend to be nice to you, but they can't hurt you, and they can't trick you into agreeing to something you shouldn't.

64. Training Grounds (600 CP) (A Change In Tactics)

◦ A tactician is not only an advisor to his lord but also a general of the kingdom's army, and is usually placed in charge of overseeing the recruitment and training of new soldiers. These training grounds help to ensure that such essential tasks are carried out smoothly and efficiently, drawing in raw recruits to become new Followers, either for your army or for other roles requiring extra manpower, and forging them into battalions of crack soldiers ready and willing to carry out your orders. The actual training of these recruits need not be done by you, in fact the item comes with a command staff of veteran trainers of various classes for you to delegate those tasks to, but any perks or items related to training or teaching that you possess can be applied to these new recruits to enhance their quality even further beyond the norm. Even especially troublesome recruits can be turned into effective soldiers, and you'll find that those recruits respond quite well to being trained in an entirely different sense...

65. You Broke it, You Bought It (600 CP) (Generic Hentai Superheroes)

◦ You knows what's better than having a beautiful woman with superpowers as your sex toy? Having a beautiful woman with superpowers as your sex toy, who can still operate outside of bed. Now, when you break/corrupt someone, you can choose to rebuild them into your loyal servant. Besides being always willing to do the horizontal mambo, they can regain the skills that made them a fearsome opponent, this time to be used in your favor.

3. Breeding

1. Critical Eye (100 CP) (Generic Hentai Fantasy)

◦ Passing things onto the next generation is hard work, but i'm sure your pedigree is more than up to it. The question is, who is worthy of helping you create the next generation? You now have a talent, a knack, an ability, to spot certain characteristics before they actually come into bloom. This girl will grow up into a bombshell, that one will be an amazing swordswoman. So and so on. Find a talent you want, and nurture it.

2. Elven Superiority (100 CP) (Generic Hentai Fantasy)

Elves are just better, you know? In every way superior to those impudent monkeys that call themselves human. You are now a non-human race. Similar to the 'Monster' perk, but far less powerful. You may pick three small effects to grant yourself. Something like an extended lifespan, and extra notch out of ten, or a simple doubling of magical something or other. Or maybe ludicrous alcohol tolerance, a load of crafting skill, and an epic beard? Regardless, whatever you pick is now something inheritable to your kids - it is supposed to represent your race after all.

3. Mother Fucker (100 CP) (World of Tentacles)

◦ It doesn't matter if your partner's womb isn't as fruitful as it should be when you're fertile enough for the both of you. You have perfect control over your fertility and can ignore any impediments to getting your partner pregnant. Be it curses, chemical contraception, or simply the wrong time of the month, so long as Tab A is in the appropriate Slot B and the female involved is in her childbearing years you can always put a bun in her oven. Pregnancies you cause are less likely to result in complications for mother or child, and end in easy, even pleasant deliveries.

4. Nursery (100CP) (Trials in the Tainted Space)

◦ In a universe that's about 93% sex-oriented, children are likely in your future. And since you are a busy Jumper, and kids take a lot of work, take this

facility. This is an ever-expanding nursery that will automatically collect your offspring and bring them here to be raised. They will have plenty of simulated social interaction, be intellectually stimulated, and physically active. You may choose to put some or all of the children in stasis and they won't grow any further until you pull them out. Or, if you choose to let them grow to adulthood, they can choose to stay in stasis until a jump comes up that they'd like to settle down in, or if you have any residences attached to your Warehouse, they can stay there and visit any jumps you go to. Lastly, if you so choose, the nursery has an undetectable and unblockable teleport function that may retrieve fertilized embryos the moment they become viable. The embryos will be safely put into an artificial womb that will completely replicate the mother's womb and other conditions as needed, or alternatively can be put into stasis for future growth. While growing or in stasis, you may use any inheritance-selection type perks on the embryo. The Nursery will keep a complete record of who the parents were, what jump it was in, what form and/or gender the Jumper was, and any inheritable special traits that the offspring can inherit from its parents. In this setting, the Nursery will be somewhere near your starting point, or in a central location you visit often, your choice. After this jump, it will be attached to your Warehouse.

5. Ready To Pop (100 CP) (Fate/Whore Order)

◦ The members of the mafia and yakuza seem to have a minor obsession with breeding Scathach and the other female Servants. If Scathach is to be believed, then in the year and change that she's been doing this, she's had over 600 kids. Even accounting for the time loop that Luluhawa was in for a while, that's still somewhere between one and two kids per day, every day of the jump. And then you realize that this probably didn't start one day one, something like six months in is more accurate. Due to a couple of different things overlapping on themselves, you (or the women you impregnant) now have a very accelerated pregnancy, a mere month instead of nine. Additionally, said pregnancy lacks a great deal of the drawbacks a normal one would come with. You could even go onto the battlefield while heavily pregnant and the kid would be fine.

6. Gestation Tank (200 CP) (World of Tentacles)

◦ This cylindrical vertical tank is made of a transparent material significantly tougher than glass and is large enough to contain any humanoid of even roughly human size. When filled with appropriate chemical or alchemical fluids it vastly simplifies and accelerates creation, manipulation, or mutation of any complex lifeform in the tank. In addition any being immersed in the tank has all biological needs provided for automatically. Blueprints and an instruction manual are provided with the tank. However any copies made cost as much as a car in raw materials, require an external magical or technological power source to function, and have an additional tendency to shatter dramatically when a project is complete to release the subject.

7. Brood Breeding (200 CP) (World of Tentacles)

◦ A warm hole is all you really need to breed. This perk lets you impregnate a

female partner with an unnatural spawn, whose form you may design using the guidelines of the Inhuman and Armed and Dangerous perks. Spawn that are tier 0 gestate in a single month while tiers 1-3 spawn add an extra 3 months per tier to the length of the pregnancy. Each purchase of Armed and Dangerous that your children will receive also adds another month to the gestation period. Your children must be similar in form to the type of monster you were when you conceived them and cannot be born with a higher tier than your own, nor with more purchases of Armed and Dangerous than you possess. You retain the ability to have “ordinary” children without this perk’s benefits if you wish, and you are also capable of having multiple forms of children, including any alt-forms you have acquired during your chain.

8. Full Blooded Half Child (200 CP) (World of Lewd Elves)

◦ In elven society the act of giving birth to a half elf is considered a huge cultural taboo. In places where the child isn’t just killed and the mother executed, they tend instead tend to face horrible discrimination. Also for a human, it can be really annoying, when the elf you impregnated promises to raise their daughter to be a ‘daddy’s girl’ and due to your human blood the elven daughter is not lewd, or the child is a son. Luckily with this perk those days are long gone. At will whenever you impregnate a girl or you yourself get pregnant, you can freely decide as well as the gender of the child and whether they are the father’s race or the mother’s race. Interestingly enough, perhaps due to the more magical nature of elves superseding human biology, children born of incest who possess elven blood seem to be immune to the negative effects of inbreeding. Could be useful if you intend on encouraging family ‘bonding’.

9. Insectoid Efficiency (200 CP) (Kuroinu)

◦ Like the bug breeder Shamhaza you too have great skill in breeding magnificent insects. You’re skills extend to a multitude of fantastic bug species such as warriors with shells tough enough to withstand sword strikes, large tentacle like bugs strong enough to tear down sturdy castle walls, or just breeder bugs to mass produce other bug species through helpful ‘volunteers’. You might want to be careful about who knows about your talents though, most people don’t particularly appreciate the idea of a vicious insect army, the cretins.

10. Mother/Father of Monsters (200 CP) (Bio-Weapon Quest)

◦ In addition to anything that is naturally inheritable, your offspring - whether human or monster - also develop unique traits based on the powers of their parents which might not normally be inherited. If your Heart Powers specialise in shooting beams of energy, then perhaps they can fire a beam from their mouths once every so often, or if some non-inheritable power makes you a heavy hitter, their muscles might be extremely well developed.

11. Sire of All (200CP) (Trials in the Tainted Space)

◦ Do you have some Vildarii heritage in you? Maybe you do, since your genetics are compatible with just about everything you come across. Even races that don't even need genetics from another individual can get pregnant by or impregnate you. You are able to pass on traits to your offspring and can choose what will and won't get passed on. You might even be the first parent of a half-galotian, and those balls of sexy transforming slime eat sexual fluids, not reproduce with them. In addition, any pregnancy you are involved in is guaranteed to not have any health complications or problems regardless of any factors such as species involved or number of children or size or whatnot. Any resulting offspring will also not suffer from any health or life complications or problems either. You also have the ability to control your fertility, from 100% chances of impregnation to 0%, assuming your reproductive material makes contact with that of your partner's.

12. Sire's Choice (200 CP) (Pokegirls)

◦ You gain the ability to choose what powers/abilities/traits/talents those that you sire/carry to term through whatever methods inherit from you or your DNA.

13. Urban Sex Fantasy (200 CP) (Generic Hentai Occult)

◦ There aren't much in the way of real monsters left in this modern age. Though, Succubi are apparently thriving since the invention of pornography and the internet. As a result, while monsters such as werewolves, vampires, and various kinds of ghosts still exist, they are few and far between and the succubi are at the top of the pile. As a result of them fucking literally everything, you've gained the ability to replace your bodily needs - food, air, sleep, poop, with sex. What's more, due to latent genetics that may or may not exist, you can 'awaken' this ability in others, if you so choose.

14. Monster Maker (400 CP) (World of Tentacles)

Some Evil Geniuses intentionally limit the number of monsters they produce, preferring the personal touch or choosing to focus on quality over quantity. Others recognize that quantity has a quality all its own, or simply don't wish to be tied down making cannon fodder when they could be doing SCIENCE! instead. If you are one of the latter sorts, this machine is for you. Monster Makers take many forms, from twisted assembly lines and huge incubators to bubbling pools of eldritch fluid and living wombs. Whatever aesthetic you might choose, a Monster Maker functions like Brood Breeding (see above), except that the creatures birthed by the item are not limited in strength by the qualities of the monster parent. However this item consumes raw materials whose value and/or scarcity increases exponentially with the quality of the monster being spawned. A Tier 1 monster with a single purchase of Armed and Dangerous may be produced relatively cheaply, but a Tier 3 terror may be hundreds of times as expensive to produce and require rare or unique materials.

15. Addicktive (400 CP) (Generic Hentai Fantasy)

◦ There is something seriously funky with your semen. For starters, it’s highly addictive. Then it’s nutritious, and a person could suck on it for three square meals a day. And since that’s not enough, you can use that nutrition to speed up a baby’s growth by pumping the mother full of cum. And then one more thing you can just make up, because why not?

16. Spawning Lair (400 CP) (Submission Sailor Moon)

◦ Maraviolantes is something of a mad scientist and this is a replica of the lab where he creates his minions using a combination of dark magic and genetic engineering. Using these facilities you can create monster minions of your own using life energy as fuel. This by itself will create generic tentacle monsters or weak youma who obey you without question but by splicing genetic data from other creatures into your minions you can grant them special abilities and power-ups that make them more effective sexual predators. You might make a spider youma who can spew sticky webs strong enough to tie up a Senshi or a venomous snake youma with an aphrodisiac poison, though you can use non-animal sources if you happen to have them. It takes the life force of one ordinary human to make one ordinary mook-tier youma, twice that if you choose not to drain your victims to death, and much greater quantities if you want to make powerful minions like the generals that Maraviolantes employs, but there’s no end to the minions you can create if you have a large enough source of life energy available.

17. Half Breeding (400 CP) (Generic Hentai Modern)

◦ For some reason, the sexier something is, the farther out the window the rules of biology seem to go. Never mind beach ball breast, or dicks larger than your arm, how about the fact that certain things that can't get pregnant have? Be it bear or dragon, shoggoth or artificial intelligence, or even a planet, you can breed with it and have a healthy child. Now, why you need to fuck half these things I don't know, but you can, and you can get it pregnant. No I don't know how a half AI or half planet kid would work.

18. MILF Minded (400 CP) (World of Tentacles)

◦ Few women are fully-prepared to become a mother to human babies, much less to a tentacle monster’s spawn, but that’s nothing you can’t fix. When you have sex with someone you can opt to mentally or even physically adjust them for the role. You can slowly layer into a victim's mind feelings and compulsions for a broad range of effects related to motherhood, ranging from inflicting a fetish for impregnation to a horror at the idea of an abortion or compulsions such as one to tend to and care for their young no matter what. Similarly you can easily cure infertility, cause someone to lactate, correct a non-viable pregnancy, or even turn a man into a woman (albeit with a lot of work). You can accelerate these changes by having more sex and giving even greater pleasure to the expecting mother.

19. Breeding Chamber (600 CP) (World of Tentacles)

◦ The ultimate fate of a monster's victims is to become broodmares for the creature's spawn, and while some depraved souls might welcome such a fate, most will need some convincing first. This item is a hidden room in which to keep uncooperative mates until they become more docile. The Chamber's appearance can be anything from a living organism to a high-tech medical center, but in any form it is nearly impossible to escape from without outside assistance, even draining supernatural power from its prisoners. Those who are held within this dungeon never suffer any of the normal issues of long-term restraint, as the chamber handles feeding, cleaning, and medical matters automatically, as if you were personally attending to each prisoner. You are able to control a number of factors affecting the prisoners, including: rate of aging (from none to half normal); fertility (from none to guaranteed); side-effects of pregnancy on the mother (from none to fatal); and the rate at which pregnancy progresses (from indefinite hold to twice normal speed).

20. Eldritch Impregnation (600 CP) (Generic Hentai Tentacles)

◦ Your are now capable of taking samples from other living creatures. These genetic samples can be mixed with your own, and implanted into a host body to create an offspring of up to three genetic donors. This offspring can have the dna of any combination of yourself, the sample, and the host. Creating a mix of all three, any of the two, or a complete clone of one of them

21. Legacy of Lust (600 CP) (Generic Hentai Fantasy)

◦ Sometimes, you just won't be able to do what you want to within your own lifetime. That means you need kids! By default, any child of yours will inevitably inherit some of your lewder powers, and maybe one or two combat traits. But, sometimes you need a little more. Pick a theme for your child, and said child will gain everything you have that fits it. Fire powers, ice powers, durability, excessive learning speed, things like that. You can't just say something like 'magic', unfortunately.

22. The Mother of Dark Elves (600 CP) (Erona)

◦ When the corrupted elves transformed into the orcs, they lost their ability to reproduce on their own, needing to prey on human women to provide them with children instead. But no matter who they impregnated, be it a commoner girl or a powerful knight, the child would always be another simple orc. Even the mutant orc Geldro could only have normal orc children and he theorized that in order for orckind to regain their lost power they would need a special host, one with both the natural talents that orcs lost and a body modified by his slave marks to give birth to an enhanced race of orc kind. Obviously, though, he has never met you, as you have a natural ability to combine the best of your spouse's and your own genes to create the perfect hybrid between you two. With this, even a relatively normal human could create a dark elf by mating with an orc, and any of your children will find themselves blessed with looks that would make many jealous.

23. Postpartum Ahegao (600 CP) (World of Tentacles)

◦ Being pregnant with a tentacle monster’s spawn is a life-changing experience for any woman, for better or for worse. Any pregnancy you cause is highly pleasurable for the mother, replacing less pleasant side effects such as morning sickness and mood swings with heightened arousal and sensitivity to pleasure. These effects reach their peak as the mother comes to term, and the delivery is a multi-orgasmic affair devoid of the typical pains of labor. But the mother isn’t the only beneficiary of this perk: from conception until birth, the mothers of your spawn become psychologically and metaphysically open to you, and are unable to resist any additional effects you might choose to inflict on them which they might otherwise be able to, such as the effects of Pleasure Equals Consent or MILF Minded. Even the most unwilling victim can be sculpted into a happy complacent broodmare once she has experienced the unrivaled ecstasy of giving birth to your spawn. Finally, those who witness or hear about these pregnancies find the idea strangely alluring, and to a greater degree depending on their proximity to the event in question.

24. Spawn (700 CP) (Generic Hentai Tentacles)

◦ You are capable of reproduction, of a sorts. When impregnated, your victims will within a months time spawn an inhuman creature to serve you. They will mature within a week, and will have a lifespan of a year. For 200 cp, you get one type. 400 gets you two. 500 gets you all three. Spawn type must be chosen at time of purchase and cannot be changed.

◦ Worker: These creatures will tend to you and your victims. They are non aggressive and incapable of combat. They have the intelligence of a 10 year old, the size of a greyhound and capable of lifting 300 pounds each

◦ Warrior: These creatures are highly aggressive. Attacking anything that does not smell like you or your victims. They are as powerful as a lion, and tend to work in packs. They are incapable of performing any task other then defend and attack.

◦ Parasite: The size of the average spider, a parasite will seek a human host upon maturing. Upon finding a human suitable to your taste, they will attach themselves to the human's spinal column. At this point, they take control of the host's body. At this point, they will only focus on the human's basic needs and survival, as well as using their host to pleasure you. If unable to find a host within a day after maturing, they will die.

◦ 200 Hybrid Spawn: (requires purchase of at least two spawn)

◦ You are now capable of creating hybridized spawn. Worker/Warriors who can defend as well as perform tasks. Parasite/Workers who can are more intelligent and capable of controlling their hosts to a greater degree, including luring in more victims. And Parasite/Warriors, who can inject their Black hosts with strength enhancing venom, which serves to remove the natural limitations on the body, as well as shortening its lifespan. You must have purchased the requisite spawn in order to create the hybrid version

4. Protection

1. Summer Fashion (50 CP) (Fate/Whore Order)

◦ While a not insignificant portion of Scathach's efforts take place in Shinjuku, the city of Yakuza, a larger portion takes place in Luluhawa and Vegas, two of the four summer Singularities. It should come as no surprise then that this allowed Scathatch to dress both herself and others in even more risque clothing than they would normally wear. In other words, swimsuits. And boy, were they swimming in men and sperm right quick. The way this perk affects that is that it takes that otherwise weak piece of fabric and grants it the Servant class durability it will need to not get utterly destroyed, be it from swords and lances or over eager men trying to rip it off. This also applies to lingerie and other naughty things, but not to actual clothes. It also prevents them from staining due to all the fluids.

2. A Bottomless Heart (100 CP) (Generic Hentai World)

◦ For an ordinary person it may be enough to only have one other person to spend your life with, but there's nothing ordinary about you, is there? Love and emotional attachment comes to you easily and you find it more difficult than most to let go of those you care about, to the point that choosing one woman over another when you love them both is unthinkable to you. Luckily, this is not without its benefits. You have a perfect photographic memory for information about people you care about, no matter how many of those people you might have. You'll never forget their birthdays, favorite meals, erogenous zones, etc. and can easily keep track of their needs and desires without even thinking very hard about it.

3. All Day Every Day (400 CP) (Generic Hentai Occult)

◦ Don't you ever get bored of this? Once you've modeled the world to your liking, all the uniqueness will be gone. Hearing 'Would you like your morning blowjob master?' might get you hard the first few (dozen) times, but eventually even women screaming your praise as they faint from overstimulation must get old. You did kinda drain the originality out of them you know? ...No? Well, I guess it's just me then. Have fun with your slaves.

4. Eureka! (100 CP) (Generic Lewd Sci-Fi)

It's a little worrying just how many scientific advancements came from accidents and a scary lack of safety standards. Luckily for you, while you aren't any less or more accident prone than normal, such accidents tend to be on the sexy side of things. Less "melt everyone's face off" and more "melt everyone's clothes off", or being bitten by a radioactive pig wouldn't turn you into a half-porcine monster but bestow on you their ability to have 30 minute orgasms, until it wore off.

5. It Has Needs (100 CP) (World of Tentacles)

A genius's mind is as deviant as it is brilliant, and the products of that genius trend towards the deviant as well. By including erotic elements in the creation of your items or monsters, such as summoning a demon with a tantric ritual or powering a device with the energy of Orgasmic Extraction, the creation process becomes much easier at the cost of making the result more dependent on those elements. So long as you keep such needs sated your creations will be distinctly more powerful and easier to control, but the opposite is true if their needs are not fulfilled.

6. Love at First Sight (100 CP) (Generic Hentai World)

It's said that every journey begins with a first step, and whether that step is a good one or not can set the tone for the whole trip. This is no less true for relationships than for anything else. Luckily, you have a gift for starting things off on the right foot: whether you're starting a new job or making new friends or meeting a destined lover for the first time, everything just seems to go exactly the way you need it to in order to make a good first impression on people. You'll never fumble your words or trip over your own shoelaces ever again (unless you meant for that to happen, some girls are into cute clumsy dorky guys after all)... at least, not at first. After step one it's all on you to maintain that positive impression.

7. No Fainting (100 CP) (Generic Hentai Fantasy)

Now, I know what you're thinking. Whenever the monster catches the pretty lady, it rapes her into unconsciousness via sheer sexual overload. However, due to shenanigans, you can store this pleasure for enjoyment at a later date. It's a tiny bit precognitive, as it will activate on its own right before something that actually would knock you out.

8. Painted On (100 CP) (Generic Lewd Sci-Fi)

Clothing just seems to fit so much better when you wear it. You can decide how tight the fit of your clothing is, as well as reduce the thickness or thinness of the fabric. This lets you decide how supportive the clothing is, too, as well as whether it's sheer or not. This doesn't change the clothing's other features, like its style or colors, or what kind of functions or protection it provides.

9. Protection (100 CP) (Milk Hunters)

With Senpai going around and raping anyone who catches his eye during monster attacks, it might be a good idea to have a bit of "protection." Protection against STDs and unwanted pregnancies, that is. From now on, you can choose whether or not you will get pregnant or impregnate someone during sex, and you're not only immune to STDs, but you'll cure any that your partners have. Unless you don't want to, for some reason.

10. Snakeskin (100 CP) (Generic Lewd Sci-Fi)

Why do you even bother with armor when the other guy has a disintegrator? It's better just to sidestep the blast, so that's what you do. The less your clothing is covering you up, the better you dodge and the faster you are. Wearing something as revealing as a space-fabric loincloth or latex bikini will give you enough of a speed and agility boost to rush and overwhelm a handful of opponents with blasters even if you were bare-handed.

11. Wet Tshirt Contest (100 CP) (Generic Hentai Modern)

When doing sports, you may come to realize that having J-cup breasts or a dick as long as your leg makes going anywhere fast very painful. Thankfully, you don't have that problem. As long as you're in good health - ie, no broken bones or debilitating illnesses - you can move about with perfect ease. Even if they're bigger than you are, walking around - or running, as is probably more accurate – won't be hindered at all.

12. What Doesn't Kill You (100 CP) (Generic Hentai Superheroes)

Hurts like a bitch. But you'll survive. Your pain tolerance has increased, making lesser wounds less painful.

13. Zero-G, Zero Problems (100 CP) (Generic Lewd Sci-Fi)

Artificial gravity takes most of the space sickness out of space travel, but it can still unsettle every now and again. You're now immune to motion sickness and vertigo, especially from zero or fluctuating gravity, so engage in all the zero-g gymnastics you like.

14. A Little Rape Never Hurt Anybody (200 CP) (Generic Hentai Superheroes)

The human mind is designed to only be able to handle so much trauma. Too much forces it to shut down, possibly even killing its owner. You no longer have to worry about this. Your body can handle the pain, both physical and mental, with no psychological trauma afterwards.

15. Clothing Un-damage (200 CP) (Generic Hentai Fantasy)

The less armor you wear, the less likely it is to be hit, and thus the less likely it is to be damaged. But of course, armor that is ignored is no armor at all. No matter how flimsy or how little it leaves to the imagination, your armor is just that. Armor. A steel plate bikini is as good as a set of full steel plate, and something made of a magical metal like mythril would be even better. Basically, you can now get away with absurd 'fantasy style armor' without the logical consequences of leaving your boobs/abdomen exposed that would normally ensue.

16. Contractual Immunity (400 CP) (Generic Hentai Magical Girl)

Now, since magical girls tend to tank lasers, monsters, and other forms of violence without a scratch, this must mean that they have some form of enhanced durability, right? Well, not you. Instead, you have a probability field that makes attacks drop in power, frequency, and accuracy depending on how much you wear. Wear something ludicrously skimpy, and very little would be able to hurt you. Wear a nice and concealing outfit... and watch this do nothing.

17. Happily Ever After (200 CP) (A Change In Tactics)

The Shepherds are heroes straight out of legend, and their adventures are the kind of tales which are beloved by children and immortalized by bards and artists. Such stories rarely end in heartbreak and tragedy, or with the married life being dull and unfulfilling, and yours won't either. So long as you hold genuine love for your partner(s) the earth will move to bring you together and keep you together no matter what kind of adversity you might face, be it separation in wartime or more domestic relationship issues. While this won't do anything to prevent conflicts from occurring, what conflicts do occur will always be able to be resolved, and as long as you don't give up on the relationship it will always be salvageable no matter how bad the situation becomes.

18. Health Care Plan (200 CP) (Generic Hentai Modern)

As much as this world runs on porn logic, that logic isn't very stable, and there's actually a lot of work that goes into it. However, not for you. While a casting crew would have to make sure to find actors with no STD's, said diseases seem to flee your presence. Preparations, from foreplay to an ass cleaning for anal, simply happen 'off screen', allowing you to go directly from 'lets fuck', to actually fucking.

19. Inoculated (200 CP) (Bio-Weapon Quest)

You are immune to the chemicals and special powers of your creations. If you genetically engineered a snake, you'd be immune to its venom, if you transformed a schoolboy into a rape monster you'd be immune to their aphrodisiac pheromones and special attacks.

20. Not a Single Stitch Left (200 CP) (Generic Hentai Magical Girl)

It's a good thing that the clothing for a Shoujo repairs itself every transformation, or they'd have some truly massive clothing bills. However, even though that clothing is destroyed, the actual protective enchantments - which probably exist - are still there. In other words, as long as you don't put anything else on, you'll have the same bonus as though you were wearing the last thing you wore. Normally this would only apply to you Shoujo costume, but now it applies to other things too.

21. One Minor Exception (200 CP) (Generic Hentai Modern)

There’s this one little highly inconvenient rule about idols that you’re probably about to run into. Specifically, no dating. No boyfriend. No sex! It’s supposed to preserve the appeal or something. But, since this is hentai, that rule was made to be broken. Even if someone gives you a firm talking too about how you aren’t allowed to date anyone, they'll fail to punish you for actually breaking it. Maybe even to notice you breaking it in the first place. Coincidentally, you also qualify as a virgin sacrifice even if you aren't.

22. Release Mechanism (200 CP) (Generic BDSM)

Sometimes you just want to be tied up, but you may not always have someone around to do the tying and more importantly, to release you once you've had your fun. It's a good thing for you then, that you now know how to include an emergency escape into anything you set up yourself. This goes beyond understanding how to use ice to keep a key out of reach for an hour or two: if you build a machine, you will always be able to include some kind of shut-off switch in a discreet spot that you can still get to easily if things go wrong. If you find yourself in the middle of casting a magic spell and suddenly need to stop, you now know just how to stop without releasing unstable energies that could harm you or your surroundings.

23. Secretly A Masochistic Contortionist (200 CP) (Generic BDSM)

Good thing you used to take ballet and gymnastics, jumper. I don't know how you would have been able to survive that split otherwise... what's happening to your underwear right now? Simply put, you are now inhumanly flexible and durable, and any sensation that would normally register as discomfort or pain is now pleasurable to you. This doesn't help with the muscle deterioration that sets in after six months in an armbinder, but whoever put it on you will be able to get your elbows to touch without dislocating your arms, and you'll enjoy every moment of it. You can choose to toggle this perk on and off at will and can always tell the difference between “good” pain and “bad” pain, i.e. the kind you get from a few hours at the gym versus the kind you get from a gunshot wound. The latter kind of pain does not trigger this perk’s effects by default unless you choose otherwise.

24. Showing Off (200 CP) (Generic Hentai Fantasy)

Your body is (probably) nothing to be ashamed of, so don't be. No matter how far outside the so called dress code you get - bar actual nudity, because that's not clothes - no one will raise a complaint about said clothing. What's more, you won't feel any shame over your own questionable style of dress.

25. Ward’s Maxim (200 CP) (World of Tentacles)

Does nobody besides you read Lovecraft before they start dabbling with eldritch forces anymore?! You’ve learned to never call up anything that you can’t put down and you put that lesson into play by ensuring you’ll never lose control of your

creations. Any creatures summoned or created by you as well as any devices you build have a built-in kill switch which you can use to restrain, kill, power off, or otherwise neutralize them at will. The nature of this trigger is up to you as long as the effects are the same, but it can only be exploited by you or those instructed in its use by you. You are also automatically inoculated against any chemical or biological agents you may create.

26. Where No One Has Come Before (200 CP) (Generic Lewd Sci-Fi)

Protective outfits are often necessary to survive in hostile conditions comfortably, but as long as you're wearing the most important parts you can expose some of yourself without harm. If most of your space suit is ripped away, as long as your air tank and helmet is fine you'll be able to survive in space, or you'll be able to unzip your pants in a toxic atmosphere to screw a Venusian without worry.

