

WILD BEASTLY WEST

V 1.1 BY APOCBOX



The world you are about to enter may seem superficially similar to the one you know. The American Civil War is in full swing, with the abolitionist northern states and the pro-slavery southern states fighting each other. There, however, is one major difference. The humans aren't enslaving each other, but instead the demi-humans, the people who look like a mix between man and beast. One such demi-human who is keeping her nature a secret is Cecil, a bounty hunter who is about to cross the border to the southern states in her hunt of Bob Aldrich, a prolific criminal charged with armed robbery, murder, and abducting free demi-humans.

You enter this world right as she passes the "Welcome To The Southern States!" sign.

Take this 1000 points to spend. You will stay here for 10 years.

ORIGINS

Choose your age and sex for free

DROP IN

You appear in this world with no prior history or memories near the saloon that Cecil is about to visit for her target.

BOUNTY HUNTER

You make your living by hunting down wanted criminals, whether alive or dead. It's not exactly an easy job, but you are pretty good at it. You wake up in your camp not that far from some town in the Southern States, with your target being somewhere in there.

CRIMINAL

Some time ago you got fed up with those fools in the north and their idiotic ideas and moved south. Up there they would call you a criminal, and you probably have a bounty on your head, but does it really matter? You've got your men, your slaves, and your money as you wake up in your very nice plantation estate near the town where your buddy Bob is doing his business.

ENFORCER

Fame, legacy, morality, right and wrong. You don't really give a shit about any of these. You are a hired muscle doing some grunt work. You do it for the money and are rather good at it, with your boss treating you well, even if you are a demi-human, although that isn't a necessary thing. You wake up in a small yet comfy room, ready for another day of work.

PERKS

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free Perks are optional.

GENERAL

Big Fan - Free

Well, it is a hentai world after all. Everyone, both here and in any future worlds you visit, receives a bit of a boost to appearance, whether it's making women more beautiful, men more handsome, or in some other way—it's up to you. You and your parter are always clean both inside and out when it comes to sex, as well as being completely immune to STDs. You also have full control over your fertility, being able to set it anywhere from zero to a hundred with your partners believing sex to be safe if it's set to the minimum. Finally your sexual stamina and characteristics get a bit of a boost, and sex feels somewhat better.

Demi-Human – Free/100/200/300

It seems you are no longer a human being a demi-human instead, and so I would suggest keeping to the northern parts of the country for your stay in this world. Demi-humans vary in both appearance and abilities, with some being merely humans with animal ears and tails, while others are far more beastly. For free, your race doesn't offer you any benefits besides the changed looks. For 100 you either have a single improved sense, like being a literal bloodhound, or have some impressive physical characteristics that come from your more animal-like form, similar to

what Seigel possesses. For 200, either receive both benefits of the previous tier, or have all of your senses gain a boost, or gain the same increase to the physical stats as before but without any visual changes beyond the standard animal ears and tail. For 300 you both have improved senses and physical characteristics without altered looks beyond the ears and a tail. After the jump this becomes an altform.

DROP IN

Jingle Jangle - 100

Going places, even while riding a horse or a train, still can take quite awhile, and there's not much that can alleviate the boredom that such travel might cause. Thankfully, you can pass the time now by listening to some nice, appropriate songs that play in your head. They are always fitting the time and place you are in, and you can make them actually audible for others to hear.

Yee-Haw Pardner - 200

If you don't want to hunt bad guys or do crime, you can spend your time doing some good ol ranching. You are one of the best cowboys around, being an absolutely fantastic horse rider, animal herder, and farmer. Your lasso skills are also phenomenal, and you even know how to use them for some other fun "activities." You also find that bovines of all kinds, including cow demi-humans like you quite a lot more than before.

Glass Of Milk - 400

Where the fuck did Aldrich get the goddamn automatic milking units? It's the nineteenth century; they wouldn't be developed for another hundred years, at the very least, for fuck's sake! Well, maybe it was the famous indomitable human spirit and the insatiable desire for the cowgirl titty milk that made it possible? Or he just got it from you, since you are now exceptionally good at coming up with, developing and making all sorts of technology related to sex, be it sex toys, automated machinery, drugs, or something else, being able to make and mass-produce it even when it shouldn't really be possible with the local level of technology.

Sexual Dimorphism - 600

It's kind of an old joke at this point. How different the members of the same demi-human species are solely based on their sex. Like a male being a hulking monstrous brute with barely any human traits and an eerily human female. You, on the other hand, not only are able to choose to look more human or monstrous in any form you possess as well as being able to freely mix and match features and abilities from them but also make other beings' forms appear more human or monstrous with a touch, as well as alter their abilities correspondingly, being able to, for example, turn the aforementioned hulking brute into a cute weak little twink with some animal ears and tail or the previously almost human lithe girl into a slab of amazonian meat.

