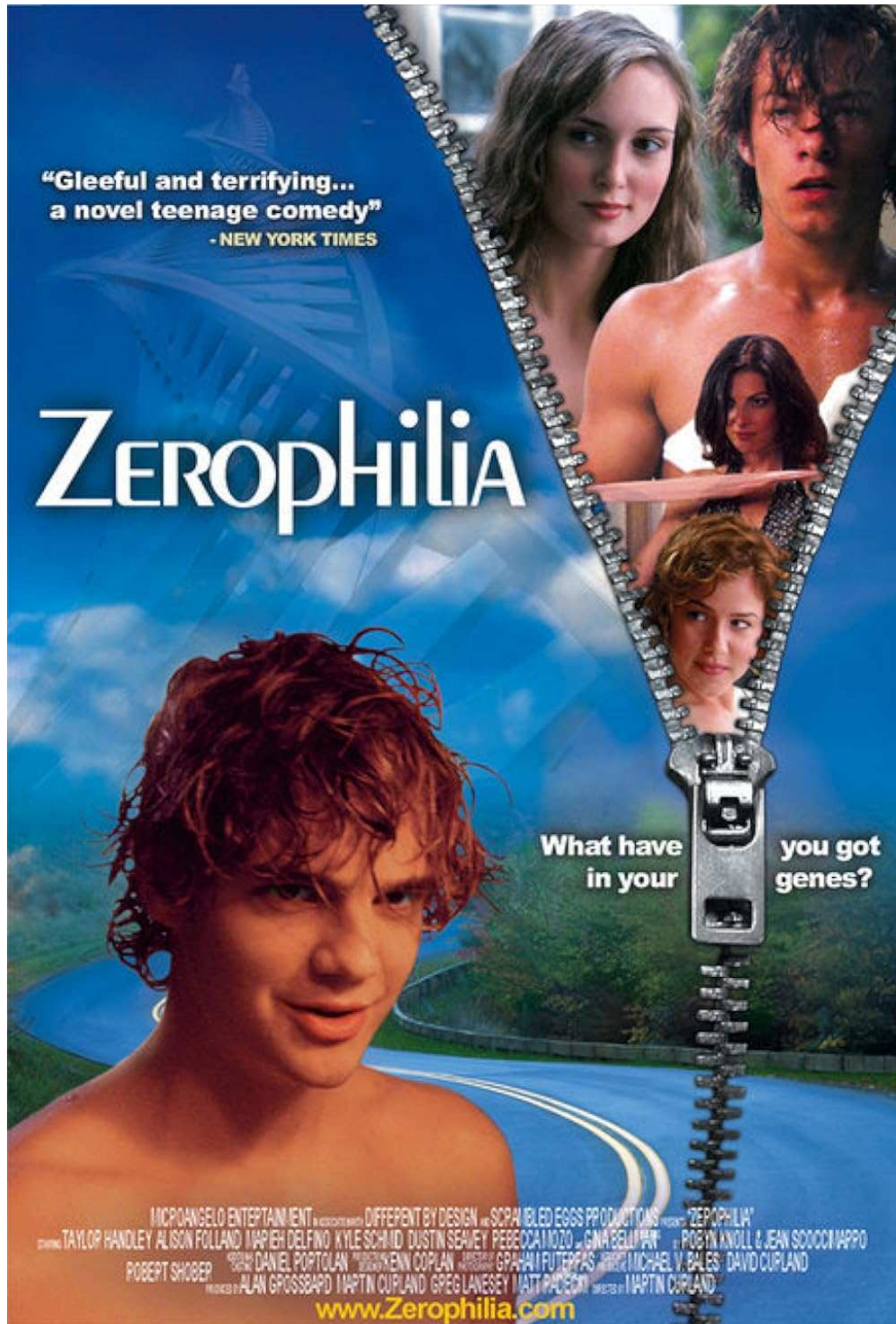


Zerophilia Jumpchain

Jumpdoc by /u/TacticalSonnet

NSFW WARNING: Reader discretion is advised

Spoilers below for Zerophilia



Welcome to Eugene, Oregon, home to evergreen forests, the University of Oregon, and a very special young man named Luke. The year is 2005 and Luke seems to have it made. He's going to a new school with his best friends, just bought a new truck, and is looking to take the local street hockey league by storm. Except Luke's life is about to change in a big way. After a chance encounter awakens his dormant genes, Luke discovers that he carries a rare and extraordinary condition; zerophilia! Now stuck shifting between male and female, Luke must deal with his up-ended life and discover who he is truly meant to be.