27. Better Than Death (400 CP) (Generic Hentai World)

Death is a very final thing so almost anything is better than that final separation from your beloved. If an enemy has a reasonable chance of capturing, and keeping captured despite their own efforts, either you or your love then there will be a significant chance of them doing so rather than immediately killing either of you. This specialised form of plot armor manifests as a combination of a mental inclination towards that end and recognisable opportunities cropping up which would make it advantageous for them to do this. However the protection by this perk offers fails while you are in the presence of your love. In addition, if an enemy is truly intent on death then, at best, this perk can delay that for a time by making them more likely to 'play'.

28. Blackmail Proof (400 CP) (Generic Hentai Modern)

Now, it's not to say that you simply can't be blackmailed, but the vast majority of attempts to gather material to blackmail you with simply won't work. The key here is 'could you have done anything', like physically remove the camera from its hiding spot before anything could be taken, or sneaking into the security office to erase the last five minutes. Regardless of if you actually knew it was coming, as long an you could have gotten rid of it, it will do so automatically. Or if you prefer, it can be shunted into the warehouse for your perusal.

29. Corruption and Conviction (400 CP) (World of Tentacles)

A dark and twisted power is the birthright of every demon king, and sin flows through your veins like blood. Is it any wonder, then, that the corruption which normally afflicts practitioners of the dark arts has so little hold on you? You possess a will of steel and are immune to most forms of corruption and mind control. No matter what depraved powers you might possess or be subjected to, your mind and body will always remain your own. Should you choose to indulge in the effects such magics might normally foist on you then that is another matter, but these effects influence you only with your express permission, and you may rescind that

permission whenever you please. But beware of holy and divine magics, for your resistance is less effective against magic that cleanses and purifies.

30. Genetic Diversity (400 CP) (Generic Hentai Modern)

You have had so many forms from your jumps that your children will never receive genes from you that will cause them any problems even if their other parent is one of your relatives, their half sibling, or even a clone of you.

31. Happily Ever After (400 CP) (Milk Hunters)

As I've previously mentioned, Senpai has been going around and raping anyone who catches his eye, when they're rendered unconscious by the energy that appears during monster attacks. With that in mind, in addition to said monster attacks, something to help keep your loved ones safe seems like a good idea. This perk will give your friends and lovers a form of plot armor. It won't be as powerful as Bystander Effect, but it should still be more than enough. Someone, or something, that's out looking for victims will overlook those that you care about, in favor of others. If they're still targeted, for some reason --if the one targeting them was specifically after them, or there was nobody else around for them to target, for example--, they will have supernatural luck in escaping relatively unharmed; their attacker will trip, people who can help will stumble across them, they'll instinctually choose the best escape routes, and so on. On top of all of this, you will also be able to feel when those that you care about are in danger, and how badly they need your help. Of course, you can turn this sense off, if you want, but why would you?

32. Love Overcomes All (400 CP) (Milk Hunters)

Assuming that you decide to steal/"rescue" the Pretty Cures from Senpai, having a harem of several girls might raise a few eyebrows. Especially if you're dating fourteen-year-olds while you're in your mid-twenties. Fortunately, you won't have to worry about that. From now on, nobody outside of your relationship will judge you or your lover(/s) for anything related to said relationship; the number of people involved, the ages of those involved, the genders of those involved, and so on. This will also work on overprotective family members and jealous exes.

33. Man Of Mystery (400 CP) (Generic Hentai Occult)

Don't you know that women just love a man of mystery? Well, you certainly are one. Simply put, you can, at any time, erase, remove, or otherwise hide any recorded information about yourself that currently exists. Security camera? Freak accident in power fluctuation erased it right before it was accessed. Yes, 'accident'... And, as I said, women love a man of mystery. Not good for lasting relationships, but the less they know about you, the sexier you seem to them.

34. Sneaky Fucker (400 CP) (World of Tentacles)

Humans have built up quite the society to protect themselves from predators like you, but all the walls and gates and guards in the world can't stop you if they don't know you're there. Your stealth skill is uncanny: you move with abnormal quiet, blend in with your surroundings, and leave much less of a trail than you should, even ghosting past automated surveillance and leaving an indistinct blur on unwanted video recordings. Mundane tracking methods like forensics and DNA analysis produce no useful data about you, and magical methods fare little better. Perhaps most terrifyingly, you can extend the benefits of this perk to any victims you might be carrying with you, allowing you to kidnap people without leaving any trail to follow. However if you are caught somehow you lose this perk's benefits until you escape any pursuit.

35. Unbeliever (400cp) (Rance 02)

So Divine Magic works based on your piety? Doesn't matter, you can use it perfectly while not believing in any God and even 'getting along' with devils. Exactly, when it comes down to your powers, you can skip that kind of troublesome requirements. Even something like using contradictory powers at the same time, becomes easy and without any negative effects. Still, wouldn't you prefer to act the part from time to time?

36. A Good Night's Rest (600 CP) (Generic Hentai Superheroes)

Wow. They really put you through the ringer didn't they? Just... wow. But it'll be alright. All you have to do is get a good 8 hours of sleep, and it will be like none of it ever happened. Any scars, any wounds, any stretching of certain holes. As long as you get 8 hours of uninterrupted rest, they will be all healed.

37. Anonymous Doesn't Forget, But Everyone Else... (600 CP) (Kamikaze Kommittee Ouka)

You are the epitome of anonymity. People will literally have trouble remembering who you are and what you look like most of the time. Even if you pull some of the craziest stunts, they will forget all about you personally after a few minutes — even if they remember the event. It makes for an easy getaway when people have witnessed your shenanigans. This even affects electronic surveillance. For some reason, your face and identifying features just seem to blur and pixelate even more than the worst CCTV system. Of course, you can toggle this on and off whenever you want. Yep, a completely forgettable individual. I'm sure you won't abuse this too much, right? ...Right?

38. Fragment Of A Pure Heart (600 CP) (Generic Hentai Fantasy)

The problem with being the Hero or Heroine in a place like this is that every self proclaimed demon lord and every self important noble slimeball is going to want you in some way. Could be a trophy wife, could be a sex slave, but they're going to

want you. Your body resists these changes, requiring more effort to inflict them upon you, and forcing them back out if left unattended - though, that may take years. However, regardless of what they do to your mind and body in order to break you, there will always be a small part of your mind that remains you. You might be left trapped in your own body, but come the end of the jump, that fragment will get you out of there and purge the changes for the next jump.

39. The Golden Ending (600 CP) (Generic Hentai World)

This is it Jumper, the happily ever after that every Harem Protagonist dreams of achieving. You've reached the "marry them all" stage in your journey where your entire harem is in love with you (and possibly each other) and everyone is happy to share, or if you haven't yet then you will eventually. Once you've reached this ideal state nothing short of deliberate abuse or neglect on your part can make the members of your harem break up or fall out of love with you or with each other. New girls will be welcomed into the fold by their elder sisters rather than shunned or rejected, though this doesn't guarantee a lack of personality conflicts. Even if you vanish into a Gauntlet for a hundred years or do a stint as an evil overlord they'll all continue to love and support you, if perhaps from a distance, until you return to them.

40. Hardcore (600 CP) (Generic Lewd Sci-Fi)

Be it the hardships of your early life, the most ruthless training, or augmentation with cybernetic systems, you have been transformed into something incredible. Your body isn't soft like meat - it's like a statue of bronze, strong enough to tear through walls. Your stamina is utterly inexhaustible provided you have the smallest amounts of food, air and water to sustain yourself. With an iron body comes an iron mind: capable of extreme feats of mental and bodily control to withstand any injury, torture or hardship. If your body is mechanically able to perform a task, you can do it; likewise, you can fully ignore any sensations of pain or pleasure just by willing it so. It's not an exaggeration to say you could fuck for days on end if you felt like it.

41. Master of Masters (600 CP) (Generic BDSM)

To be a master is to be naturally-inclined to gain power and stand above others. You are the logical conclusion to that statement: a master who stands above even other dominants. Your will is absolutely ironclad and impossible to break: be it via torture or mind control or other methods, you will kneel to neither man nor god. But the same cannot be said for others: when subjected to your methods, even the fiercest dominatrix may find herself developing a submissive streak, if only where you are concerned.

5. Vehicles

1. Hoverbike (100 CP) (Generic Lewd Sci-Fi)

A red, latest-model hoverbike. Pushes 600mph in the open, and at lower speeds is just as at home weaving through a forest as one of the Alliance's cities. Automatic

collision avoidance, lifetime guaranteed power cell, and boy, does it pull attention.

2. Motorcycle Armor (100 CP) (Generic Hentai Magical Girl)

It's a motorcycle. It's a suit of power armor. It's both? I dunno, but this armor lets you retain the speed of a motorcycle while attacking with your amazing kung fu moves that I'm sure you have. Strength and durability come too, but those aren't all that great. Don't worry about physics too much, it just works. Comes with a good but not great motorcycle, but the transformation belt can be attached to another one if you already have a motorcycle. Only motorcycles though.

3. Cockpit With Extra Features (200 CP) (Generic Lewd Sci-Fi)

When you're all alone between space stations, you want your ship (or whatever you get around in) upgraded with this - your starship's cockpit has a whole heap of automatic sex toys that retract out of sight or extend for your use at the push of a button. They can be controlled with a discreet remote control unit or voice-activation. More than enough functions to entertain you on a long voyage; even better with company. Self-cleaning, built-in safe word and life signs monitor to prevent unfortunate accidents. On that note, it's very effective at detaining anyone who tries to use the cockpit without permission. Add this cockpit to any one of your existing starships, mechs or other vehicles for no extra cost.

4. Tank It (300 CP) (Rance 03)

Well, it's time to take out the big guns. How big you ask? Big as a tank. Because that's what this is, a frigging tank. Works without fuel, is surprisingly fast and can carry more ammunition than you would expect. It could be a good idea to use it in this war. But you can also sell it for some money for whores. Just saying.

5. Sex Drive (600 CP) (Generic Lewd Sci-Fi)

You know how some space ships have that 'something extra' under the hood that makes them go faster, shoot harder and fly like a rocket-powered hummingbird? This is that something. This is a comprehensive reactor/hyperdrive system that can provide stupidly fast interstellar travel with the accuracy to place your ship anywhere it can fit – doesn't matter if you're in a gravity well or trying to exit hyperspace into a sealed hanger, it'll get you there safely with speed almost nothing can match. The only catch is it somehow absorbs sexual energy from the people aboard and uses that for power. An up-tight prude or a couple with unresolved sexual tension will find this drive barely works, but if those aboard have a lot of (ahem) free-flowing sexual energy, it'll take you anywhere you want to go.

6. Tech

42. Hell Medicine (50CP) (Taimanin)

You possess the knowledge and skills of an expert in Hellish Medicine. Reattaching or regenerating limbs is something you could easily do with the proper tools, While fashioning new and better aphrodisiacs for the use of turning women into slaves is practically routine.

43. Tentacles (50 CP) (Generic Hentai Tentacles)

Your main appendage. Prehensile with genitals at the end. Ravishing your target with them feeds you. Capable of grasping, pulling and pushing. May have to use several for pushing buttons. First purchase is free. Each purchase after costs 50 cp. Each purchase grants you four tentacles.

44. Skill Level(Tech&Mechanic related) (500 CP) (Rance 02)*Other skills will be available in other Constellations

All living beings with a soul that are born within the Planner Scenario have Skill Levels set by birth. Even those who hail from other planets or dimensions gain this upon entering the world and never lose it. Nearly everything has skill levels, including daily skills such as cooking and cleaning. Skill levels determines the expertise of the person's skill in any given field, or better said, their talent at the skill. While levels are increased the more one trains, skill levels are set in stone by birth, and do not rise or fall.

- Level 0 (Free)

Makes the individual capable of effectively doing the task normally, but without any particular aptitude for it. Most people tend to have dozens of skills at this level.

- Level 1 (100cp)

Relative talent that lets the user perform the skill up to a professional level, while it's not bad by any means, one shouldn't expect to gain fame with this alone. For example, Sill Plain possess a Level 1 Skill at Magic, while she is decent in the magic arts and can use it effectively in battle, there's a lack of power and versatility.

- Level 2 (200cp)

At this point the user is a genius at their skill. More than enough to create unique signature abilities. Respected swordsmen like Rick Addison or Rance have a Sword Combat Skill of Level 2, it what lets them create their special attacks. For comparison Shizuka Masou also possess a Level 2 Skill at Magic.

- Level 3 (500cp)

This level is basically legendary, and the user is the best of the best at the skill. Few people in history had a skill at this level and their potential is insanely high. As example, Annise Sawatari has the Magic Skill Level 3 and easily overpowers any other mage in the Continent. Even with little finesse and experience, the raw power of her spells can easily exceed the combined effort of 2000 mages.

45. A Spark of Madness (100 CP) (World of Tentacles)

Greatness does not spring from mundane roots. The greatest geniuses are also madmen willing to spit in the face of common sense, and you have that spark of madness in you. Within your mind is a perverse wellspring of inspiration, and by

immersing yourself in it you gain superhuman focus and the ability to ignore your basic biological needs such as food or sleep or similar things that might distract you from the task at hand, though you will need to recoup all of your “debts” once that task is complete. The products of this “Madness Place” will tend to be skewed towards perverse uses in one way or another, but they will always be highly effective at their intended purpose. You also gain an impressive maniacal laugh, as well as the ability TO DRAMATICALLY EMPHASIZE YOUR WORDS!!!! and still be taken seriously.

46. Beat Stick (100 CP) (Monster Hunter XXX)

Ah, your trusty hammer. Your best friend in the workshop, and for bopping a Monster on the head in a pinch. With this Perk you are guaranteed ‘competence’ for any feasible application of a hammer. In addition, anything you happen to make using said hammer is at least twenty percent better than it otherwise would be.

47. Bio Augmentation (100 CP) (Taimanin)

It’s not enough to use hell technology and medicine to simply heal people when you can do so much more. You’ve learned how to use hell technology and medical techniques to change and augment a person. Whether it’s turning them into better fighters by making them stronger and tougher, or by turning them into better prostitutes by increasing their sensitivity and their orifice capacity and toughness. With time and experience you’ll be able to create whole new organisms to fit your needs.

48. Bound and Gagged (100 CP) (Earth Defense Team Star Guardians)

Every Dystopian soldier from the cadets to the Admirals knows how to capture and secure their prisoners, and most have personal experience in doing so. But you stand out from your fellow soldiers as a particularly experienced master or mistress, and can skillfully restrain defeated foes with minimal effort as long as you have anything that could be used as restraints on hand, even the shreds of a prisoner’s own clothing. While your bondage isn’t inescapable or super- strong with this perk alone, you have an accurate sense of how securely your prisoners are contained and can engineer more elaborate restraints to secure prisoners with exotic abilities.

49. But It Can Be Better! (100 CP) (Generic Hentai Superheroes)

You’ve taken a look at the common everyday items, and you’re shocked by how crude its design is. Why, with just a tweak here and there, it could be so much better! Why, just look what you did to that vibrator! It now brings its user to a screaming orgasm in .5 seconds.

a. Basic: You are now an Nth level genius. Given time, you can reverse engineer any piece of technology you get your hands on and rebuild it. You can work with anything, anywhere. Even if that’s just a box of scrap parts in a cave in

the middle of the desert.

50. Cultural Crafting: Elf (100CP) (Queens Blade)

You are now expertly trained in the primary crafts of you people. You could easily make a living off of your respective trade.

51. Cultural Crafting: Dwarf (100CP) (Queens Blade)

You are now expertly trained in the primary crafts of you people. You could easily make a living off of your respective trade.

52. Cyberneticist (100 CP) (Taimanin)

Bioaugmentation isn't the only way to improve someone. Cybernetics is a potent method for augmenting someone as well. You're an expert when it comes to making cybernetics that combine both human and demon technology. Asuka's experimental combat limbs were powerful enough that Edwin Black had to take her seriously which showcased just what the power of technology can do in this world.

53. Empathy (100 CP) (Generic Hentai Superheroes)

You can sense emotions. Even better, you can project them. Calm a scared child. Project awe towards the people as you float in. Make them fear you. Make them lust for you

a. Basic: Telekinesis, teleportation. Precognition of up to a 15 minutes

54. Gifted (100 CP) (Milk Hunters)

Nagisa is the star player of the lacrosse team, and Honoka is a bonafide genius. Now, you too have an incredible talent at a mundane skill. Maybe you're an idol-grade singer, or you're working on a best-selling novel, for example?

55. Noble Pursuits (100 CP) (Kyonyuu Fantasy)

Surely you don't spend all your time on politics and courtly intrigue, right? You have to have some kind of hobby to pursue in your spare time, and this thing that you're passionate about is something you've become uncommonly skilled at, not only for a noble but for people in general. Perhaps you're secretly one of the best chefs in Eurodia, or a master sailor, or even a scholar of magical lore, though merely having knowledge of magic and being able to cast spells are two very different things. Whichever skill you choose, you are one of the best in Eurodia at that skill and can easily advance even further in your specialty should you find new things to learn about it in future jumps.

56. Scientific Specialization (100 CP) (Monster Girl Quest)

There is one type of field in which you excel. Pick a focus, it can be necromancy, engineering, or even a focus on a certain type of monster species. Within that field you get a fairly large boost to your research. Those who specialize in necromancy will have a talent similar to that of the Croix family, where as someone specialised in alraune could become much better at developing plants. Make your name in scientific arts.

57. When All You Have is a Hammer... (100 CP) (Niplheim's Hunter)

Well hopefully you at least have the forge too, right? You have the stamina and sexual skill to drive your partners absolutely wild in bed, regardless of whether you're the one doing the hammering or the one getting hammered. We're talking easy multiple orgasms and silly-looking ahegao faces if you fully apply yourself, though you needn't worry about breaking your partner's mind or other parts for real regardless of what their pillow talk sounds like. Oh, and you're a pretty dab hand with blacksmithing tools too, I guess.

58. A Stroke of Genius (200 CP) (World of Tentacles)

No matter where he goes or what he's doing an Evil Genius is almost always the smartest person in the room, and probably the most perverted too. Your intelligence and creativity stand at the peak of ordinary human capacity and your knowledge of the sciences is equally vast, covering many different disciplines from robotics to programming to chemistry. Even magic is well within your grasp in any world where such power can be learned. But when your genius is fueled by depraved inspiration you can push these fields into the realm of comic book super-science. You might design machines that use orgasms to brainwash their wearers or discover a new kind of energy produced by sexual desire. The laws of science may seem hard and inflexible to others but in your hands they bend and flex like a stripper on a pole.

59. Alien Probes (200 CP) (Generic Hentai Tentacles)

Your tentacles are now capable of being reshaped into any form of tool you are normally capable of creating. These tools are still a part of you, and have the same durability.

a. Free Tentacles :

Can be gained once. your main appendage. Prehensile with genitals at the end. Ravishing your target with them feeds you. Capable of grasping, pulling and pushing. May have to use several for pushing buttons. Each purchase grants you four tentacles.

60. The Ancients Wanted It Used (200 CP) (Hypno App Fantasia)

Why wouldn't thousands of years old lost technology be in an easily understandable format that takes only minutes to work out how to use? It's almost like you think things are meant to be difficult here for you or something. When it

comes to lost magic or technology, events align to make it simple for you to figure out how to use it and all it's little features. As long as the main purpose is for something lewd. Whether that's on the original technology or just your purposes, that's what you'll find so effortlessly easy to learn. The rest? If it's mostly perverted in purpose already, that stuff follows easily. Otherwise you'll just find yourself unnaturally talented and still need to put in some hard work. An ancient language might take a month to decipher as opposed to years but the instructions to a variety of chemicals that alter the body in perverted ways take just minutes to understand.

61. Crystal This Crystal That (200 CP) (Generic Hentai Magical Girl)

So, not really sure how you figured this one out, or why you thought it'd be useful, but you can now turn basically any piece of technology into a gemstone - or other shiny rocklike object - smaller than your fist. I don't know how, but you did. Unfortunately, it has to be car sized or smaller, unless you want bigger crystals.

62. New World Mind (200CP) (Rance 03)

Some people call you genius, others madman, few of them know the truth, that you have the mind of a revolutionary designer. Weapons, castles, ships and other countless inventions. The moment you gaze upon those constructions; you know how to improve their designs to make them better than the rest. With the right conditions you could make them advance in a month what would take hundreds of years. Then again, having the knowledge and being able to make it a reality are two different things.

63. Mastercrafter (200 CP) (Niplheim's Hunter)

Speaking of blacksmithing, that's not the only thing you can do, not by a long shot. Your crafting expertise covers a wide range of fields, from woodworking to sewing and leatherworking to sculpting and even a bit of architecture, all the better for making all those suits of armor out of things other than metal. You can also figure out how to work even the most exotic materials like meteoric iron and dragon scales, wasting none of your precious resources and even having some left over to use for fun after important projects. Maybe make some exotic sex toys?

64. Microsurgeon Expert (200CP) (Trials in the Tainted Space)

Planet Rushes are a chance for big money, and at least part of that is the possibility of encountering new and odd/interesting species, and making genetic transformative items from and/or based on them. You are one of the rare persons skilled enough to do such a thing, or at least one who isn't already employed by a big genetics company. You are able to take genetic samples from any target race or individual, study them for desirous transformations (either for that race/individual, or for the greater galactic consumers), and make microsurgeons to implement those transformations. You don't even need a bunch of lab equipment to do so, just the basics. The transformatives you make do not cause complications, can be applied to anyone, and if needed, can be reversed with ease. You could even create TF

items for exotic transformations like animal-feature to plant-feature transformations, which are normally quite difficult to safely create. You could even use your skills to create a TF merged characteristics from multiple sources, creating a new hybrid form. You can choose if a TF is going to be a single desired change, up to a near-complete racial (and/or gender) transformation, which would be close enough for an individual to breed with the target species without complication. And lastly, as a bonus, you are also able to sense who would want such a transformation, such as a corporation or specific individuals.

65. Toymaster (200 CP) (Generic BDSM)

BDSM goes hand-in-hand with sex toys and other props, ranging from soft hemp ropes and sexy leather outfits to exotic furniture with built-in restraints to the most advanced mechanical and magical restraints you could ask for. You can design and build your own sex toys using whatever materials you have on hand, ranging from carving and polishing a hunk of wood into a dildo all the way up to making full-on robotic bondage machines. These machines always work flawlessly for their intended purpose: the wooden dildo will never give you splinters and machines will never malfunction or stop working in the middle of a session. Moreover, you have perfect mastery over any sex toy you've made, whether you're getting just the right angle to hit a g-spot with a vibrator or swinging a bullwhip around in a street fight.

66. Unlicensed Pharmacist (200 CP) (Taimanin)

Using aphrodisiacs and other drugs isn't as easy as you think. It sucks when your slave accidently ODs in the middle of you fucking them. With this you become an expert on the use of pharmaceuticals and narcotics with a focus in aphrodisiacs and other similar drugs. You know how to conduct a long campaign of drugging someone whether it's to slowly render a husband impotent while slowly making their wife super horny. Or how to properly calculate the massive dose of aphrodisiacs to make someone extremely aroused and sensitive while just barely avoiding giving them a heart attack.

67. Unusual Talent Perk (200 CP) (Monster Girl Quest)

Everyone needs a hobby even a hero! You happen to be abnormally skilled at yours. Pick one profession and one related skill such as an innkeeper and math, you would be able to impress even Promestein with your abilities of simple factorization. Sadly, this does not help you in combat or sex but it does act as a very impressive party trick and can be useful for certain things like bookkeeping.

68. Transplants (300 CP) (Taimanin)

Like how Furst managed to give Kousuke the Ninja Art of a dead Taimanin you have also learned how to transplant Taimanin Ninja Arts and other similar abilities derived from genetics or bloodlines from one person to another. Of course, this will probably result in the death of the person whose ability you're transplanting but that's just the cost of science. Combined with Parasite Possession, you can now

harmlessly transplant bloodlines with no side effects on either the donor or the recipient. After all you don't want to risk your potential backups now do you?

69. Ageless Talent (400 CP) (World of Lewd Elves)

Much of a younger elf's life is spent meticulously mastering a skill, focusing every day for years on improving their performance with an intensity that would baffle most humans. But such diligence pays off well as many elves are considered to be the undisputed masters in whatever field they study in. Choose a skill that you have studied and practiced for most of your lifetime to the point of mastery. An elven alchemist would have a vast knowledge of potions and medicines with a countless variety of effects. An elven archer could hit perfect bullseye at ranges that a normal human would balk at, while an elf swordmaster could fight many foes at once with a grace and lethality that would baffle the average fighter. (Tech&Mechanic related)*Other skills will be available in other Constellations

70. Anal-ysis (400 CP) (Winger's World)

Doesn't the pursuit of knowledge just get you so hot? The study of new technology. Learning a new spell. Or just figuring out how one works. Now, the more aroused you are, the easier it is for you to understand how a piece of machinery or a spell works.

- Note: This gives access only to mechanical versions.

71. Creatively Minded (400CP) (Trials in the Tainted Space)

Geniuses might spend time in labs and clean environments, but there's a saying: "necessity is the mother of invention". And you have a powerful affinity for using technology and materials in unorthodox ways. You can strip parts from technology or combine things together to create useful tools or devices, or find uses for materials that most wouldn't consider, like using a giant horse dildo as a wire in a circuit, or resetting a goo-girl made of repurposed nanobots so that you can use the medical nanobots as a healing agent. You also have a gift for salvaging technology and devices for future use, or for getting technology running again.

72. Doctor Frankenstein (400CP)(Generic Lewd Sci-Fi)

Playing god has never been so easy. You've discovered how to create life from nothing – for varying definitions of "life" and "nothing". If you feel mechanically-minded, you could easily build artificial lifeforms like androids or AIs, or should you feel like a bit of laboratory work, concoct artificial life from vats of chemicals, like clones, slimes or purpose-made lifeforms. Let's not speculate on the purposes you have in mind. Do they have souls? Damn it, you're a doctor, not a philosopher! Messing around with the building blocks of life has made you an excellent medical doctor, too, so you've got the perfect excuse to give others a thorough 'physical' every now and again.

73. Drug Manufacturer (400CP) (Kamikaze Kommittee Ouka)

The ability to design and manufacture drugs is now yours. With knowledge on a wide array of natural, synthetic, and exotic ingredients and their reactions to each other, you are able to conjure up narcotics and medicines alike for any purpose. You can also modify and improve existing drugs with special status effects or just to increase their potency. As long as you have the tools and materials, you are able to do anything with drugs. Even better is the ability to find these materials and tools with ease, if you don't happen to have any around. And if you can't find them, you can safely improvise with what's lying around.

74. Dwarven Taught Artificer (400CP) (Hypno App Fantasia)

From the deepest mines of the Dwarven kingdoms come the secrets to magical items, tools that can accomplish almost any feat of magic with enough time, materials and skill. You're up there with the first princess of the dwarves in your talents here, able to easily create even high end magical weapons and tools. Repairing, adjusting and remodelling existing magical items is plenty easy, even ones normally well above your skill level. You haven't shown it to anyone just yet, but you find your skills are easier the lewder the end result is. You are able to create more powerful magical armor the more skin it flaunts and improving or changing an existing legendary sword is all the easier if you give it a few extra decorations and naughty curses.

75. The Healing Touch (400CP) (Kamikaze Kommittee Ouka)

There's having a degree in medicine and then there's what you do. Your knowledge of medical practices and medicine is so intuitive that you're able to rapidly and reliably diagnose a person, whip up a treatment, and get your patient back on the road to recovery. Your treatments are also enhanced beyond the norm, allowing your patient to heal much faster to the point of it being instant for light wounds. For serious wounds, it would take about a day or two. You are also able to purge drugs from a person's system to the point where they don't feel the need to take them anymore, thus curing addictions.

76. Magical Modifications(400CP) (Fate/Loli Order)

Let's be honest, you're anything but normal. Chaldea doesn't even hire normal, it only wants the best of the best of the best to assist in their mission of preserving human history. If you didn't meet that level of skill, they would never have hired you. As it turns out, your talent is for modifying things. Jury rigging equipment, a spell to be fire instead of ice, a curse to inflict pleasure instead of pain. Creating something from scratch isn't for you, but altering an already existing invention? Well within your grasp. Why, you might even be able to take a hypnosis app and make it even more powerful.

- Note: This gives access only to mechanical versions of this setup.

77. Orgasmic Extraction (400 CP) (World of Tentacles)

You have mastered using elaborate setups to extract 'orgasmic energy' from one or more donors, which can then be substituted (in sufficient quantities) for other types of energy, be it mana, 'life energy' or simply massive amounts of electric power. The precise setup, from ritual circles calling tentacles through portals to mechanical rape machines, must be tailored to the specific application it is fueling. It may take hours to complete as it weakens the donor's ability to resist further climaxes, but only does so when the last of the donors involved is overcome. The rarer, or larger, the amount of energy you require the more that will need to be taken from the donors, and there is a chance that there may not be enough for the intended purpose. However more attractive donors and more 'intense' setups provide more energy and any reserves of the desired energy that the donors possess can be tapped through the setup.