BOUNTY HUNTER

Clever Disguise - 100

Girl, if you want to keep the fact that you are a cowgirl hidden, maybe don't wear cow-print chaps and find a better way to hide your ears than just wearing a hat. Well, that's the advice for Cecil; you, though, are able to keep almost any physical trait hidden with the simplest of disguises. Hell, you could probably bullshit people into believing you are just an abnormally large and strong human as a buffalo demi-human, by just wearing a hooded cape.

Just A Nosebleed - 200

Damn, you are kind of tough, huh? Not only are you more durable, being able to survive being sent flying by being punched in the face through a wall with only a small nosebleed and being a little dazed afterwards, but you are also able to recover from injuries in record time. Your holes are also capable of taking in far bigger members, stretching pleurably instead of becoming damaged and always remaining virgin-tight no matter how much you get fucked or how many births you go through.

Six Shooter - 400

Well, you wouldn't make a good bounty hunter if you couldn't stand up for yourself. You are a master gunslinger, having amazing eyesight, a fast trigger finger, and amazing accuracy, being able to shoot a fly easily from a hundred yards or take on a full bar of armed bandits and come out without a scratch. And as long as you have ammo on your

person, you no longer need to reload your weapon, with it being done automatically and instantly.

Payback - 600

From now on your enemies will try to keep you alive, instead choosing some other fate for you than death. Maybe they would turn you into their personal breeder or try to sell you as a slave to someone else, which is always guaranteed to give you enough time to recover and come up with some sort of escape plan. Your willpower also receives a massive boost, allowing you to never break no matter what fate you have to suffer through.

CRIMINAL

Evil Is Cool - 100

Isn't it a freeing feeling when you no longer have to pretend to be holier-than-thou and are just able to let loose? Not only are you able to easily pull off a classy, cool bad guy look, but you also have complete control over your morals, being able to dial them down or turn them off completely as well as deciding to whom they apply. There's nothing bad with having a wall of pregnant cowgirls you stole from the north in your saloon from whom your customers can get some premium milk; after all, having known freedom makes their produce more delicious, and in the end a demi-humans is only 3/5 of a person, so it's all good.

Finding Talent - 200

Good men may be hard to come by for other people, but that's not the case for you, as good assets just keep falling into your lap. Be it a bunch of loyal goons, some rare and extremely strong enforcers that you can easily convince to work for you, or pretty, unattended girls for your brothel to take, good underlings, goons, workers, and slaves are exceptionally easy for you to find.

Another Type Of Meat - 400

The best slaves are those that have accepted their place at their masters' feet. Something that you find extremely easy to make them do, as you are now a master of breaking people. You could turn even the

most strong-willed people into happy and perfectly obedient toys for you and your customers to enjoy and do so in record time.

Legitimate Business - 600

Money. You are good at getting it, you are great at keeping it, and you are absolutely amazing at multiplying it. Your financial skills are something to behold, as you can easily turn a single dollar into millions within the span of a single year through clever investments, finding new opportunities, market manipulation and many other methods you are now proficient in. And anyone trying to find anything illegal with what you did will be unable to do so due to how well you are capable of covering your tracks and legitimizing any income you have.

ENFORCER

One Of The Good Ones - 100

From now on people are far more tolerant of you, not having any prejudice towards you no matter their personal views or any of the qualities you possess. You could be an interdimensional disgustingly horrific abomination and receive zero shit for it. You aren't so bad after all. Well, for a Jumper that is.

Job Requirement - 200

Despite being hired to break skulls, you are quite able to calm tensions and stop any fights before they even start through sheer Terrifying Presence you are capable of giving off, making anyone around you intrinsically aware of what exactly you are capable of doing to them if they don't shut the fuck up and show some respect. It isn't on all the time, as you can be seen as an average dude one second and a terrifying monster the next. You also have a tendency to gain positive and professional reputation no matter where you go, making finding a good job a rather easy prospect.

We Got An Audience - 400

Have you ever watched a master of their field do their work? Just something about a professional doing their thing, it's quite the sight. And now there's just something about you, something interesting. Anything you do just seems more captivating. Be it you just moving heavy shit

around or fucking a girl in the middle of the street, quite a few people will find the sight highly intriguing.

Clint Bigwood - 600

Holy shit, Bob lucked out so much when he found and hired Seigel. That man's a powerhouse. And so are you, being an incredible specimen representing the peak of your species in all the ways. You are stronger, tougher, bigger, smarter, and outright better than anyone else that shares your blood. And everyone else seems to be aware of that, with you having a sort of aura of superiority about you. It is most prominent with other members of your species as well as those that share a resemblance with them, becoming more submissive towards you and those you find attractive being far more receptive to your advances.

ITEMS

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing 50 after first purchase. You can combine compatible items like **Big Iron** and **Bring A Spencer**.

