

Generic Hentai Fantasy

By Cthulhu Fartagn

Welcome to the land of elves and of orcs. Where witches and wizards stand alongside shining knights against the demon army. Where holy maidens are chosen to fight the forces of darkness, and dashing princes arrive to save the day. Welcome to a much more perverted world than you were expecting.

+1000 cp

Age

Somewhere between 15 and 30.

Gender

Male or female, free choice.

Location

This land is too generic to have set locations. Start out wherever.

Origins

Pick two sub origins within your major origin.

Drop In

Nobody from nowhere, who just showed up out of thin air. No one knows you, and therefore practically no one will trust you. Good luck. Your first option of sub-origins is (RPGVerse) where the name of the game is sex. Next is (Modification) where you just make a few small changes on the people around you. Last is (Reverse Rape), where you win when you lose.

Commoner

A lowly born peasant, probably born to farmers and stomped on by the nobility. You've turned to crime, be it legally or not, and isn't that a confusing sentence? The first sub-origin is (Rogue) the dastardly charming thief. Second we have (Ninja), the nobles' shadowy secret weapon. Lastly and mostly legally, (Adventurer) the semi-clueless hero with a harem.

Noble

True and blue-blooded nobility, with all the pampered lifestyle that implies. On the downside, politics. Eh, can't win them all. The first class of nobility is the (Knight), master of the swordy stuff. Following them we have the (Paladin), our holy warrior. Finally, the (Mage), who would rather summon something to fight for them.

Demon

It may be a bit generic, but you're the enemy of fantasyland, the demons! Funky skin color and horns/tail are optional and up to you. Your first option is (Corruption), focusing on twisting the hearts and minds of others into becoming loyal to you. The second is (Breeder), whose primary concern is with popping out the next batch of demons. Third, the (Lord), who uplifts his existing forces, rather than find new ones.

Discount Rules

Your first 100 cp perk/item is free, the remainder of your two perk trees are 50% off. Alternatively, you may pick only one sub origin and gain one floating discount for anywhere in the jump.

Perks

Drop In (RPGVerse)

100 cp - Sudden Game Interface

Whats this? You took a wrong turn and stumbled upon a sudden game interface? What does that even mean? Long story short, you have a series of invisible and intangible menus that you can peruse at your leisure. Bad news is, they're read only. On the other hand, they're ridiculously thorough, with a menu for damn near everything.

200 cp - Dating Sim

You are smooth. Like fine silk. Mostly because every time you open your mouth, time freezes for just a few seconds while you review your options on what to say. Crass? Suggestive? Or you could take free choice and not use one of the predefined choices, but those probably won't go as well. Additionally, you can also summon a sub menu listing information on people, such as physical capabilities, likes and dislike, and how close they are to agreeing to sleep with you.

400 cp - Party System

Form a party and go on an adventure! You've gained the power to control the experience distribution of your party. Even if you don't spend any time on the front line, you'll still make forward progress. Mostly by stealing bits and pieces of theirs, but still. In addition to that, you can also control what gets upgraded. It's not as effective, but you can shave off an hour or so of your healers meditation to increase your own strength instead of your mind.

600 cp - Luck of The Draw

This... Is the wrong kind of game. Like, really wrong. I was expecting a hack and slash, not a gatcha game. Anyways, you've got a illusionary gatcha connected to a low fantasy world, much like this one. Additionally, it will run collaborations occasionally, allowing you to summon nerfed versions of people and things from past jumps. As for how often, you get one point/draw per day, though doing mass rolls has better odds of pulling something powerful.

BOOSTED - Pay2Win

Yeah, remember that one point/draw per day thing I just mentioned? I meant to say ten. In addition to that, a new rule has been instituted. Once you've maxed something out - leveled it up, upgraded it's skills, and fed it stat boosters - it gets removed from the gatcha. Or, in other words, you can slowly force the gatcha to give you stronger and stronger people and items simply by removing the weak ones from it. You can voluntarily add them back in if you want multiple copies though. Twins are always nice after all.

Drop In (Modification)

100 cp - Nobody Of Importance

Such a sentiment is a bit rude, but one that can work to your advantage. Local lord looking for 'volunteers' to go monster slaying? His eyes will slide over you, in favor of the person next to you. You can be singled out if you're being specifically looked for, but other than that the only thing that will pick you out of a crowd is random chance.

200 cp - Bad Biology

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.

400 cp - Permanent Remodeling

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.

600 cp - Grey and Gray

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.

BOOSTED - Blue And Orange

The opposite of your enemy is your friend, but sometimes you need a bit of leeway. Now, by injecting any energy, albeit in even larger quantities, you can shift alignment to anything, not just opposites. Instead of overloading a succubus with holy energy to make it an angel, use natural energy to make it a dryad, or raw magic for a human. Additionally, if you wish, and with even more energy, you can convince the changee that it was always this way.

Drop In (Reverse Rape)

100 cp - No Fainting

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.

200 cp - Bestiary

There are monsters abound in this land, and the trick to surviving is to know what you can take, and what you can't. ...And by that, I mean what you can fight off and or kill. What you can take is almost completely separate. Either way, you've a fairly good idea at what anything you lay eyes on would be weak to, or strong against.

400 cp - Unusual Ally

Of course, all the rarest of monsters are locked away in the far corners of the world, standing guard at the behest of the gods, keeping great treasures locked away. But, if they're smart enough to speak to, they're smart enough to bargain with. And for some reason, the more monstrous something is, the easier it is for you to get along with.

600 cp - Semen Eater

By consuming the various bodily fluids of the local monsters, you can temporarily absorb a specific trait or power from them. Slimes might make you stretchy, something that flies would give you wind magic and speed boost, a dragon's might give you fire and heat resistance. So on and so forth. Once you pick, there's no changing it, so choose wisely. Oh, and the more you take the more you get. A literal belly full would keep you going for days, if not an entire week.