- Note: This gives access only to mechanical versions of this setup.

78. Quantum Warping (400CP) (Generic Hentai Superheroes)

Your inventions no longer obey the laws of reality and physics. You can now create devices that warp reality around a single person. Bind them in a bubble of paused time, Make what their wearing transparent. Or create a portal near them from which rapacious tentacles emerge. Sadly, the devices are one-shots, and require a week to rebuild/repair.

79. Space Magic (400CP) (Generic Lewd Sci-Fi)

Call it psionics, subspace manipulation, The Force, Biotics or anything else, it all boils down to space magic; tapping into some galaxy-permeating network of energy and using it to do things.

At the 200cp level, you are an apprentice space wizard, able to focus mentally to create many minor effects ranging from telepathy, to telekinesis, to short-lived hypnosis and brainwashing, opening your mind to sense nearby things, 'reading' auras on beings or objects and much more. However, you may not understand or know of everything your power can do, and your concentration can be easily shattered.

At the 400cp level, you will start as a fully-fledged space wizard, having much greater versions of those powers at your call - able to link your mind with others across interstellar distances, lift a whole starship into the air with your mind, cross a planet by stepping through hyperspace or thrall someone's mind for good. Your concentration is rock solid, even against excruciating pain. However, you are already almost at the 'soft peak' of power – any significant improvement above this level will take years of meditation, practice and research.

80. Technopathy (400CP) (Generic Hentai Tentacles)

Your mind is your greatest tool. You are able to control technology within 10 feet of you through your mind. Whether that tech runs on steam and cogs, or its clark tech. If you understand its function, you can control it.

a. Free Tentacles : Can be gained once. your main appendage. Prehensile with

genitals at the end. Ravishing your target with them feeds you. Capable of grasping, pulling and pushing. May have to use several for pushing buttons. Each purchase grants you four tentacles.

81. Ties that Bind (400 CP) (Generic BDSM)

It would be pretty embarrassing if you got your sub all dolled up and ready to go and then a rope snapped or a cuff came loose in the middle of a session, wouldn't it? But you're an expert judge of what is required to render a person totally helpless and can do so effortlessly as long as you've got the right restraints on hand. For a normal person that might be just a bit of hemp rope, but for someone with superpowers you might need some anti-magic wards or purple kryptonite or whatever. Regardless, as long as you know what you're dealing with, once they're all tied up they're not getting away without outside help no matter what.

82. Toymaker (400 CP) (Monster Hunter XXX)

Now sure, you could be 'Mister Wholesome' and just make a menagerie of toys for children, but that would be a waste of your potential. You design the toys of adults. The Dragonator? Fun piece, could do with a lot less "impale" and a lot more "vibrate." Or you can design and build a BDSM harness fit to make a Fatalis squeal in ecstasy... You're going to need a lot of rope. And all of those Monster materials sing in your hands, like using Qurupeco parts to make a Hunting Horn that really sets the mood. Or Malfestio parts to makes weapons that hypnotize as you hit someone with it.

83. Sex Toy Innovation (400 CP) (Monster Girl Quest)

While the creation and modification of beings is a worthy pursuit, sometimes you require aids or wish to empower others without modifying them. This lets you create powerful sex toys that enhance a person's ability to inflict sexual pleasure. Some examples include the Succubus Hand, a smooth latex glove that can inflict pleasure through Energy Drain when activated or enhance the Energy Drain of the user, claws made of soft feathers that can be controlled and targeted with immense dexterity, or gloves that are covered in breasts that increase the flavor of anything milked using them, to name a few. You know how to make all of these, and even improve upon them with research, and while most of these are gloves it would not be hard to make sex toys in other appearances This also lets you create a variety of auxiliary devices such as those that can influence the mind or change perception when one is placed into them. Such dark knowledge is an affront to Ilias but it is within your reach.

84. Ancient Human (600CP) (Hypno App Fantasia)

Unless you've been thrown forward in time a thousand years, you might just be impossible. The long thought lost science of the ancient world, a time when vast companies ruled the planet and competed with armies of bioweapons and magic-like technology, has been encoded into your brain. The skills and studies necessary to recreate all kinds of relics is yours, technology so advanced it

surpasses what even magic can do in this world. God like AI, satellite cannons, tools to manipulate space and time or alter the fabric of reality. Of course, you're not going to be making much in this fantasy land of country bumpkins. This technology was the result of globe spanning corporations and the resources they had at their disposal, meaning it'll require a lot from you to start really getting to work. Repairing, altering or upgrading existing relics you find is much more feasible and getting in contact with any of the Goddesses could show you to some of the vaults of sealed away technology.

85. Artificial Life-Form Development (600 CP) (Monster Girl Quest)

It isn't enough, there are... inefficiencies in design, shall we say. Your mad pursuit for perfection of the monster's form have led you through numerous avenues of engineering and science. You can now create mechanical monsters to manage your factories with power larger than that of most other monsters, Golems, Bioroid soldiers, even the extent of Laplace and Giganto Weapon are in your reach. These often also require materials, construction, and design time however they will often be more efficient than bio-magic research. They are usually powered by magic and can obtain more through semen, however other, more esoteric power sources will also suffice. These Bioroids and Robots can be designed for combat purposes, sexual purposes, or a mixture of both. If you wish you can program in loyalty. This also applies to digital monsters and other similar beings. In this same vein you have a firm understanding in machines designed to extract all magical energy from sexual fluids and how to increase their efficiency. To you standard extraction engines start at the power production level of an average windmill and can be developed further from there using your expertise and research.
If you possess Bio-Magic Research you can also splice DNA to create new monsters such as Medusa Dullahans (by once again creating them inside of a vat as described by Bio-Magic Research), Artificial Spirits (by analyzing the magical nature of an element), or Next Dolls (by analyzing the fighting style of your enemy). Artificial Spirits are amalgams of magic that can be granted to individuals and take about five years to develop in a special lab designed to channel an element. Though they don't fight on their own or aid an individual in developing their magical power, they can give the user a flat magical power boost aided by the spirits' elemental attunement which replaces the user's own. Next Dolls are bioroids specifically made to counter a specific being and take advantage of all their weaknesses and resist all their strengths that you know about, they take about as much time to make as Golems or Bioroids and possess similar material costs with both cost and time requiring minor increases depending on the extent of someone's powers. The time and cost invested in a Next Doll will always be cheaper than a bioroid or golem made to possess the same capabilities. This does come with the issue that they break down at the end of your jump in exchange for that heightened power and are only truly effective against one opponent. Lastly, you are naturally talented in the most volatile aspects of Bio-Magic. With research, it is possible to predict the effects large amounts of elemental, light or dark magic has on the body and even devise treatments to turn beings into Apoptosis Monsters or drugs like White Rabbit to incite power boosts and transformations.

86. Bi-Trek-tual (600CP) (Generic Lewd Sci-Fi)

Those humans sure love bringing two completely different things together for a beautiful end result, don't they? You can take two totally different things, make some magic happen, and end up with a new hybrid of the two, keeping both originals and leaving others going "How!?". This might be you and a silicon-based Selonian producing the galaxy's first Half-Selonian child, or it might be mashing the designs of a phaser and a lightsaber together to make a phaser-saber. You'll need to understand how both originals work in detail, though, so it's no good trying to make a hybrid from something that "just works" or trying to impregnate an alien you've just discovered without lots of 'study'.

87. Black Mass Production (600 CP) (World of Tentacles)

Through perverse experimentation and forbidden research you have uncovered the secrets of producing horrors beyond imagining, in numbers beyond belief. Whenever you summon or create creatures, you are able to produce twice as many as you would normally be able, at no extra cost in time, materials, or effort. Creatures that you personally bring into the world can be made be twice as fertile as usual if you wish, increasing their odds of siring or conceiving offspring as well as the chances of multiple spawn per birth. Should you incorporate perverse methods into the production process you can take things further: for instance, a ritual that normally summons a single demon (and would call up two with the basic form of this perk) will instead bring forth three monsters if you perform a virgin(ity) sacrifice, four if you add a couple of extra participants, five with a full-blown orgy, and so on. There is no cap on the number of extra creatures that can be acquired in this manner, so long as you can meet the escalating costs.

- Note: This gives access only to mechanical versions of this setup.

88. Engineer-Rated (600CP) (Generic Lewd Sci-Fi)

There is no system aboard your starship that is beyond your ability to design, repair, or mutilate into something else. From drives to shields, weapons to teleporters, you're the master of them all. You are especially good at improvising items of technology from each other – in case you needed to turn a power ratchet into something that vibrates very quickly, or a weapon from your work tools. Mind the captain doesn't reprimand you for misuse of equipment, though. There may also come times when "she's givin' it all she's got!" but the captain's telling you he needs more. You can charm and seduce a short-lived but vastly-increased power surge out of a spaceship, vehicle or other big machinery with some sweet words and the promise of special maintenance work later. You just have to treat her right the rest of the time, and maybe do some maintenance that might be considered a bit lewd if another engineer found out about it – like hooking up the manifold array to the modulation bypass system, or giving those bolts on the bulkhead down on C deck a good hard tightening with the biggest wrench you've got. You can be sure that if your spaceship has a spirit, personality or AI of its own, they'll be sure to notice all the attention you've been paying to what's beneath their surface.

89. Everybody Experiments (600 CP) (Generic BDSM)

Normal people who experiment sexually might kiss someone of the same sex or buy a strap-on to bring to bed. However you have found that your partners can be incredibly inventive in other forms of sexual experimentation. This perk enhances the ingenuity and technical skills of those people interested in you, allowing them to produce safe and surprisingly enjoyable results so long as the product is intended for sexual purposes. While not permitting results beyond what technically could be accomplished by the individual without this perk it does allow a broad range of enhancement depending on the world or person. DIY sex machines would work smoothly without hurting anyone, a car battery and cables could be used for electro-play without risking damage or heart attacks, a modified charm spell could set your mood to 'horny', that makeshift chastity belt is incredibly hard to escape or bypass, etc.

90. Master of the Forge (600 CP) (Niplheim's Hunter)

The greatest blacksmiths don't just pound steel into shape, they also draw out and preserve the best qualities of the materials their creations are made from, weaving them into the final product to create powerful enchantments. A blacksmith who has mastered this technique can make a set of lingerie tougher and more protective than a full suit of plate mail if he has the right materials for it. Of course you could be boring and just make regular armor with this technique too but where's the fun in helping all those huntresses cover up their delicious bodies? Different materials grant different effects to the end product, and not all of them necessarily offensive or defensive in nature. A suit of armor forged from the remains of a holstaurus is pretty top-quality protective wear, sure, but it also has powerful fertility charms that cause the wearer to lactate large volumes of cow's milk (or cum, if male). In general though these effects will be of some benefit to the item's intended purpose: almost all items can be made to be self-repairing, armor protects better, weapons strike harder or with different effects, and sex toys will... well, use your imagination. Following this jump you can use materials not native to Niplheim for your crafting needs. Who knows what kinds of exotic effects you'll create!

91. Pokegirl Engineering (600CP) (Pokegirls)

Like Sukebe you're a genius at genetic engineering. In addition, when working with any type of genetics you know without a doubt what each and every gene does and how it interacts with others and can ensure whatever horrible chimeric being you created through such mad science will always be loyal to you and won't dissolve into a pile of nasty goop from all the genetic tinkering.

92. Self-Modification (600 CP) (Monster Girl Quest)

How exactly did Promestein modify herself? How did La Croix? I am not sure, but now you can modify yourself too! With just a little preparation and planning you can plan out how to modify your own body. You also gain the awareness related to yourself needed to make sure you don't kill yourself with the modifications, giving you a sense of whether the end product will turn out how you desired. It is trivial for

you to undo the changes you have wrought upon yourself or to hide the changes if they drastically change your physical appearance. If a procedure would normally require certain conditions such as genetic markers you will always count as having them and your augmentations will work as if you are perfectly compatible. Lastly, any cybernetic, bio-organic, or genetic augmentations you have do not limit you or cause you weakness, they can only ever add to your power, even if you have a rusty junk arm that should be worse then your regular arm it will be just as effective in terms of strength, speed, durability, and for pleasuring others as a natural body part would be and can even be trained like one, you could still have the arm malfunction from electricity but no more than your normal body would. Please note, that you only get these benefits when you are modifying yourself not others as you have a familiarity with your own body like no one else does. Never be outdone by the best of your creations.

93. Sufficiently-Analyzed Magic (600 CP) (World of Tentacles)

Science is mankind's ultimate weapon against an uncaring universe and the monsters which inhabit it. Any fool who claims that something cannot be understood or was not meant to be known simply lacks vision and dedication. You have the capacity to understand and dissect the workings of any phenomenon that you are able to observe, no matter how alien or esoteric it might be. A magical girl's transformation magic could be broken down and reproduced in the form of a henshin device, while an eldritch horror's regeneration power could lead you to a cure for cancer, or of cloning the beast and creating loyal monster spawn based off of it. Naturally your perverse proclivities color the effects of your work: while you are able to produce "ordinary" technologies with this perk, you will find it a much easier process if your work contains side-effects or dependencies of a perverse nature. Certainly you can learn how to harness the power of love as a renewable energy source but if that source requires a magical girl to be hooked up to a fucking machine and used as a human generator then so much the better!

94. Totally Scientific! (600CP) (Bio-Weapon Quest)

The typical path of a mad scientist is one of many false starts, hoping for inspiration to strike and propel the creation of your next invention. You are...not typical. Through a greater understanding of runic circuitry and bio-augmentation, the extra-dimensional powers used by the Heart Warriors, Bio-Weapons and therianthropes (and even Hakodesh-class therianthropes) are yours through the power of science. You are not reliant on the heat of combat or sudden flashes of genius to fuel the creation of new inventions, but instead treat both runic circuitry and therianthrope-based bio-augmentation as exact sciences; able to be developed through steady, logical and controlled experimentation, repeated tests, labwork, and countless cups of coffee. In a word, the magic behind the magical girls and monsters of this world has become...science. As the extra-dimensional energy behind both of these branches is more of a general power source, only your workload is the limit on the variety and types of inventions you could create to utilize it.

95. Transmogrification (600CP) (Generic Lewd Sci-Fi)

Through technology both mundane or esoteric, you have delved deeply into the sciences of transforming one thing into another. Whether your methods are based in surgery or retroviral therapy, or some kind of transmogrification ray, making one being into another is your craft. The easiest application is to just change something's shape in a merely cosmetic way - dressing a human's body up as another humanoid. Trickier is to strip away abilities in the process - to sap strength or deactivate abilities. More difficult is to morph something's qualities - to turn a housecat into a human and act like one, or take a being that can levitate and turn it into a being that can read minds. The most difficult of all is to take a being with no special qualities and add new ones. Yet once you work out how the process works for one type of being, it's easily replicated on other beings of the same type - through mutative virus, transformation ray, nanosurgery, whatever you've come up with.

96. We Can Rebuild Them! (600CP) (Generic Hentai Superheroes)

Thanks to your immense genius, death is no longer the end for those around you. You can bring them back, make them better! Using cybernetics, you can now upgrade even a normal person to a mid-tier brute. And perhaps add a few other upgrades... A rotary dildo, some titty missiles. Upgrade those knees so they have no problem being on them for a long time. Too bad you can't do it to yourself.

7. Magic

1. Conditional Free - Magic Powers (Generic Hentai Magical Girl)

For the most part, this ought to be left up to the imagination, but if you took one of the powered origins - Animal Mascot, Deadly Sin, Mahou Shoujo, or Monster - you now possess a small amount of magical power.
As a Mahou Shoujo, you possess a transformation sequence, which grants strength and speed on par with an olympic athlete. While this is active, you also possess a handful of attacks and a wand weapon, as well as a weak magical shield.
As a Deadly Sin, you do not technically possess a sequence, as you gain the power to keep it active 100% of the time. While active - which is always - you possess similar powers to the Mahou Shoujo, but you sacrifice practically all your defenses for increased firepower.
As a Animal Mascot, you do not possess a sequence. In fact, you don't have any direct offensive magic at all. You have a limited ability to heal, and a few 'status effects' spells, such as sleep or short term amnesia. The kind of thing that might be referred to as 'white' magic.

2. Magic Affinity (100CP) (Pokegirls)

You have the ability to channel mana and learn magic which many mistake for a blood gift. Truthfully this ability has existed in humanity long before Sukebe's experiments but was kept hidden by its users. Some even say Sukebe studied magic long before he first traveled to another dimension.

3. An Arcane Gift (100 CP) (A Change In Tactics)

Of the many gods that exist in this world the majority were once dragons, from Naga and Grima to Duma and Mila and many others besides. Small wonder, when even infant dragons all but radiate arcane power. Your heritage has granted you a natural gift for magic, enough that you could wield simple spells without the use of tomes or staves simply by willing the power in your blood to action, though you still benefit from such aides if one is available. This talent also translates easily into skill should you put effort into training yourself, and you'll find that you readily master many different kinds of sorcerous power, including those you acquire in worlds besides this one.

4. Arcane Power (300CP) (World of Tentacles)

A monster isn't necessarily strong only in body and monster hunters often have far more exotic tools at their disposal than guns and swords. This perk gives you a measure of power in some form of mystic art common to your chosen setting, such as magic. The specific rules of this system will be down to your setting to determine but it must require the expenditure of a limited power supply such as mana, chakra, ki, spirit energy, or some other source of arcane energy. As with Inhuman we'll use a tier system to describe your capabilities with this magic system but these tiers only describe the starting point of your power, you are fully capable of developing your skill and power with the abilities provided by this perk.

- For 100 CP you can be a Tier 1 mystic. This tier describes beings with very limited magical power such as newly-awakened magical girls or very weak monsters. Beings with this tier can choose for their magic to be weak but flexible, such as an apprentice wizard who has mastered 4-5 cantrips, or stronger but more specialized, such as a magical girl who can only cast fire magic but can do so strongly enough to fight a
- Tier 2 monster. This tier is at the lower end of what might be considered "street level". Characters of the Demon King origin receive this tier for free and deduct its cost from the cost of the higher tiers. For 200 CP you can be a Tier 2 mystic. This tier describes experienced mages and powerful monsters at the upper end of street level. A Tier 2 mage can defend himself against most conventional threats such as men with guns and often has an array of powers at the level of a Tier 1 specialist. A Tier 2 specialist might be a psychic with telekinesis strong enough to knock a small building off its foundations or a magical girl who can pose a serious threat to a full-fledged demon king.
- For 300 CP you can be a Tier 3 mystic, which is the realm of the aforementioned demon kings as well as powerful wizards with years of training and experience. A generalist of this level may have over a dozen separate powers ranging from shields to illusions to fireballs to teleportation, all of it at the level of a Tier 2 specialist, and Tier 3 specialists may be as powerful as a Tier 3 monster, able to pose a significant threat to entire military forces and deal damage to whole city blocks at a time with their magic.

5. Big And Shiny (100CP)(Fate/Horse Order)

Servants are such odd beings, are they not? The powers they are summoned with,

the way they look, sometimes even their damn gender can be drawn not from what is true, but what people remember about them. Or even what they'd rather look like instead of what they were actually like. As such, you can now modify the appearances of anything you happen to summon, servant or otherwise. Something simple like 'as drawn by a different artist' would be the limits for the time being, but if you spend a great deal of time practicing you might be able to one day get their gender wrong on purpose. For now, your summons will simply have a tendency to come out a bit taller and curvier.

6. Black and White (100 CP) (Bible Black)

Normally, you would have to study years to gain the knowledge being gifted to you here. While you aren't a master of the occult, you are not a novice either. This gives you vast knowledge in both black and white magic and rituals. Black magic tends to be more offensive with its rituals requiring sacrifices of blood, sex, and life in order to accomplish. White magic is more defensive, with the banishment of demons and the healing of ailments being a focus. Rituals of white magic are often long chanting sessions and rather time-consuming.

7. Cleaning Spell (100 CP) (Winger's World)

In a world like Winger's, there is bound to be a ton of messes. This makes it much easier to clean up. While most messes will be completely removed, you can also choose to instead move them to prepared containers. Perfect for harvesting energy after a massive orgy.

8. Elemental Affinity (Free/100 CP) (Monster Girl Quest)

Your magical power seems in tune with a specific element. You now can develop your control over a certain element and take on properties similar to the element such as those with Fire Affinity leaving vicious burns, likewise, those with Wind Affinity could move at increased speeds, Water could give you mental clarity and Earth can give you strength and resistance to impacts. Such things however require practice and time with your element. You also know how to use this power when applied in sexual techniques like a Fire Affinity making your body perfectly warm to melt your opponent in pleasure, Wind Affinity letting you swing your hips faster, Earth Affinity could give your genitals a pleasantly rough sensation and increase the power of binded attacks, Water Affinity can see you have your insides swirl and perform wavy motion or make your body colder, Light Affinity could give you surreal softness and comfort, and finally Dark Affinity could give you devilish tightening and sucking. Your ability to use your affinity starts off at half that of Luka with a spirit if you do not have prior experience. This also advances your learning rate and strength for spells of your elemental affinity. If you already had a prior affinity for an element from another jump this perk gives you the knowledge to use it in sexual techniques from this world for free but no other benefits, in which case purchasing it grants the full benefits and strengthens that affinity. This can be taken multiple times.

9. Energy is Energy (100 CP) (Winger's World)

Mana, Chi, Ki, Winger... Energy is energy. You can use Winger Energy to power any spell, technique or such that needs it.

10. Faithful Servant (100CP)(Fate/Horse Order)

I do recall saying that you may or may not be a servant - well, with this, you probably are. You now possess a number of benefits that your status entitles you to, such as the ability to establish a contract with another person. This allows you to use their magical energy as your own and the ability to turn intangible - useful for many reasons, only some of which are perverted. However, this also gives them three command seals to use on you, orders you cannot deny. ...I said you had the basics of being a servant, not that you were worth turning into one. Any powers and abilities you may have been expecting are not here, and are something you will have to earn on your own merit. As of right now, even Mata Hari would be better in a fight than you.

11. Hero of Archanaea (100 CP) (A Change In Tactics)

Though they come from many different backgrounds the Shepherds are all battle-hardened heroes and heroines. Not one among them is a stranger to the battlefield, and nearly all of them will become known as the world's finest warriors one day. You have a high level of skill with one magic style of your choice, equivalent to several years of training and live combat experience. What's more, your skill with your chosen fighting style grows at the uncommonly fast rate of a gifted prodigy, enough so that you could easily become the equivalent of a master swordsman within a few years with this perk alone.

12. Hero of the Staff (100 CP) (Lewd Magic Isekai)

You weren't even born in this world but the moment you laid hands on a magician's staff you felt the gift of magic ignite in your blood, as if you were born to be a wizard. You have a natural talent for using any sort of magical power you might encounter, both here and in all future jumps to come. Whether it's the kind of magic you learn from a book or the kind you can only be born with you'll always have a natural affinity for learning how to use it and be able to attain a respectable degree of power and skill with it. You'll still have to go about learning how to use that magic on your own time, but you'll never meet a magic system that you totally suck at or simply can't use at all.

13. Lewd Magician (100 CP) (Lewd Magic Isekai)

"To be a magus is to walk with death", said... some mage, at some point, who was taking themselves way too seriously. Magic is great for saving the world and stuff but it's even more fun to have when you use it for sexy things! You're a depraved genius at finding lewd uses for magic that was (probably) never meant to be used that way, even helping you invent new spells or modify existing ones to make them

safe to use in the bedroom. Any spells that you use or redesign in this way become prone to misfiring only in amusing and harmless ways if you happen to screw up casting them as opposed to whatever messy accidents you would usually have to deal with when misusing arcane power.

14. Lust for Life (100 CP) (World of Tentacles)

Like all proper tentacle monsters you're able to feed off of sex, harnessing life energy or magic or some other energy generated by the sexual activity of a willing partner or unwilling victim. A single “meal” (a thorough fucking to at least three orgasms) is enough to feed you for an entire day, and excess energy can be saved for later or converted into other forms you may have such as ki or magic. Most ordinary humans (or any other beings capable of feeling sexual pleasure) can safely withstand one or two feedings per day without adverse health effects, while supernaturally-powerful ones are much more durable.

15. Magic and Mayhem (100 CP) (World of Tentacles)

Even an untested demon princeling possesses a talent for magic but some learn to augment the power of their spells by fuelling them with their perverse desires. Any magical powers you have become noticeably more powerful and flexible when used for lewd ends. For instance a standard fireball spell could become half again as powerful as a normal one if you intend to incinerate a heroine’s clothing while also doing so without inflicting unwanted harm on the target herself. This applies to all sorts of magic: from summoning rituals that call forth tentacle monsters to molest your foes, to traps that seal enemies in leather and chain and latex, and even to healing spells that cleanse unpleasant illnesses and infections.

16. Magical... Boy? (100CP) (Generic Hentai Magical Girl)

So, while you might expect that the magic here only works on women, seeing as how 100% of the magical girls are, well, girls, that no longer applies to you. You can, in fact, be a magical boy. Spells and techniques that should only work on one gender work on you regardless, as do armor and weapons. Won’t let you walk into the girls locker room as a guy though, but you could make a cheerleader outfit look amazing.

17. Master of the Elements (100 CP) (Lewd Magic Isekai)

Elemental magic is some of the most basic tools in a wizard’s arsenal, from fireballs and lightning bolts to gusts of wind and shields of earth. But for all that it’s very basic stuff, a skilled mage needs to learn how to contain the damage he causes, harming only the targets he intended and avoiding collateral damage. You have mastered the elements of earth, fire, wind, water, as well as similar elements like lightning and ice magic. Your skills in this field are impressive, not only ensuring that you can defend yourself in battle with all manner of elemental magics but being able to do so with such skill that your spells never inflict damage on anything you didn’t intend to hit. Your fireballs could sear the flesh off of a

company of orcs without harming a hair on an innocent elf trapped in their midst, even if you didn't know she was there.

18. Natural Aptitude (100 CP) (eratohoK)

You have a natural skill with magic. This immediately opens up the mystical powers of the magic section (see the Abilities section for more detail). You may, with time and practice, possibly even enlighten someone else in the ways of magic.

19. The Potential (100 CP) (Bible Black)

While anyone can learn how to use magic, you have a special talent in it. Magic just comes easy for you. In fact, it's so easy that you already start out with your capabilities unlocked. Any magic you wish to learn in the future will be easier for you to both understand and perform (twice the average for that setting).

20. Skill Level(Magic&Alchemy related) (500CP)(Rance 02)*Other skills will be available in other Constellations

All living beings with a soul that are born within the Planner Scenario have Skill Levels set by birth. Even those who hail from other planets or dimensions gain this upon entering the world and never lose it. Nearly everything has skill levels, including daily skills such as cooking and cleaning. Skill levels determines the expertise of the person's skill in any given field, or better said, their talent at the skill. While levels are increased the more one trains, skill levels are set in stone by birth, and do not rise or fall.

- Level 0 (Free)

Makes the individual capable of effectively doing the task normally, but without any particular aptitude for it. Most people tend to have dozens of skills at this level.

- Level 1 (100cp)

Relative talent that lets the user perform the skill up to a professional level, while it's not bad by any means, one shouldn't expect to gain fame with this alone. For example, Sill Plain possess a Level 1 Skill at Magic, while she is decent in the magic arts and can use it effectively in battle, there's a lack of power and versatility.

- Level 2 (200cp)

At this point the user is a genius at their skill. More than enough to create unique signature abilities. Respected swordsmen like Rick Addison or Rance have a Sword Combat Skill of Level 2, it what lets them create their special attacks. For comparison Shizuka Masou also possess a Level 2 Skill at Magic.

- Level 3 (500cp)

This level is basically legendary, and the user is the best of the best at the skill. Few people in history had a skill at this level and their potential is insanely high. As example, Annise Sawatari has the Magic Skill Level 3 and easily overpowers any other mage in the Continent. Even with little finesse and experience, the raw power of her spells can easily exceed the combined effort of 2000 mages.

21. Tantric Recharge (100CP) (Generic Hentai Superheroes)

Spells low on power? Running out of that mojo? A quick romp in the hay will fix that for you. Now, sex restores your mana, based on how powerful the person you had sex with is. This will lead them slightly drained.

Basic: You can detect the magic inside of people and objects.Choose an element to manipulate through magic. It doesn't have to be one of the four classic elements.

22. Tentacles on Demand (100CP) (Submission Sailor Moon)

The perfect thing for when you need to tie up a struggling prisoner, this set of tentacles can be summoned out of most flat surfaces, allowing them to hang from the ceiling or rise up from the ground whenever you need a few extra pairs of limbs. The tentacles are about six to ten feet long and have all the strength and abilities that your own limbs do, like shapeshifting or spewing poison, but if they're damaged or destroyed you'll have to wait 24 hours to summon them again. You get six tentacles per purchase and can purchase this item multiple times to get additional tentacles, though Youma only get discounts on the first purchase.

23. The Magic Touch (100CP) (Evening Starter)

Guess what, Jumper, you're a Wizard! Well — you can use magic, anyway. With the aid of tomes, sorcery emulators, or other foci, you can draw upon the powers both ancient and possibly dark in order to cast a variety of spells and curses.

