Goblin Conqueror & Dragon Conqueror

Story: A 9 year hunt has driven dragons to extinction. The resulting economic boom from selling their remains, government and guild commissions has destabilized the Argos Kingdom's political landscape. Nobles tread carefully due to disproportionately wealthy merchants and Hunters, and the especially wealthy merchants of the

Par Katanas Merchant Guild aim to radicalize the populace to influence parliamentary elections. These merchants going so far as to abduct and replace significant numbers of the population with humanoid gargoyle (golem) replicas. In about a year's time, over 5% of the entire kingdom will have been replaced, and through their influence even more public officials will have been imprisoned. They will then elect a representative to legally uncrown the King. The King himself is literally in bed with the church of Selmesm, a religion from the Holy City in the Middle East. While broadly popular, this makes the religion a relatively recent phenomenon. To make matters worse, the most important members of this religion are in the pocket of the Par Katanas.

In the East, the Eastern Kingdom is experiencing an influx of abnormal goblins. It turns out that these abnormal variants are the result of genetic experiments done by an especially intelligent goblin, but who is psychologically impotent. In a twist, he wants a war with humans that results in the complete genocide of goblins, and is breeding an army strong enough to get humans to exterminate his species like the dragons. The leader of the Par Katanas, Paul Catanis, somehow found this secretive goblin, and has been trading him resources in exchange for his gene editing technology. Unknown to anyone but the second in command of the Par Katanas, their leader is actually a black dragon named Palkatanas, and is the last living dragon. The Goblin being unaware of this plot, or the nature of his dragon collaborator.

Intro: You'll be spending 10 years in this world. The date is a day before Goblin Conqueror takes place, where Kanami shows up to the Eastern Kingdom's Hunter's Guild and causes a scene. Dragon Conqueror takes place roughly a year later.

1,000CP (choice points): Your purchasing power for below.

Origin: Your age is 1d8+17. You may spend 100CP to change your gender, and age within the rollable 1-8. Male or female. Goblin functions differently, see its description. Any of these may be taken as a Drop-In, receiving no history in this world.

Goblin (Free)

> Small, green, lecherous. You're now a goblin. You know what a goblin is, but how do these ones differ? To start, all goblins are male, no exceptions, and you become male by taking this. They can also impregnate any living thing from a human to a pig, and some things they impregnate create stronger goblins. There is probably some level of difference in the gestation speed of a goblin's child

depending on the mother, but assume 280 days. However, goblins seem to reach preteen maturity in roughly a year. Set your age at 2 years old.

Goblins are viewed as pests, and as a species are merely driven away rather than completely exterminated. This is in some small part due to people believing that goblins are potentially sapient, and they are. They just have low-impulse control by their default nature, but you don't. Only you and one other goblin can claim this. You're still capable of many rounds of sex and boundless emissions. If you're not a Drop-In, you can understand goblin speech.

Hunter (Free)

Monsters exist. Sorry that you had to find out about it this way. Luckily, Monster Hunters also exist. The overwhelming number of Hunters right now are either active or aspiring Dragon Hunters, hoping that more dragons will emerge so they can make a lot of money. Most Hunters deal with things like wild dogs, uppity molluscs, and of course goblins. You default to a D-Rank Hunter, having proven yourself more than a rookie E-Rank.

Apprentice (Free)

You like Rayleigh are or were an apprentice of the Sword Saint of the Argos Kingdom, Suzurika. While it's implied there's other Sword Saints in different kingdoms, we don't see any. Whether through tragedy or otherwise, your upbringing during this time was relatively cold, but resulted in you learning from the very best.

Merchant (Free)

Hunters don’t kill dragons, Hunters paid to kill dragons do. Money kills dragons, the monarchy and nobility if it's allowed to. Money can do anything when presented the right way. You know this, and it's why you're a rising merchant in the increasingly convoluted web of schemes throughout this world.

Starting Location: Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

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1. Hunter’s Guild - Located in an unnamed city in the Eastern Kingdom, It's one of two Hunter Guilds shown, with the other being in the Argos Kingdom's capital. You can join it if you're not already a member, but you’ll be amongst the other rookies as an E-Rank without the official paperwork of other deeds you're accomplished.

2. Killjay Forest - A relatively tame forest in the Eastern Kingdom, currently experiencing goblin troubles. There is a large, open cave system where the bulk of the goblins in this area should be located. This place is presumably located in the eastern part of the Middle East.

3. Marcado Mines - A large mine system also located in the Eastern Kingdom, but a distance away from the forest above. Rich in gemstones, it's currently overrun with goblins. There's miners inside who have been held hostage for months.

4. Fairies' Den - The last of the locations listed here in the Eastern Kingdom. It's actually a dragon graveyard, but the magical nature of the dragon bones caused a great forest to sprout on top of them. Fairies make this place their home. If not already, goblins will do so soon.