Just like Luke, your role in this story is fluid and uncertain. Take these Z-points and decide what mark you will leave on this world.

+1000 Z-Points

Background

Drop-In: Whether you've been an Oregon local your whole life or merely slipped in unnoticed, you are one of the thousands of people who call this humble city home. You might have lived a rather unremarkable life up until now, but change is on the wind and your story is about to get a lot stranger.

Friend: You're a local too, and are as much a part of this place as the trees and mountains. You may have faced your share of challenges, but now you turn that experience outwards to help the people you care about. From listening to your best friend's problems and offering advice to being the shoulder for them to cry on, you are a pillar in their life.

Stranger: You are *definitely* not from around here. You might be an out-of-state student, a traveling scientist, or a simple vacationer enjoying the American northwest. Your appearance in town has shaken up the status-quo, setting conflicts in motion that will leave people questioning everything they once believed. After your arrival, Eugene will never be the same again!

Age/Gender

Everyone faces their own growing pains. You may pick your age and gender freely. Alternatively, you can earn some extra points if you leave these details to chance...

For **+100zp**, you will role to determine your gender and age. For gender, **roll 1d6**; 1-3 is female while 4-6 is male. For your age, **roll 16+1d8**.

Perks

Perks that match your Background can be bought at half price. Perks that match your Background and cost 100zp can be taken for free.

General Perks

[50zp] Ice Soccer: If you had to describe yourself in two words, you'd pick hockey and hockey! With your hand-eye coordination and balance, you're a natural talent on the streets and on the ice. Spend the next year or two honing your skills and you'd be one of the best players of your generation. Maybe *you* can break the Leafs' losing streak?

[50zp] Barkeep: It doesn't matter if you're a man, a woman, or something completely different; everyone's got to eat and drink, and we can all bond over that fact. You're a expert mixologist, and can sling beers with the best of them! You're even a decent cook, though you couldn't manage a whole restaurant by yourself. Even still, any dining establishment would pay a pretty penny for your services.

[100zp] Grease Monkey: You don't have a green thumb, you have a black one. You're an expert when it comes to repairing and maintaining cars, trucks, motorcycles, and other machinery. Given the time and resources, you could restore a used junker into a pristine collectable all by yourself!

[100zp] Knockout: Whoa! Dude! Like most of the gender-benders here, you're a complete stunner. Whatever form you take, you're attractive enough to make everyone question their own preferences. What's more, you've got a single trait that stands out from your already exceptional body. Maybe you have a chest so perfect it makes other girls jealous, or abs so chiseled they'll leave even the guys drooling. In more ways than one, you're the exception to everyone's rules.

[200zp] Zerophiliac: You've got an extra chromosome, and this little baby has left you with some wild abilities! Like all "Zs", you have the potential to change your biological sex in response to your environment. These extremely rare individuals begin in a "dormant" stage, appearing completely ordinary until their first sexual encounter. Once their Z-gene manifests they become "morphescent", partially transforming as they become aroused and fully switching with each orgasm. Finally, a zerophiliac can stabilize by having sex with another Z. These "adulmorphic" individuals no longer transform unless they copulate again with another zerophiliac. Because you are paying for this Perk, you may decide which stage your condition begins in. Once you complete this Jump, you will be able to switch your sex at will.

The ability to genderswap yourself may be incredible, but the true potential of zerophilia lies in the possibilities it unlocks. This Perk also functions as a **Capstone Booster**, unlocking the full potential of several abilities listed below.

Drop-In Perks:

[100zp] What Are The Odds?: You have a habit of running into special people. From romantic trysts in the woods to finding three ultra-rare genomes in the same town, chance encounters are a regular occurrence for you. If you didn't go out of your way, this Perk may manifest as a steady stream of one-night stands or a plethora of interesting pals. Go looking for someone specific, however, and you'll almost certainly find them eventually. You may toggle this effect off at-will.

[200zp] Comfort & Convenience: You have been given some amazing opportunities, Jumper. It would be a shame to let a few nuisances keep you from exploring them. With this Perk, you'll find you no longer have to worry about all the tedious tasks that keep you in good health and hygiene. You can become clean in an instant, wiping away body odor, bad hair days, and even bothersome illnesses on command. You can maintain your appearance no matter how indulgent your diet gets, and any improvements to your physical fitness can be maintained effortlessly! You even have full control over your reproductive health, letting you embrace your role in raising children or eliminate those inconvenient monthly cycles whenever you like.