BOOSTED - Magic Eater

Or, if you prefer, you could instead consume the magic inherent to said bodily fluids. It's not anywhere near as effective, but by cutting your gains to about 1/100th, you can permanently increase your own various powers. In other words, it would take significantly more intake to reach the same boost, but the boost no longer goes away. Additionally, you can choose to take either an actual power, like the various magical affinities, or just raw power, and slowly increase your magical might.

Commoner (Rogue)

100 cp - Roguish Good Looks

You may be a commoner but you are a dashing roguish one able to falsify an aura of respectability and trust with merely a grin and a wink. The common men will appreciate your cheeky humor allowing you to pass among them as a equal.

200 cp - Cunning Linguist

You are... not exactly persuasive, but you've got an odd talent at convincing people to try new things. If you can get them to agree, then they're basically forced to keep their word. No chickening out at the last minute. Sadly, you can't use this perk on the same thing twice. Of course, by that point you probably have them trapped in your metaphorical web.

400 cp - Tricky Hands

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.

600 cp - Information Broker

You've a bit of a reputation as the one with... Access, to many things. Or at least, knowledge of where it will be, even if you don't have it yourself. People will seek you out to ask favors of you, commoners and nobles alike. Perhaps it's the hidden spy network, perhaps it's part of your blessing as an oracle of generic god/dess #79, or maybe it's just you pretending to be Sherlock. Or some combination thereof. In effect, people will approach you for favors, and you have the methods to find what they're looking for.

BOOSTED - Hotline To God

Well, it turns out you actually are the oracle of a god. That said, it's probably the god of thieves. Either way, you have access to them for advice and favors basically whenever, and can even ask them to manifest every now and then to help you out. Of course, the best thing this gives you is easy access to divine booty. On the other hand, they'll probably expect you to do some really stupid shit in the name of impressing them.

Commoner (Ninja)

100 cp - Massive Chest

Everyone knows that all energies be they mental, physical, or spiritual pass through the heart at some point. The more powerful you are the more of these energies pass through this region of the chest. This leads to an interesting effect. Men tend to develop massive chiseled chests that have been known to be compared to granite while women will develop a huge bosom. As your energy increases, the impressiveness of the torso will continue to increase.

200 cp - Showing Off

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.

400 cp - Clan Leader

You are the head of a clan of ninja. Unfortunately you are the only ninja left in your clan. You will need to restore your clan which will involve having many wives and or husbands who will eventually bear for or make many children with you. Fortunately local laws will be adjusted for your clan's restoration allowing you to marry as many people as are willing to join your harem.

600 cp - Multiplicity

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, your natural reserves will take a severe hit for every clone you make, and will stay dropped until the clone is destroyed.

BOOSTED - Singularity

Did I say fragile? Well, not so much anymore. These clones of you are less shadow and more substance. They are now exact copies of you, flesh and blood. However, they are not separate from you. Instead, the clones now exist inside a hive mind of you. The drop in energy still exists, splitting your energy between each clone, so don't go thinking that you can make a thousand and still be an effective fighter. At least, not without something from other jumps.

Commoner (Adventurer)

100 cp - Party Up!

What's an adventurer without a party? Dead, probably. That's why you need a party. Whether it's the adventurers guild, or the local tavern, you seem to just stumble across people who are just slightly better than competent at whatever it is you need. And better still, you more than competent at convincing them to come with you.

200 cp - Nailed Down Or On Fire

An adventurer like you has bills to pay, more so than the common man might think. Gotta get equipment fixed, buy potions and remedies, buy a half decent room at the inn, buy a rumor about a magic weapon. They just keep piling up on you. That's why you've mastered the art of figuring out which piece of loot is worth the most. For selling, obviously.

400 cp - Known And Trusted

You have a reputation of being a bit of a go-to guy. Find me twenty bear asses, rescue my child from a cave, kill those goblins. Basically, dependable. And because of that, people trust you. And obviously, you can abuse that trust. When some random guy starts banging on your door at three in the morning, it's not because he thinks you stole something from him, it's because he thinks you can help get it back.

600 cp - Fated To Be A Hero

Of course, making an easy dime may be what YOU want out of life, but the call knows where you live. And as you might guess, it's calling. Good news is, you've got a magnetic personality to draw in the top of the line party members, both into the party and your bed... Bad news is, it doesn't work that well unless you actually answer the call. Well, you won't get new ones at least. Don't worry about losing any trust or respect from one's you've already got.

BOOSTED - Red String Of Fate

Generally, that's the kind of phrase you'd hear tossed around with others like 'soulmates' and the like. Well, for you it's not just an expression. You can see the strings of fate, and while you can't cut them, you can unravel them slightly. Are you fated to fight the demon lord? No, the captain of his majesty's guard is. Is the princess to your liking? Tie a string between the two of you, and fate will conspire to bring you together. Be warned though, if there's someone to notice, they almost certainly will.

Noble (Knight)

100 cp - Proper Knight

A proper knight knows many things - how to ride a horse, swordplay, archery, various other weapons, tactics, mathematics, etiquette, and several other things to boot. You, while not a true master of these things, are at least competent in all of them, and in anything else a knight might be required to know.

200 cp - Clothing Un-damage

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.

400 cp - Someone To Be Broken

Kill you? Don't be daft. You're a public idol, and nothing would cement the evil king's rule like him publicly raping you. His soldiers can't afford to kill you, because he wants to - maybe even needs you - alive. You might be heavily mistreated, but they won't kill you until after they've raped you a few dozen times. Long enough for a rescue mission or a breakout, assuming you have the strength and luck to pull it off.

600 cp - Fragment Of A Pure Heart

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.

BOOST - Light Of The Soul

Even in the darkest days, there is a shard of your true self locked away in the back of your mind. It - and therefore you - governs the attempts to purge the modifications done to control you, to reduce you, to manipulate you. And if it finds them to be anything less than pleasing, it will purge them from you. The work of months and years will vanish in hours and days, removing anything it deems 'bad' from your body. An addiction to sex, an increase to your sensitivity, anything that would make you lose control over yourself, gone. If you really wanted to, you might keep part of the increase they made to your bust, or perhaps the futa dick they gave you, but if you don't, it won't last the night.