5. Port Town - Part of the Argos Kingdom, and located to the south of Torito Village where Rayleigh and this country's Sword Saint live. The port itself is a stagnant place, but you can catch a boat to the nearest **Capital City** port if you have the money.

6. Lilivia Plains - Just south of Argos's capital, further south is the coast and beach where boats make port. Beware, there's wild dogs and pigs running around, and a bandit camp due west.

7. Capital City - Home of the Par Katanas, King and parliament, and nearly everything else of major relevance. Anything you need or want can be found here, from weapons and armor, gambling and whores, to real estate and a Hunter's Guild.

8. Free Choice - Maybe there is a God! You get the choice to choose from the above.

General Perk: Knowing costs nothing, and so does this perk! Have fun!

Fertile Period (Free) - Women have times when it's more or less risky to have sex. These periods can be unreliable based just on outward bodily signals. Not anymore! You now have a perfect awareness of how fertile you are, and for guys this will likely be always! As a bonus, if you have sex on a day that it's zero, you won't have to worry about it bleeding over into a pregnancy when you become fertile again.

Origin Perks: Discounts are always 50%. Goblin perks don't race change other origins.

Do Not Abort (100CP) (Free: Goblin) - The elephant in the room is that nobody want to willingly have the children of goblins, and so they'll just abort them in the event they get pregnant. However, people in this world know goblins can't be aborted due to at best the guaranteed chance of infertility, and at worst the high chance of death this puts on the mother. This is not due to lack of skill, but instead the insidious nature of goblin biology. As such, almost all end up carrying the baby to term. You get this free as a goblin, but also the automatically applied psychic command of not aborting any child you so seed. While other heroines outside this world might be able to resist this command, not even the strongest in this one can. You can withhold this command if you wish, but why would you?

Layer by Layer (100CP) (Free: Goblin) - Goblins are impossibly good at stripping armor from girls. Even leather made out of dragon scales tears like paper, or tears from the attire it's attached to if that's easier. You now possess this handsy ability. Keep in mind, this doesn't teach you anything about grappling, and so you'll need to get that elsewhere. It also doesn't let you strip everything all at once, with stronger opponents or materials requiring more layers. You can however strip faster depending on how strong you happen to be. A boss goblin could strip an A-Rank Hunter in the time it would take a Hunter to swing three times.

Hot Blooded (100CP) (Free: Hunter) - Hot, and relatively experienced. You have a 99 in two important Body scores, meaning you're a 10/10 bombshell, or have a Herculean physique as a guy. Your weapon of choice is dual-welding swords, and you are a D-Rank in using them. Dual swords are best used for Charge attacks, where you analyze briefly before dealing as much damage as possible.

Don't Stop Attacking! (100CP) (Free: Hunter) - The path of the claymore is to keep moving forward! If you're unwilling to do this, the path is not for you! You're a claymore specialist, being an experienced D-Rank Hunter. Your specific specialization is in Attack and Counter attacks, your standard attacks and punishing enemy Charge attacks. As a result of this training, you're more determined than your peers. Press the attack!

Stance Shifting (100CP) (Free: Apprentice) - Melee combat is a mix of jockeying back and forth, but that falls apart when you can hit your opponent four times before they can do so once. You have been taught three stances and various skills which enhance your abilities. Sky stance is offensive, Ground is defensive, and Agile is for efficient movement. Some of these stance skills include breaking through an opponent's guard, distancing yourself to safely drink a potion, or conserving stamina to rapidly swing three times. Some of these skills are vaguely stamina, spiritually, and magically powered, but only your lightning slash skill is explicitly an enchantment. It's possible that a sufficiently strong opponent can get back up and strike you once you break their guard, or strike you multiple times if they have many limbs, but that will be rare as you can do 2,000 sword slashes in around two hours.

Delicate Fingers (100CP) (Free: Apprentice) - You have supremely soft hands, and a body that matches. Having the most well-endowed body in either two kingdoms, you also know how to work wood… Building furniture and bridges that are virtually perfect. What did you think that I meant?

Pole Dancing (100CP) (Free: Merchant) - Knowing self-defense is a solid rule for a merchant. You're now a polearm specialist, and a pole specialist. Whether it comes to using one as a weapon or dancing on it, you're so skilled as to rival the apprentice of a Sword Saint, having your own variations of their **Stance Shifting** that involves your pole, kicking, or spinning. Some of these skills include spinning horizontally like a spinning top or vertically through the air, summoning a brief tornado when spinning upright, or kicking something so hard that you cut it. Only your wind attack is likely magical, with everything else being physical or spiritual in nature.