However, this perk also operates on a social level, smoothing over societal expectations and allowing you to enjoy all the benefits of gender norms with none of the drawbacks. You can still enjoy gameday with the guys or a girls night out, but you'll never be barred from a job or experience because of your sex. Enjoy everything your new form has to offer! *See the Notes section for details.*

[400zp] Yeah, I'm Okay: Are you sure, dude? If I took a hit like that, I'd be crying like a baby. Your fluid nature has had the unexpected side effect of making you incredibly resilient. Your normal weak points and vulnerabilities are now no-less endangered than the rest of your body. Taking a cue ball to the groin would damage you no more than if the blow hit your back, and even a punch in the eye can be treated like a punch in the gut. This doesn't make you immune to harm, as you are no more durable than you were before. However, any assailant looking to exploit your weaknesses will be forced to slug it out the hard way. *See the Notes section for details.*

[600zp] I Can Control This: You don't care what the experts say, you can beat this thing! Unlike Luke, you are a monolith of focus and willpower. This mastery of self has allowed you to succeed where he failed and achieve perfect command over your body and its abilities. Autonomous functions from heart rate to orgasms can be controlled with a thought, and any supernatural powers you possess can be wielded with perfect precision. A person with otherworldly strength could exercise that power without any fear of unintended consequences, while a zerophiliac could take full control of their condition and change into a man, a woman, or anything in between. You needn't concern yourself with your power's prerequisites. The only thing in control of your abilities is you!

Zs have a peculiar influence on those they interact with, from enhancing the climaxes of their partners to accelerating the development of other Zs. If you took the **Zerophiliac** Perk, you can control others as easily as you control yourself. Dial down your rival's strength to help you win your hockey scrimmage, or tease your zerophiliac boyfriend by toying with his orgasms. So long as they're close by, they'll fall under your dominion. *See the Notes section for details.*

Friend Perks:

[100zp] Confidante: Of course I can trust you, Jumper. I've known you since kindergarten! You have an air about you that encourages others to open up. From their daily stresses to their deepest secrets, your friends feel confident sharing with you. Not only will this strengthen your relationships, but it puts you in a place to do some real good. Help your buddies shoulder their burdens and you'll forge lifelong friendships.

[200zp] Superglue: You're into him, he's into you! What the hell else do you need to know? Your relationships are made of sterner stuff. Not only do you find kindling new romances remarkably easy, but your ability to understand and cooperate with your partner will quickly turn summer flings into serious relationships. If you care about your significant other and put the effort in, it doesn't matter what arguments you face in the future. You'll make it through and come back together stronger than ever! As an extra benefit, this Perk greatly increases the romantic displays you can get away with in public. Go ahead and make out with your girlfriend in the middle of a crowded bar. The only reaction you're likely to get are words of encouragement!

[400zp] Quit Shouting!: You have an awful lot of sensitive conversations in very public places! Thankfully, no one seems interested in interrupting your delicate heart-to-hearts. Whenever you are discussing secrets or other confidential information, only the people directly and obviously involved in the conversation will be able to hear you. You could have a fight with your friend in the middle of a crowded campus and the only thing passing students would hear would be some indistinct voices. This won't stop someone from tricking you into revealing information, but you'll never have to worry about eavesdroppers, lipreading, or any other indirect method of intercepting your words.

[600zp] Woman's Intuition: A good friend can know you inside and out, but your insight takes this to the extreme. Just by looking, you can tell what conflicts, emotions, and motivations those around you are struggling with. The speed of your analysis increases with a person's familiarity, so you could unravel your friend's problems with a single glance but would need several minutes to determine the driving force behind a stranger's actions. Eventually, however, all the influences acting on a person will be made clear to you, giving you everything you need to help change their life.

Of course, the struggles your friends may be going through may require more *unrealistic* insight. If you took the **Zerophiliac** Perk, the information you can gather goes beyond a person's emotions and motivations. Your analysis will unveil any supernatural powers or conditions a person is affected by, as well as the strengths, weaknesses, and other details of such otherworldly attributes. Finally, your understanding of a person includes all of the decisions they made and actions they undertook in the last 24 hours. Whether you are noticing when a friend got laid or discovering the dark intentions of that visitor from out of town, few secrets are safe from your diligent scrutiny.

Stranger Perks:

[100zp] Button Pusher: You have a way of shaking up the lives of those around you. A few choice words and the right body language can put people off balance, as you stoke their anger and aggression or lure them in with innuendo and flirtatious flare. Whether you're after their outrage, passion, or just their witty remarks, you're a master at provoking the perfect response.