Noble (Paladin)

100 cp - Perfect Body

The life of a knight is filled with exertion, so strength is built up over time, regardless of whether or not it is wanted. However, it seems that there's a bit of artificial natural selection at work, as all the 'strong' people are at least pretty or cute, if not outright stunning. It's not scaling by any means, but more like 'strong people aren't allowed to be less than 7/10'.

200 cp - Lay on Hands

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.

400 cp - Holy Blood

There's something in your blood that isn't human - though, neither is it a demon. Perhaps it is from an angel, perhaps it is from an actual god. Doesn't matter. What's important is, that something is 'divine' or 'holy' and marks you as such as well. With this comes a measure of beauty and charisma, as well as the favor of royalty and the like. Combined with 'Lands and Title', you may actually choose to be royalty. Also anything that feeds upon blood will find that feeding upon yours is like drinking pure holy water, for added hilarity.

600 cp - Holy Light

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.

BOOSTED - Guardian Angel

Holy light isn't the end of your blessings, because you've inherited far more than just that. You are a literal angel, with four wings to boot. Not the full eight wings of an archangel, but more than ordinary. You no longer need to wield the light to drive away the darkness, your mere presence will do so. But of course, the light shines brighter as well, to the point where you could create a false sunrise.

Noble (Mage)

100 cp - Pay Attention To Teacher

You're good with your mouth and your tongue, and not in the way you were expecting. Singing, chanting magic spells, giving speeches, even just talking. Your voice is beautiful, and people love to hear it. Of course, they may not actually pay attention over the resulting boner you opening your mouth causes.

200 cp - Classic Magic

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.

400 cp - Lust Elemental

Normally the kind of thing you'd find in the demon king's castle, you've managed to make a contract with an elemental of pure lust. This leaves you immune to pretty much all forms of lust magic, as the elemental will eat them before they can do more than make you aware that it was there to begin with, and capable of wielding raw lust yourself. On the downside, if you actually do weaponize that lust, you'll be experiencing long periods of time where you can't seem to get into the mood as the elemental eats your lust in order to recharge.

600 cp - Sexy Summoner

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.

BOOSTED - Cum When I Call You

You now have a personal familiar that you can summon, and boy is it a doozy. It can be anything from a mountain sized dragon to an actual god(dess). The only real limit is something you could defeat in order to bind, or otherwise trick/bribe into your service. You can summon it to your side at no expense to your magical reserves, and have it stay for as long as you like. And yes, it still has to obey you. Additionally, if you choose a semi-established figure, you can summon specific versions of them, or all of them, at your whim.

Demon (Corruption)

100 cp - Sexy Evil

For whatever reason, all of the monsters in this land have a 'compact' form, that hides the majority of their monstrous traits and presence. And let me tell you, it's quite the looker. The vampires are smooth, orcs are buff yet bishonen, and the man eating spider is a MILF. This doesn't just affect you, it affects all the local monsters.

200 cp - Weak Link

A chain is only as strong as its weakest link, and that includes things like towns and families. And you have an eye for finding the one who will break first. How long it will take is something you'll have to practice with, but finding who or what to start with won't be an issue for you.

400 cp - Monster

Saying you're a 'demon' is awfully generic, don't you think? Well, do you not want to be one? How about a minotaur? Tentacle monster? Kitsune? Anything you want, really. Additionally, you can pick up one or two 'powers', like fire magic and illusion for the kitsune.

600 cp - Demon Country

In a country full of tentacle plants, rapist orcs, and NTR'ing succubi, things like morals are going to go out the window very very fast. With that in mind, your presence will slowly erode the morals of those nearby to you - specifically, the ones relating to sex. In a day, a barmaid might flirt with you. In a week, agree to sex. In a month, sleep with anyone, and in a year, forgo wearing clothes because they'd get in the way of having sex. This both gets more effective, and slowly increase in range as you remain inside the effect, but it's also highly noticeable.

BOOSTED - Lord Of All I See

Time is fleeting, and there is never enough. Your very presence defiles hearts and minds of those around you, even more so than before. In your immediate presence, the effects of Demon Country are always at maximum, and the taint you spread has speed up noticeably. It would take an immensely powerful Holy being too not simply surrender to you immediately. Even the chosen Hero could likely be persuaded to stand down, and lay with you.

Demon (Breeder)

100 cp - Critical Eye

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.

200 cp - Breeding Bitch

Rape is all well and good, but with enough hate, a captive could murder their new child before trying to kill you as well. And, with the next generation being as precious as it is, that simply won't do. Thanks to a special something in your cum, the women you sleep with are modified to grow emotionally weak during their pregnancy. Even if they hated your guts on day one, by the time they give birth, they'll be head over heels in love with you after only slight manipulation.

400 cp - Addictive

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?

600 cp - Legacy of Lust

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.

BOOSTED - Stolen Legacy

Having kids is well and good, but sometimes you just don't want the hassle of raising them yourself. By vigorously sleeping with a woman, you can cause any child she has to register you as the father, regardless of who it was supposed to be. Child she hasn't had yet? Yours. Child she already had? Yours. And with that, comes the various powers they would have inherited from you, had they actually been yours. It won't do much for their memory, but they will remember 'knowing' that their father wasn't.

Demon (Lord)

100 cp - Evil Aura

You have an air about you that just screams 'large and in charge'. Or maybe 'Be respectful or get eaten'. Either way, you've an aura of power and command. And obviously, the more power you have, the stronger this aura becomes, until even the holy heroes will cower before you.

200 cp - Heroes React

It's a well known fact that the villain always strikes first, and that the heroes, be they actual heroes or just ordinary law enforcement, are left scrambling. While you may not be a villain, you will find that you cannot be penalized for actions you have not taken. Things like premeditated murder don't exist for you. Send threats all you like, until you actually act, people will make no move against you for them.