GENERAL

Big Iron - Free

Well, of course you've got a revolver; everyone does as well, so why the hell wouldn't you have one? You can choose any piece that can be reasonably found around this time period in America. It never jams or requires maintenance, as well as always being there by your side when you need it. You gain 60 shots for it each month and have legal permission to open carry it anywhere, no matter what local laws would usually say. Comes with a holster that fits nicely on your hip.

DROP IN

Wild Hentai-land - 100

This amulet in the shape of four strange-looking heads makes you find yourself in some really strange yet amusing situations when you wear it. It doesn't create them; it merely steers you in their direction, so don't expect to meet any aliens if the world doesn't have them, but if three crazy demi-human MILFs in matching pink spring dresses wielding rolling pins are going to try and rape someone and you are in the area, they will most likely target you.

Under The Floorboards - 200

This trapdoor can be easily picked up and moved anywhere; however, when opened, it reveals a room capable of housing a few dozen people with enough supplies to last a month. It has sleeping space and a bathroom and is rather comfortable, with people inside not feeling any movement when the item is moved. The trapdoor cannot be detected by anyone who you do not want to notice it.

A Sight That Makes You Smile - 400

Doesn't everyone like trains? They're great! And now you can spread that greatness around, as you are now an owner of a train manufacturing and train track laying company, capable of bringing the greatness of those steam-powered machines to every corner of this country and every world you visit with surprising speed.

Bigger Iron - 600

Revolvers are great and all, but sometimes you need a more powerful weapon. This piece looks surprisingly advanced, but then again, the war is in full swing, and the new weapons are being produced all the time, so maybe it's from one of the government contract works? Whatever the case, this rifle is one of the, if not the, most powerful handheld weapons ever created, being able to punch a hole straight through the chest of a buffalo demi-human with frightening ease. It is as if it were actually designed specifically to hunt demi-humans and other partially human beings and monsters, being incredibly effective against them. You get 10 bullets for this gun that replenish monthly as well as a blueprint for making more.

BOUNTY HUNTER

Cow Chaps - 100

On one hand, keeping a low profile when you are hunting people is a given; on the other, reputation is a tool in and of itself, and an iconic look will help one cultivate it. And so you have yourself a rather striking and unique set of clothes. It provides great protection against the elements, even if it shouldn't, as well as accentuating your natural beauty. Never gets dirty and is extremely comfortable.

Whoa, Boy, Whoa - 200

What a beautiful beast you have there. And I'm not talking about the one in your pants. No, this is one of the best horses in the country, being able to go incredibly fast and for great distances without getting that tired. It's also incredibly smart, being able to understand even complex commands, and is really loyal to you. Is also able to kick quite hard, like insanely so, like holy-that-guy-is-now-a-smear hard. Respawns a day after death.

Golden Star - 400

You are no longer just some random headhunter; no, you are now a Ranger with this badge serving as the proof. Despite having a rather large amount of privileges and legal power, you are not actually expected to perform any duties. In future worlds you can take a similar position, gaining the privileges of being a member of law enforcement without needing to actually do anything.

Bring A Spencer - 600

Well, don't you have a thing of beauty on your hands? This is a custom Rogers & Spencer .44 Army tailor-made for you. It sits perfectly in your hand, somehow weighing almost nothing; has an excellent range, stopping power, almost zero recoil, and infinite ammo. What's best, it seems to do far greater damage to lawbreakers, those who have bounties on their heads, and slavers. And if they are all three? Hoo boy, let's just say that there won't be much left of them but the Bloody Mess after even a single bullet hits them.

CRIMINAL

A Sign Of Evil - 100

You have an item. It might be a hat, an eyepatch, a cane, or anything else really. Holding this item or having it on you makes you seem somewhat more serious and evil, projecting a sort of "don't fuck with me" aura that can make people take a second to reconsider trying to antagonize you.

Do Whatever You Want With Her - 200

You have a group of perfectly loyal underlings working for you. Well, "working" since you aren't really paying them anything, but whatever. They all have guns as well as being decent at using them. You can choose their race, but you can't have more than one demi-human on the level of Seigel. They all act as followers and respawn a day after death.

Milk Saloon - 400

A rather nice place you've got here. This mixture of a bar and brothel doesn't just offer great booze and tasty food but some quality cowgirl milk and pussy as well. There are about half a dozen girls who've been mindbroken into loving their position and are all too happy to satisfy your customers. No matter where you go, this business follows you around, always providing a nice amount of money and never getting you into any trouble with the law.

Slave Trade - 600

Aldrich's little enterprise is honestly kind of cute when compared to your own business empire. You have taken slavery and turned it into an art form. You own a fleet of ships; a veritable army of slave trainers who can break people as well as you could; trackers that people hire to find their escaped merchandise; and regular schmucks protecting your assets, as well as many ranches where very new meat is being bred and trained. All the slaves you produce are of the highest quality, and you have exemption from the laws of every country and every world that allows you to own and sell slaves without any issue.