[200zp] "Max"-imum Confidence: Well you're just Joe Cool, aren't yah? You radiate self-assurance and charisma like a miniature sun, quickly commanding any social space you find yourself in. What's more, this confidence lets you bend rules and push boundaries in the name of your own goals. Want to start an impromptu karaoke night at the bar? You're suave enough to pull off your performance. Decide to join a hockey team mid-game? Talking your way onto the ice will be a piece of cake. After all, you gotta be what you want to be and fuck'em if they can't take a joke.

[400zp] Trust Me, I'm A Doctor: You're an authority that others should respect! Or rather, you're good at convincing others of that fact. You can twist an ordinary observation into a profound statement, making your suggestions sound more impressive than they actually are. And once someone thinks you have all the answers, you can manipulate them into making all kinds of decisions. Sydney kept Luke close by convincing him she was the only expert that wouldn't lock him in an asylum. Now you can make yourself equally as indispensable, pushing others to take actions that advance your goals and undermine their own.

[600zp] Double Life: It can be difficult to escape the expectations of your life. Wouldn't it be easier to become someone else? Like Max, you're exceptionally good at crafting convincing personas and cover stories, allowing you to live two wildly different lives. Maybe you spend your mornings as a demure college student and your afternoons as a bullish and brash mechanic, but only an exceptionally perceptive individual or singularly unlucky circumstances could reveal your connection to both. However, your most impressive trick is making the most of your time as each alter-ego. Like Max, you could somehow balance being a full-time student and running your own garage, finding enough hours in the day to enjoy both of your personas to the fullest. You'll still need a minute and a convenient excuse to swap between each role, but if anyone can get close to living a true double life, it's you.

All that said, Zerophiliacs have a unique opportunity to step into different shoes when they feel like it. If you took the **Zerophiliac** Perk, your alter-egos are capable of functioning independently, as if you *were* two separate people. Your bookish persona can spend their day in the library while you replace the T-sprocks on a customer's truck without any loss in productivity for either of you. There's only one restriction; your different identities can't be in the same place at one time. They are both still aspects of you, after all. But so long as there are no reasons to bring your two halves together, you'll truly be able to live out two lives at once!

Items

Items that match your Background can be bought at half price. Items that match your Background and cost 100zp can be taken for free.

General Items

[Free/50zp] Distinctive Duds: Even if you always keep your shirt unbuttoned, you're still expected to wear clothes. Each purchase of this item gives you a week of garments in a general style of your choice, from business formal to student casual. Whether you want sweatshirts in every color of the rainbow or a half-dozen ball gowns, these clothes will repair and clean themselves at the end of each week. You'll still need to supplement your wardrobe if you want more than a handful of outfits, but this should be enough to tide you over until then! All Jumpers receive ONE purchase for free, with additional purchases costing 50zp. If you have the **Zerophilia** perk, you receive TWO purchases for free; one set of male clothes and one set of female clothes.

[50zp] Takeout: What college student doesn't love pizza! You have the business card of Pizza Cafe Lunezia, an Italian eatery featuring everything from traditional pasta dishes to the finest New York-style slices. Your Benefactor has arranged for a standing tab, so whenever you are looking to order out, simply call the number and place your requests. Delivered in 30 minutes or it's free!

[50zp] Stash: I swear officer, these are purely *medicinal*. You have a small but replenishing stockpile of high-quality cannabis, perfect for soothing troubled nerves or taking the edge off a rough day. Guaranteed not to cause any harmful or lasting side effects, these joints will leave you relaxed and euphoric without any risk of lung damage or bad highs. Still, you may want to wash your clothes. Recreational use still won't be legal for another decade or so.

Alternatively, you can choose for this to be a six pack of *exceptionally* high-quality craft beer. No matter your vice-of-choice, you'll always have a way to take the edge off.

[100zp] Trainyard: You ever need a place that is secluded, abandoned, and filled with old train cars? Okay, maybe that last point isn't so important, but given how deeply-personal revelations are flying around like hockey pucks, you may be happy for the first two. This industrial space is in just enough disuse to provide solitude without being so decrepit it's dangerous. Located a short ways away from your place of residence, you'll always have a place to go if you want to be alone.

Drop-In Items

[100zp] Grave: You're going through a lot, Jumper. Maybe what you need is a space to talk it out. This simple stone monument may be the gravestone of a loved one, a statue of a far-off friend, or a mythological art piece, but no matter what shape it takes you'll always find privacy and solace here. Sharing your thoughts, fears, and grief in this space will feel enormously cathartic, as if you were speaking to a compassionate father or an ever-accepting friend. While this marker won't offer any advice in return, it will help you reach your own conclusions and accept the deepest truths about yourself.