400 cp - Don't Mind The Evil

Even though your goal here may be to steal people's hearts, that's no reason why they can't actually like you beyond the whole 'lots of sex' part of your relationship. Treat your new brainwashed slaves well, and they'll have doubts about actually killing you if they get free. Treat them like an actual person, and not just a walking fuckmachine, and they might even fall in love with you. Make actual love to them? Expect them to fight in order to be re-corrupted.

600 cp - Take This Power

The problem with being the big bad of anything is that pretty much everyone will try to hunt you down and kill you. Either to get rid of you, or to replace you. Because of this, you've taken to empowering weaker minions rather than train or find strong ones. By sleeping with them, you can bestow parts of your own power to them, though this will leave you unable to use it yourself. As a bit of a safety feature, the more power you give, the more loyal they become. If you eclipsed their own by a dozen times or so, they'd stop breathing on your orders. Also, if they die it defaults back to you.

BOOSTED - Indian Giving

When you loan away your power, you will find yourself weakened. Sad, but unavoidable. However, even this is an opportunity. Perhaps in your weakened state, there would be some sort of training that would be more effective for you? Well, perhaps not. But, there's no reason you can't extract a sort of... Interest, from your borrowers. When they train, fight, and grow, half of the gains they make in terms of their raw power (whether psionic, magical, or even spiritual) are yours to claim.

General Perks

100 cp - Cum Style

The way physics work, and the way creampiees tend to actually go don't have much in common, but at least physics is consistent. You now have a small amount of control over how exactly this works. Backlash out and somehow end up coating the girl head to toe? Fill her to the brim and then slowly leak out? Burrow inside till she looks five months pregnant? Pick a style, that's how it works now. Obviously, cumming buckets is a given.

100 cp - Elven Superiority

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.

200 cp - Love Of Lust

You know, all those powers you picked up before now, most of them didn't actually give you any sexual experience. Which means you're still a knowledgeable virgin, even if you can DO certain things, you probably haven't yet. Well, congrats, because this fixes that. You now know your way around the body of both genders, and have a decent grounding in practically every fetish.

300 cp - Elves Are For Lewds

The most noble of races, the most long lived, the most naturally beautiful, the most gifted in all things. The most arrogant and prideful and will never let you hear the end of their own greatness. Don't you just want to make them shut up by choking them on your dick? Well, good news. The more supernaturally beautiful something is, and if it's arrogant enough about it's superiority, you'll find them collapsing beneath your advances with even the slightest push. Ancient and wise they may be, but they'll also cum from a minute of molestation, become addicted to the taste from one blowjob, and your personal sex toy after the first creampie.

400 cp - Boosted Vitality

Now, I'm sure what you already have is sufficient, but don't you want more? Are you tired of being tired out after 'only' three or four rounds? Disappointed in yourself for only being able to handle three lovers at a time? You obviously need a bit of a boost to your vitality. Your stamina and endurance just skyrocketed, throwing what was left of the real world rules out the window. Have marathon sex that lasts for days, and leave your lovers unconscious from sheer overload by the dozens. Oh, and all those perks listed with 'BOOSTED' where the price should be? If you have the relevant capstone, those are now yours.

Items

Drop In (All)

100 cp - Empty Heraldry

You've a symbol to your name, a house crest or something similar. Perhaps it's on a ring, or embroidered into your clothes. However, while normally such a thing would tell you that you were affiliated with nobility, this will instead display that you are not, that you are aligned with yourself, and only yourself. It will be remembered, however, for any deeds that you commit. Thankfully, it cannot be faked.

100 cp - Bed And Breakfast

Once a week, you can claim a room and a meal from... Practically anyone, from an inn on the side of the road, to the royal castle. You don't even need to pay for it. Sadly, it's only once a week. On the plus side, if you don't use it, you are allowed to save it for later - though, not 'next jump' levels of later.

200 cp - Flesh Cave

That might sound a bit odd, but basically you have a hidden room/cave that's been taken over by the mother of all tentacle monsters. It's completely obedient to you, to the point where it might as well be an extension of your mind and body. It's also got the standard complement of aphrodisiac bodily fluids and the like, so anyone you throw in here will enjoy themselves, even if they don't want to. Becomes a warehouse attachment post-jump, or you can squirrel it away inside another property.

200 cp - Rainbow Rock

Glowing faintly with all the colors of the rainbow, both spiky and smooth, a rainbow rock! Whats it do? Well, it's a one use healing item. What's it heal? Yes. Need some extra hp, it can handle that. Low on mana, check again. They also make for great summoning catalysts, and sell for huge amounts of money. Anyways, you get a new one every week, and yes, you can stockpile them.

Drop In (RPGVerse)

400 cp - Crystal Heart

A small crystal in the shape of a star, it's made of some unknown material, and almost completely transparent. Laying your hand on it and focusing will allow it to consume parts of your experience, such as the many hours you've spent learning the sword, or studying magic. Once you deem it satisfactorily full, you can give it to another and allow them to claim that experience for themselves.

Drop In (Modification)

400 cp - Mind Worm

A pair of small worm like creatures held inside a pair of small glass vials. When properly used, one is allowed to crawl inside the ear of the target, while the other should be kept inside the vial. When the second one is shaken lightly, the first will begin to constrict and emit a chemical cocktail which will temporarily damage the targets common sense and willpower.

Drop In (Reverse Rape)

400 cp - Dungeon

Arguably a living maze, this underground labyrinth is bed of traps, dead ends, monsters, and treasure. Its configuration is fully up to you, though it does have to be solvable. Other than that, feel free to fill it up with as many monsters and traps as you can find/buy as will fit inside of it. While its location is actually fairly well known to the local adventurers, the unwary and unprepared who wander in here and lose will become your playthings. You are considered to be the dungeon master (which can be a known or unknown fact, at your discretion), and can wander around in it completely unmolested.