24. An Excellent Source Of Mana (200CP) (Fate/Horse Order)

How horrid of you. Instead of making friends with the animals, it seems you're more skilled at taking them apart or utilizing resources drawn with them. Magical spells using foci or potions using ingredients created from the flesh of beasts are more powerful in your hands. You could use it to get away with using substandard parts for just as much oomph, or you could entice a Phantasmal Beast to fuck you in order to get a truly useful ingredient, their cum. And their everything else if I'm being honest, but I doubt you can kill it so easily. Lastly, you do actually know a handful of magicals spells that use these ingredients - mostly bedroom things and alterations to your appearance, but there's a poison or two in here as well.

25. Aroused Accessibility (200 CP) (Winger's World)

Your spells and devices work better when you are aroused. Magic comes to you easier and the words flow with less error. Technology does what its supposed to without bugs or malfunctions and spells will be more powerful. Course, you'll have to deal with the increasing arousal eventually.

26. ...Beware the Abyss Staring Back. (200CP) (Evening Starter)

- Delving further into the depths of occult knowledge, this allows you to do two

things. First, it allows you the ability to work with ritual-styled magic, which can affect entire areas (normally the size of a large building). Secondly, this allows you to digitize all magic tomes and grimoires in a manner that allows for their usage in rituals or with sorcery emulators.

27. Blood is Magic... (200CP) (Evening Starter)

◦ This quaint ability is something all Witches are able to do. The ability to regain magical power through the bodily fluids of others. Without a Magical Back-Up Battery, this is a rather inefficient process, but it is still viable. While you could gain quite a bit of magic from the blood of others, it is considered quite a taboo. Normally, the blood would need to be fresh and become worthless if allowed into blood packs or unenchanted storage mediums. You, however, can gather magic from blood just perfectly without those drawbacks. Still, if blood is too much for you and you're into that sort of thing, the easiest and most benign way to regain magical power is through semen, the fresher the better.

28. Body Modification (200CP) (eratohoK)

◦ You have delved into the forbidden magical arts of modifying someone's body. You can easily cause people to grow a penis (or vagina and breasts) temporarily or permanently, cause someone to begin or stop lactating, change their hair colour and hair length, and modify someone's height and weight (within normal limits of their race). It can even be done on someone who doesn't consent – do be careful with this.

29. Classic Magic (200CP) (Generic Hentai Fantasy)

◦ Not everything can be about sex, sadly. Pick one of the four basic elements, wind, water, earth, or fire. You are now an accomplished user of that particular style of magic. In addition to that, you've also got a smaller array of other things, such as divination, potion making, curses, all those sorts of things which can actually be used for sex.

30. "Dual Cultivation" (200 CP) (Lewd Magic Isekai)

◦ Kids these days have it easy when it comes to learning magic. Even the Hero had to work his butt off for his talents to reach their full maturity but his elf sidekick went from having zero magical talent to being a respectable mage and all she had to do was become his fuck buddy. Like the hero's elf apprentice you're able to soak up magical power and expand your arcane talents at a vastly accelerated rate just by having sex with people who are stronger or more experienced than you. You're able to gain both knowledge and power from your "mentors" this way, with new spells and techniques in their arsenals manifesting in your mind in the form of sudden flashes of insight, though you'll still need extensive practice to master these spells to the same degree as those you learned them from.

31. Lay on Hands (200CP) (Generic Hentai Fantasy)

◦ You have a moderate amount of training from a religious institute. Whether this makes you a pope knockoff, a sexy nun, or something more eastern is up to you, though you probably aren't more than a local priest to a nearby town. That said, you can probably exorcise weak monsters, identify others, and use a small amount of magic.

32. Magic Penis (200CP) (Generic Hentai Modern)

◦ Moving in the other direction, you can temporarily 'steal' body parts, either through copying or through outright theft. Want to have a horsecock for tonight? Find one, and give it a quick pat on the head. Or, be kinky and steal popular dude #39's and replace it with his girlfriend's vagina. Just for kicks.

33. Magic Tricks (200 CP) (A Change In Tactics)

◦ Any mage worth his salt can cast battle magic: whether of fire, wind, thunder, darkness or light, all are simple expressions of raw magical power, devoid of finesse or subtlety. There is far more to the powers of faith and reason than mere elemental destruction, and you are a learned master of both these simple battle magics and more complex spellwork. Like any accomplished mage you have the talent and finesse necessary to use all manner of spells and incantations that can accomplish various utility tasks without the use of a tome or staff, such as tracking the location of a marked target, warding against unwanted pregnancies, or conjuring a gust of wind to blow away a bad smell. You may choose to be a master of either sacred or arcane magic, wielding spells of healing and defense and sacred power with one and all manner of elemental might with the other. This perk may also be purchased twice to gain both types of magic, though Mages only receive a discount on the first purchase.

◦ *this perk counts as being purchased twice

34. Mana Conversion (200CP)(Fate/Whore Order)

◦ Normally, Tantric rituals are complicated. You have to do this, they have to do that, and you have to do it at the same time. Obviously your failures are enjoyable, but getting something useful out of it is practically a chore. Luckily, you can now skip all of that nonsense and just directly use the sperm pumped into you as magical energy. This is arguably even better twice over for not costing any of their own energy. I'm sure there's a lucky guy out there who would be more than happy to get another bond level with you... and dozens of men who would like to fire and forget, and would give you way more energy through sheer force of numbers. Oh, and it doesn't actually matter where you take it, once it's inside of you the energy is yours.

35. Master of Rituals (200 CP) (Bible Black)

◦ In this world, Rituals are the path to great power or works. Spending hours

chanting and preparing a sacrifice for the ritual culminating in a result that will either greatly empower the occultists involved or screw them royally (if the summoned demon isn't cooperative). With this, all of your basic rituals will succeed with little effort. Grand Rituals will have an even greater chance of success than normal. On top of this, any ritualistic offerings will always appease the spirit, demon, or devil you are invoking. You are even able to get away with a lesser offering for most of your rituals, with a necessary life offering being replaced with an offering of blood or virginity if the need arises. Summoning the Devil or a Greater spirit will always require a life offering/sacrifice though. All rituals will take less time than they would have before, with day-long rituals being satisfied in hours or hour-long rituals in minutes.

36. Potion Master (200 CP) (Lewd Magic Isekai)

◦ Not every master magician is also a master alchemist but you've got a gift for the chemistry side of things that's just as potent as your talent for spellslinging. From health and mana potions to sleeping draughts and poisons you have the skill to whip up all kinds of concoctions both helpful and harmful as long as you have the right tools and ingredients available for them. What's more, you can also add lewd side-effects to otherwise ordinary potions with no extra time or resources required. For instance you could create a mana potion that also increases the drinker's breast size or makes her lactate, or create a sleeping potion that also increases the body's sensitivity. Of course you can also simply make ordinary potions with lewd effects, such as aphrodisiac poisons, and these are especially potent when created in an undiluted form.

37. Power Perversion Potential (200 CP) (Generic Hentai World)

◦ Of course you learned magic so you could use it for sex, who in their right mind wouldn't? You can easily repurpose existing spells or techniques for lewd purposes and invent new powers with a fraction of the time and effort it would take another person to do the same as long as those powers are intended primarily for sexual purposes.

38. Scholar of Darkness (200 CP) (A Change In Tactics)

◦ Though it is often associated with vile powers dark magic is merely a tool like any other form of magic. Darkness is primordial energy and to call on its power is to grasp magic limited only by the caster's own abilities. You have learned to harness this power for yourself, and your ability to customize and design spells and hexes is greatly enhanced. Using dark magic with any sort of magic system makes the end result much more flexible in possible effects than that system would normally allow, leaving the caster's own abilities as the primary limiting factor. However breaking those limits or miscasting dark magic spells will inflict backlash on the caster. Your spells will tend to do so in ways that are perverse and inconvenient rather than life-threatening, but don't push your luck unless you enjoy side-effects like nymphomania or comically-large breast enhancements which can't be easily undone.

39. Sexual Healing (200 CP) (Generic Hentai World)

◦ You have learned a technique to generate energy through sex with one or more partners and can use this power to heal or recharge both your own and your partner's health and energy reserves. The more sex you have the more power you'll get out of it; a quickie or a blowjob will only give you back a small amount of energy, but an hour-long power fuck can top off the reserves of even the most powerful of jumpers.

40. Sorcery and Supremacy (200 CP) (World of Tentacles)

◦ Lesser tentacle monsters might feed on their sexual conquests just to gain their next meal but a demon king has much grander ambitions than merely surviving another day. You may substitute sexual activity for magical training, allowing you to grow stronger through your sexual conquests rather than traditional study and practice. In addition to growing in power over time you can also develop specific skill sets at a faster pace through your fetishes and choices of partners: indulging in a BDSM fetish will accelerate the growth of your skill in binding and sealing magics for instance, while seducing a magical girl who primarily wields fire magic may lead to some of her talents rubbing off on you. You may apply the effects of this perk to any kind of spiritual or magical power you possess.

41. Summoning (200CP) (Rance 02)

◦ There's no need to dirty your own hands when you can just summon some help to take care of your enemies. The art of summoning magic is your speciality. Right now you can only bound phantom beasts that are marginally weaker than you, but with some practice and experience, you will become able to summon any kind of creature that is weaker than yourself.

42. Witch (300CP) (Taimanin)

◦ Whether through a demonic pact, specialized training, binding a demon within you, or even simply being half-demon, you have gained the ability to manipulate magic. The magical abilities possessed by witches and sorcerers vary but includes things such as divination, crafting magical items or potions, summoning magical armor, casting curses, creating magical creatures, and many other things though most human practitioners only manage to master a handful of abilities. Does not need to be demonic aspected.

43. Ability over Strength (400CP) (Evening Starter)

◦ You're not the strongest or the toughest of fighters, but you've got a certain flare. Your melee attacks rely upon speed and technique, which you have in spades. However, your real ability comes from your supernatural capability. Any abilities you have that are supernatural in nature (magic, ki, etc) gain greater

potency, allowing you to use stronger abilities with less cost.

44. Mind Your Own (400CP) (Rance 02)

Not all magic is about blasting concentrated mana into enemies or burn down towns with fire. No, there is an aspect of magic that is more...subtle and elegant. Perfect for those who are against direct confrontation. You chose to further your studies in the art of mind magic, a group of spells that deal with hypnotism, making illusions and generally messing with the brain of your opponents. It will work perfectly on most, just by applying your magic while maintaining eye contact for a second. However, those who are vastly more powerful than you or have great willpower will prove themselves resistant to you, even if not immune.

45. Ageless Talent (400 CP) (World of Lewd Elves)

- Much of a younger elf's life is spent meticulously mastering a skill, focusing every day for years on improving their performance with an intensity that would baffle most humans. But such diligence pays off well as many elves are considered to be the undisputed masters in whatever field they study in. Choose a skill that you have studied and practiced for most of your lifetime to the point of mastery. An elven alchemist would have a vast knowledge of potions and medicines with a countless variety of effects. An elven archer could hit perfect bullseye at ranges that a normal human would balk at, while an elf swordmaster could fight many foes at once with a grace and lethality that would baffle the average fighter.
- Note: This gives access only to magical versions of this.

46. Anal-ysis (400 CP) (Winger's World)

- Doesn't the pursuit of knowledge just get you so hot? The study of new technology. Learning a new spell. Or just figuring out how one works. Now, the more aroused you are, the easier it is for you to understand how a piece of machinery or a spell works.
- Note: This gives access only to magical versions of this.

47. Bitch Witch (400CP) (Hypno App Fantasia)

- Aren't you meant to be a shining heroine of might and magic? It hardly seems appropriate to have a class like this. You've totally maxed out to 99 the Lewd Witch class, learning all sorts of terribly inappropriate magics. It's terrible for actual fighting and stats but you'll have spells for everything from endless orgasms and erasing refractory periods, to changing the size of all the important bits, summoning wriggling slimy tentacles, controlling the minds of others and more! Since it is magic, you'll only be able to work it on those that can't resist or overpower you but it gives so much more creativity than just a single relic. Best of all, you're able to cast any magic you know through lewd actions, replacing any need for speaking or gestures or tools with the fun stuff. Slurp and lick your allies to healthy, empowered states!

48. Curses and "Curses" (400CP)(Fate/Horse Order)

◦ Despite the seemingly obvious outcome of a servant fucking a horse, addiction to the horse, abandonment of former lovers, and a bouncing baby ready to fuck more servants, the last of such things is impossible. The body of a servant simply isn't set up to do such a thing. Or more poetically, the dead are not suitable to create new life. Not that anybody worth mentioning cares about or even follows such a rule. And now, neither do you. You've learned a number of magical spells - or 'curses' if you prefer - that alter the body. Amping up lust, allowing for bigger insertion, the remodeling of a servants body to support childbirth... you know, the normal stuff. Mind you, that last one is a killer on your mana reserves. Or, if watching wasn't your thing, you could 'curse' yourself with a bigger dick (read as, hung like a horse) to try and win them back.

49. That's My Fetich! (200 CP) (Generic Hentai World)

◦ Why do magical rituals the boring way when you can do them the fun way instead? This perk allows you to substitute lewdness for exotic ingredients, rituals, and so on, either for magic or other powers that allow for this sort of thing. For example rather than ritual chanting you could perform a ritual orgy, or use a virgin's cum as a substitute for a virgin's blood. The rarity of the ingredients must be relatively similar however: if all you need is magical energy then some tantric sex is fine for providing it, but if you need something like a god-forged diamond from the heart of a star then expect to go questing for something like the crystalized girl-cum of a virgin succubus or something equivalently-rare.

50. Alchemy (300CP) (Queens Blade)

◦ You are extremely adept at this world's alchemy and are a fairly good inventor to boot. This abilitycomes with a clockwork automaton and a controller to control it. It can easily take most warriors in a fight.

51. Elemental General (400CP) (Queens Blade)

◦ You like General Claudette possess a magical affinityto one element that you can effectively wield in combat. Thunder is already taken but you may also pick from fire, water, wind, or earth if you don't want to copy that. May be taken multiple times. If a Vance you're also now a general. Good for you.

52. Forbidden Knowledge (400cp) (Rance 02)

◦ Well, isn't this a surprise. You got a little bit of knowledge about magic, regardless of your aptitude for it. What kind of magic? The forbidden one. Curses, rituals with people or souls as payment, sacrificial rites, etc. Some of these are powerful spells, there's even one to travel across time. Yet, all of these are plenty against most people's morals and more often than not, with side effects that could prove nefarious and dangerous. What will you do with this?

53. Grand Meister (400 CP) (Bible Black)

◦ Your skill in magic and knowledge of the occult is on the level of the greatest of names. Merlin, Aleister Crowley, you are on the same level as they are when it comes to your ability. Spells cast take less effort both magically and physically. Rituals are super-charged when you lead them. Sacrifices and Offerings mean more spiritually and magically than they did before. But that isn't all. You aren't just a magical powerhouse, but a leader of occultists as well. Those who study magic will look up to you and follow your advice more than before. You are their mentor, their leader, maybe even a figure of worship.

54. I Love It Like This (400CP) (Generic Hentai Magical Girl)

◦ The way the Sins generate power is odd. Instead of simply generating it and refilling their reserves, they gain power from indulging in their sin. Mostly that's lust and thus having sex. It could be gluttony and doing things in excess, or greed by taking what others have. Coincidentally, both of those can also refer to sex, though it doesn't have to. Anyways, unlike the Shoujo, they don't stop once they reach a certain point. As long as they continue to indulge, they keep generating power.

55. ...Magic is Power (400CP) (Evening Starter)

◦ You know how Blood and Semen can be used to regain magical power, right? Well, turns out it can also improve magical power (increasing reserves and potency) — with the proper rituals. Well, you know those rituals now and you're able to improve your magical prowess. And that Taboo about fresh blood? Well, let's just say no one will complain if you were to drain a few individuals here and there now. You're a fairly powerful individual now, after all. Just don't slaughter innocents in mass, though. Some things just simply can't be ignored.

56. Magician of the Night (400 CP) (Kyonyuu Fantasy)

◦ While magic is not unknown to the world, people who have a talent for it are few and far between. It seems though that, like Nelis or Cuvier, you are one of the few people around who could claim to be an expert in such affairs. Your magical arsenal includes summoning malicious spirits and krakens to attack your enemies, creating regenerating golems and warded rooms that can keep out even Succubi, casting divination spells to predict the future, and even miniaturizing an army of soldiers and hiding them in wine barrels. You also are quite skilled in the erotic magic Emerialia used to enslave people with her body, so try to be responsible with that please. Should you also have chosen to be skilled in magical lore through the Noble Pursuits perk you may even be a match for Prime Minister Historias, the most powerful magician on the continent.

57. Magical Master (400 CP) (Monster Girl Quest)

◦ Magic is a powerful force. You have an astounding ability to cast spells and your magical power is nothing to scoff at either. Capable of powerful spells such as

fire hotter than thermite and bolts of frost that can flash freeze enemies less durable than bronze. You also have a collection of lewd spells and can create minor wonders such as shrinking spells or perhaps a stylish living hat that is safe to wear but can act as an onahole that drains victims of their energy; these minor wonders usually need to be in the style of a witch or magical girl. Lastly your pool of accessible magical energy is much higher.

58. Magical Modifications (400CP)(Fate/Loli Order)

◦ Let’s be honest, you’re anything but normal. Chaldea doesn’t even hire normal, it only wants the best of the best of the best to assist in their mission of preserving human history. If you didn’t meet that level of skill, they would never have hired you. As it turns out, your talent is for modifying things. Jury rigging equipment, a spell to be fire instead of ice, a curse to inflict pleasure instead of pain. Creating something from scratch isn’t for you, but altering an already existing invention? Well within your grasp. Why, you might even be able to take a hypnosis app and make it even more powerful.

◦ Note: This gives access only to magical versions of this.

59. Magus-in-Training (400CP) (Fate/Loli Order)

◦ You didn't have much magical aptitude when you first came to Chaldea but it would be hard to avoid learning the basics of anything when you're hanging around with legendary teachers like Scathach and Merlin. You've picked up a solid but eccentric magical education, covering a wide base of practical spells that might save your life in the field along with a few "just for fun" spells, like a curse of shared pleasure and some other lewd bedroom tricks. But more important than merely knowing these spells, you've got enough practice with them to cast spells quickly and reliably even under pressure, like combat conditions. You won't be fighting any kind of servant-level enemies with just this perk but you won't be helpless to defend yourself if an angry Engineer or a troop of celtic soldiers catch you without your servants nearby.

60. Monster of the Week (400 CP) (Submission Sailor Moon)

◦ In the old days youma had unique themes based on what they were made out of, from bat monsters with sonic scream attacks to car monsters that shot their tires at people. You’ve got some of that old-fashioned magic in you and you’re able to use many kinds of sexual magic based on whatever your theme might be. Choose a single fetish such as BDSM or mind control as your theme: any form of magical powers related to your fetish becomes much stronger and easier to use for you, and you gain an assortment of magical powers based on your fetish. For instance if you were a bondage youma you might be able to conjure all kinds of magical restraints, controlling them freely and restraining a victim’s magic or other abilities along with their bodies. At minimum these spells are a match for the basic elemental spells that the Senshi use but the more narrowly you define your fetish the stronger your related magic becomes.

61. Orgasmic Extraction (400 CP) (World of Tentacles)

- You have mastered using elaborate setups to extract 'orgasmic energy' from one or more donors, which can then be substituted (in sufficient quantities) for other types of energy, be it mana, 'life energy' or simply massive amounts of electric power. The precise setup, from ritual circles calling tentacles through portals to mechanical rape machines, must be tailored to the specific application it is fueling. It may take hours to complete as it weakens the donor's ability to resist further climaxes, but only does so when the last of the donors involved is overcome. The rarer, or larger, the amount of energy you require the more that will need to be taken from the donors, and there is a chance that there may not be enough for the intended purpose. However more attractive donors and more 'intense' setups provide more energy and any reserves of the desired energy that the donors possess can be tapped through the setup.
- Note: This gives access only to magical versions of this setup.

62. Pandora Organelle (400CP) (Generic Hentai Magical Girl)

- A unusual variation of the mitochondria organelle, this one seems to generate the energy monsters use for their physics breaking tricks. You could just inject it into someone to see what happens, or you could be a bit more scientific about it. Either way, try not to let the subject use their new powers to break out.

63. Prana Exchange Rituals (400CP) (Fate/Loli Order)

- Chaldea may supply the bulk of a servant's mana supply but even rookie masters quickly learn that servants can also be refueled by having sex with them. While you may not be much of a mage with this perk alone you're a veritable fountain of magical energy, to such a degree that it has a substantial impact not only on your potential as a magus but also on your sexual virility, endurance, and... well, endowments. You have a really nice cock is what I'm saying, and with a bit of practice you could satisfy even very demanding lovers like Medb and Ishtar, or several less demanding lovers like the Prisma Trio. And if that weren't enough, at the same time that you're rocking someone's world you're also refuelling their mana supplies to their full capacity. The Engineer might have you beat when he's in top form but can his cock power a noble phantasm like yours can?

64. Sealing Magic (400cp) (Rance 03)

- If there's an underused and highly useful school of sorcery in this land, then is the art of Sealing. The knowledge to create magic seals is now yours to use. Because one really needs to get alternatives against beings that exceed so much the average of the world. These are very powerful seals, capable to straight up confining Dark Lords and possibly even a weakened Demon King. They also work quite effectively at sealing other kinds of beings, be devils, monsters or creatures from other worlds.

65. exual Magician (400CP) (Generic Hentai Occult)

◦ While arts of true power are lost, magic is not entirely gone. You now possess the ability to freely alter your body, within limit. With effort, you can affect others as well, though not as easily. In addition, said modifications need not follow the laws of physics, instead obeying porn logic. To top it off, you know a number of mind altering spells, ranging from 'suddenly very horny' to 'you were always a girl'. As you might imagine, the energy needed to cast these spells can only be obtained from sex.

66. Spawn of Chaos (400 CP) (Submission Sailor Moon)

◦ A youma's body is much more malleable than a human's flesh and blood, and more powerful youma often have more advanced skill at controlling and shaping the raw material of their bodies than common mooks. You can freely reshape parts of your body, turning hands into claws or swords, sprouting tentacles at will, and altering your appearance freely. Reshaping your body in this way requires you to invest some of your magical energy into it, subtracting from your available maximum until you return to your true form, and the more extensive the change the more energy is needed to maintain it. Apart from altering your appearance you can also hulk out into a powered up form, split yourself into multiple bodies, or even assume a single energy form like fire or lightning if you have magical power on par with a Dark General, allowing you to do things like turn your body into electricity and travel through the power system like Electricus if you had an enormous amount of energy to spare.

67. Transformation (400CP) (Bio-Weapon Quest)

◦ Heart Warriorsmust tap into extradimensional energy to transform - Heart Warriors into a Magical Girl form. In transformed mode, you are much stronger and tougher than normal - you're able to dish out and take hits that would probably kill other people. Punch a therianthrope through a wall, and survive being punched through a wall. A Heart Warrior's transformation gives them a magical girl costume and an identity-obscuring 'blur' effect around their face. This is why nobody knows the civilian personas of Heart Warriors. They may have a weapon as a part of their costume or powers, like a scepter, sword, or bow.

◦ Dual Class

◦ Your Heart powers have developed in two different ways - like Bruiser/Blaster or Master/Guardian. You will have the strengths of both classes, but also their weaknesses, though if you pick two classes that make up for each other's flaws you'll come out ahead. You don't have more starting powers, but you'll have twice the range to choose from.

68. Trap-master (400CP) (Omega Labyrinth Life)

◦ The Holy Caves are littered with traps, ranging from the ones you might expect: poison arrows, lightning runes, explosives, to the kind that you could only find at an academy as lewd as La Belles Fleur. Such as temporarily turning the victim into a floating set of panties, causing someone to slip on 'lube,' or, such

horror, shrinking a woman's breasts! You are now endowed with the knowledge and ability on how to create all of these traps, lewd and otherwise, at a rate of one every ten minutes. Once set, they are invisible to the naked eye, but magic can detect them.

69. [Blank]-kinesis (600CP) (Evening Starter)

◦ Pick an element — any element. You now have control over that element. How much control? You could make more of it, use it as a weapon or a skill in some way, and you are immune to that specific element. It doesn't even have to be a normal element, like fire or water. Nosogi Ren can do this with Toxins and Poisons. You could even do this with milk or some other really weird substance — if you prefer.

70. A Darkness Unleashed (600 CP) (A Change In Tactics)

◦ Perhaps you are a child of Anankos or Grima, or the ancestor of another mad dragon such as Loptyr or Medeus. All the same, the power that was once theirs has become yours, and for all that it is a twisted and vile power it is also your power now, as much a part of you as your own flesh and blood, and it can no more harm or corrupt you than your own hands could turn against you. You possess immense talent for dark magics such as the life-draining Nosferatu or the twisted necromancy that animates the Risen, and can wield these magics without suffering any ill effects or corruption from them. This protection also applies to any similar forms of dark or corrupted power you might acquire in future jumps, allowing you to use your own darkness in place of any outside force that might attempt to corrupt you to its own ends.

71. A Light Rekindled (600 CP) (A Change In Tactics)

◦ The FellDragon is far from the only of his kind to sire divine children. You have been blessed with the power of Naga's blood and inherited a measure of her power as a divine dragon. In addition to granting you enormous talent for sacred magic, your magical power has innate holy qualities which can be added freely to any abilities you already possess, making them burn away unholy powers such as dark magic with greatly increased effectiveness. Your divine essence also allows you to smite unruly dragons with sword or spell, dealing vastly-increased damage to them. Given many years to grow into your power you could eventually learn to wield your magic as Naga does, even crossing time and space and allowing for the creation of sacred artifacts endowed with your power like Falchion or the Fire Emblem.

72. All Rounded (600cp) (Rance 02)

◦ It seems that Shizuka had some competition as Ragishss' top student. Although you may or may not possess her skill level in magic you do possess a naturally studious mind and a great work ethic when it comes to learning and improving your magic. Furthermore, you do have an ability for making the best of

any magic aptitude you may have, pushing the boundaries of your Skill Level to the maximum. Even if your natural talent only lets you use the most basic spells, you will find yourself being able to put yourself in equal footing with those more blessed for the magic arts, with little trouble. During your time as a student you learned every spell you could naturally excelling at which are most if not all in the repertoire.

73. Arch-Wizard (600 CP) (Lewd Magic Isekai)

◦ Who in their right minds would go to a fantasy world just to swing a sword around when you could be learning to bend the universe to your will? Being a wizard is the ultimate isekai fantasy and few people in the world wield magic like you do. Your talent for magic is on the level of an isekai cheat skill, its rules and workings seeming plain as an open book to your eyes. Your talent appears nearly limitless to any mentors you may have, but you hardly need them when you can decipher the workings of a spell just by seeing it performed for you, though even you will still need practice to master a new spell. You're not limited merely to learning and casting spells either: you can grasp the very foundations of a magical world, hacking apart spells, rituals, and even entire arcane systems and putting them back together in brand new forms of your own creation. You could even create your own system from scratch, spliced together from the many forms of magic you're certain to encounter on your journey, taking the strengths of each part and fusing them all together into a single magnificent whole.

74. Black Mass Production (600 CP) (World of Tentacles)

◦ Through perverse experimentation and forbidden research you have uncovered the secrets of producing horrors beyond imagining, in numbers beyond belief. Whenever you summon or create creatures, you are able to produce twice as many as you would normally be able, at no extra cost in time, materials, or effort. Creatures that you personally bring into the world can be made be twice as fertile as usual if you wish, increasing their odds of siring or conceiving offspring as well as the chances of multiple spawn per birth. Should you incorporate perverse methods into the production process you can take things further: for instance, a ritual that normally summons a single demon (and would call up two with the basic form of this perk) will instead bring forth three monsters if you perform a virgin(ity) sacrifice, four if you add a couple of extra participants, five with a full-blown orgy, and so on. There is no cap on the number of extra creatures that can be acquired in this manner, so long as you can meet the escalating costs.
◦ Note: This gives access only to magical versions of this setup.

75. Cute And Cuddly (600CP) (Generic Hentai Magical Girl)

◦ But, a good judge of character, supportive, knowledgeable, those are all secondary. The real thing you need is to be cute and cuddly. For getting the maximum number of hugs that squeeze you into their boobs. Pick an ordinary-ish animal. You now have a miniaturized form that looks like one, stuffed animal looks optional. When in that form, it's basically impossible to detect any actual powers from you, other than a limited shape-changing ability. Better yet, you'll get a power

boost after exiting it, and the longer you stay in that form, the bigger the boost.