[200zp] Kenworth: This might not be the most practical of personal vehicles, but it's got power and personality in spades! This 1963 Kenworth 921 Tractor has 25 inch wheels, a chrome grill, and 475 horsepower. With this beast you could haul more than 45,000 pounds cross country, or just have the gnarliest ride on campus. Best of all, buying with Z-Points has netted you an extra benefit along with your Benefactor's usual "gas card & repair policy" deal. Hanging from the mirror of this truck is a universal parking pass, ensuring that no matter where you take this rig, you'll always somehow find a parking space big enough for this mammoth tractor!

[400zp] Muddy Waters: From convenience food and car accessories to ice cream and magazines, this general store and gas station has almost anything a weary traveler or bored local could ever want! This fine establishment can be found not only near your usual stomping grounds, but also in most towns. If a settlement is large enough to have a grocery store, you'll be able to find a franchise of this trusty storefront close by. As the owner of the Muddy Waters brand, you'll earn a passive income that would quietly make you a "modest" millionaire. Put in the work to actively grow your brand, and who knows what rewards you could reap!

Friend Items

[100zp] Movie Collection: It can get boring waiting around for your friend to work through his life-changing revelation, so why don't we put on a movie while we wait? You have physical and digital copies of every movie and television series ever made, from dramas like *The English Patient* to saucy smut like *Latvian Lesbians: Hidden Camera Chronicles*. Each piece of cinema has been painstakingly remastered to include only the highest video quality and crispest soundtracks, ensuring that no matter what you chose to watch you'll enjoy the best experience possible. This may seem like a simple thing, but in a time before streaming or even Youtube, no one has access to entertainment like you!

[200zp] Flat: Remember when the housing market was so good that a pair of college students could rent a small Colonial with a porch? No? Well I guess you just got lucky. This quaint house is comfortably cozy yet still has enough beds and living space to house a whole hockey team. With separate bedrooms, an attached garage, and included utilities, you'll be the envy of all your classmates! Best of all, you can always trust you'll find peace and relaxation here. All kinds of conflicts, from would-be burglars to world-ending monsters, seem to give this house a wide berth. As long as you don't start a brawl with your neighbor on the porch, you'll never have to worry about fighting for your home.

[400zp] Watering Hole: You've got the perfect place to take a date or hang out with your friends! This bar may look humble from the outside, but take a look inside and you'll find food and drinks a'plenty, a dozen pool tables, and a jukebox that always seems to keep spirits up! Alternatively, your establishment can incorporate another fun activity to compliment your cuisine, such as an arcade, bowling alley, or even a small theater. Allowing your eatery to be run by loyal employees would net you a tidy profit, but taking an active role in your restaurant could propel it to national fame! As a final benefit, this place has a habit of attracting interesting people. From potential paramours to helpful wanderers, finding a new friend is as simple as chatting up the clientele.

Stranger Items

[100zp] Mellow Mix: Looks like you managed to snag a bottle of Sydney's own brew. This alcoholic solution combines valium, flexeril, and dorevan, all in a spirit strong enough to knock a grown man off his feet. Mixed with the sedatives and muscle relaxants, this potent potable is powerful enough to drop even a supernaturally stout drinker into a deep slumber. However, you need not worry about accidentally killing your quarry. Though this draught can put the most durable drinkers to sleep, it will never be strong enough to poison or kill them. When you need to calm someone down in a hurry, nothing works better than the mellow mix!

[200zp] Camper: Whether you're restarting your life after your last boyfriend cheated or you just want a weekend in the woods, no other trailer serves as a better home away from home. This stylish Airstream contains a king-sized bed, a full bathroom, a cozy kitchenette, and enough living space for a small friend group! All of your necessary utilities, from water and electricity to air-conditioning and internet, are always in abundance no matter where you decide to make camp. You'll still need something to pull this impressive trailer, but every other amenity will be taken care of.

[400zp] Tire Service & Auto Repair: Wait, you just moved here and you're already running your own business? You must be one heck of an entrepreneur. This impressive garage has the capacity to service half a dozen vehicles at once, and is fully stocked with the necessary tools and equipment to repair any and all vehicles. Whether you're restoring a priceless antique from scratch or just tuning up your customer's coupe, you could easily run an entire mechanics business singlehandedly out of a facility like this.