Drop In (All)

600 cp - Mansion In A Bottle

Tired of being a drop in, of having no money and sleeping amongst the rocks and stars? Well, you no longer have to do that. Any room you stay in, from an inn to a ramshackle shack or a leaking tent, is a six star hotel. No, a mansion. Anyways, the luxuries you'll find in here are top notch. By modern standards, even. Royalty would probably be jealous of you if they knew you had this. Oh, and you do actually get a small and easy to set up tent just to make getting access to this easier.

Commoner (All)

100 cp - Chest Bindings

Having a huge chest can be too much of a good thing when in combat or purchasing clothes. While worn these chest bindings have the priceless ability to reduce the apparent size of your chest to a size that will not limit your combat abilities and provide support better than any bra you could imagine. They also cause no pressure in your chest making it no harder to breath unlike normal chest bindings would do.

100 cp - Undercover Job

Criminal extraordinaire you may be, but even you will need subtlety. You've got a sealed letter from a respected person saying that you're going to be quite good at whatever job you're applying for, and won't you please hire them they have a sob story. It won't even be found out to be a fake until long after you've quit, by which point you've stopped using that fake identity. Right?

200 cp - Dirty Business

You own an inn! Or a bathhouse, or a winery, or something. Of course, being the thieving thief that you are, said business is about as clean as your bed after getting laid. So, not very. Every employee at said business is at least loosely connected to the local criminal underworld, and will have at least one or two useful skills you could borrow in an emergency.

200 cp - Shopkeep

A rather burly woman who is very down to earth. She owns a small stall at the local market... And by local, I mean 'seems to be everywhere you are', and somehow manages to get there far enough in advance of you in order to set back up. Either way, she sells generic adventuring equipment, and buys... practically everything. Don't expect her to be able to afford a Oracialum sword of +50 fireball though, no matter how much she wants it, or what 'else' she might offer you for it.

Commoner (Rogue)

400 cp - Thieves Guild

Specifically, a giant underground complex, hidden beneath your Dirty Buisness. It's not just loosely connected anymore, it's the underworlds heart. Anything you want or need, you can either find here, or find someone willing to steal it for you. You are the guildmaster, but that's more of a formality of you owning the damn place than a mark of your skills as a thief. Also, it does generate a decent amount of profit, in the form of a slight tax on the posted jobs, just like any other guild.

Commoner (Ninja)

400 cp - Little Black Scroll

You know the best way for a commoner, to get a noble to agree to pretty much anything? Copious amounts of blackmail. You now have a book that will automatically record events, phrases, and sometimes even draw pictures, of people doing things they weren't supposed to and really didn't want you to find out about. It only works on things in areas that are 'yours', like the Dirty Business, but other than that it doesn't have limits.

Commoner (Adventurer)

400 cp - Lustful Blade

A dirty, rusted, and cracked weapon you found in a stall. Upon touching it, it broke into metal shards, only for your own weapon to suddenly grow a large ruby upon the hilt. For lack of a better word, the sword is haunted - breaking the old one cause it to move to yours. The spirit can absorb small amounts of magic, and then either throw it back or use it to strengthen you... At the cost of being an absolute pervert to practically everyone.

Commoner (All)

600 cp - The City Of Guildhall

It's real name was lost, put on the papers once and never used again. Instead, they choose to name themselves after an up and coming guild that decided to use the city as their base. Your guild. Specifically, the one you can now be in charge of if you so wish. The entire city, and it's people, have built themselves up to support you. Some of the finest blacksmiths in the land can be found here, bar the hermetical master of masters. The same goes for libraries, apothecaries, and anything else you care to name. To cap it off, everyone here knows of your connection to the guild, making you a celebrity of sorts. Enjoy the swooning women, aye?

Noble (All)

100 cp - Knightley Gear

What does a true knight need? A damsel to rescue, a dragon to slay, a kingdom to save from peril? Well, yes, but before all of that, a knight needs a suit of armor and a sword. And a horse I suppose. The bare basics of knighthood, a suit of armor, a few weapons, and a horse to ride into battle, are now all yours. They aren't of any amazing quality, but they're sturdy and won't break to anything less than a demon or magic user.

100 cp - Noble's Clothes

A noble is above the common rabble, and as such, must hold themselves to a higher standard. This wardrobe - to which you may import an outfit if you like - contains clothes that are magically self repairing and self cleaning. While being doused in lava will burn them to a crisp and eventually to nothingness, anything less will merely cause them to reappear inside your luggage at a later date.

200 cp - Amour

You have a suit of armor that doesn't look like it could defend a stick. Something along the lines of a chainmail bikini or loincloth. That kinda thing. Despite leaving large swathes of skin exposed, the defensive value of this ridiculous outfit is as good as, if not better than, a regular suit of armor. Probably because it's made of some rare metal, like Mythril. In which case, it's skimpiness and low mass is probably the only reason you could afford it.

200 cp - Bestiary

A thick tome bound in leather, containing many, many, pages of lore upon the monster you're expected to slay. Though that's more due to the large number of monster than to the quality of information. As is, it's not more than a list and maybe a description. However, as you adventure and slay, the book will fill itself in on everything you learn about those monsters. In other words, if you don't encounter it, it won't have anything more than an honorable mention.

Noble (Knight)

400 cp - Title and Lands

Being a minor noble - yes, buying this makes you one - you obviously need a fancy ass title, and a fancy ass castle to go with it. Duke, Count, Baroness, whatever you want, short of ever having a chance at the throne. You have a fully staffed castle, with the surrounding area being farmlands to actually supply the castle. There's also a blacksmith, an alchemist, and a cleric, for all your adventuring needs. They're not spectacularly good at their jobs though. If bought with 'Holy Blood' or 'Holy Light', you can choose to be actual royalty.