76. Demon Sorcerer (600 CP) (Submission Sailor Moon)

◦ Youma are creatures born from Chaos and magic, and the greatest of their number, like yourself, have immense talent for the arcane arts. A Senshi's magic might be the power of a planet given form but yours is the power to dominate and enslave the universe, bending even the laws of physics with your iron will. While your spells lack the raw power of the Senshi you have far more flexibility in your magical arsenal, from simple energy blasts to flight and teleportation to curses and seals and much more. This is to say nothing of all the more perverse uses for your magical power, such as brainwashing ordinary men into lustful beasts. What's more, your demonic nature allows you to use lust as a medium for magical power: not only do your own spells become more powerful the more lustful you become, but your enemies also become less resistant to your magic as their own ardor grows. A Sailor Senshi or other beings resistant to magic might normally shrug off a curse but bring them to orgasm a few times and you'll rip through their defenses like wet paper and turn their bodies into playthings for your spells.

77. Dragon Blood (600 CP) (Rance 03)

◦ The lost power of the dragons still exists within you. Once a powerful and wise race, they were wiped out by the gods for being too pacific and peaceful. Yet, their strength was a real deal and what remains on your blood is prove enough. First off, your level cap is doubled (unless you didn't have one in first place), while also receiving a medium-grade boost to all your gains when leveling up or training. Last but not least, you also possess a dragon alt-form in which all your abilities, stats and powers are multiplied hundredfold.

78. Emissary of Light (600 CP) (Milk Hunters)

◦ Pretty Cures are those empowered by the Queen of the Garden of Light to fight against the forces of the Dotsuku Zone. This gives them the ability to transform into Pretty Cures. This transformation grants the girls greater physical abilities, the ability to shoot energy attacks, and a cute outfit. If you've ever watched a magical girl anime, I'm sure that you're familiar with the concept. Unlike Nagisa and Honoka, however, your power is completely internal, so you won't need to use a Card Commune and the Queen Card to transform. You also don't need a partner to transform, being able to do so on your own.

79. Grey and Gray (600CP) (Generic Hentai Fantasy)

◦ Morality is an odd thing, and one you could debate about for days on end without an answer. Maybe there isn't one, especially given this sliding scale. By pointedly focusing on something or someone, and injecting as much opposing energy into it as you can, you switch it's metaphorical alignment. Casting your most powerful ice spell at a fire sword will make an ice one, healing a zombie will revive it, or having a priest sleep with a succubus might turn it into a (minor, weak, and

probably about to fall) angel.

80. Guardian (600 CP) (Submission Sailor Moon)

◦ Aha! I knew there was something familiar about you! You've secretly been a reincarnated prince of the Moon Kingdom this whole time! In the blink of an eye you can transform into a superpowered alter ego like Tuxedo Mask or the Moonlight Knight. While transformed you gain physical abilities equal to any of the Senshi or a powerful youma, becoming tough enough to shrug off being hit by a truck and strong enough to lift and throw one. You can also cast a variety of spells such as illusions and teleportation, allowing you to support the more battle-focused Senshi from a distance. You can even conjure small objects such as roses, knives, or playing cards, and use them as deadly thrown weapons capable of being enchanted with simple magic, the perfect thing to help break the heroines out of traps or distract their enemies for a crucial moment.

81. High Elf (600 CP) (World of Lewd Elves)

◦ When the goddess was making an elf kind she paid special attention when crafting the High Elves, whose purpose is to serve her as guardians of their kind and priestesses of her will. As a result High Elves have a slew of powerful traits and abilities that have them stand out from normal elves. Your bloodline, in addition to granting you a powerful raw talent in magic and a lifespan measured in millenia instead of centuries, also allows you to sense the flow of the world's magic around you, detecting any irregularities so that they can be corrected. The most potent ability of the High Elves however, is that they each are born with a divine connection to the goddess, and through that connection can cast potent 'miracles' that she channels through your body. While many of these miracles are of a more minor note, such as healing the sick or restoring the stamina of an exhausted elven warrior, occasionally she even deigns to grant powerful boons to her chosen, allowing them to call down vicious storms or arouse the spirits of nature to attack your enemies. Additionally, since they share a direct connection with the Goddess, other elves were spiritually programmed to treat them and their words with religious reverence that exceeds even the authority of elven monarchs, so you have a lot more social leeway and influence for whatever tasks you need done. As an added bonus, since the Goddess desired her chosen to stand above other elves, you are surprisingly tall too and possess much longer (and more sensitive) ears than the common elf. While High Elves are uniformly female, I'll allow you to become one as a male if you so wish. The miracles the goddess grants you are especially potent if you are bathed in her divine mana near the Divine Trees. Be careful though as the farther you go from the Divine Trees (and the mana of the goddess) the weaker your miracles will get. If say, some random humans were to knock you out and bring you back to one of their cities or a magically warded area you'd be vulnerable to whatever deviant desires they may have. Any High Elf who finds themselves in this situation will find the voice of the goddess oddly silent to their pleas for help. Oddly enough the few lust corrupted High Elves that exist claim that the Goddess has not abandoned them, instead gazing over in the perversions they are committing to the point where the High Elf can feel the intensity of her presence. One of these High Elves even went so far as to say that they heard a soft moaning

on the other side of their connection to the Goddess. But that's probably just falsehoods they use to justify their debauchery.

82. Holy Light (600CP) (Generic Hentai Fantasy)

◦ With survival comes hope, and with hope comes miracles. You possess the ability to channel large amounts of energy with can only be described as capital H Holy. When unleashed, it will act as the bane of everything even tangentially related to demons or other evil creatures, and start to purge their influences from you and those within its range. It won't technically do much for mental trauma, but the events it tries to erase will leave less impact on the minds of the afflicted.

83. It's For a Ritual! (600 CP) (Submission Sailor Moon)

◦ Even in a world of magical girls and demons, never underestimate the power of a Shinto priest! Much like Rei's grandfather and his friends you've mastered a wide array of holy magics, from rituals that cleanse demons to the making of ofuda and sacred talismans. These are sacred magical arts that heal, protect, bless, and cleanse or seal evil rather than the curses or elemental magics that a youma or a Senshi might employ. However your rituals have a strange quirk to them in that they become much more powerful when employed in lewd ways. For instance you can cleanse a girl of evil spirits with a normal purification ritual or you can make her actively repel and burn demons that try to lay hands on her with a ritual that involves rubbing a sacred aphrodisiac lotion into every inch of her body. What's more, by employing these rituals with other kinds of magic you might have you can add sacred power to any other magical spell or effect you might know, turning even ordinary elemental magic into sacred demon-slaying magic. You can also choose to employ non-Shinto rituals if you'd rather be powered by some other religion instead.

84. Lineage of Witchcraft (600CP) (Evening Starter)

◦ You come from a long family line of magicians and witches, Jumper. Because of this, you have dozens of generations of knowledge and lore in your possession, especially in a specific magic your family found a niche in. This means spells from that niche were many times more potent than some average scrub would cast them. It also means you have reserves of magic power greater than many of those cheating cultists and their inhuman blood. To make it even better, the efficiency and potency of the Blood is Magic... and ...Magic is Power perks that have greatly increased as well.

85. Magical Girl (600CP) (Fate/Loli Order)

◦ For all that the Engineer treated the trio as living sex toys at his whim, the fact of the matter remains that Illya, Kuro, and Miyu are still decently powerful magical girls. That said, the three of them had little to no knowledge of or training in the art of actual magic. However, for the sake of simplicity you now have the very basics of what they were able to accomplish. A few varieties of simple magical blasts, a flight technique, a skywalking technique, and a decent ability to sense

magical energy. However, since that's rather lackluster, you're also extremely inspiring. Your previously noted optimism and cheerfulness are now such that you can infect - er, inspire - those feelings in people who don't believe in them anymore. Maybe even in those who literally can't feel them.

86. Memories of Summer (600CP)(Fate/Horse Order)

◦ Speaking of a hell of a vacation, let's talk about Chaldea's cheap ass summoning system. Half the time it doesn't even give you a servant, spitting shards and fragments of Spirit Origins known as Craft Essence. While you aren't any luckier with the damnable Gatcha, you have learned to make your own from the... eventful life you're surely living. With the materials for a summoning ritual, some blood and a bit of silver, you can pull the memories out of your head and into a small crystal. Hand it off to someone and they'll find themselves empowered by the memory of the times you spent together. A fabulous feast on the beach might cause them to slowly heal their wounds, while downing far too much of a delicious yet dubious concoction might fortify your body against damage, and an grand orgy might increase your stamina and endurance. Unfortunately, each person can only benefit from a single memory at any given time, but you can combine similar memories for a slight boost in effectiveness.

87. Mutant (600 CP) (Erona)

◦ In the ancient past there once existed a race called the elves, powerful beings with a far greater intellect, physical abilities, magic, and beauty than all of humankind. However, many of that race became enthralled with the pleasure of the flesh degenerating into the creatures known today as orcs and goblins. While they inherited the physical power of their ancestors, they lost all the intellect, magical prowess, and beauty that the elves once possessed. It seems though, some long lost gene has been reactivated in you, granting you intellect far beyond almost every orc and many humans, to the point where you can plan around human tacticians and research and create spells with ease. Your magical abilities are similarly enhanced, and few humans could match your sorcerous power, never mind think a mere orc could surpass them.

88. Omega Artifice (600CP) (Omega Labyrinth Life)

◦ The pinnacle of mastery at manipulating Omega Power, you can literally use Omega Power to create permanent objects. Naturally, the more powerful the object in question you want to create is the more Omega Power you'll need, but there are few limits beyond that singular one. Also, whatever you create will be highly receptive to magical augmentation, and you can invent these augmentations yourself using still more Omega Power, or transfer augmentation between items. Either things you find in the Holy Caves or post-Jump. If you should purchase this Perk without acquiring Omega Power Forever, you may apply this Perk to other magical energies: Mana, Ki, etc.

89. Perverted Potioneer (600 CP) (Slave Maker 3)

◦ You know how to create the various potions for sale, in this world. Potions to increase or decrease lust, restore energy, make slaves more obedient, and more. With enough experimentation, you may be able to create drugs that can alter the body, such as increasing the size of various body parts, or even changing someone's gender.

90. Tentacle Knowledge (600) (eratohoK)

◦ You can easily summon tentacle monsters, turn yourself into a tentacle monster, give people abortion-via-tentacles, even conjure up rooms full of tentacle monsters that will quickly break the spirit and will of most people and reduce them to breeding stock for more tentacles. These tentacles will be your loyal servants and make excellent fodder for an army – indeed since people infested by tentacles can give birth so rapidly you can quickly build a loyal army of tentacle monsters. One person could easily end up birthing the equivalent of thousands of mundane warriors at a time in tentacle monsters.

91. The New Millennium (600 CP) (Submission Sailor Moon)

◦ These Senshi may be a lot lewder than the original ones but when the chips are down they're still the guardians of the universe and any monster foolish enough to underestimate them deserves the beatdown they're about to get. Your Senshi transformation has been massively upgraded into the new Millennium form, and has become an order of magnitude more powerful than an ordinary Senshi. In this state you are capable of channelling enough magical power to wipe out whole scores of youma at a time and can fly at high speeds. Additionally, you can fold other powers you've obtained as a Jumper into this transformation, turning them into a part of your Senshi transformation and granting them a similar power boost at the cost of making them unavailable when you're not transformed.

◦ Sailor Soldier (Free/Restricted to Senshi)

◦ Like every other Senshi you carry the power of a planetary guardian and can transform into a sailor-suited heroine, even if your untransformed state is some other gender. While you are transformed you become much stronger, faster, and tougher than an ordinary human, enough that you could leap several stories in a single bound or fight powerful monsters hand-to-hand. You also wield an element of magic aligned with your planet of choice and can cast spells using that power. At first you will know only a handful of spells, but with time you will grow stronger and more flexible until you gain complete mastery over your element.

92. The Magic of Monsters (600 CP) (Niplheim's Hunter)

◦ Before your kind wore the shapes they do today many of them were powerful magicians who sought to part ways with their mortal shells. In their hubris most of them wound up assuming forms of limited intelligence or magical ability. Not you. You possess immense magical power capable of great feats like the shaping of the Lust Brands and the creation of whole new breeds of demonic beasts. While you must re-learn all that your magic is capable of, given time and training you might

even become capable of interfering with the very fabric of time itself.

93. Weapon Reforging (800CP) (Queens Blade)

◦ You may reforge any weapon once and only once using this ability. However doing so will marginally increase its abilities and give it a new one. You cannot pick said ability but it'll compliment your own powers well. Any pieces added or replaced on your weapon will be raised to the overall quality of it.

94. Perverted Mage (900CP) (Pokegirls)

◦ You have completed the graduation requirements of the Vale Magical Academy. This includes passing Basic Attack Spells, Basic Defense Spells, and Basic Healing Spells. You have also mastered the Sex and Magic II course which will allow you to quickly master spells of a sexual nature and are exceptionally skilled in perverting regular spells to a sexual purpose. You're able to come up with perverted copies of spells that you already know or have a copy of in a matter of minutes. Finally, you have succeeded in the final test for three of the Master Courses. The courses are Potions, Attack Spells, Defensive Spells, Summoning Spells, Illusion Spells, Necromantic Spells, Transmutation Spells, Conjuration Spells, Divining Spells, Healing Spells, Enchantment, Plant Studies, and Pokegirl Studies. You may pay 100 cp to have passed the Master's test for additional courses. For an additional 300 cp you have passed all of the tests.

95. Magic Knight 1000CP(400+600 CP) (Erona)

◦ Corvia's famed defenders, the magic knights have kept Corvia safe for 700 years against all who would seek to do it harm. Now you too have joined their illustrious ranks and have the training to correspond with your status. First, you have trained your body to peak human fitness, with a sword and armor feeling light and physical exertion being easy. Second, you have gained the ability to wield the power of magic, giving you access to many useful abilities.

◦ Knight Prodigy (600 CP, Discount Human Requires Magic Knight): (Erona)

◦ You stand as an exemplar to what it means to be a Knight. Your magical resistance is so high that all but the most powerful spells or curses have little effect on you, and you can easily strike down beings as tough as orcs with a single sword stroke. Your magical ability is off the charts as well, easily learning a large variety of spells whether it be in healing, attack or just to enhance your already impressive physical capabilities.

96. Magical Arts 1300cp (300+300+300+400 CP) (Kuroinu)

◦ Magic is a rather rare talent, possessed by only a few noticeable people such as the Black Queen Olga, the priestess Kaguya, Volt's henchmen Keanne and of course yourself.

◦ Those with Kuroinu alignment gain access to Keanne's particular brand of skills. Whether it be creating magic sealing collars, an elixir that makes a woman's mouth incredibly sensitive, modifying monsters/humans to greater (sexual) heights,

or even creating a spell that allows you to command those under its power to follow your exact commands, emphasis on exact. Your powers aren't just sexual either as you also can create a powerful barrier that greatly weaken a mage and disables their magic.

- Those with the Seven Shields Alliance on the other hand will find a much more noble form of magic. Empowering your allies to stand strong and match the beastmen and orcs in strength while standing up to juggernauts such as the ogres with much greater strength. You can also heal their wounds, at low power allowing those affected to recover from minor wounds much faster from battle damage, and at max power regenerating even lost limbs in seconds, although such powerful healing magic would take a lot out of you.
- Or rejecting both you could always gain powerful dark magic instead, while you are no Queen Olga, you would still have noticeable skill. Dark magic includes things such as raising the dead to act as minions, directly lashing out at foes with your magical power and Queen Olga was able to make the lands around her Black Citadel inhospitable to all but the most stalwart of creatures to deter and weaken her enemies.
- If you happened to buy Voice of God then in addition to your chosen magic you also have learned Kaguya's ability to craft magical talismans. While these magical creations don't pack the punch that someone like Olga would have as a mage they still can be used to weaken or even kill those hit with them and you can even give them out to your followers for them to use in a pinch. If you are ever desperate you could always craft a talisman placed on your own body that kills anyone who has sex with you, but a strong enough constitution such as an ogre can always...pierce that protection.
- Voice of God (400 CP Discount Seven Shields Alliance): Perhaps you lead another band of religious warriors similar to Kaguya, are a high ranking member of the church around Celestine, or are simply just some random cult leader that is aligned with the Seven Shield's Alliance. No matter the case you hold great sway over the religious. The power of this perk is three fold. First you seem to exclude a voice that speaks with god's Authority and if the god you worship actually exists then you have the ability to speak with them directly or at the very least know what they wish for you to do in a situation. As an added bonus you also seem to have gained the Priestess's God's ability to communicate with workshippers. Whether God is an actually divinity or just a mage pretending to be one like Shamhaza claims, his power could still serve you well if you ever wanted to found a religion of your own or wanted to inspire those that follow you.

97. Winger Energy (Free/100/400/600+600=1700 cp) (Winger's World)

- Winger energy can be found in the milk, semen and vaginal fluids of the person generating it. Which, by the way, you now do. This gives several benefits, besides being a living battery. Most noticable is the growth. The more winger energy you have, the more your body will grow to accommodate. The more energy a person contains, the hornier they get. Usually in the breasts, testicles and cock. Note this growth isn't permanent and shrinkage will occur as the energy is drained. Which can be done by draining the fluids. More energy is generated over time. By filling a person with a large amount of your fluids, you can jumpstart their own

production of Winger energy. If you do the same to an animal, they will transform into a furry/anthro. Note that you can choose not to infect them with winger energy. You can also absorb energy from winger tainted fluids. Note that the energy transferred/absorbed is around 1 out of 10 used. This perk is free while in jump, but you must pay 100 cp to keep after.

◦ For 400 CP, not only can you infuse someone with Winger energy, but you can pass on your origin from this jump, as well as the 100 CP perk from that origin. As well, your energy transfer/absorption ratio becomes 1/5.

◦ For 600 CP, you can not only do the 400 CP abilities, but you can pass on any other biological perks you have. At first, they will be 1/100th of the power you have. But the more you stuff them with your cum, the close the perk will become to its original power. As well, your energy transfer/absorption ratio becomes ½

◦ Unlimited power (600 CP): Congratulations. You have no limit to how much Winger Energy your body can store. You will never have to worry about becoming a level 5 or 6, with sexual organs too big to move. How is this even possible? This should not be physically possible. You are not physically possible!

98. Magic (2100, F-rank free with Natural Aptitude): 300cp per rank(G, F, E, D, C, B, A, S.) (eratohoK)

◦ Magic is a broad grouping of supernatural powers that improves both Fighting and Defence simultaneously as much as the sum of its parts in battle as a mage can provide tremendous support on their own. A G ranked mage is incapable of using magic at all.

8. Magi-Tech

1. Research (100cp) (Rance 02)

◦ Magic, a force that works over completely different laws than the normal physics of the world. You know the value of it, but are also aware of the wonders in technology. As such you, in secret from the rest of students, have been advancing in the research of mixing the advancing technology and magic. Learning the best ways to fuse both to create something more powerful.

2. Bio-Magic Research (400 CP) (Monster Girl Quest)

◦ The power of mamano in this world is truly devastating. You have seen it yourself as individual monsters can destroy entire towns with ease. They called you a fool for trying to dive into the abyss of dark power that lies inside their complex, magically strengthened genomes; you have proved them very wrong. Your analysis of magically strengthened clusters of dna structures have given you the knowledge to clone biological Monsters, even incorporeal ones such as ghosts, specifically by developing their bodies in a vat. More powerful bodies and species require exponentially longer times to develop, with monsters such as the full power Lilith and Lilim or the Guardians of the Directions taking up to five years, however,

innovations, practice, and existing infrastructure can reduce this time. Furthermore in order to clone such creatures you need a DNA sample. These monsters can be given monster behavior or monster girl behavior depending on what you wish for at the time of cloning. A monster girl will have personality influenced by the species of which they are derived. They are not inherently loyal to you so befriending them would be helpful, though they will start with a positive disposition toward you. If you have this perk and Artificial Life-Form Development, all Monster Girl's created using either perk can be given Heat of the Moment, Trained Endurance, and Sexual Weapon.

3. Sufficient Enough (600 CP) (Winger's World)

◦ Magic. Tech. Same thing. It's all in how you explain it. You can now take any magic, and boil it down to the point that you can reproduce it as technology. You can also take any form of technology, and make it into an easily accessible form of magic.

9. Miscellaneous

1. Analyst (100 CP) (Monster Girl Quest)

◦ You have an uncanny ability to decrypt code from years of scavenging through ruins. Whether that be genetic code, cryptography, digital code or riddles. This doesn't make you any better at understanding what the genetic code or digital code does nor does it help you encrypt things. However, you can learn such things much quicker than others.

2. Multitasking (100CP) (Trials in the Tainted Space)

◦ You've got a gift for doing several things at once, and not losing efficiency in any of them. You could be puzzling over an algorithm, cooking a difficult dish, and composing a song, all at the same time. You could even control multiple computer programs at once, like drone control programs.

3. The More the Merrier (100 CP) (Generic Hentai World)

◦ If sex with one person is fun then sex with two or three people must be that much better, right? You'd think so but it's a lot harder to pleasure several girls simultaneously than the doujins make it look. Not for you though! This perk enhances your ability to multitask, allowing you to run multiple trains of thought or action simultaneously with no loss of performance. Eating out one girl, fingering two others and fucking a fourth all while hitting four different sets of paces and erogenous zones is no more difficult than doing it for one girl. Add in extra limbs or superpowers and you can get really nuts with this. Ever wanted to fuck a dozen girls with a dozen dildos? Get yourself some telekinesis and try it out!

4. When you Stare into the Abyss... (100CP) (Evening Starter)

◦ A neophyte in the arts of the occult, you have basic knowledge in legends, myths, and lore in the occult. If there is a book about the occult, you know about it, even if you don't know all of its contents. This gives you the knowledge to do alchemy and magic — but knowledge doesn't necessitate ability.

5. Certified Chef (200CP) (Omega Labyrinth Life)

◦ The old saying is that 'armies do not march on empty stomachs,' or some such. Most heroes or heroines work the same way, whether they realize that or not. You're better than most at abating this problem, as anything you prepare not only fills people up far more than it otherwise should, but also confers a twenty percent buff to a single statistic designated when you prepare the meal: like strength, magic, etc.

6. Torturous Testing (200 CP) (Monster Girl Quest)

◦ Having test subjects that can't give feedback about your opus magnus because they are screaming because of it does not help the scientific process. Or can it? You can accurately deduce the exact level of effectiveness your creations have when inflicted upon others. This includes working on such creations that evolve without your input meaning that you can determine their effectiveness before even being put to use. However, when applied you can get much more data, more ideas on how to improve. Merely having one person locked up and being drained by your inventions on a daily basis can provide inspiration to you even when not supervising the process, this alone increases your research speed by fifty percent, allowing you to make innovations much faster. All that you need is an AI or assistant watching the proceedings and you can gain the benefits of enhanced scientific progress. This does have diminishing returns however. Additionally this only works for the current type of the device you are testing. Getting someone drained by an android designed for sex will let you gain progress in improving it, but not so when making weapons. To gain such a boost to development in that area you would need to expose someone to such weapons instead.

7. Parasite Possession (300CP) (Taimanin)

◦ You've learned how to create a special parasitic tumor made out of your own cells that is home to part of your soul and can be used to store your consciousness. When implanted into a person it allows you to control their body remotely or possess them if you've moved your consciousness to the tumor. When moved to the tumor you gain the ability to freely create more cells from raw materials and manipulate the structure of those cells and control them. Want to create a tentacle monster and molest schoolgirls on the subway? You can do that. This also acts as an anchor so in case your main body gets destroyed your consciousness will immediately move here allowing you to regenerate your body.

8. Stronger Tomorrow (300CP)(Generic Hentai Magical Girl)

◦ Power here is a bit odd, but as a general rule the more combat experience you get, the faster you get more power. I could lay out a whole system for you, but instead I'll just boil it down to this. Do something impressive, get a power boost. I don't mean 'Impressive' like get a perfect score on a test, or win some sports competition. I mean go solo against a monster that it was supposed to take your whole team to fight for a few minutes, successfully, and get weeks if not months of growth out of those few minutes. Just... try not to die or get fucked, please?

9. Tricky Hands (400CP) (Generic Hentai Fantasy)

◦ You are skilled with your hands able to move them with perfect precision. This lends aid to such skills as legerdemain, picking pockets, opening locks, medical treatment, torture, massage, or even sexual stimulation using the hands. The perfect ability to allow you to get at any information you might be looking for.

10. Augmenter (600CP) (Omega Labyrinth Life)

◦ Weapons can break or be lost, “armor” can be broken or outgrown. The life-giving flesh? It’s always there, and you know how to make this flesh stronger. In-Jump, you can use ‘Nectar’ produced by the flowers of the Grand Garden to bestow permanent boosts to both passive skills and static parameters. These boosts will start suffering diminishing returns after around thirty ‘levels,’ but will never become otherwise worthless. Oh, and the nectar is applied via massage. Lewd, climax-inducing, squirt-inducing massage. Post-Jump, you can use simple magic, in liquid form, at slightly less efficacy.

11. Bad Biology (200CP) (Generic Hentai Fantasy)

◦ In a blatant violation of biology, you can temporarily force either your own or another person's body into doing something that it really shouldn't. Something like being able to breathe while deepthroating, or stick a dick into some nipples. Perhaps you stick a way too large dick into a too small vagina. These changes aren't permanent, and once you're done, the affected area will go back to normal. Oh, and the ability is easier to use the more aroused you and/or your partner are.
◦

12. Permanent Remodeling (400CP) (Generic Hentai Fantasy)

◦ In the continuing violation of biology - seriously, just get a room already - your various crimes will now stick around after making them. Be it with magic, drugs, or the Bad Biology perk, they can't be removed or undone unless you want them to be. You can put it on a metaphorical timer, but it won't naturally fade away anymore.

13. Battle Harem (600 CP) (Generic Hentai World)

◦ Jumpers inevitably face many challenges during the course of their chains, and anyone who hopes to join them on their journey needs to be able to keep up

and contribute something to both their spouse and their harem sisters. By pooling their efforts with either each other or with you, the members of your harem can achieve results much greater than the sum of their separate abilities. Two warriors creating a combo attack will strike with significantly more power than either could alone, a hacker and thief working together could crack hardened security systems with ease, and a scientist and wizard could create revolutionary magitech together. The effects of this perk scale with the number of teammates contributing to a single effort but is capped by the teamwork of all involved participants. Woe to the enemy stupid enough to draw the ire of your entire harem at once.

14. Flirt With Everything (600CP) (Generic Hentai Modern)

◦ Are people not enough for you? Do you want to fuck more exotic things, just for the hell of it and to say you did? Well, I can help with that. Once a month, you can designate an object, animal, plant, location, basically anything, and have it generate a physical avatar that you can sleep with. The personality and body is based on what you choose, so your sword will probably be loyal to you, but a lake wouldn't be.

15. Genius Loci (600CP)(Generic Hentai Occult)

◦ Not so much an item as a physical location, but nevermind that. You now possess a single location where your will is... Not quite absolute, but they'd have to be hundreds of times more powerful to ignore it. Simply put, you can set rules for this area. No clothes, complimentary blowjobs, free groping, that kind of stuff. As a succubus, it should be fairly easy to set up the rules, but if you were to possess some sort of artifact with mind powers... Well, you'd have even more freedom to play with people. Comes with a nice mansion by default, but you can connect it to another property if you like.

16. Knowledge is Power (600CP) (Trials in the Tainted Space)

◦ In the galaxy, it is agreed that the more advanced a piece of gear is, the better it is. Occasionally, primitives can fight back with old slug throwers and swords, but the person with the best and most advanced gear usually has an advantage. You are a noteworthy example of that idea. The more advanced your gear is, the bigger the boost to the skill you can use it with, even if you just picked it off the limp body of an enemy. If you made your gear, and you've included advanced technology in it's construction, then you'll find your gear performing even better than it should. The more advanced the knowledge required to make your gear, the greater the boost to its effectiveness. This applies to anything built requiring great knowledge, so it's not just technology that benefits from this. Lastly, both effects will work on items bought with CP anywhere, as if you had made them yourself.

17. Lore of the Forbidden Arts (600CP) (Evening Starter)

◦ Now, some would think this is something a Cultist would like to have. In

actuality, a Cultist can be kind of an idiot with rituals and stuff. More often than not, they try to accomplish great things without all the information in their possession. A Witch sometimes finds it necessary to delve into Forbidden Lore in order to counter these cultists. You gain an encyclopedic knowledge of lore that's forbidden for its extreme depravity or just because it plain makes people insane. This comes with resistance to insanity-inducing knowledge to stay sane from some sick shit you now know. On the plus side, you now can counter most of these depraved rituals. Or, if you prefer, you can cast some of these dark rituals yourself.

18. Multiplicity (600CP)(Generic Hentai Fantasy)

◦ Having lots of spouses to keep pleased means lots of effort or having the ability to be in multiple places at once. You have learned an ancient ninja technique that allows you to form physical copies of yourself using your mystical energies. While they are technically capable of anything you are, they are ludicrously fragile, and they obviously cannot make more of themselves. That said, if you were female it could carry a child to term if kept very safe. However, due to the nature of creating these clones, you natural reserves will take a severe hit for every clone you make, and will stay dropped until the clone is destroyed.