Additionally, this garage comes with a sizeable stockpile of spare parts and consumables for you to sell to customers or use in your own repairs. Should you ever need a key component for your favorite ride, just "check the back" and you'll almost always find what you're looking for. Finally, this business comes with a small loft that you can live out of. It's not the most spacious of living situations, but you'll never be without a roof over your head.

Companions

[50zp/200zp] Create/Import A Companion: Taking this option allows you to create a custom Companion or import an existing Companion. If you're planning on putting a whole team together, you can instead pay **200zp** to import or create up to eight Companions. Each Companion receives a free background and 600zp to spend on Perks and Items.

[100zp] Canon Companion: There's only about a dozen named characters in this story, but perhaps it's their companionship you long for? By purchasing this option, you receive an opportunity to convince a character from this world to accompany you on your adventure. Just be careful to explain things slowly. If they think a man turning into a woman is wild, the rest of the multiverse is going to blow them away!

[100zp] One in a Million: Sometimes people come into our lives at just the right time, offering us guidance, support, compassion, and more, right when we need it the most. Purchasing this option will twist fate to ensure your path crosses with someone just as exceptional; someone who gets you, who understands your unique circumstances, and who would join you on your journey without hesitation. They receive a stipend of 800zp to spend on Perks and Items, and can be imported into future worlds with the same stipend for no additional cost. You'll hopefully live a long life, Jumper. Why not spend it with someone just as special?

Drawbacks

[+0zp] Existing Character Toggle: Maybe you want to keep this story small and clean? This option allows you to replace one character from the original story. Note that this doesn't grant you any of their traits or abilities, only their starting circumstances.

[+0zp] Highlight Reel (*Cannot be taken with Extended Cut*): With a 90-minute runtime, this story is student-film sized. As such, you may not want to stick around for long. Instead of spending a full decade in this world, you can shorten your Jump duration to a mere six months. Your starting date will be changed to June 2005, giving you enough time to spectate Luke's autumn adventure before leaving around New Years.

[+100zp] Extended Cut (*Cannot be taken with Highlight Reel*): Alternatively, you may want *more* time in this down-to-earth setting. For **+100zp**, your time in this world increases to 25 years, starting in 1985 and ending in 2010. Whether you want to grow up alongside Luke like a true friend, see the future he would create after accepting his condition, or just want an extended vacation in a relatively normal world, this is the option for you! *See the Notes section for details.*

[+100zp] Spanky: It seems you've "endeared" yourselves to some of the locals. Some memorable experience or exchange has left you with a uniquely unpleasant nickname. Acquaintances will often refer to you as such, and you'll be hard-pressed to do anything with your life without your pesky moniker hanging over your head. Close friends will see this title for the nuisance that it is, but expect to explain yourself a lot whenever you're making a first impression.

[+100zp] Green Ink: This is one bad life choice that will always follow you around. You've got a tattoo the size of your palm somewhere on your body. And the worst part? It's the ONE color they can't remove. The artwork is mediocre, and the placement is such that most clothing will leave at least a hint of it uncovered. No matter what abilities you have to reshape your form, you'll have to bear this body art for the duration of your jump.

[+100zp] Screamer: Well you certainly put on a show, don't you Jumper? You find it difficult to hold back your enthusiasm during romantic encounters. Your moans will take your makeout sessions from PG-13 to Adults Only, and nothing can stop you from loudly embracing your climaxes, no matter who might be nearby. This might cause some mild embarrassment for the average paramor, but this inclination is *seriously* inconvenient for zerophiliacs. With how loud your orgasms are, you can forget about subtly shifting between sexes.

[+200zp] Night Shift: College isn't cheap, even in Oregon circa-2005. Worse still, the locals aren't accepting any of the wealth you've managed to squirrel away on your travels. You'll need to get a job while you're here, and the only openings you can find are graveyard shift positions. Whether you're a bartender at a nightclub, a third-shift janitor, or the cashier at a 24-hour convenience store, you'll be working when most normal folks are sound asleep. Going to school and living your life is going to be significantly trickier when you keep such odd hours.

[+200zp] Parentless: You didn't grow up with a lot of parental support. Whether you lost a father at a young age like Luke or you come from a family of alcoholics like Keenan, your childhood wasn't exactly smooth sailing. Whether you did time in juvie or had to take care of yourself while your mom worked two jobs, you're carrying more than your fair share of emotional baggage. You'll still have your friends to help you through the worst of it, but the introspective adventure ahead is going to be a lot more rocky when you don't have a wise and loving support system to fall back on.