Noble (Paladin)

400 cp - Holy Diamond Armor / Weapon

The Holy Diamond Armor / Weapon is, in effect, a somewhat generic macguffin. It emits a 'holy' light that prevents demons from coming anywhere near it, and can also act as a focus and amplifier for similarly natured magic. As a weapon, it's every swing qualifies as a minor holy attack, even without magic. Similarly, if you choose a shield or armor, it will null most demonic magic without cost.

Noble (Mage)

400 cp - Instant Bedroom

A sub form of the art of conjuration, you've created a pocket dimension that you can enter and exit freely. It's not particularly large, only the size of a decently large room, but the important thing is what you've stored in there. Specifically, an entire bedroom, and a number of toys to go with it. In addition, there's a smaller - though still rather lavish - bathroom. The room resets when empty, so don't worry about cleaning it or restocking its small amount of food.

Noble (All)

600 cp - Cathedral Of Light

Not a church by any means, but nonetheless a stunning display of architecture. The entire cathedral is one massive amplifier for holy magic. Casting here in it's center could allow you to reach the far edges of the country, from purification and healing to buffs and debuffs. Other kinds can also be amplified, but anything of a demonic origin that so much as steps foot in here would burn in an instant, or be canceled immediately. If you actually wish for there to be a religion that 'owns' it, you may give yourself any rank within it that you like. Just remember that you aren't likely to rank highly in the local religion, and with a new one you only have the one church.

Demon (All)

100 cp - Black Armor

The knight in black, whose identity shall forever be a mystery - this is that knight's armor. Wearing it will conceal your identity from everyone, though it won't provide you with a new one. Unfortunately, the armor is imperfect, and will not completely suppress things like your raw magical energy or sheer force of presence, though it will put a damper on them.

100 cp - Totally True Story

A manga novelization of your time here, chronicling your story as the demon lord and the various heroes attempts at killing you. Changes to something suitable to your origin despite the bit about the demon lord up above. You gain a new "totally true story" at the end of every jump with a sexy and non-sexy version of them, even if they weren't really sexy or non-sexy to begin with. Just call it artistic license.

200 cp - Silver Hand Armor / Weapon

A single piece of armor - or a weapon - made of almost pure silver, and blessed up the wazoo. Theoretically, it's holiness comes from the left arm of a saint that was mixed into the metal. Sadly, as it turns out, said arm didn't belong to a saint, but to a demon in disguise. When this comes into contact with demonic magic, it backlashes against the user and binds them to the will of the demon. It still manages to be ridiculously holy, somehow.

200 cp - Modified Wardrobe

What kind of demon would want to hide their sexy body from the eyes of anyone, especially when said body is their primary weapon against their enemies? You now have a wardrobe - multiple, in fact - full to the brim with clothing that can at best be described as 'extremely flattering', and at worst as 'so when do the strippers arrive?'. Most of these don't qualify as armor for the record, except perhaps as the lightest of light armor.

Demon (Corruption)

400 cp - Magic Jewelry

You have a small number of enchanted jewelry pieces, a few rings, a necklace, maybe even a fancy tiara. However, it's not a nice enchantment. Instead of having any defensive properties, the enchantments are all lewd. One of the rings will slowly ramp up the wearer's lust, the necklace prevents their morals from interfering, the crown flat out mind controls them, things like that. You have a little bit of free reign with these, as they are custom made, but don't go too far.

Demon (Breeder)

400 cp - Corrupted Castle

You have, by what all appearances say, is an ordinary castle. It's kinda of not, though. Simply put, all the maids, servants, even the owner - assuming that's not you - have been brainwashed to serve you. Unfailingly polite and respectful by day, and living sex dolls by night. God help anyone who thinks this place a safe haven.

Demon (Lord)

400 cp - Haunted Castle

A decently large castle deep in the mountains, somewhere that makes words like 'remote' and 'inaccessible' look like an under exaggeration. Either way, while the castle is unhelpful to humans, it's near perfect for various species of monsters. The single maid running it, the castle's Genius Loci, is perfectly loyal to you, and fully willing to rearrange the entire thing in order to suit you and your guests.

Demon (All)

600 cp - Darklight Ring

Normally, demonic magic and holy magic would be completely at odds with each other. Their exact nature is generic, naturally, but they would be utter enemies. But, with this silver ring, your demonic nature can be hidden away. In fact, your everything can be hidden. If you so choose, nothing will escape. Not heat, not sound, not even the light of your soul - black as I presume it to be, it still shines. The world itself will forget your true nature while you wear this, treating you as what you show, not what you really are.

Companions

50 cp - Stand By Me

The standard companion import, for if you'd rather play with your friends than make new ones. 50 cp per companion, max of 8. Each one receives 700 cp to play with.

200 cp - The More The Merrier

What, do you have a proper harem, dozens or hundreds wide? Then I suppose 8 just isn't enough. All the rest of your companions can join you as well... With one small change. Both the companions here, and from Stand By Me, only gain 600 cp.

Special Companions

Discounts are per origin, and are 50% off. No Freebies.

Drop In

100 cp - Slime Girl

A young slime girl with the standard obsession with semen, she latched onto you one day and decided you were delicious. She can, with a bit of focusing, pull off a minor illusion in order to look more human, but she'd probably rather ride inside your clothes. Possession is also a thing she can do, although it's more like hijacking the body forcibly than subverting the mind.

200 cp - Living Flower

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.

300 cp - Twin Heroines

A pair of women summoned by a misfired demon summoning program - or maybe the gatcha? - who ended up right on top of you. They have a unique link that lets them feel whatever the other feels. They fight nigh constantly, which quickly turns into something more intimate whenever they try to get physical with each other. Sadly, they never seem to learn to not get physical. They share a companion slot.

Commoner

100 cp - The Rescuer

A young elf woman - which means she's probably, like, a hundred, who specializes in outthinking ambushes. Mostly via poison and lots of research into what she's going to be fighting. She's also really good at not getting raped, and sometimes even raping the monsters back.