Prison Economy (100CP) (Free: Merchant) - When value actually matters, it literally pays to know what something is worth. From an empty bottle to property values, you'll always be aware of the surface-level value of whatever you're dealing with. This naturally aids you in trading up items to get more value for something else. To top it all off, you have the body of a top-dollar whore, because, you know…

Muscly Goblin (200CP) (Discounted: Goblin) - Above the average green goblins are the increasingly common, pig-descended orange goblins. They're almost as tall as human females, they're visibly ripped, can labor for hours without stopping, and are masters of wrestling. If a Muscly Goblin grabs even an A-Rank Hunter, it will be a coin toss on whether or not that Hunter can slip free before being

stripped of a layer of armor, and if they don't get free it can happen again. So on and so forth. Finally, their dicks are truly large, able to fuck girls unconscious.

Fake Move (200CP) (Discounted: Goblin) - Goblins thrive by their agility and trickery, and without it they'd be no threat at all. You already have the speed by being a goblin, and this is the other half. With this, any encounter with all but a truly legendary Hunter will turn into what is basically rock-paper-scissors. They Attack, they Charge, they Counter, and you play the opposite, you Charge, you Counter, you Attack. Through sheer trickery you can fully keep up with Rank-B Hunters, and Rank-A Hunters will only be able to break one or two aspects of this system, but not all three. You will always have some sort of advantage against Hunters, and can train this against more esoteric opponents with time.

Grapple Breaker (200CP) (Discounted: Hunter) - Goblins desire nothing more than to strip girls naked and rape them. One way or another, they grab onto the damsel to do this. Whether with spider silk or their hands, you excel at breaking away from this. While this does take a brief moment, and for the most skilled of grappling goblins this might still be a coin toss, but for even powerful grapplers with esoteric methods you'll have the chance to slip free despite how logical it may be. Only active threats, however. If you get chained up or cocooned after being defeated, you'll need something else. Being stripped completely naked and getting grabbed counts as being defeated.

Aura Farming (200CP) (Discounted: Hunter) - All thinking things have a presence, of being and intent. While you don't know how they may feel, you can always sense someone who is relatively strong to you before you accidentally expose yourself to them. Whether they'll rape you or otherwise, you'll always be alerted to them before they're aware of you in case you wish to double back.

Hero's Rest (200CP) (Discounted: Apprentice) - Find a nice pond to bathe at? Go on and indulge. Your friend get kidnapped by bandits? That tree stump looks like a nice place to have a sit. Literally in the enemy base but find a nice bed? You already know. The world seems to bend around you once per area or event to permit you time to rest. Doing so in these places stops anything bad from happening either to you or the 'plot', but it's only enough for a quick sleep or otherwise. As a bonus, you'll actually fully heal from any base physical injuries when you do this.

Murderous Awareness (200CP) (Discounted: Apprentice) - You may not be the most experienced fighter around, but you've learned to recognize when losing a battle would be a really bad idea. Whereas others can recognize the strength of another's aura relative to themselves, you have a perfect awareness of hostile intent in an area around yourself. Be they a person, animal, construct or otherwise, anyone near you in a few hundred feet cannot hide if they mean to harm you. For the purposes of this, rape doesn't count as harm unless they'd go beyond that.

Monster Disposal (200CP) (Discounted: Merchant) - For all the monster slaying adventurers get up to, they often either mangle the monsters completely or simply have no idea what's valuable in the corpse. Not you. You have a knack for killing things with minimally more effort while avoiding their more valuable bits, and are also vaguely aware of what those bits can be used for. You may not know how much coin they're worth, but you'll know good components when you see them. This may not seem like much, but you're so skilled as to include harvesting trace minerals and mana from their bodies. This is a process however, and involves literally butchering the thing you killed. As such, don't expect to do it in combat or the like.

Doctor Pharmacologist (200CP) (Discounted: Merchant) - Even in a world with spiritual or magic nonsense, doctors have a role in society. Someone has to make the medicines, diagnose what medicine to use, and even deliver children! You're skilled in all the things a doctor of this world would be expected to know. Anti-pregnancy potions, hemorrhoid creams, literally relatively strong healing potions, and more.

Fairy Goblin (400CP) (Discounted: Goblin) - Of the many abnormal goblins that have been popping up, one of the strangest are the Fairy Goblins, that have nothing to do with fairies. Actually the byproduct of introducing caterpillar DNA into a goblin, these human head-sized goblins have two little horns, and four butterfly wings that allow them to fly around so strangely as to dazzle even A-Rank Hunters. This dazzling effect sometimes gives the goblin advantage in the rock-paper-scissors-like combat they do by concealing their next attack. In addition to these things, you are just as physically capable as the average green goblin. Fairy Goblins love to suck on nipples, and are so skilled at doing this to cause women multiple orgasms. This is easier for them to do when they are in a group, and so you gain the ability to summon two Fairy Goblins that will help you in combat and raping women. They're not good for anything else, but you can

summon them back once every battle or rape. If taken with **Muscly**, you'll be the size of a Muscly Goblin, and retain your abilities gained here.