[+200zp] O-Trouble: Whether you're having a passionate encounter with your partner or working on your solo act, you seriously struggle to cross the finish line. Mental blocks make it significantly harder for you to achieve an orgasm. All of the plumbing works fine, but you can't seem to get in the right mood. This could cause problems for even an ordinary couple, but zerophiliacs with this Drawback will enter a whole new world of frustration. Good luck changing your sex when your next climax always seems out of reach. This doesn't *completely* prevent you from having a Big O, but it will turn the process into an O-rdeal, leaving you stuck as one sex or another for extended periods of time. Any Perks, Powers, or abilities you possess that would make pleasuring yourself or others easier have no effect on this drawback. If you want to reach sexual satisfaction, it's going to take a lot of time, effort, and patience.

[+300zp] Heavy Bag: Guess all that boxing equipment is just for show, huh? Just like Luke, you are truly awful at fighting. You have no training, no experience, and any punch you throw has a 50/50 shot of either breaking your wrist or throwing you off-balance, if it doesn't do both! For as long as you live in this world, you're going to have to find ways to solve your problems without force.

[+300zp] Dormant Genes: A smaller story comes with smaller stakes. All of your Perks, Powers, and supernatural abilities have been locked away for the duration of your Jump, along with your Cosmic Warehouse and any Items it may contain. The only abilities you'll have access to will be those you purchase in the Jumpdoc above. Even your emotional maturity appears to have regressed, leaving you with the wisdom and reasoning of a teenager or young adult. You'll have to face the coming conflict with the same resources as everyone else.

[+400zp] Morphescent: Even among Zs you're an anomaly! You carry a Z-chromosome with a strange mutation, permanently locking you into the "morphescent" stage of zerophilia. Your body will constantly change depending on mood, gaining male or female traits when you are aroused. Start flirting with a cute girl from your geometry class? You'll grow a chest that will put hers to shame. Stare at that hockey hunk too long and you'll have a manhood in your miniskirt a lot sooner than you expected. Even other emotions seem to trip this hair-trigger, leaving you with mismatched features and body parts when you face anger, stress, sadness, and even joy. No Perk or Power can grant you any control over your shifting body, and even sleeping with another zerophiliac won't lock your physiology like it normally would. No matter what choice you make here, your time in this world is certain to be a wild ride! *See the Notes section for details.*

Notes

Zerophiliac Perk Post-Jump: After completing this Jump, you gain a deeper control over your condition and can transform between your male form and female form at will. If you have the **I Can Control This** perk, you have even more control over the specifics of your transformation, allowing you to emphasize your masculinity or femininity in either of your forms or maintain an androgynous look all-together. This will never match true shapeshifting, and you can't stray *too* far from the individual look of your current Alt-Form, but you will have a bit of artistic license when it comes to tweaking your look as a male, female, or something in-between.

Post-Jump, you also gain the ability to "reset" your condition to the Dormant or Morphescent stages of Zerophilia, though I'm not sure why you would want to relive these periods of transition. Still, the option is there should you choose.

Comfort & Convenience: You can toggle parts of this perk off if you wish to avoid looking suspiciously *too* clean, *too* fit, or otherwise untouched by life's inconveniences. The disease immunity granted by this perk does apply to all illnesses, including those of a supernatural nature. The social allowances granted by this perk do allow you to join only-male groups as a woman or only-female groups as a man, though you will still be recognized unless you make efforts to disguise your appearance. It's not that they won't *recognize* you're different, they just won't care enough to kick you out, or will agree to make an exception and allow you to participate.

Yeah, I'm Okay: This Perk both eliminates "weak points" in your physiology as well as inherent vulnerabilities to your nature. For example, a Kryptonian with this Perk would no longer be crippled by kryptonite, while a werewolf of traditional folklore would not be ruined by silver bullets. This DOES NOT mean that these attacks can't hurt or even kill their target, but bearers of this Perk will never have to worry about debilitating attacks that take advantage of a specific weakness.

I Can Control This: The range of this power with the capstone-booster is longer than your arm's reach, but not more than 20ft. Your control over another person's body is as thorough as your own, and while you can't puppet their movements, you could trigger a flight-or-fight response, give them a spontaneous orgasm, or even calm them down by forcibly slowing their heart and breathing. Killing with this control would be both easy and unimaginative. If a person you are targeting with this perk (including yourself) has multiple powers, you can influence how those powers interact with each other. So while you couldn't exceed the natural limits of a power (at least without consequences), you could potentially create and unlock new, versatile combinations with unexpected or complimentary effects.