200 cp - Wayward Ronin

A former knight who got kicked out for being disrespectful to an incompetent noble. He's been making a living as an adventurer, and thoroughly enjoying the attentions of grateful young women whom he has saved. Of course, with his name in the mud he's never going to be anything other than small time. Maybe you could help him fix that?

300 cp - Adventuring Party

A trio this time, a shy cleric, an easily flustered monk, and a rather boisterous warrior. Their fourth, a ranger, ran off with some maid, leaving them a man short right before they tried to pick a fight with a camp full of goblins. You pulled their asses out of the fire - somewhat literally - so they decided to reward you by 'allowing' you to be their fourth. The three of them share a companion slot.

Noble

100 cp - Ninja Maid

A top-notch beauty, held back only by the fact that she's not only a commoner, but a former street rat. If she had even a bit of pedigree to her, she'd probably be married off to a minor noble already. Instead, she's your maid. She's a fairly good ninja, and is excellent at stealth hi/bye's. Also she's a massive voyeur/exhibitionsit who uses her ninja training in order to not get caught.

200 cp - Shenanigans Magnet

Royalty! Princess, queen, hell maybe a prince? Regardless, while they are stunningly beautiful - thank you fantasy eugenics - and also really good at their chosen fighting style, and maybe even blessed by some god to top it off... They're a virgin, and have basically no defenses against any sort of lewdness. Like I said, shenanigans magnet. Sexy shenanigans.

300 cp - Dual Wizard

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.

Demon

100 cp - Minor Demon

A small time demon of some sort, such as a weak succubus. They have a minor case of not having a soul, due to you tricking them out of it, and are utterly loyal to you as a result. They literally cannot comprehend the idea of betraying you. Also, as if it needed to be said, they're really hot and down to fuck.

200 cp - Unholy Maiden

Formerly a nun of all things, she got a metric fuckton of lust and corruption energy shoved into their head by a bored demon. The resulting mess leaves them completely disinterested in being purified, and with a mentality ranging from wantonly debauched to 'why are we not having sex right now'. Said demon traded her to you, leaving you with a holy maiden with intact (if weak) powers and no inhibitions.

300 cp - Broken Zombie

A decently powerful demon who accidentally took a blast of purification and necromantic energy to the face at the same time. As a result, she can no longer generate the demonic energy she needs to live. You have oh so kindly decided to 'supply' her with your excess, leaving her highly loyal to you. She's also one step short of being an utter master at necromancy, which probably helped your decision to help her.

Drawbacks

Max +800 cp

+100 cp - Don't Even Think About Magitech

This is a fantasy world. Technology has no place here, nor does magitech. Maybe if you came back in, oh say, a thousand years, maybe two, but right now this place is firmly in the dark ages. Most people can't read or write, call every strange thing they see witchcraft, and will try to burn you at the stake for disagreeing with their religion. Basically, this place is firmly low tech and low intellect, and will fight you to stay that way.

+100 cp - Pointy Eared Arrogance

You know, some people just seem to think that they're flat out better than others. Hell, sometimes you get entire races thinking this. Cough elves cough. Anyways, you've now got all of that arrogance about how the lesser everyone should be grateful to look upon you and whatnot. But you don't actually have said advantage. Well, you might, but your species doesn't.

+100 cp - Dynasty

Who wants to rule a kingdom? Well, your grandkids. The ones you haven't had yet. Anyways, you are now stuck here until one of said grandkids actually takes the throne. Mind you you only have fifty years to do this, so get cracking.

+100 cp - Dress Code

What's this? Are you trying to wear something... Modest? Covering? Well, we can't have that, now can we? Anything you wear is automatically converted to something nice and skimpy - and by this I mean something in line with a chainmail bikini. And no, its defensive value WILL drop like a rock during this. Don't try to game it either, or you'll end up with something even a succubus would be embarrassed to wear.

+100 cp - Filthy Peasants!

Most people in this world don't have access to clean water, can't afford to heat what they do have, and have never heard of soap or perfume. Better get used to the smell, because it's going to be a very long and very stinky ten years.

+100 cp - Prove Thyself!

It's not enough to take you at your word, you have to prove it. Yes, this means what you think it means - a subquest you have to complete before you can go where you really want to go! If you want to learn magic, expect to defeat 100 goblins with some piddly spell that does one damage. If you want to flirt with a woman, expect to have to go carve some notches in your belt in order to show them off. And god forbid one of those notches be even a little bit important, cause she'll have her own request of 99 bear asses for you to gather.

+200 cp - Rules Of Nature

One thing to note about this world is that it's very medieval, with sensibilities to match. Not only do women not get to vote, the majority of the population, the peasants, don't get an opinion on the matter. In addition, everybody seems to know which caste you belong to. As a Commoner, you'll likely be disrespected at every turn, while as a Noble you could expect to have the paperwork and responsibility for up to the entire kingdom dropped on you. Drop Ins and Demons would basically have no rights amongst humans, and would have to prove their power to the demons, all the while being backstabbed at every turn.

+200 cp - Less Than Political Maneuverings

Whether you consider this good luck or bad, you've managed to attract the attention of a handful of girls. Or guys, I'm not gonna judge. They all want you for themselves, and the concept of a harem seems offensive to them. Each and every one of them is going to blackmail, sabotage, or otherwise interfere in any and all romantic overtures the others make towards you. And no, your companions are not immune to this.

+200 cp - Demon Summoning Program

Somewhere out there, there's a horny teenager with a strange new cellphone app. It's the demon summoning program, a rapetech app that summons fantasy characters into the modern world for the user to fuck. And their new favorite is you. Bad news is, you aren't allowed to kill them until after you have sex with them. Worse news, if you do kill them, someone else just finds the app. Or you could not kill them, and just enjoy the sex?