19. Teamwork Makes the Dream Work (600 CP) (Milk Hunters)

◦ As previously mentioned, Cure Black and Cure White need to be together to transform into their Pretty Cure forms. On top of that, they can combine their attacks to make them more powerful than what they could accomplish on their own, and their strength is related to the strength of their bond to each other. Now, you too can harness the power of friendship! When you combine your powers with those of a friend or lover the result is vastly stronger than what either of you could have accomplished alone, and this boost continues to grow as you get closer, without any limit aside from the strength of your bond. On the other hand, if your relationship deteriorates, your powers will wither, as well, potentially losing the entire bonus.

◦ Since this is a hentai universe, your sexual "power" is boosted, as well, allowing you and your partners to grow in sexual stamina, skill, and so on.

20. Uncapped (600cp) (Rance 03)

◦ Everyone in the Planner Scenario possess a Level Cap, a limit to how strong one can become. So far the only exceptions have been the Demon King (as part of their skillset) and a bug in the system named Rance. Or at least it was like that. Now you also possess this trait. Making impossible to know how strong you can get with enough time, training and battles. Be careful, flaunting it around could potentially attract the attention of some bored beings in search for interesting people.

10. Resources

1. Drug Collection (50CP) (Taimanin)

- A collection of various drugs both mundane and demonic to help you conquer your prey. Includes many different types of aphrodisiacs that take the forms of oils, pills, liquid, and an incense that only works on women. Also includes drugs to induce impotence if you feel like using them on husbands and boyfriends of your victims.

2. Fluid Resistant Lab Coat (50CP) (Taimanin)

- In this line of work, you're going to get splattered by a lot of bodily fluids. This coat will resist all but the most hazardous fluids leaving you squeaky clean.

3. Additional MicroBots (100CP) (Trials in the Tainted Space)

- Why should only you benefit from having Microsurgeons? If you feel like sharing the benefits of your high quality Microsurgeons, take this, and you'll gain a replenishing supply of additional doses of the microbots. Anyone with these will also benefit from enhanced health, and if they encounter the right stimuli, can also induce transformations. If you have a Database of TFs, all Microbots can link to it, and provide data on transformations undertaken. They can then use those recorded transformations from the Database to cause them at will.

4. Beat Stick Actual (100 CP) (Monster Hunter XXX)

- The trusty hammer every craftsman in the world relies on. Not only is it capable of forging and modifying Hunter weaponry in flagrantly absurd timeframes, it also has a potent defensive measure built in. One bash to the head and a Monster is dazed and confused for ten seconds, giving you ample opportunity to beat feet out of there. This measure works once per day, per Monster.

5. Copious Contraceptives (100CP) (Command and Conquer 3)

- As a Commander it is your duty to manage your soldiers and ensure no accidents occur. You will never be caught without protective equipment.

6. Forge Gear (100 CP) (Niplheim's Hunter)

- What kind of blacksmith would you be without your tools? You've got a full set of gear for crafting items and working with any materials you might get your hands on, even the really exotic stuff like diamonds and meteoric iron. Some of this stuff can be used as weapons in a pinch, but I wouldn't recommend it.

7. Medical Tools (100CP) (Taimanin)

◦ Scalpels, blood packs, gauss, bone saw, etc. You've got yourself a nice little surgical starter pack full of quality medical tools and materials, with refilling sources of medical resources.

8. Miracle Light (100 CP) (Milk Hunters)

◦ In the movies these little wands transform people's feelings into power for the Precures, generating deus ex machina transformations and new powers and such. This one all by itself can't do that, but it can broadcast your feelings to people you care about, letting them feel the sincerity of your thoughts for themselves.

9. Monster Tail (100 CP) (Monster Girl Quest)

◦ Did you know that Monster Girls can detach their tails and regrow them without harm? They apparently make good gifts, are decent crafting materials, helpful reagents and carriers of Monster Girl DNA. You get a supply of ten tails of five different types of Monster Girl. This supply replenishes when all of one type of tail are used to craft something or are lost.

10. Non-Standard Use (100CP) (Omega Labyrinth Life)

◦ Even in an obscenely wealthy school like La Belles Fleur, sometimes you don't have exactly what you need to do what you are supposed to do. How fortunate that you have acquired a talent for improvising usage out of things well outside of their intended purpose. Like, using a jelly donut and a book to catch vermin in a garden... or using... possibly sexual fluids to nourish flowers well beyond normal water.

11. Raiden Power Armor (100CP) (Taimanin)

◦ A set of advanced power armor crafted through a combination of human and demon technology. Capable of going toe to toe with most demons and taimanins. Wields a machine gun, rocket launcher and a pair of arm blades. Improves over time with your own power level and access to higher technologies or magics. It is also unusually thorough in its protections, with limited protection from any possible threat or issue.

12. Required Reading (100 CP) (Generic BDSM)

◦ A bookshelf that holds a number of books concerning bondage and BDSM. In addition to signed copies of 'The Training of O' and 'Sunstone' there are also a number of print anthologies that contain bondage fiction that has never been printed in a book, but was only ever published to one website or another. Whatever the book or story is, as long as it has BDSM as a major theme, you can find it on this shelf.

13. Portable Computer (100CP)(Bio-Weapon Quest)

Virus equips its agents with only the best technology, as expected of an evil scientific organisation. This is a wearable or portable computer, in the form of a ring, wristband, small tablet or other compact item. It has a holographic display and gesture-recognition, making for an excellent way to control linked devices discreetly as well as conduct research or run simulations.

14. Stefrility Pills. (100CP) (Generic Hentai Modern)

Condoms, birth control, morning after pills, who needs them? They're a hassle, that's what they are. Which is why I got you these, the Stefrility Pills. That's a portmanteau of 'sterility' and 'fertility'. Grey pill leaves you sterile, white one makes you fertile again. Creampie all you want, ain't nobody who had one of these getting pregnant. Until they take the other one, that is.

15. Tattoo Kit (100CP) (eratohoK)

You have a tattoo kit with an unlimited supply of ink, as well as a kit that quickly removes unwanted tattoos. Now you can put offensive, lewd, degrading, or just artistic patterns on anyone's skin. Comes with the ability and knowledge to actually make tattoo art.

16. Trusty Staff (100 CP) (Lewd Magic Isekai)

What self-respecting wizard goes anywhere without his staff in hand? ...no, his other staff. The one that shoots fireballs. This is a pretty standard wooden staff, carved from oak or some other type of wood that channels magic easily, and it gives a small but noticeable boost to any spells cast through it. It may look rather plain at first glance but as you level up its appearance will evolve with you, though it doesn't grow in strength unless you put some extra work into reinforcing its enchantments. If you'd rather have a wand or an athame or a spellbook or something you can turn this item into one of those instead, but regardless of what you pick it can always be summoned to your hand if you're ever parted from it.

17. V-Ko IV Nursedroid (100CP) (Trials in the Tainted Space)

◦ This is a high-end Nursedroid, and can do anything any other Nursedroid can, and some things that are from other robot lines. It has a dedicated database of species and illnesses, which updates for each jump and it can also collect data on encountered pathogens, flora, and fauna, including sapient races, for future study. All of the V-Ko line has internal miniaturized manufacturing for drugs. Your model has an unlocked database, allowing it to produce any drug you need, and can analyze drugs or liquids by consuming them orally for further production. It also has the ability to create and dispense a wide variety of milks from the lactating breasts. The V-Ko IVs have a multi-purpose tail called a JoyCord that also lets them recharge, dispense dermal-penetrating aerosol blasts, and equip a wide variety of equipment on the end, including their own vaginas, a penis model, and other

medical equipment. The tail has the ability to drain the internal battery in order to emit an electrical blast. In addition to dispensing drugs from the tail, they can also be applied via the lips or hands of the unit, or liquid forms dispensed via lactation. Physically, the IVs have synthetically lubricating vaginas that can be removed and used externally of the unit, and assholes. They can inflate or deflate their chest or ass regions as needed. This particular unit has the ability to store semen in their liquid storage tanks, and convert it to a safe, nutrient-rich sludge. Personality wise, this VI is intended to be sensual, and this particular model has been equipped with a non-standard pleasure-reward program that lets it feel the digital approximation of orgasm in organics.

18. Arcane Tome (200 CP) (Niplheim's Hunter)

◦ Well this is an interesting find. It looks like an old spellbook once owned by a former magician. The owner is no longer among the living and the writing is all in some kind of coded language, but if you put the effort in to decode it you might find yourself learning some basic spells along the way. Basically, this book is a magic tutor, with a special focus on lewd spells. The lust brand isn't listed among the spells here but many spells that are much more basic and easy to use can be found within its pages.

19. Archive Artifact (200CP) (Taimanin)

◦ A comprehensive collection of knowledge of the Taimanin verse, this artifact contains everything from magic, to technology and magic-tech, to accurate historical records and even a supply of entertainment (mostly porn) added recently. Basically it is a copy of the world's internet, with a few extra sources added in. Specifically, the archive does not contain EVERYTHING however, instead it contains the complete basics of a topic, a broad range of more complex information and a few critical records of advanced topics. Just enough to let you develop things on your own. It updates in future worlds.

20. Alchemy Kit (200 CP) (Lewd Magic Isekai)

◦ A basic alchemy kit containing everything needed for brewing potions and poisons (except ingredients), this useful set of gear is a magician's best friend whether you're looking to make aphrodisiacs or mana potions. Aside from the usual mortar and pestle and so on that you could find in any marketplace this kit comes with a few useful features like enchanted glass vials durable enough that they won't break in a fight unless you deliberately throw them, as well as a belt or bandolier with space to hold those vials for easy access. When one vial is expended another from your inventory of the same type takes its place.

21. Alchemy Kit (200 CP) (Slave Maker 3)

◦ Exactly what it sounds like. A mortar and pestle, a scale, a cauldron, and so on. Everything that you need to make the various potions and drugs from this world. After the jump ends, it will also come with a small amount of common ingredients,

allowing you to make two or three potions per week. The ingredients replenish weekly, and you will sometimes receive the ingredients for a more rare potion or drug.

22. 200 cp - ‘Banana Cream’ (Generic Hentai Modern)

◦ I’m not entirely sure why you would ever need this, but you now have a daily supply of a dozen gallons of your own cum. It’s not sterile though, so if you want to impregnate someone you’ll have to do it the old fashioned way. On the other hand, if you had something like a flavor, or addictive cum... How’s your cooking? Ever felt like opening a bakery?

23. Blind Spot (200CP) (Generic Hentai Magical Girl)

◦ A small white crystal that emits a particular psychic signal. Move it close to a Shoujo’s transformation trinket and it will start blocking her ability to perceive certain things. Of a lewd nature, obviously. You could trick her into performing a sex act for you, or you could just enjoy her sudden lack of nudity taboo in your presence.

24. Harmless Extraction (200 CP) (Monster Hunter XXX)

◦ I cannot stress enough that this world literally runs on Monsters. Which is perfectly fine, right up until you realize that it involves killing those cute girls for their parts. Luckily for you you’ve developed a neat trick for getting what you need to build with, while also doing no harm at all. Three times a day per Monster you can “carve” and get appropriate materials... but never Gems. And, don’t be surprised if you somehow manage to “extract” three tails at once from a Monster that only has one. This world can be weird like that. Post-Jump you can do the same with any living creature.

25. Human Restructuring Chamber (200CP) (Taimanin)

◦ Combining both human and demon medical technology this facility is capable of enhancing subjects to become better sex slaves. The subject is interned within a chamber filled with specialized chemicals and has demonic biotech tentacles inserted into their orifices so food, air and medicine can enter the body while it is submerged. During a period of seven days the subject has their body and instincts remodeled. Once the treatment is finished the subject now feels pleasure instead of pain in addition to having their entire body become one giant erogenous zone and their sensitivity to touch heightened by a 1000%. Subjects also no longer have a gag reflex, their anus and vagina have been restructured to be both tighter and capable of handling larger insertions, their digestive system enhanced to produce less waste, and their body is generally tougher allowing them to be fucked for long periods of time with little damage. You may dial the effects of different alterations up, down and off as needed.

26. Magical Back-up Battery (200CP) (Evening Starter)

◦ A specialized device used to restore magical power quickly. While seemingly mundane, it is a highly specialized tool that works with both Witches and Sorcery Emulators. It's a rechargeable pool of magical energy that is great in an emergency. It can do this twice before needing to be recharged. However, it must be recharged via biochemical reactions. The catalyst for such reactions is blood or semen, the fresher the source, the more potent the reaction. Blood from transfusion bags seems to ruin the effect and frozen semen is very inefficient. This can be purchased three times with the second being further discounted (100 or 50) and the third being free.

27. Material Maiden (200 CP) (Monster Girl Quest)

◦ How are you going to perform experiments without the proper materials? This is simply unacceptable! With your advanced experience in gathering field data you have managed to hypothesize, with palpable accuracy, on where to find the materials necessary for your experiment in the world you are currently in. While this won't give you the exact materials you need if they don't exist in your current universe, you will find a substitute of similar qualities and can specify certain criteria or properties. Say for example you are looking for a sizable sample of kingsbane leaves to synthesize a poison for your newest chimera. You now have a decent idea on where to find it, however the rarer the item is, the harder it is to find of course, with the prediction becoming less and less accurate but still useful.

28. Medical Supplies (200 GP) (Kamikaze Kommittee Ouka)

◦ So, you're the school nurse and have an entire office with medical supplies. Awesome, isn't it. Want to take those supplies with you on future jumps? Or maybe you want some extra to sell on the side. Well, we have this lovely mobile cabinet made of aluminum with some freezer space built-in. Within the confines of this cabinet, you will find medical tools, supplies, and medicines for any occasion. No surgery equipment though, go to a hospital, you idiot. Anyway, the medicines and supplies will restock a day after usage. Any tools that are lost are replaced the next day.

29. Milker (200 CP) (Winger's World)

◦ A special machine meant to milk the sexual fluids from the body. A tube for the dick, a pair of cups for the breast, and an extra absorbent dildo for the vagina. Capable of handling liters per second of fluid. As a bonus, the containers in the pumps are the perfect size to fit in a Winger Generator.

30. Nulberries (200 CP) (Monster Hunter XXX)

◦ So, hey, a lot of these Monsters can inflict various 'blights' upon you with the elements at their disposal. And mid-coitus, in the heat of passion, there's no guarantee that they'll be able to control themselves. Take Vaal Hazak for instance,

she's leaking effluvium constantly, or Kirin, whom sheaths itself in Thunder- element for protection. As getting your vitality cut in half, or partially paralyzed would be a massive hindrance to your love-making, these berries nullify and prevent these 'blights' for one hour at a time. You get ten per day, and post-Jump they will cure any "suffered" ailment. So Poison, Fear, etc. But not diseases.

31. Sapphic Power Tabs (200CP) (Bio-Weapon Quest)

◦ A packet of little red squares, each one a hit of Sapphic energy and power. A true Heart Warrior wouldn't need these, but for everyone else, these are the only way to gain a Heart Warrior's powers. Working in the same way as LSD-soaked blotter paper, the little tabs are put on the tongue, granting some basic powers for a short time. Continued use allows someone to permanently gain the powers, but it's stronger when a hit is taken. There are enough tabs in this packet for one dose every day for a week, and they replenish weekly.

32. Scanner (200CP)(Generic Lewd Sci-Fi)

◦ A visor that can be fitted to your space suit's helmet or worn like goggles. It has many different modes, like telescopic vision, night-vision, heat vision, and X-ray. As well as letting you peek through people's clothes, it can actively scan things and people and analyse and record their life-signs, composition and energy. It has quite a long range, able to match traces to something in its database from miles away.

33. Skunk Buster Brand Contraceptives (200 CP) (Winger's World)

◦ A lifetime supply of the number 1 brand in contraceptives. From condoms to diaphragms. Everything to make sure that sex is safe. These contraceptives are guaranteed 100% successful. No more worrying about holes in the diaphragm. These condoms won't burst no matter how much fluid is pumped into them. Watch us stretch one over this grain silo!

34. Spectral Syringe (200 CP) (Monster Girl Quest)

◦ Incorporeality is no excuse for failing to carry out science. With this you can now take DNA samples of incorporeal creatures such as ghosts or angels. You can even take a sample from a murdered corpse and compare samples you possess. This Syringe can carry one hundred samples before the data needs to be uploaded into another computer or hard drive. Comes with a built in usb port and forensics computer. This item can't be lost or stolen and will reappear in your warehouse if it is destroyed, containing all the DNA samples you had recorded before it was destroyed.

35. Subspace Pocket (200CP) (Generic Hentai Magical Girl)

◦ A magical pocket dimension that contains up to 15 outfits of clothing or

armor that can be swapped with whatever you are currently wearing instantly upon recital of a command phrase, traditionally something about love and justice. Also provides a walk in closet attachment to the warehouse that allows for manual swapping of the outfits.

36. Sukebe Blueprints (400CP) (Pokegirls)

◦ You have a thumb drive filled with a bunch of Blueprints for a decent amount of Sukebe's technology, everything from pokeballs to genetic modification devices.

37. TF Database (200CP) (Trials in the Tainted Space)

◦ You've got a database of genetic and biological information for all the known sapient races prior to the start of the 14th Planet Rush. More importantly for a Jumper is that this Database can link up with any Microsurgeons, including the ones you can automatically get for free here. The Database records any forms and transformations that anyone with those microsurgeons has, and would let you use your microsurgeons to cause any transformation you desire, even if it's just to an original form. This causes no Taint and won't lower any of your physical or mental abilities that aren't racial-based, and can be used to alt-form mix. This database can be loaded up into any computer or similar device. You could even use the biological data in other ways, assuming you have the resources and means to benefit from such data.

38. The Kal'Sutara (200 CP) (A Change In Tactics)

◦ Kal'Sutara: The Complete Guide to Lovemaking is a lavishly illustrated tome packed from cover to cover with everything there is to know about sex and eroticism, from the most basic mechanics to the specifics of individual fetishes to philosophical ruminations on the nature of love and desire. Even an innocent virgin could learn to pleasure her partners with a degree of borrowed skill after reading this book, while experienced lovers will find new tricks with each re-read. In particular, several chapters are devoted to the use of magic for erotic purposes, and a novice mage could use this book as a manual to train themselves to become an expert in perverse spellcraft. The book updates itself in future jumps, adding new chapters to cover new subject material such as exotic races and new forms of magic to exploit.

39. Witchcraft Book (200CP) (eratohoK)

◦ This book lets you teach someone how to use magic, from enhancing their battle abilities to summoning or turning into a tentacle monster during sex. It's rather easy, as well, needing only a once-readover to turn someone from a mere mundane person into a capable witch, blessing them with the equivalent of an F-rank in Magic (see the Attributes section later). It has no effect on anyone who already possesses skill in magic.

40. Cybernetic Implants (300CP) (Taimanin)

◦ As a cyborg you have been enhanced with the partial replacement and redesign of your skeleton and muscular system, improving your strength, speed, toughness and stamina far beyond human limits. Your central nervous system has been similarly altered to improve reaction time and thinking speed, along with a direct neural interface to control your systems. Any supernatural abilities are further channeled and regulated through a special implant which powers your internal cybernetics and self-repair systems, which are capable of repairing, regenerating and adjusting both your organic and cybernetic parts. Any other cybernetic enhancements you have previous to this jump are integrated into this, allowing you to power them off your supernatural abilities. Impossible to hack, corrupt or subvert in any manner.

41. Edwin Black's Cells (300CP) (Taimanin)

◦ A cluster of living cells that belong to Edwin Black the primogenitor of vampires. Research and implantation of these could lead to so many interesting enhancements to organisms through the power resting in these cells. But be warned of the drawbacks that arise by implanting them into useful minions, such as them going berserk, or death, or developing cancerous growths, or their body mutating in different ways such as becoming monstrous in appearance or developing a need for sex once a day or they die like the Orcs Kiyruu enhanced. You will eventually find a solution to this problem, although it will take thousands of attempts or years of effort.

42. Philosopher Stone (300CP) (Taimanin)

◦ A magic stone that is filled with limitless demonic energy. Potential uses for it include using it to fuel portals to either hell or alternate worlds or implanting it in a person to give them an immense increase in strength. The sorceress Aishwarya Ray who rules the city of Amidahara has one implanted in her and is the source of her great strength. Can be implanted within yourself or others at the start of the jump, along with an optional seal that contains and hides the stone when inactive or passive. Said seal slowly purifies the holder and guarantees their recovery from spiritual, physical and mental corruption and damage.

43. Pile of Savicite (300CP) (Trials in the Tainted Space)

◦ The local phlebotinum is Savicite. It has a wide variety of uses including starship fuel, is quite valuable to basically everyone, and on a more personal note, it's a mineral with psionic emissions that makes anyone that touches it ready to get down and screw like rabbits. The locals of the planet Uveto fashion the stuff into jewelry and use it to increase their lust and breeding success. The Milodan fashion them into sex toys which, when inserted, really ramp up a person's lust, sexual fluid production and eliminates refractory rate. Anyways, if you sold off this Pile of Savicite, you should be able to net at least 96K credits. If you've sold, converted or used up the Savicite, this Pile regenerates every week.

44. Super Satan Bros (300CP) (Generic Hentai Occult)

◦ Like something straight out of a mario game - or a porn artists rendition of it at least. You don't just have the all around improving Super Mushroom, you have the BDSM based Domshroom and Subshroom, the cow themed Moo-Mooshroom, the robotic Mechashroom, the strength increasing Snu-Snushroom, the shrinking Minishroom, and even the dick granting Cockshroom. And then you have the slightly more odd things, such as the lust increasing Bimbo Flower and the naughty Witch Apple. For an extra 100 cp, you have even more. A bottle of breastmilk creating Booboom Milk, the nectar of shapely legs, the Thicc Shake, the animal girl creating Zoo Amulet, the slick and slimy Slime Potion, and the personality reversing Inverse Mirror. All of these last a good long while, or can be cancelled out on a whim.

45. BAD END Drugs (400CP) (Generic Hentai Magical Girl)

◦ The bad end drug series is a collection of 'vitality boosters', from enhancing male libido to encouraging lactation in women. They are also highly concentrated doses of darkness – or possibly something else, depending on your lore. This is generic after all. However, in addition to their primary effects, the consumer will slowly be bent to your will. After a dozen doses or so, a normal person would be willing to rape the defenders of love and justice on live tv, just because you told them to. As for the defenders themselves, it would take quite a bit more, but you could probably whore them out. Or use them recreationally, it's your darkness they're made from, so you're immune.

46. "Become a Ninja in Only Thirty Days!" (400 CP) (World of Tentacles)

◦ This instruction manual comes in the shape of a book or scroll which describes a month long training regimen. Following this plan while referencing the physical manual allows a student or teacher to learn or teach the equivalent of a three year long period of basic instruction in skills which fall under the themes of a ninja or kunoichi. However any students who benefit from this training will also develop mild behavioural quirks or fetishes such as a habit of forgetting to wear panties while wearing a skirt, a tendency towards voyeurism, or regularly crossdressing 'just to improve my disguise skills'. The manual can only teach supernatural ninja skills if someone with those abilities has annotated the text to include that information, but any such included knowledge can be taught to the student as part of the same 30-day training course. The manual always has a blank page or two available to make such annotations. Unless new information has been added, subsequent uses of the manual will not increase your abilities; however, they will help you to maintain or rebuild your skills far more quickly than normal.

47. Bible Black (400 CP) (Bible Black)

◦ This is probably why you came to this world, Jumper. Well, it probably is if it wasn't for the sex. The actual title of this tome is unknown and it was named by the members of the Rose Cross, a high school occultist club. It was rumored to

originally be owned by the Knights Templar before their destruction. It is also said to be the most comprehensive collection of black magic spells and rituals. An olive green book sealed with a chain that has a hexagrammic medallion, it is written in several languages ranging from Latin to French and even contains passages in Hebrew, Greek, and Gaelic. It also has plenty of standard illustrations of talismans and magic diagrams mixed with even more bizarre illustrations of sexual deviancy between humans and monsters. Your copy has everything written in the language of your choice and is capable of being summoned to you at will through a dark portal. With this grimoire in your hand, you have instant knowledge of all black magic and rituals, if you don't have the perk Black and White. With the perk, your ability with those spells increases exponentially with the Bible Black in your hands. If the Bible Black were to ever be destroyed, you may access it from your summoning ability after a twenty-four hour period. With enough study (say fifty years), you may even gain the ability to cast the Raising Dead Spell within its pages. This is the only method of actually learning this spell and it will allow you to revive a single non-companion once a Jump. If your Companions study this tome, it will allow them to revive you once a Jump, but only if they are sufficiently powerful.

48. Do It Yourself Kit (400CP) (Generic Hentai Occult)

◦ All these mysterious apps, these old books and new pamphlets, all these items of power. Did you ever wonder where they were coming from? Well, the answer is now you. This box is nothing more than a mishmash of magic, science, and troll logic, but the things contained within hold potential. Instructions for certain chemical formulas, a subliminal messaging program, rituals on binding spirits to objects or borrowing power from a devil. However, this is more akin to research notes than instructions, and more a box of parts than a useable item. A significant investment of time, effort, money, and probably your own blood and tears will be necessary, but in theory you could make almost anything. A sign that forbids clothes, a dating site that encourages gangbangs, a restaurant menu that offers blowjobs, all you need is time and effort.

49. Focus Gem (400CP) (Rance 02)

◦ What's a mage without his wand? Sure, a piece of wood is a little old fashioned, and what matters is the power inside. This is a foci in whatever form you wish (default to a small ruby) when you cast spells with it, the mana cost of the spell is halved. If you wish, you can import something else into this role.

50. Hentainomicon (400CP)(Pokegirls)

◦ This book is the ultimate in pokegirl-related knowledge. Supposedly written by Sukebe himself, it contains information that'd make even the lowliest Tamer into a Harem Master of unsurpassed skill. There are legends purporting that instead of making it, Sukebe dreamed of the book and when he awoke, it was in bed with him. The book supposedly has a detailed illustration and description of every pokegirl, even new ones that have sprung up over the years. It details their likes, dislikes, how best to tame them, etc. It also has information on virtually all pokegirl-related

items, including but not limited to creation, maintenance, and even destruction. All of this, however, just scratches the surface of what it contains. Everything from sexual techniques to erotic dress is covered. People who've discovered the book have reported wildly different findings from reading its pages. Normally despite how obviously valuable it is, the book seems hard to keep hold of. Even locking it away in the depths of the Crimson League's Magic Guild didn't stop it from reappearing elsewhere. The Hentainomicon could turn up anywhere, at anytime. You on the other hand have no trouble keeping your copy as if it is lost it will reappear in your warehouse the next day.

51. Hirara Ore (400cp) (Rance 03)

◦ Strong as steel, but more flexible, also comes in various colors. Extremely accepting of enchantments when used in weapons or armor. You get a big deposit full of hirara ore to do as you please. I suggest for you to craft some items with it or sell it at a good price. As a bonus, you get a new bundle of the material every month.

52. Magic Detection System (400CP)(Generic Hentai Magical Girl)

◦ You aren’t exactly in control of the fights, but you ARE rigging the whole thing in your favor. As a result, you have a series of crystal resonance detectors, capable of detecting... Well, pretty much everything. The only downside is that it comes in the form of several dozen small orange crystals, which work best when spread out. You’ll need to find a way to do that. Maybe shove them inside a bunch of stuffed animals and hand them out for free?

53. Master Seal (400 CP) (A Change In Tactics)

◦ At some point in their lives most people hit a wall beyond which they cannot advance. Skills can only be honed so far and a body can only be trained to a certain point before you begin to receive diminishing returns. But Master Seals shatter those walls and open you up to new levels of power and development. You can use this item on yourself or others once per year to eliminate roadblocks to further advancement, whether it’s a level cap or a lack of talent or a curse sealing your magic.