ENFORCER

Best Shitter Ever - 100

If you are a big guy, it might be surprising that finding a good place to relieve yourself is quite a hustle. Thankfully now anywhere you go there is always an incredibly comfortable and genuinely nice toilet that can always fit you no matter your size, and somehow taking a shit or piss here does not take any time, with you exiting it a moment after you entered, although only if you are using it for its intended purpose.

Proud To Wear Them - 200

This pair of metal shackles somehow doesn't weigh anything to you but remains extremely heavy to anyone else, making your hits pack quite a bit more punch. What's more, they are actually capable of attracting projectiles that would have otherwise hit some important places on your body to themselves and are capable of easily bouncing off even the strongest of bullets.

Job Finder - 400

A piece of paper that can automatically display any of your abilities and capabilities that you want as well as a method to contact you. Anyone who sees them will actually believe that you are capable of what is written on there, and if they would want to hire someone with your qualities, they would always offer a fair price for your services. Any sufficiently close copy of this paper will have the same effect, so you can post it in multiple places without worry.

Legal Exemption - 600

It seems you will no longer have to worry about becoming a slave if you were a demi-human before. Because from now on in this world as well as any you visit in the future, you cannot be legally or illegally enslaved, kidnapped, or even imprisoned, so even if you ever break the law and would have normally been sentenced to a stay in prison, some sort of alternative punishment will be presented.

COMPANIONS

Companions can't take drawbacks.

Original/Import - 50 for 1, 200 for 8

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon - 100

Take any individual as long as you can convince them to go.

DRAWBACKS

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Crossover – Free

You can use this jump with any other jump set during the American Civil War or the Wild West, fusing the worlds together in any way you want. Points are kept separate.

Supplement - Free

You can use this jump as a supplement to any other jump set during the American Civil War or the Wild West. Points are kept separate.

Self-Insert - Free

You can take the place of one of the canon characters, either by replacing them in the story or by taking over their body. You gain their abilities and skills for the duration of the jump but lose them afterwards.

Extended Stay + 100 per

Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

Does It Always Take You That Long When You Take A Shit? + 100

It seems no matter what shitter you go to, be it a smelly outhouse or a professionally designed beautiful toilet in some villa, it will be a cramped and uncomfortable experience.

Stop Pretending. You Are Already Wet + 100

You get sexually excited quite easily, even in situations where you very much do not want to get horny. You also are a rather quick shot, and I don't mean it in the gunslinging way.

What Should We Do With This Amateur? + 200

No matter how great you are or how many great deeds you do, you will forever remain some nobody in the eyes of everyone. Well, until you actually start a fight, then they would take you seriously. But only for its duration, as after that, even if you have wiped the floor with them, they would still treat you like some unskilled youngblood.

You With The Eyepatch + 200 per

Whether you have been in some sort of accident or were born like this, you are now missing a part of yourself and are disabled. Maybe it's an eye, tongue, or an arm; it doesn't matter. You can't restore it in any way and are periodically stricken with phantom pain. Can take multiple times

Welcome To The Southern States + 200

You are unable to influence the politics of any place you are in. Be they local town ones, state ones, or even country ones, the world will have to change by itself, and you have no say in how it will happen.

Signs Of Ownership + 200

Sometime in the past you were a slave, even if you are a human, but managed to escape. That time, however, still haunts you as you wake up from nightmares almost every night and have severe reactions to any slavers and slaves you see.

Another Type Of Meat + 200/300

It doesn't matter if you are a demi-human or not; from now on, you are seen as a legitimate target for slavers. Better stick to the places where the practice is outlawed. For an additional 100, even in places where slavery is illegal, you would be an exception to the rule.

Proclamation Of Governor + 200/300/400

Pick either the Southern or Northern states. You now have a huge bounty for your head there, with bounty hunters periodically going for

you even if you are far away from there. For an additional 100, you are wanted all across America. For the farther 100, you are an internationally wanted criminal with there being not a single country around who doesn't want you dead.

Make Em' Accept That They're Slaves + 300

You have been completely mind-broken into becoming a complete masochist and accepting that you are just an animal that needs an owner and will feel absolutely horrendous as a free person.

THE FINAL CHOICE

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of all the named characters for free.

Now Choose

STAY HERE

Want to stay around? Well, have fun. Here take additional 1000 to spend here

GO HOME

Got enough adventuring? I wouldn't judge you. Here take 500 to spend here before you retire.

NEXT JUMP

That's what we're talking about! Here take this entire collection of works by Fan No Hitori.

NOTES

Changelog

V 1.0 Release

V 1.1 Minor fixes and added ammo bit to the Bigger Iron