+200 cp - Elves are for Molesting

As the name implies, elves tend to often be the targets of all sorts of sexy shenanigans in these sorts of worlds, for all sorts of various reasons. Sadly, everything now seems to be just as attracted to you as a target as they would for those poor poor elves. Especially the things that utterly disgust and horrify you, those things *especially* want to molest you. Better be careful, they'll be coming out of the metaphorical woodwork, and there's no telling if that chair you're sitting on is really a chair or a tentacle mimic just disguising itself as one unless you double check first.

+200 cp - Sex Invaders

Whatever kingdom or country you're living in has just been invaded by a superior force. Or, maybe betrayed by an important official. Either way, the war between nations will be over in short order. And, since this is hentai, all the people deemed important by the invaders will be treated as spoils of war, ie prime rape targets. And guess what? You've been deemed important. Run jumper, run.

+300 cp - Babies Ever After

Someone, somewhere, has decided that you are fucking perfect, and that you need to help them pop out the next generation. They're big, strong, actually competent, and give zero fucks about things like the law. Now, you can get captured and treat it like a vacation, but if you spend more than a year with them, you are treated as having chosen to 'Stay'.

+300 cp - Yandere

Congratulations, you have a Yandere! And not only that, but they're almost as powerful as you - whatever that power may be. Maybe you mind controlled them into sleeping with you, and that broke them so badly they thought they actually loved you. Maybe they just think you're gosh darn perfect. Regardless, within the first year of your jump, you'll meet them. Good news is, they have exactly zero problems in doing pretty much anything for you or with you. Bad news is, they barely tolerate the competition. If they think you have any romantic interest in anyone else, they'll probably try to kill them. You might - MIGHT - be able to hold them back via fucking them senseless, but it's unlikely. Oh, and you can't get rid of them, as they have Mary Sue levels of plot armor. If for some reason you want to keep them, then they'll still be violently jealous, but unlikely to go on a murdering spree.

+400 cp - UNDIVIDE

For every capstone perk, there will be someone in the jump with it's boosted form. Each and every one of them, at bare minimum, dislikes you heavily. As time passes, they will begin to kill each other and steal the capstone powers, until only you, possessing whatever you purchased, and one other, possessing all twelve boosted capstones, remain. At which point, they will try to kill you. Losing means death which will of course end your chain - without a 1up at least - while killing them will merely reset the process. And no, you can't steal the perks from them somehow, they don't actually have them, they're not jumpers they're just bullshit.

+400 cp - "Absurdly Dangerous Deathworld"

Humans are humans, or so you would assume. Perhaps a tiny bit stronger than their modern counterparts due to a more active lifestyle, but much the same. Or not. The heroes you hear of are a step above. Even the maids and beggars on street corners are a force to be reckoned with. I'd call them the equivalent to an entire squad of soldiers, but... Those soldiers are now even stronger as well. Basically? Welcome to lunatic plus, where mooks are about equal to the final boss, and the final boss is a cheating fucking bastard.

Ending

Congrats on making it through all ten years. I'm sure that the good times rolled, but you've got a choice to make.

STAY here and fuck around some more, there's surely lots more to do.

LEAVE and spread the sex to the next world in your chain.

GO HOME and settle down with a nice girl. Guy? I won't judge.

Notes

Monster Examples:

Goo Girl

Power 1 **Fluidic body** - You have a fluidic body that may counts as any and all bodily fluids you are capable of producing for the purposes of perks and powers. Semen, blood, stomach acid, vaginal lubrication, breast milk, whatever body fluid you want it to count as or not count as you can change this at will.

Power 2 **Oxygenated Fluids** - People you contain in your fluidic body or that you pour your fluids down the throat of will be able to breathe your fluids as if they were air as long as you want them too.

Succubus/Incubus/Omnibus

Power 1 **Lust Body** - In order to maximize sexyfuntimes, your physical body is somewhat fluid in nature. Your default form is a sight to behold, but when you actually hop into bed with someone, it will change itself slightly in order to fit their fetishes better. You might gain or lose a few inches in height, some hair, or the size of your boobs/ass/dick or muscle definition.

Power 2 **Lust Magic** - You can draw upon the lust generated by others to perform rituals and spells of any kind, though those that are in theme with lust and corruption gets the most bonus.

Werewolf

Power 1 **Wolf Body** - Not quite human - or demon, or whatever - but also not fully a wolf. Instead, you have the option of being both, or something in between. All forms gain heavy muscles, and enhanced senses.

Power 2 **Alpha Male** - Leader of the pack, your presence dominates the weaker willed. The weight of your gaze is enough to make women fantasize about you, actually stating that you want to sleep with them will have them wet and willing in minutes.

These are examples, and you are free to make your own, within limit. No giving yourself an entire magic system or complete invulnerability for example. A specific trait is fine, a set of powers in one is not. If you have questions, follow the google doc link at the bottom of the pdf and start typing.

Elves are for lewd - does not work on succubi and most beauty/fertility goddesses, mostly because they acknowledge the fact they're sluts.

Supplement Mode

In exchange for forfeiting half of the base CP, you may use GH Fantasy as a supplement to an applicable jump. In other words, no matter how many elves and dragons or succubi there are, if you have modern day pretty much anything, it doesn't count. You may acquire additional points through drawbacks, up to the drawback cap. On your first use this equates to a maximum of 1300 CP, and 800 CP on each use afterwards. No, you may not take a drawback multiple times. If you run out of drawbacks, you obviously cannot take the supplement anymore. In addition, should you purchase the BOOSTED perk, it will only apply to capstones you bought in that specific instance - later capstones will require you to buy BOOSTED again.

You may change your origin with each usage of the supplement, but may only gain 1 sub-origin per usage. Additionally, companions can not be imported more than once via supplement mode, and supplement mode is incompatible with using the base GH Fantasy as an actual jump. Lastly, you may only spend the CP you get from drawbacks in the GH Fantasy jump on things from the GH Fantasy jump itself, as well as not spending CP from the supplement in whatever jump you are supplementing, if that wasn't already obvious.