54. “Mysterious” Magical Mirror (400CP) (World of Lewd Elves)

◦ A long time ago, an infamous elven archmage betrayed her species, working with a long forgotten human noble to destroy the magical defenses that kept humans out, and leave countless elves vulnerable to their perversions. Even now, the vast majority of elven slaves in human territory are either a product or a result of this one archmage’s actions (and many are descendants of the noble himself who gleefully took to the ‘spoils’ of war). Eventually however the elven archmage was struck down by an elven heroine, and the Goddess, once she received her soul, punished her personally by trapping her in a magic mirror, one that deprives all sensation to those trapped within it, a horrible fate for one who was so enthralled

with the pleasure of the flesh. Thus she served as a lesson taught to all elves about embracing pleasure and betraying the goddess. As for the mirror itself, it was stashed away in some hidden place never to see the light of day again. Well that is until you stumbled on it while exploring some old elven ruins. Rather overjoyed at finally having someone to interact with after being isolated for years, she immediately went into her pitch. Yes she is, unfortunately, trapped in this mirror with her magic sealed away and unable to interact with the world at large. She still, however, is one of the greatest mages in the world and if you help her out with her little situation she'll 'help' you too. The archmage possesses a large amount of lewd spells whose variety and intensity is matched only by her own perversions. Everything from simple spells that can multiply an elf's sexual sensitivity, to spells that allow you to temporarily clone yourself to indulge in gangbangs, to even creating large ritual areas that inflame the lust of all elves within it. While you may not possess magic yourself, she knows a host of rituals that will allow you to sap magic energy from either nature or other 'willing' elves. Although she has spent so long creating lewd spells she kind of only knows a few weak magics that can actually be used for combat, which probably explains how she was killed in the first place. In return for allowing you to use her grand magical knowledge, all she asks for is your help in getting her freedom. You see in her captivity she has devised a spell which she believes can allow her to temporarily escape the mirror, all she needs is for you to capture another elf and use her body as a vessel for the archmage's soul. The elf's own soul will then take her place in the mirror and can do nothing but watch as her body is used for whatever perverted whims the archmage has. The swap lasts for a few weeks before the mirror switches her back forcibly, but the archmage has many 'ideas' about how to put that time to good use. She always wanted to act as a innocent elven wife gleefully cheating on her husband with a human's dick, or a loyal elven handmaiden that turns her noble master into a cocksleeve, or a wise queen who gleefully betrays her people by letting someone have free reign over her body in public, or.... Well you get the idea. Of course, after she had her 'fun' and when they are switched back the original elf is now stuck in the body that has been lewdly trained by the archmage and yourself, with who knows how many 'fun' spells attached to ensure they sink right back into depravity. She's actually a decent enough actor that most elves don't pick up on that their 'friends' body is being possessed. Although she does have a habit of using illusion magic to hide the mirror and letting the trapped elf get a full view of whatever degrading acts the archmage is having her body do. Unfortunately if the mirror ever gets destroyed the arch mage's souls will go up along with it, so I'd advise you to be really careful when handling it.

55. Mythos X7 Sorcery Emulator (400CP) (Evening Starter)

◦ Long ago, the only method of casting spells was with grimoire and word along with a lot of practice. The traditional way is still used, but due to the efforts of one Kitakagura Atsushi, a more effective tool was born: the Sorcery Emulator. The virtual reproduction of complex magical rituals is essentially what a sorcery emulator does, and the results have surpassed many expectations. In essence, it reads off digitized tomes and loads virtual tools, sacrifices, and virtual believers from its database to simulate a ritual. This allows it to be invoked extremely quickly. However, it is functionally useless unless someone already has magical training. It

consumes a considerable amount of magical power, so it is recommended to have an external source of magic power like Magical Back-up Batteries. A massive pool of magical energy works too. If the user cannot handle the strain, they may go insane or even perish. As it stands, only the Daughter of its inventor has every successfully wielded one. That is — until you came along. The Mythos X7 is the latest model of Sorcery Emulator with the most robust and detailed database. This comes with a few digitized tomes and grimoires already installed. If it is damaged or destroyed, a new one will appear in your warehouse the following day.

56. Power Seeds (400CP) (Generic Hentai Magical Girl)

◦ A small collection of black and silver crystals. The black ones overwhelm to body with one belonging to a monsters, while the silver one provides a lightly armored dress and a weapon, creating a magical girl. That's not what they're FOR though. Instead, they slowly remodel the soul of the user, jumpstarting its ability to generate magic.

57. Sparkle Bracelets (400 CP) (Milk Hunters)

◦ This is something that you would normally have to wait a while to get, but if you want to have it from the start, I won't deny you. These bracelets will increase your power by a good amount. How much? No idea! They let Cure Black and Cure White use the "ultimate form" of their Marble Screw attack, though, so it's probably pretty good.

58. Transformation Chamber (400 CP) (Winger's World)

◦ Whether through magic or genetics, this machine can change your appearance. The change is only cosmetic, unable to change your gender or species, or grant you any extra abilities. But you can easily look like another person after stepping out of here.

59. Therianthrope Samples (400CP) (Bio-Weapon Quest)

◦ A supply of therianthropes - braindead, half torn to pieces by the fight that brought them down, but technically "alive", preserved in liquid-filled tubes. There's a lot a mad scientist could do with these samples, whether it's transplanting their Cores into regular humans to make Bio-Weapons, reverse-engineering their mutations into something you can install in a super soldier, or even rigging them with cybernetics and throwing them back into the field for Round 2. I'm sure you'll think of something to do with them?

60. Thirty Six Ice of Mount Fuji (400CP) (Fate/Horse Order)

◦ In all honesty, this may just be the single most over the top ice cream sundae in all of time, space, and the infinite reflections of the Kaleidoscope. Made through the combined efforts of six of the seven Mizugi Kengou and their

entourages and mixed in a holy grail, there is no treat in all of summer that can match it. Made to specially appeal to the Mizugi Kengous own tastes, not only is it delicious, but it's also beautiful. Eating it grants you a burst of inspiration, a trickle of power, or even causing your soul to grow ever so slightly with every bite you take, up to thirty six times. It's by no means strong enough to make you a master without ever training, but paired with any level of skill and devotion it can take you to the very top much faster than would otherwise be possible.

61. Tome of Perverse Lore (400 CP) (World of Tentacles)

◦ This ancient tome is the creation of a previous demon king and documents his experiments in magic. Within these pages lie spells of all varieties, both perverse and mundane, though with a clear bias in the author's preference for the former variety. The tome's knowledge covers every school of magic, from healing and evocation to enchanting items to summoning contracts, and a character with the Magic and Mayhem perk will learn these spells exceptionally quickly. In addition to its practical knowledge, the grimoire contains many warped treatises on magical theory. If it is consulted while inventing a depraved spell or modifying an old one for lustful purposes, these notes will fill your head with dark inspiration, leading to a far superior end result than you could have achieved on your own.

62. Xchange Virus (400CP) (Generic Hentai Modern)

◦ A strange virus that genderbends the recipient within a few days. Or, rather, getting genderbent is somehow the cure. How this is pulled off, I have no idea. They come in a nondescript briefcase with ten vials inside. There's ten vials, six pink, three purple, and one white. The pinks swap genders, the purples cause futa, and the white acts as a counteragent. All of them will respawn once per month unless they haven't been used.

63. 999,999,998 QP (400CP) (Fate/Whore Order)

◦ You bloody madman, how long did you spend inside the Chaldea Gate to get this much QP? No wonder all the female servants are seeking out other partners, they must think that you're boring as hell and have no interest in them. Well, at least Scathach and Ishtar can't pull their Hookup Whores Club plan if you have this - what do you mean what is it? It's QP, Quantum Particles. It's some sort of solid energy, and the Servants tend to use it as a form of currency. Sadly even this much QP doesn't pack as much of a punch as even a single piece of Saint Quartz, so you can't even summon with it. On the other hand, for some reason shoving it inside your Servant's soul seems to make them slightly more efficient and letting their skills and Noble Phantasms get more bang for their buck. If you ever manage to actually run out, this will automatically refill itself once per jump.

64. Blueprints (600 cp) (Winger's World)

◦ These blueprints show how to convert any machine to run off Winger Energy. Complete with universal containment systems to draw the energy out of the fluids.

65. Book of True Guidance (600CP) (Pokegirls)

◦ A self-updating semi intelligent magical book that instructs you in whatever topic you feel would be useful taking your current abilities into consideration. Outside of magical topics, it is the equivalent of an average college professor at best, for magical subjects you'll find that it's always at least a little bit beyond your current skill level.

66. Collection of Unusual Things (600CP) (Fate/Horse Order)

◦ Did you get sent out on a resource gathering mission or something? Sent out to bash a seemingly endless number of those darn hands and doors for their Embers and QP? Or maybe you bought these off of some servant in a singularity so that you wouldn't need to farm them? No matter how you got your hands on them, you have a decent supply of silver and golden crystals that seem to empower servants by a small but respectable amount - notably, without increasing their mana cost at all, some odd statues of the seven servant classes, and a random assortment of items that were probably ripped off of a corpse, such as fangs, teeth, and even the odd heart or two. Mind you, this collection of yours does have limits, but it also has a tendency to partially refill itself on every major holiday. And yes, summer vacation counts as a holiday for some reason.

67. Crystal Heart Fragments (600CP)(Generic Hentai Magical Girl)

◦ Exactly seven decently sized fragments of a silverly/whiteish/clear crystal. Each one is designed to act as a purification plant for the natural energy of the monsters. More specifically, these are technically transformation trinkets that you can use to harvest energy from the girls. Activation floods the body with magical energy, which when merged with the girls natural goodness, cancels out the 'bad' energy from the inevitable rape, into something usable.

68. Digital Collection of Occult Tomes (600CP) (Evening Starter)

◦ Recently, there's been a trend of transcribing or scanning grimoires and tomes into a digital format. While this may sound silly, this is actually a great opportunity for cultists to gain such treasured works without having to go through black markets or antique sellers. You have gained a USB drive containing all the world's Occult Works. This includes classics like the Necronomicon. And to top it all off, you will get updates to your collection to include tomes and grimoires from future jumps. The best part is that only you and your Companions can access this collection. Anyone unauthorized to read its contents is merely knocked unconscious or driven insane (if you're especially vindictive).

69. Divine Tree Seed (600 CP) (World of Lewd Elves)

◦ The divine trees are a symbol of both the Goddess's power and the

prosperity of the elven race as a whole. When in full maturity these trees are a huge fountain of magical energy. The surrounding environment around the tree becomes fertile and full of life, while elves will brim with vigor, life, and become much stronger mentally, making them much more resistant to being mind broken or seduced by the first human who walks here expecting an easy target. Traditionally a High Elf caretaker is assigned to watch over the tree and use its vast power over nature to protect its elven inhabitants. The trees also act as both sacred religious ground to the elves and an area where High Elves can commune with the goddess herself through visions and feelings, and sometimes even direct blessings. The only problem with these trees is their growth rate, just like how it takes an elf many centuries to grow into what can be considered an 'elder' so too do these trees take a millennium to grow into adulthood. However you seem to have got your hands on a special seed blessed by the goddess herself. Coming to maturity supernaturally quick after being planted. The elven goddess can also use this tree and a channel to reach into whatever dimension you plant the tree in. While she is separated from the majority of her worshippers and weakened she still is capable of providing useful blessings upon her beloved elven children.

70. Dr Badger's Tech (600CP) (Trials in the Tainted Space)

◦ Doctor Badger is the name of a mad scientist who believes that anthromorphs (AKA furries) are being persecuted against, and has committed terrorism with transformation-inducing sexual viruses. She also has a thing for making people into bimbos. The UGC would love to arrest her and find the cures for her viruses, and you've somehow stumbled upon the holy grail they seek. No, not the mad doctor, but you now have a datacore full of all the info on her inventions and technology. It has the info for how she made her viruses, how to make your own, how to shut them down, all her bimbo-making technology, and something else. She used to work for the United Galactic Confederacy, and before she ran, she discovered two things: How to look into and scan through the infinite universes of the multiverse, and how to link a target individual or object to their infinite other selves in order to draw minute amounts of power. Badger uses her amazing invention to...make people into bimbos with never ending cum. Sure, the linking process is a bit complicated, and requires the scanning of a target's counterparts, but still, infinite energy. And she uses a constant energy beam like a flashlight to induce the changes on a future bimbo, so once the setup is complete, the execution is fairly simple. Anyways, how you choose to use this information is up to you.

71. Full Powered Rings (600CP) (Rance 02)

◦ I don't know if you followed Raghishs steps of found this in another place, but you have in your hands a set of 4 completed Phil Rings. Full of magic power and possibilities. When you have these equipped on you, the effect activates and raises you Magic Skill Level to the next level. Don't worry, unlike that other mad magician, using these won't have any negative effects on your mind or body.

72. Golden Crystal (600 CP) (Submission Sailor Moon)

◦ Wait a minute, what's this doing here? The Golden Crystal is supposed to be off in Elysium with Pegasus but here it is anyways. The Golden Crystal has the power to turn dreams into reality, which is a fancy way of saying that it grants a metric ton of magical power, enough that even a non-magical person could equal a Senshi and a Senshi or someone else on their level could become Sailor Moon's equal, and it responds to its wielder's desires. In the hands of a youma or a pervy old man, their impure hearts would allow them to cast very powerful erotic spells of all sorts, using the wielder's fetishes to boost the power of his magic even further. Once the crystal has chosen a wielder it becomes part of their soul, like the Silver Crystal in Sailor Moon's possession, and it can only ever be taken from them if they give it up willingly.

73. Hyper Corrosive Fluids (600CP) (Generic Hentai Magical Girl)

◦ An unusual vial of black liquid. Which idiot scientist made it is a mystery, but it seems to 'grow' when in open air. Inject half of it, and it will refill itself after a few days. As for its effects? It seems to act as a concentrated dose of corruption. Normally a shoujo would be able to take multiple rounds of marathon rape sessions, maybe even a few gangbangs before falling to your corruption. However, get some of this into her system and she won't even last minutes.

74. Loot Piñata: (600 CP) (Monster Hunter XXX)

◦ At the end of the day, isn't that all we really are? Any wandering person is just a meal on legs to a Monster. Any Monster is just a big, angry pile of prizes to a Hunter. By taking this Perk, you obtain the mythical power to literally fuck the choicest of prizes out of your partners, all without doing them any injury, unless they're into that, I guess. Gems? All day every day. Critical organs, souls, literal crystalized memories? Sure thing, they'll all be waiting for you in a neat little pilewhen you wake up next to your lover as "shiny drops" in true Monster Hunter fashion. Once per day, per Monster/Lover.

75. Lust Virus (600CP) (Generic Hentai Occult)

◦ A set of three vials with light pink liquid inside. The first is a general purpose lust enhancer. Takes a few hours to incubate, easily transferred, and will leave even the most prudish with a not so easily ignored urge to have some sex at least once or twice a day. The second is similar, but even more so. It's faster, stronger, and even more easily transferable. It's only weakness is that it dies of after 72 hours - plenty of time to start a city wide orgy. The third is more like the first, but is also a zombie virus. It will remove any human limitations, such as the need for food, sleep, and how much cum you can produce. It's also even more contagious. There's also a fourth vial of white liquid, acting as a nullifier for the spread, but not the other effects if you ever need it. They refill on the hour every hour.

76. Nectar Blossom: (600 CP) (Omega Labyrinth Life)

◦ Not, on sight, the prettiest flower one could think of. Indeed this plant looks more like a giant Venus fly-trap than any common, flowering thing. But, there is beauty beneath this façade! Specifically, this flower utterly gushes ‘Nectar’ as would otherwise only be produced in the Grand Garden of this world, enough to treat twenty separate people per day, or treat one person twenty times. Either way. What’s more, you can even pawn off your ‘augmenting’ to the flower if you like, and are comfortable with watching a close friend “maybe” being molested by a giant plant.

77. Sailor Crystal (600 CP) (Submission Sailor Moon)

◦ The crown jewel of a Senshi’s power is her own soul, her Sailor Crystal. Much like the silver crystal Sailor Moon possesses you have an immensely powerful crystal in your possession that lends its power to your magic in times of dire need, though yours is not equal in strength to the one in Usagi’s possession. When using this crystal your magic becomes almost exponentially more powerful but the crystal burns your life force as fuel in order to produce this extra power. The consequences of overusing your Sailor Crystal can be dire, potentially even causing your own death if pushed too far beyond your limits, but your success at any magical endeavor is all but guaranteed so long as you’re willing to pay a price for your victory. Once per jump the crystal can also revive you from death, even one caused by its own effects, by responding to the love of your companions or other allies to heal your wounds and return you to life. Though if you don’t have any friends or lovers present to help then you’re out of luck.

78. Stabilized Breach (600CP) (Bio-Weapon Quest)

◦ Teased away from the apocalyptic ruins of New Kowloon by a frame of runic circuitry, this tear between dimensions has been hesitantly deemed safe to use. The phenomenal bleed of energy from one dimension to the next can be tapped to generate staggering amounts of electrical power (originally, the frame was designed for this), but the true utility is to travel from your universe to an alternate one - an “AU” of your current setting for you to explore or exploit as you please. Beings from this alternate universe may stumble through the breach if no attempt is made to secure the far end, but a deep enough mastery of Runic circuitry may allow you to summon the inhabitants from that world at your whim. Here and now, those inhabitants are the oni-like Dark Warriors and painted Witches who wield runic magic.

79. Star Sphere (600 CP) (Earth Defense Team Star Guardians)

◦ A mysterious prismatic orb that glows brightly in a rainbow of colors, this is either the same Spectrum Sphere that Porin stole from the Dystopians or an exact duplicate of it. It seems to respond to intense emotions and under the right circumstances it can do things like emit giant shockwaves of energy that can bowl whole crowds of people over. A Star Guardian will probably appreciate its ability to produce a deus ex machina once a month that can only be used to escape your

enemies, but someone with more nefarious intentions like the Dystopians could also find a way to turn it into a source of near-limitless energy if they ever get their hands on it, so make sure that they don't!

80. War Engine (600CP)(Generic Hentai Magical Girl)

◦ The powers provided by the Mahou Empire are fully under their control. This War Engine provides that power. Specifically, enough for a few dozen Shoujo and just as many Monsters, though running it at full capacity for an extended period of time isn't recommended. Of course, the longer each Shoujo is active, the less power you need to provide, as their own ability to generate it kicks in.

81. White Rabbit (600 CP) (Monster Girl Quest)

◦ You should not have this, this leads to madness and evil. This is a vial containing the concentrated DNA of Alice the First. Imbibing this leads to great power and an affinity boost with darkness, giving this to someone with a particularly strong light element could lead to a errifyingly strong being, capable of wiping the population of most worlds. This invites massive amounts of mutation and horrifyingly could be reproduced by someone with the right knowledge of Monster Girl Biology taking about nine years. You only get one vial, don't lose it.

82. Goddess Network (600+600=1200) (Hypno App Fantasia)

◦ Even between all of the favoured clerics and holy women, you appear most beloved of all. The network of Goddesses that reside in the orbiting satellites around the planet all seem to consider you as a personal cleric and offer their services. While they are loathe to work together, each one can offer powerful holy blessings to increases your abilities or grant entirely new powers, and can assist you in battle directly through the weapons mounted on their satellites. Even end game monsters and adventurers here won't stand up to a massive laser from one of these machines. In dire straits, one of the goddesses can even appear in person to fight with or for you. They're quite friendly to you, treating you like a foolish little sister, but have various quirks that can be offputting or strange until you get to know them. The network of thirteen satellites and the machine gods in each one will travel with you to future worlds, only becoming companions if you offer it to them.

83. Godslave (600CP) (Hypno App Fantasia)

◦ Link Detected. Authorisation acknowledged. Greetings Master, what are your orders? Through a left behind by the ancients, who eventually developed emotions and care towards the people that recovered on the planet. Through some manner, either use of a terminal or the Goddess themselves accidentally altering your biology, you've become the owner of one of these AI. They were forcibly rewritten when this occurred to believe in absolute loyalty towards you, above all other codes they hold. Having one of the 'deities' of this world at your beck and call is certainly among the most powerful allies one could hope for. But while only one is affected in this world, either a new one or the Hypnos seen in series, this can change in the

future. In future worlds, you'll be able to have one 'goddess' like being be affected in the same way. Forcibly enslaved and rewritten to become a slave on your entry to the world, you'll find yourself with a divine benefactor in each place you go. Even other entities in the same category of being considered a divinity will feel somewhat submissive in your presence.

11. Facilities

1. A Dojo (50CP) (Taimanin)

◦ A simple traditional dojo for you to train or meditate. Yet while using it you seem to learn just slightly faster and find your inner center more easily. Good for recovering after a mission gone bad.

2. Ritual Room (200 CP) (Bible Black)

◦ This is a simple room that can either be attached to the property you already own or replace one of the rooms in your home as a convertible room. As a standard room, the Ritual Room is large enough to fit a dozen people inside of it at once and is good for both rituals, orgies, or ritualistic orgies. The room comes furnished with a stone altar large enough to fit a person and surrounded by magic circles both underneath and above it. These circles may be reconfigured at will and be used for any sort of ritual you wish to perform. Candle Stands and various drapes and tapestries are also provided for ambiance. As a convertible room, the two magic circles are hidden under a decorative rug (the floor) or drawn in a type of paint that is invisible unless shown under a blacklight (ceiling). The Altar is made of metal with cloth drapes and is actually hidden in a small closet. It can be rolled out and unfolded when needed. This same closet holds all the necessary decorations and ritual gear as well. Within this Room, any demonic entities and spirits that are summoned are instantly docile towards you. The spiritual forces that protect this room essentially make any attempts at assaulting you against your will impossible. They are also unable to possess anyone unwilling. This makes summoning rituals nearly safe for all participants (sacrifices do not count as participants in this instance).

3. The Lab (200CP)(Bio-Weapon Quest)

◦ An underground laboratory, stocked with all the equipment you could need for creating monsters or manufacturing prototype machines. Its armored doors are more than capable of fending off a therianthrope or Heart Warrior attack - if they knew where it was. The Lab's entrance is disguised by a totally ordinary building above ground, and what's more, it is entirely shielded from supernatural detection.

4. Lab (200CP) (Taimanin)

◦ You've got yourself a nice little laboratory full of advanced medical and

scientific machines some of which are hellish in origin. Comes with a few secret rooms where you can do all sorts of hidden things and an attached prison facility to house a dozen test subjects.

5. The Zoo (200CP) (Taimanin)

◦ A farm containing a collection of demonic flora and fauna, all just waiting for you to harvest for raw materials or inspiration. Contains sentient examples in a hidden side facility, well-hidden and protected. Entirely automated and self-sufficient.

6. Cloning Facility (300CP) (Taimanin)

◦ A specialized facility dedicated to creating clones of those who you possess genetic material from. However, for individuals who possess supernatural abilities their clones use of such abilities are weaker than the original and, in some cases, may not even possess such abilities. Clones created can possess the memories of the original. Be careful because any clones created are not necessarily instinctively loyal to you.

7. Abandoned Ruins (400 CP) (Niplheim's Hunter)

◦ This is about as good a lair as an intelligent monster could possibly ask for. These hidden ruins are a maze of rooms and passages with plenty of room for you to hole up inside. The interior is always cozy and almost seems temperature-controlled. Maybe there's some magic still left in this place? It would explain the odd markings on some of the walls, which if deciphered depict a history of the magicians and their experiments in demon beast creation, perhaps well enough for you to replicate their experiments had you enough skill at magic. There's also an old prison down here, perfect for keeping captured humans locked up until you've finished training them not to run away.

8. Drug Manufacturing Lab (400CP) (Kamikaze Kommittee Ouka)

◦ Originally, this was an abandoned factory filled with gangsters, junkies, and the homeless sods that lived there. We've managed to carve out just this lab portion for your usage. With this comes all the tools, materials, and ingredients necessary to manufacture any type of drug. The ingredients and materials will be restocked once a month, but only to the maximum storage capacity (which is about 2 tons all together). The ingredients and materials include even some rare items, which you only get maybe a few kilograms of the total. So what can you make in this lab? Well, narcotics, medicines, and the like. You can even invent some new ones if you're capable enough (doctorate knowledge not included).

9. Hunter's Paradise (400 CP) (Monster Hunter XXX)

◦ This is an attachment to your Warehouse, Jumper. What does it do? Well, all

those Monsters you'll be hunting here, while you 'technically' don't get to keep them, and in fact you may well end up killing a few by accident, they don't die. They go here, populating this arbitrarily large "preserve" as it were. The inhabitants will not fight amongst each other, instead waiting dutifully to tend to their conqueror tenderly and passionately. They can't leave the Paradise, but as stated, it can hold a literally infinite number of Monsters, so, think of it as a living trophy hall, where the "trophies" want to fuck you. At your discretion post-Jump, you can have equivalent "large game" be affected by your chosen variant of 'Priority Hunt' and sent here when you "slay" them.

10. Science Lab (400CP)(Generic Lewd Sci-Fi)

No scientist is complete without a workspace. This one is outfitted with a selection of instruments and devices to make most galactic universities green with envy. It contains everything you need to build or grow an artificial being from scratch or analyse the latest McGuffin of the week.

11. Secret Base (400 CP) (Submission Sailor Moon)

Though they use Hikawa Shrine more often, the Senshi's actual secret base is the hidden room under the local arcade. This is a similar sort of secret base, a hidden location large and well-furnished enough for a whole team of Senshi to crash for the night. This place is off the radar of all your enemies and it's a great place to lie low if you've just had an unsettling defeat or just want to get away from ordinary schoolgirl life for a while. In addition to the furnishings of a large upscale apartment this place also has some old tech left over from the Moon Kingdom, like Ami's Mercury Computer, which can detect monsters and sources of magical energy across the whole city, though things that are very well-hidden can confuse its readings, telling you that something is out there but not where exactly.

12. "Special" Containment (400 CP) (Monster Hunter XXX)

◦ All those Captured Monsters, they have to go somewhere. Normally, that would be dead once the scholars are done poking and prodding. But why be so cruel after you went and built this lovely "Monster Prison." This arbitrarily large building is equipped with cells fit to contain literally anything present in the world of Monster Hunter, from a feeble Aptonoth (why you would bother with them though I can't tell) up to Xeno'Jiva. Naturally the trick is getting them in it first. But anyway, once you do get your Monster inside they can expect, rather luxurious treatment all things considered. Three meals a day (generated internally), a daily bath performed when you aren't looking, and being stuffed/played with whatever sexy toys are most appropriate for their sex. Stockholming Monsters has never been so easy.

13. Tentacle Array (400CP) (Generic Lewd Sci-Fi)

Sometimes you just need to mindbreak someone, but you want to stay human. This fleshy room is installed in your ship or a property like a warehouse, and is capable of producing any number of tentacles from the walls, floors, ceiling or trunk-like

support pillars. It is controlled with a telepathic bond. It has the same use as the Cockpit With Extra Features, but it can also do a lot more - you can use it to torture people, mindbreak them into your slaves, and the tentacles are even strong enough to use offensively if you must. If you don't like the squishy meat room, you may instead swap the room's appearance for a high-tech probing room – metal tentacles and tool-headed arms, titanium restraints and stark lights.

14. Dojo of the Jumper (600CP) (Pokegirls)

◦ You own a fabulous and dare I say magical dojo located in a League of your choice. Not only does the dojo generate a modest profit, it attracts martial artists. Thanks to the many secret Jump Chan approved enchantments layered on this fantastic dojo any type of martial arts or ki training takes half the time for the same benefits. Not only that but you'll find the Dojo allows someone to teach Ki or Mana based knock offs of any supernatural techniques or special martial arts.

15. The Forge (600 CP) (Niplheim's Hunter)

Well lucky you, you don't need to live in the guild house anymore. This is your own private place to live along with attached facilities for running a full-fledged blacksmithing business. It's a simple two-story house, of medieval design in this world but whatever is appropriate in others, and comes with a self-replenishing stock of supplies to run your crafting business with. While you'll need someone else to fetch materials for exotic armors and things, you can work mundane jobs out of your home as much as you want and turn a nice profit doing so.

16. Grand Garden (600 CP) (Omega Labyrinth Life)

◦ Well, technically you aren't robbing La Belles Fleur, so this should be fine. Anyway, your own opulent garden, saturated with magical power so that anything here grows perfectly and stays perfect no matter how long you leave it be. The flowerbeds can accommodate anything plant-based that grows: trees, herbs, fruits, vegetables, etc. Furthermore, even if you neglect to purchase Omega Power Forever the spring in this garden will continue to provide you a steady stream of Omega Power for the rest of time. If for nothing else then to swell your glorious tits with... or the tits of others.

17. Hunting Grounds (600 CP) (Niplheim's Hunter)

◦ The hunting grounds are restricted locations full of demonic beasts, and members of the hunter's guild are restricted from venturing to these places until they've proven themselves to have an acceptable degree of skill. Regardless of whether you met those standards though you'll need a place to hunt for materials after you leave this jump, so if you can't go to the hunting grounds, they'll just have to come to you. This item consists of a set of isolated locations full of monsters to hunt and resources to gather. The monsters will never leave these locations, nor will they ever be found by anyone besides you and anyone you specifically bring with you to these locations. In worlds without monsters like modern Earth they'll manifest as lost islands you can travel to by boat or through your warehouse. Further, any future jumps you visit which also have monsters you might want to

hunt will acquire hunting grounds of their own after you leave that jump.

18. Occult Shop ‘Jumper’ (600CP) (Evening Starter)

◦ In Karadate City lies a small shop in the downtown area. This strange and mystical shop is home to a mystic by the name of Rouge, who is said to have looked like a young 20-year-old woman since the WW1 era. A friend of Nosogi Ren’s, she has provided the Sweeper with many mystical accessories from power stones that allow resistance against specific types of spells to dog tags. Dog tags that are imbued with the dying wishes of those that held them to even stranger items. Well, now you have a similar shop. This shop comes with a first-floor store area with a fortune reading table, a second story living space, and a basement-level mystical workshop. You need not run the shop yourself since it comes supplied with a clerk for while you are away. The living space on the second floor has room for you and your companions (if they bunked together) and a living room, kitchenette, and full bathroom that needs to be shared. It’s the basement-level workshop that is the beauty of this store. With this, you may manufacture mystical items such as those listed above and even Sorcery Emulators. Of course, you only have the material to create a few of these items a week. You may import this shop to future jumps or attach it to your warehouse.