Tire Service & Auto Repair: Yes, this garage has the capability to maintain and repair *all* land vehicles. If you have a hover-tank lying around somewhere, you can bring it in here and have it running like new in no-time, provided you have a skilled mechanic or the expertise to do it yourself. This doesn't have the specialty tools to maintain watercraft or aircraft, though civilian models of both will often have enough overlapping infrastructure that you can make do with the tools on hand.

Extended Cut & Age Interactions: The Extended Cut Drawback adjusts your starting age to fit your Jump's new timeline. Jumpers that chose or rolled an age younger than 20 will start from birth near the year 1985, with the timing synced so that they are 19 or 20 around the events of the main story. If you want to forgo this adjustment and keep your rolled or chosen age with your new starting point, you may do so.

Morphescent: Taking this drawback will cause your body to change like a "normal" morphescent zerophiliac, regardless if you have the **Zerophiliac** Perk or not. You will be stuck in this stage of the condition and unable to enter the aduimorphic stage, even if you have sex with another Z. Any abilities that allow you to change your body or control your powers will not help you diminish this Drawback, including the **I Can Control This** Perk from this Jumpdoc. A full orgasm can still push you to fully-male or fully-female, and unconsciousness can still reset your biology, but you won't stay there for long if you let your feelings run rampant. Any modest semblance of control will have to be earned by tempering your emotions the old-fashioned way.

Finally, the changes caused by this Drawback are *much* more varied, dramatic, and unpredictable than those endured by other zerophiliacs. While a "normal" Z typically has a consistent "boy-form" and "girl-form" they transform between, the sizes and specifics of your features can change from day to day, and can combine in unexpected ways. For you, Dr. Katchadourian's threat of waking up with three left breasts, behemoth hips and one right testicle isn't the extreme scenario she made it out to be. For you, it just might be a Tuesday.

There's a reason we saved this Drawback for last, but if you're that desperate for extra points, this option is for you.

General Zerophilia Notes:

- The condition is noncontagious and purely genetic, adding an extra "Z" chromosome to the patient's genome that is invisible to standard DNA tests.
- A Zerophiliac begins their life in the **Dormant** phase, where their Z chromosome is latent and they exhibit no extraordinary features. Zerophiliacs leave the Dormant phase when they have their first sexual encounter.
- After the Dormant phase, Zerophilacs become **Morphescent**. In this stage, their bodies are extremely fluid and partially transition to the opposite sex when

aroused. Sleeping or being otherwise knocked unconscious can undo these partial transformations and cause the patient to revert. However, a full orgasm will cause a complete swap to the opposite sex.

- A Zerophiliac can stabilize and become **Adulmorphic** by having sex with another zerophiliac. This will cause a final swap before locking the sex of the patient. In this stage, the only way for the patient to change their sex is to have an encounter with another Zerophiliac.
- Zerophilia is largely undocumented and unknown by the medical community and general public. This lack of information makes judging the prevalence of zerophilia virtually impossible. Dr. Katchadourian, the only canon source of knowledge about the condition, estimates that the total number may be between 100 and 1000. Given how reclusive Katchadourian is, however, it is likely that case numbers are significantly higher and simply avoid medical scrutiny.
- While involuntary shifts are possible, especially for morphescent Zs, Katchadourian states that complete transitions are only possible if the patient accepts the switch. For adulmorphic Zs, this means that both participants must be attracted to each other and willfully choose to copulate for either of them to shift. This is why Sydney had to trick Luke into having sex with her, and why Luca couldn't force herself on Sydney after she changed back into a gay man. *Aren't you glad you get to skip all these complications?*
- Regular zerophiliacs generally have a consistent "male form" and "female form" that they move between. Exercise, conditioning, and other natural changes to one of a Z's form does not seem to affect their other form. For instance, Max was an athletic man, but his Michelle form was not visibly muscular. Tattoos and other artificial modifications do seem to remain consistent across both forms, though you may fanwank how the transformation would handle jewelry and other implants if you choose.
- Canonically, sex with a zerophiliac is markedly better than sex with a non-zerophiliac. Katchadourian says this is caused by brain chemistry interactions. In Jumpchain terms, you can treat this as a flat buff to how enjoyable sex is with a zerophiliac (you or a companion), on top of any relevant Perks or abilities.
 - Sex between *two* Zs is seen to be an overwhelming experience that can leave unprepared partners completely stunned. If you have the capstone-boosted version of **I Can Control This**, you can share this experience with others, regardless if they are a zerophiliac or not. Just be careful not to kill them with an avalanche of pleasure.

Changelog:

v1.0-Initial Public Release