19. Palace of the Incubus (600 CP) (Kyonyuu Fantasy)

◦ Hidden somewhere deep in the wilderness is an abandoned palace from an ancient kingdom of daemons. It was once home to a powerful incubus and even now those attuned to the magical arts will find that it is a wellspring of immense magical power, though that power is colored by the nature of the palace’s former ruler. Anything which inhabits the surrounding area for too long will develop enhanced sexual qualities: plants and animals would poison trespassers with aphrodisiacs, food and drink would restore sexual vigor, people may experience enhanced sex drives and increased ‘growth’, and so on. For those who can adapt to the area's strange qualities, they will also find a rather comfortable location to settle down. The magic that empowers this land also grants supernatural fertility to the soil and animals, allowing any settlement started in this area to flourish easily. The land surrounding the palace also provides an excellent natural barrier against outside forces seeking to attack those who dwell here, whether as a cursed forest from which intruders never return or as an island surrounded by treacherous currents and hostile sea monsters. Of course the palace’s influence wanes the farther you get from it, and at the edge of your territory it's power is almost non-existent. That said, an incubus of sufficient power might one day grow strong enough to expand the palace’s sphere of influence, and a talented magician could find all sorts of things to do with all that magical power.

20. Place of Power (600 CP) (A Change In Tactics)

◦ The Dragon’s Table, Mount Prism, the Mila Tree. These are places where great power of one sort or another has been embedded deep into the land itself. You have found one such location and have learned how to tap into the power of

this place for yourself. This item is a location about ten square miles across which is rich in magical energy. Whatever the reason for this power the land itself acts as a massive battery for magical energy, gathering far more power than you could ever wield on your own with just the options this jump provides. With this power you could fuel immense rituals such as the one to revive Grima or empower Tiki with Naga's divine energy, though some rituals will still require special reagents such as the Fire Emblem. Once exhausted, the item's power regenerates over time, returning to full power within a fortnight.

12. Questionable

Fat

1. Kitchen Wizard (100 CP) (Generic Fat Fetish)

◦ Well, you wouldn't be much of a Feeder if you couldn't cook, now would you? Unless you wanted to blow a giant wad of money on fast-food for the rest of your ten years. With this Perk you have roughly the skill of, say, a three-star chef. You won't be the star of your own cooking show, but damn will you be able to satisfy many a varied palette. Well, beyond satisfied is probably the goal, but details.

2. Iron Stomach (100 CP) (Generic Fat Fetish)

◦ With everything coming your way, sooner or later there is going to be something undercooked or otherwise sick-inducing in your future. And since illness could be one of the worst, or at least most common barrier to your future decadence, this Perk grants you blanket immunity to any ingestion- related complications No more stomach aches, indigestion, or heartburn, ever. And even slightly spoiled food won't sour your day. Just, don't try and swallow a grenade, this perk won't stop such things.

3. Caloric Conjuring (200 CP) (Generic Fat Fetish)

◦ You now know the dark, sinful art of magical, fat-related spells. Curse that snooty princess with an unending appetite, outright magically force that amazon to gain weight, transfer fat from one person to another. At first you'll only be hitting one target at a time, but with practice you can work your devious magic over whole groups at a time, maybe up to towns and cities if you really try.

4. Nutrition (200 CP) (Generic Fat Fetish)

◦ Being able to cook is all well and good, but let's be honest here, you have a goal in mind for the one you're cooking for, don't you? Well here's a little leg up on that. This Perk will allow you great control over the 'content' of your preparations, from a simple burger to a five-course feast. You can dial the "health" of an item up and down to an extreme degree, but be mindful this has limits. For instance, you

can’t make bacon-wrapped, deep-fired chicken ‘healthy’ no matter how hard you try, but you can effectively minimize the “health risks” involved with regularly consuming the mentioned item.

5. Magic Magnet (400 CP) (Generic Fat Fetish)

◦ Spells are going to fly, Jumper, and it pays to be able to make a call on whether you want to get hit or not. All manner of curses, hexes, and/or blessings will fly around you, some beneficent and others not. You can use this Perk to draw in or reflect “buff/debuff” spells being cast for about fifty feet around you. Example, an enemy is casting a healing spell, you can snag it. Enemy is casting an ‘overburden spell,’ bump it off to a present ally, or maybe back at your attacker. Get creative.

6. Ambrosial (600 CP) (Generic Fat Fetish)

◦ Myths tell that the gods of Greek pantheon dined on ambrosia, a substance beyond mortal comprehension. Well, might as well call what you whip up that now too. The tastes you can conjure now transcend the simple, physical sensation of eating and deeply touch the soul. What feeling you pour into your work can then be vicariously, rapturously felt by those whom partake, and this to include beings beyond the mortal coil and across all species boundaries. Ancient dragon goddess of Wrath? Good old Southern comfort food would have them purring like a kitten in no time.

7. Un-Immobile (600 CP) (Generic Fat Fetish)

◦ Considered the dark, holy grail of the fetish, immobility is exactly what it sounds like, you have surrendered to the expanding girth of your body and abandoned all pretense... but that really does kind of suck, which is why people don’t do it intentionally. You though, you can chase that point all you want because you will literally never reach it. You are now literally, irrevocably, mobile. Are your hips impossibly wide for that door? Your bulk becomes temporarily more malleable to pass on through. Are your thighs so thick you shouldn’t be capable of walking? Doesn’t matter, your flesh just squishes harder to accommodate. Even should you grow so large simple minor breaks in physics cannot keep you going, you will experience a telekinetic awakening powerful enough to haul yourself around with. Go forth and gorge, you glorious, consequence-free Jumper. Post-Jump this extends to anything that would either restrain or impede you, bindings, cages (however that works), etc.

Incest

1. Domestic Monarch (100CP) (Generic Incest)

◦ You are an expert at traditionally domestic skills. Cooking, cleaning, and generally maintaining the home comes as a second nature to you. Doing so will

never be overwhelming or stressful, and despite what logic might dictate you always seem to be able to do your work with plenty of time to spare.

2. Creative Cooking (200CP)(Generic Incest)

◦ You're an expert at using non-standard ingredients when cooking. While this allows you to turn potions or other magical consumables into delicious food and drinks without sacrificing its potency, you can also use it for... rather more lewd pursuits. Perfect for the mother with a yandere streak.

3. Habsburg-be-gone (200CP) (Generic Incest)

◦ Anyone descended from your line will find themselves totally immune to genetic degradation or any other medical complications arising from inbreeding. In addition, you can toggle your fertility at will, and are immune to any STDs or STIs, though your descendents do not

4. Our Little Secret (200CP) (Generic Incest)

◦ If you need to keep a secret, you are excellent at doing so. You will never feel any temptation to spill it, and you will never slip up and accidentally mention or reference it when you shouldn't. However, this perk also applies to anyone else you need to keep your secret, unless for whatever reason you don't want it too.

5. "Study Time" (400CP) (Generic Incest)

◦ No matter what, even if you spend all night every night busily having relations, you'll always find time to meet any mundane obligations you have. Whether that means always managing to finish your homework, write up that work report that's been hanging over your head, or get dinner on the table by 9, you always manage to squeeze out just enough time to quickly get everything you need done, done.

Not Sorted (Blue ones are sorted above in appropriate constellations)

1. Master of Masters (600 CP) (Generic BDSM)

To be a master is to be naturally-inclined to gain power and stand above others. You are the logical conclusion to that statement: a master who stands above even other dominants. Your will is absolutely ironclad and impossible to break: be it via torture or mind control or other methods, you will kneel to neither man nor god. But the same cannot be said for others: when subjected to your methods, even the fiercest dominatrix may find herself developing a submissive streak, if only where you are concerned.

2. The Toymaker (200CP) (Generic Hentai Occult)

◦ Hey hey, it's the Virgin Lolicubuss's older sister! Well, one of them anyways. This one shares her younger sisters disdain for men, mostly because she likes women and toys better. As a result, she's the one who made the collar designed to control her sister - and with enough time and effort, she can also make these for other people. Or something more normal like her seemingly endless supply of sex toys, regular and 'custom ordered'.

3. Science is Sexy: (200CP) (Generic Hentai Superheroes)

Ever notice when you start talking science, people's eyes start glazing over? Most people would assume it's because they don't understand a word you're saying. And that's part of it. The other part is how sexy it is! Now, the more complicated and non understandable your invention is, the more aroused people get hearing about it.

4. Gestation Tank (200 CP) (World of Tentacles)

◦ This cylindrical vertical tank is made of a transparent material significantly tougher than glass and is large enough to contain any humanoid of even roughly human size. When filled with appropriate chemical or alchemical fluids it vastly simplifies and accelerates creation, manipulation, or mutation of any complex lifeform in the tank. In addition any being immersed in the tank has all biological needs provided for automatically. Blueprints and an instruction manual are provided with the tank. However any copies made cost as much as a car in raw materials, require an external magical or technological power source to function, and have an additional tendency to shatter dramatically when a project is complete to release the subject.

5. Monster Maker (400 CP) (World of Tentacles)

Some Evil Geniuses intentionally limit the number of monsters they produce, preferring the personal touch or choosing to focus on quality over quantity. Others recognize that quantity has a quality all its own, or simply don't wish to be tied down making cannon fodder when they could be doing SCIENCE! instead. If you are one of the latter sorts, this machine is for you. Monster Makers take many forms, from

twisted assembly lines and huge incubators to bubbling pools of eldritch fluid and living wombs. Whatever aesthetic you might choose, a Monster Maker functions like Brood Breeding (see above), except that the creatures birthed by the item are not limited in strength by the qualities of the monster parent. However this item consumes raw materials whose value and/or scarcity increases exponentially with the quality of the monster being spawned. A Tier 1 monster with a single purchase of Armed and Dangerous may be produced relatively cheaply, but a Tier 3 terror may be hundreds of times as expensive to produce and require rare or unique materials.

6. Sexual Training (400CP) (eratohoK)

You can train any ability by having sex. Whether it's trained by getting cummed in or bringing someone to orgasm is up to you, but both will work just fine. The more sexual pleasure you both give and receive, the more of a boost to your abilities you gain. An hour of the most intense sex of someone's entire life could be the equivalent of dozens of hours of more mundane sexual intercourse, boosting your abilities by the equivalent of weeks to months of training in one night. Fuck your way to the top of the world!

7. Club Activities (100CP) (Fate/Whore Order)

One of the problems with being a figure of legend is that you have no damn clue what a cell phone is or how to use one. The Holy Grail is supposed to dump information into your head, but it rarely if ever gives more than the bare basics. Luckily for you, you're an expert at modernizing both yourself and others. Picking up modern tech skills, fashion, sex positions... All of these are trivially easy for you, and teaching them to others isn't much harder. Why, you could be a woman born before the invention of gas lights, be dropped into a modern city with all their horseless carriages and bright lights, and track down the nearest whorehouse inside of half an hour. And that's after having extorted the money for your lunch out of a bunch of Yakuza wannabees.

8. Magic Sealing Slave Collar and Iron Manacles (400 CP) (Kuroinu)

While keeping strong individuals like Olga or the princess knights in chains is pretty fun, there still are a multitude of dangers that come with it, such as them leveraging their strength in killing your guards and breaking out. Luckily these two items, a leather collar and some iron manacles have you covered. The collar is the perfect tool to keep an uppity mage in her place. When donned by someone their magic will be suppressed, leaving the average mage completely powerless and even powerful magicians such as Olga with little magical power to call upon. The Iron manacles on the other hand are enchanted to dull people's reflexes and saps them of their strength. Even an experienced elven warrior such as Chloe would be rendered so powerless that even an average man could easily overpower her.

9. Sex Toy Innovation (400 CP) (Monster Girl Quest)

- While the creation and modification of beings is a worthy pursuit, sometimes you require aids or wish to empower others without modifying them. This lets you create powerful sex toys that enhance a person's ability to inflict sexual pleasure. Some examples include the Succubus Hand, a smooth latex glove that can inflict

pleasure through Energy Drain when activated or enhance the Energy Drain of the user, claws made of soft feathers that can be controlled and targeted with immense dexterity, or gloves that are covered in breasts that increase the flavor of anything milked using them, to name a few. You know how to make all of these, and even improve upon them with research, and while most of these are gloves it would not be hard to make sex toys in other appearances This also lets you create a variety of auxiliary devices such as those that can influence the mind or change perception when one is placed into them. Such dark knowledge is an affront to Ilias but it is within your reach.

10. Can't Beat the Cock (100 CP) (Niplheim's Hunter)

Ah, the third universal truth next to death and taxes. No matter how fearsome the huntress might be, once you stick your dick in her she's just another bitch ready for breeding. You know the best ways to pin and hold your foes in whatever passes for a submissive mating position for your type of monster, and once you've started fucking her you can fuck the will to resist right out of her.

11. Magic Affinity (100CP) (Pokegirls)

- You have the ability to channel mana and learn magic which many mistake for a blood gift. Truthfully this ability has existed in humanity long before Sukebe's experiments but was kept hidden by its users. Some even say Sukebe studied magic long before he first traveled to another dimension.

12. Dojo of the Jumper (600CP) (Pokegirls)

- You own a fabulous and dare I say magical dojo located in a League of your choice. Not only does the dojo generate a modest profit, it attracts martial artists. Thanks to the many secret Jump Chan approved enchantments layered on this fantastic dojo any type of martial arts or ki training takes half the time for the same benefits. Not only that but you'll find the Dojo allows someone to teach Ki or Mana based knock offs of any supernatural techniques or special martial arts.

13. Mind Your Own (400CP) (Rance 02)

- Not all magic is about blasting concentrated mana into enemies or burn down towns with fire. No, there is an aspect of magic that is more...subtle and elegant. Perfect for those who are against direct confrontation. You chose to further your studies in the art of mind magic, a group of spells that deal with hypnotism, making illusions and generally messing with the brain of your opponents. It will work perfectly on most, just by applying your magic while maintaining eye contact for a second. However, those who are vastly more powerful than you or have great willpower will prove themselves resistant to you, even if not immune.

14. Unique Equipment (400 CP) (Slave Maker 3)

- You know all of those special pieces of equipment you can gather up, either from the merchant or random events? Well, you're going to be starting off with all of it. A handcuff bracelet that makes someone a little bit more obedient towards you every day, a ring that slowly transforms the wearer into a fairy, nipple rings that

raise the wearer's lust a little bit every day, and so on.

15. Spawning Lair (400 CP) (Submission Sailor Moon)

- Maraviolantes is something of a mad scientist and this is a replica of the lab where he creates his minions using a combination of dark magic and genetic engineering. Using these facilities you can create monster minions of your own using life energy as fuel. This by itself will create generic tentacle monsters or weak youma who obey you without question but by splicing genetic data from other creatures into your minions you can grant them special abilities and power-ups that make them more effective sexual predators. You might make a spider youma who can spew sticky webs strong enough to tie up a Senshi or a venomous snake youma with an aphrodisiac poison, though you can use non-animal sources if you happen to have them. It takes the life force of one ordinary human to make one ordinary mook-tier youma, twice that if you choose not to drain your victims to death, and much greater quantities if you want to make powerful minions like the generals that Maraviolantes employs, but there's no end to the minions you can create if you have a large enough source of life energy available.

16. Hypnotic Remodeling Device (300CP) (Taimanin)

- This device is capable of harmlessly extracting tiny slivers of a person's soul during an orgasm. After collecting enough the congealed soul extracts are exposed to a corrupting solution based on your own essence which transforms them into a black diamond like object. When pressed to the subject's body the black diamond creates a black heart shaped tattoo allowing the subject to be controlled when you hold the black diamond. This version of the hypnotic brand gives you the ability to give suggestions to a subject that they either obey or believe, force them to obey an order, control their body like a puppet, and rewrite their mind and memories. Resisting is the equivalent of tearing your soul apart with all the pain that you can imagine that causing. After having her body be remodeled once again Asagi was forced to climax over 65,000 times in a period of 24 hours to extract enough soul fragments for the device.

Changelog:

1. Got rid of the by-jump section
2. Added sources of perks
3. deleted perk "400 Demonic Blessing: (Generic Hentai Tentacles)" from Misc section as it is already in Slavery
4. Changed perk names from normal text to Nagłówek 3
5. Removed doubled "A dojo (Taimanin)" from Slavery
6. Standardised perk text
7. Removed doubled "Sexy Summoner" from Magic
8. Added links
9. Changed perk text from Times New Roman to Arial
10. Put together the Not Sorted perks together

11. Started to add Not Sorted perks and turn them blue after adding for posterity
12. Added Jump links

Perks To Add

Looky Looky (0CP)

You are damned good looking and you know it. You are now one of the top 100 most attractive people on the planet (if you weren't already), with an instinctive knowledge of how to dress, talk, and move so as to best accentuate that beauty. As you age (if you age) you will always do so gracefully. Your smile can light up a room or make the weak-willed forget what they were saying.

Be Who You Want, Love Who You Want (0CP)

Ever wanted to know what it was like to be a member of a different sex or gender? To have a different sexual orientation? Now you can. Once per year you can rejigger your sex, gender, and/or orientation however you like. Your physical form will adjust instantly and all documentation that applies to you will automatically and retroactively update with the new status, if you want it to. Further, this change applies to your current alt-form, rather than all your forms, so you can have a different status quo for each form if you like.

Not a Stalker (100CP)

You're not a stalker, you're just extremely persistent, and no one seems bothered by that... as long as you don't actually intend harm to the object of your affection / obsession. When you try to make romantic gestures, they will generally be received as such and not weird, creepy, or hilariously inept. Even when those gestures aren't appreciated, or go seriously awry, they won't be held against you.

Magic Hour (200CP)

You know in the movies where there's always a perfectly timed sunset, rainstorm, or traffic jam? Where strange things just happen at the perfect romantic time? Yeah... That happens all the time around you now. Romantic things just happen around you, to you, for you. The universe is officially looking out for your lovelife.

Spread the Love (200CP)

Alfred Kinsey believed that sexual orientation was not binary, that everyone existed on a scale. For you? This is absolutely true. Not only do you automatically count for anyone's

preferred gender / species / whatever (at least when you want to), everyone around you automatically begins to shift to a more... pan or omni outlook the longer they spend in your company. This also makes people around you more tolerant of the lifestyle choices of others, as long as those choices aren't hurting anybody that doesn't want to be hurt.

Shit Don't Stink (400CP)

Anything about you that might offend others... just doesn't. It's not just that your excrement is
literally without odor, it's that all your dirty little secrets and habits never gain any traction. People will never judge you negatively for your bad behaviour as long as they weren't the actual victims of it. You could be a contract killer for the mob and no one would think less of you except the families of those you actually killed. You could be dealing drugs in church and not only could you flirt with the parishioners, but with the nuns and the attractive police officers. Doesn't protect you from the law, but you could be the biggest traitor on the planet, and still get security clearance... once you got out of jail.

Painless Fashion (100CP)

You will never suffer from the negative effects of fashion. Tight Corsets will never leave you breathless, high heeled shoes will never hurt your feet, and long flowing dresses will never make you trip over them. You could wear a bikini in a blizzard and never feel the cold, or a sweater in a sauna and never break a sweat.

Not Just a Pretty Face (200CP)

You have a functioning brain inside your head, one capable of discourse on matters political, social, economic, or humorous. You gain a charming and debonair wit, and a subtle allure hat draws others in and makes them want to converse with you. The more educated you are, the better this works, but no one will ever question (too deeply) how someone as young as you became such an expert on... what was it again? Pick three areas of human knowledge to become an expert in. This gives you the functional knowledge of a PhD plus ten years concerted study in the field... but no actual documented qualifications.

Ready Steady (200CP)

You possess the ability to get ready for anything in two minutes or less, be it battle, skydiving, or a full day marathon. As long as any needed equipment is readily available, you can be ready to go at a literal moment's notice. Not only that, but you find it incredibly easy to get other people ready for whatever in remarkably small amounts of time. And, since being ready is less fun if you don't have a place to do whatever it is you want to do, you have a kind of sixth sense for finding locations and opportunities for fun activities, be it an out of the way corner for a quicky, a laser tag arena in the middle of the Vatican, or an

all day foosball tournament. This doesn't supply anything you don't have (say, stamina), but if you've got it, you'll be able to get ready within the window.

Universal Vaccine (100CP)

Right as you arrive here you're vaccinated with this incredible cocktail which makes you utterly immune to any viral or bacterial infection and corrects for almost any genetic disease.
Furthermore, the effects of this vaccine spreads by physical contact, meaning that anyone who has been vaccinated will cause those they come in contact to be cured of any such condition. For 100 RP, you gain a supply of this Vaccine sufficient to inoculate 1,000 people a day. Each additional purchase of this ups the amount by a factor of 10. Buy it three times and it comes with an agency that distributes it for you.

Contraceptives / Proceptives (100CP)

If you want to wait to have kids until you take the Generic Parenting jump, no worries. If you really want to procreate, that can happen, too. They come in the form of handy color-coded pills. The Contraceptives last three months for you and your companions, or until the Proceptive is taken. Not only do these pills work on members of any gender and species, but the Contraceptives take effect the moment they are ingested, even if that's after conception (please use ethically). The Proceptives fix any kind of reproductive dysfunction, including acting as an antidote to the Contraceptives or something similar if taken soon enough. For 100 RP, you gain enough Contraceptive pills to dose 1,000 people a week (1 pill lasts 6 months) and enough Proceptives to dose 100 people a week (1 pill lasts at least 1 year before any dysfunction might return, or until a Contraceptive pill is taken.) Like the Vaccine above, this can be purchased multiple times with the same results.

Full Accreditation (100CP)

You get documents proving you're qualified to do anything and everything you're actually qualified to do... even if that's something that's not recognized by the society you're currently in. You could be a fully accredited Speedster in a world without superheroes if you were qualified and wanted to be. Things that are totally fake, say, Palmistry in the real world, you can instantly get certified in and have a certificate just lying within easy reach.

Dream Car (200CP)

This car is comfortable, classy, never runs out of whatever actually fuels it, always has enough cup holders, creates no emissions, never gets pulled over unless the cop is attractive and available, changes color at the push of a button, is always parked out front of wherever you're leaving (or in the back if you're sneaking out), never zaps you with static, never needs keys, is always in perfect condition, and always has that new car smell (unless you don't like it, in which case you're a monster). It can be any style of car ever made on

earth, and gets performance that would make a Bugatti Veyron green with envy. You may import any personal vehicle into this.

“Ovipositive” (200CP) (Casual Sex World)

Common, especially in fantasy settings, is the concept of the half-human. A human and some other race getting together and having a child. From a scientific point of view, that’s basically impossible, but science can suck it. You are able to breed with basically anything alive no matter how improbable or strange that might be and make progeny with contributions from both parents. Let a weird tentacle beast fuck you for a day and make its squirmy baby, fuck a bun into a dragon’s oven. As an added benefit to those who tend to stick to playing with other humans, your children will never have any birth defects because of their parent’s active or recessive genes.

“Wildest Dreams” (200CP):

You’re a bit stronger, a bit tougher, have enough stamina to
run marathons without breaking a sweat and are capable of absurd sexual feats straight out
of fiction. Hang your partner from your cock if you have one, take absurdly large penetrations with no damage or injury. Long as it doesn’t border on magic, you can do it.

“Seducing Brews” (400CP):

Arriving in the territory of witches, wizards, druids and
alchemists, you’re capable of whipping up all sorts of bubbling trouble with bit of toiling over your cauldron. Medicinal tonics, mutagenic elixirs, aromatic aphrodisiacs, poisonous potions, all possible with some eye of newt and hair of carrot. You can make recipes for potions that can transform, enhance, weaken or alter the body of the one who drinks it. Once a recipe is made, it’ll be consistent and teachable. The potency of a potion depends on
how rare the ingredients are and how difficult it is to brew. For instance, you could dye someone’s skin or hair, or make their fluids taste like chocolate for an hour by simmering some simple ingredients in a pot. These types of potions can be used to give a quick stamina/strength/speed boost or make fun, albeit temporary, changes to you or your partner’s body. You know you want to experiment with different or bigger “equipment”. More permanent and bigger changes are usually hard to come up with, stuff on the level of poisoning someone and turning them into a toad, or a good old fashion love potion. The upper end, things like a potion of eternal youth, would be significantly harder than anything else, ingredients that might not be sold anywhere and takes months or years of cooking.

“We Cum In Peace” (100CP):

First contact between species, diplomacy between galactic
empires. These are threatening concept when the downsides could mean great war or possible extinctions. Not only are you fantastic at getting into the mindset of sapient aliens though, you’re fantastic at getting into their pants. Peacemaking, lovemaking, same difference in the end, right? You’re really good at coming to mutually beneficial understandings with aliens is the point.

“Spacefarer” (200CP):

It’s kind of awkward trying to be casual around space lovers or
explore alien worlds from inside a vacuum sealed spacesuit. Life support is nonetheless an incredibly important detail for space exploration, outside pulpy science fiction novels and media that is. For you, things like oxygen deprived atmospheres filled with foreign microbes and diseases aren’t really problems, most of the time. You can shrug off such things just fine, only needing solutions for the most truly dangerous environments with neurotoxin storms or aliens carrying super viruses that make the plague look like a little bitch.

“Sex Toy Savant” (400CP):

In an era of sciences beyond our wildest dreams, sciences we
cannot even conceive in a modern mindset, the perverted make advances like everyone else.
You friend, are a pervert, but a genius one. You use the cutting edge technology of your era to make sex machines and toys that boggle the mind with complexity. Holographic memory vibrators conforming to inner walls, body hugging sex chambers that directly please the nervous system with electrical pulses and even lifelike androids are included in your portfolio of inventions. Your technical genius seems to fall short when not working to perverted ends, but still gives you a leg up when trying to figure out new tech.

Hentai Body (Free) (Doujinshi High School)

Doujinshi can get a bit extreme, sometimes. Well, with this perk, you won't have to worry about getting internal damage or having something tear when you shove your arm-length cock into someone's holes, or having something equally large shoved into yours. This isn't guro, after all.

Skilled at Sex (100 CP)

As the name implies, this perk makes you more skilled at having sex. You know how to play your partner’s body like a fiddle, knowing just where to do to ensure that they have a good time.

Mr. Clean (200 CP)

Sex can take a lot of prep-work. Showering so you’re not all gross and sweaty, using an enema to clean out your rectum, and so on. Well, now you don’t need to do that, anymore. Your partner will smell like [insert scent you enjoy], inside and out, and you won’t need to worry about having shit smeared all over your dick.
As a bonus, I’ll even throw in a complete immunity to STDs. You won’t even need to worry about being a carrier. For an extra 100 CP, you’re not only immune to them, you actively cure the STDs of those that you sleep with. Any other diseases, as well.
This is free for the duration of the jump, but if you want to retain it, you have to pay 100 CP.

What’s a “Pregnant?” (100 CP)

Something you no longer need to worry about, that’s what! As a matter of fact, you now have

complete control over your fertility. Want to ensure that you or your partner gets pregnant? Set it to 100%. Want to avoid it completely? 0%. Want to leave it up to chance? Set it to anything in-between. If you set your fertility to 0%, your partner will treat the sex as if you're using birth control, and will be perfectly fine with cumming inside, even without knowing about the perk. However, if you would have set it higher during sex, whether you're planning to or not, they'll automatically know, and treat it as unprotected sex.
On top of that, you'll never need to worry about periods again, assuming that you had to in the first place.
This is free for the duration of the jump, but if you want to retain it, you have to pay 100 CP.

Designer Baby (100 CP)

When you impregnate a woman, or get impregnated by a man, you can decide which features the child will inherit from you and the other parent. Within reason, of course. If you're both normal humans, the baby couldn't have purple skin and hair made out of tentacles. This includes deciding whether the child will inherit a power that's passed down from parent to child. As a bonus, if you have sex with a pregnant woman, you can have your DNA overwrite the DNA of the unborn child's original father.

Everyone's A Little Bisexual (400 CP)

At least, when it comes to you. If someone only likes people of a certain gender, species, skin color, profession, and so on, they're willing to make an exception for you. On top of that, you and your partner won't be discriminated against for these relationships.

Indecency Acceptance (400 CP)

People don't mind indecency as much, when you're involved. Walking around with an erection, groping and/or making out with your significant other in public, making lewd suggestions, wearing revealing clothes, and so on. Things like having someone sit on your lap, as long as they're not clearly uncomfortable with it, or having consensual sex with your partner in an alleyway, or getting a blowjob from them in a bathroom or movie theater, are also covered by this.

Box o' Sex Toys (100 CP)

Exactly what it says on the tin. A big ol' box of sex toys. When you open it up, you'll always find
what you're looking for, though it only contains the basics. Vibrator? Sure. Pair of handcuffs?
You got it, bub. Onahole? Easy peasy. Love doll shaped like your favorite animu character? Sorry, you're out of luck. They're self-cleaning, too!