Goblin King (400CP) (Discounted: Goblin) - Imagine a goblin so dedicated that it defies its biological impulses and learns how to speak the human language. That it does this for the sole purpose of sexually training women to be slaves. You no longer have to, as you share the same once-in-a-species determination combined with the unparalleled ability to use sex to break women. Not even female Hunters of the A-Rank will be able to resist you without the moral support of another A-Rank. You could literally set up a country based solely on raping women and enslaving the men to do labor by letting other goblins fuck the girls you break. More than this, you excel at using those you break or are breaking into living shields and steeds, literally riding them into battle. You can train even an A-Rank Hunter into this state in almost no time at all, and they won't fight you once you're riding them.

Ultra Technique (400CP) (Discounted: Hunter) - Some Hunters have gotten so skilled as to functionally push past any limitations imposed by fighting techniques by simply doing them harder. You now as well. The traditional Attack, Charge, and Counter system is now completely broken open to you. If you Attack, you will win the exchange at least every other time, functionally stunning your opponent for just that exchange. It doesn't matter if they Charge or Counter, you cut through their attempt and deal damage. Luckily for your opponent you can't do this constantly, but you can do it literally every other hit. Additionally, your Charge and Counter attacks simply do significantly more damage, but cannot break the system inherently. You can learn variations of these Ultra Techniques with training, like using a Charge attack to cause fatal bleeding, the chance to stun others with a Counter, or others. Doing any of these are no more taxing on you than simply swinging a sword as you would. The ultimate Ultra Technique you can learn is outright slaying enemies significantly weaker than you or that you've defeated before. Lastly, this also applies to physical sex skills. You're an A5 fuck, literally the best lay around.

Lazy Escape (400CP) (Discounted: Hunter) - Heroes sometimes lose, and when they're left alive it does them good to get away. In this world, they're often too exhausted to do that, but never you. A turned back, a moment of getting allies to rape you with, for really any reason at all if their eyes are taken off of you, this will allow you to get away. Whether you're literally slowly crawling or otherwise, if there is nothing physically stopping you like being chained to a wall or barred by

a gate, you can sneak completely away. If you try to use this for any other reason than running away, then this ability will fail.

Making Saints (400CP) (Discounted: Apprentice) - You're a surprisingly remarkable teacher. From brief demonstrations to creating training regimens, those you teach learn more than they should from what you show them and more quickly. You also find that those you teach are more willing to put up with you, such as dealing with you smoking all the time, doing all the chores, and even making you furniture from scratch. You could adopt a 10 year old child and successfully substitute affection for this distant style of training. They can come out the other side of it mostly well-adjusted, and liking you quite a lot.

Mental Breakdowns (400CP) (Discounted: Apprentice) - Your mind has had to deal with a great amount of trauma on more than one occasion. Having previously had your memory fractured at least twice, you pieced all the pieces back together and were the more resilient for it each time. You're now more resistant to mental trauma, memory alteration, and mind control than you otherwise would be, as if you spent a full year aware and resisting it previously. As a bonus, your memory is exceptionally good because of this, and you learn noticeably faster than you did before.

Ancient Smith (400CP) (Discounted: Merchant) - You come from a long line of smiths who have so refined your craft to perfection. Having been taught these skills, you are the greatest blacksmith in the two kingdoms. From swords that channel spiritual and magical powers more easily, to the works of art that improve one's physical and magical resistances used to slay dragons, and even dragon scale mail, you can create peerless weapons and armor. If ever you put down the hammer, it’ll only take creating half a dozen or so swords and armor to completely reach your peak again with each.

Visionary Gourmet (400CP) (Discounted: Merchant) - Someone once said... You are what you eat. You are capable of deriving actual experience from the food that you consume. Edible food, not just anything you can eat! You can't just eat an eel raw, you have to cook it right first! And when you do? You'll gain the equivalent of fighting battles you didn't fight. This only works once per dish, but the greater meals will give you the equivalent of months of fighting. This can happen for things you didn't cook yourself, but that's rare. Regardless, you're so skilled of a cook that you can somehow prepare two identical meals for the materials and time of one! However, the stat boosting effect only works on both dishes, not those you make after, and there's only one boost per person.

Telekinetic Goblin (600CP) (Discounted: Goblin) - A genetic experiment to make goblin brains bigger in order to make them less inherently impulsive. Not only did it not work, it enlarged their heads so big as to overtake their bodies, but it gave them psychic powers. Despite the name, it has almost nothing to do with telekinesis, with the only such ability they have is floating in place indefinitely. The main danger of these exceptionally rare variants is their ability to fully brainwash someone. If someone looks into their eyes a handful of times, or for longer than a few seconds, they will be thralled to that goblin for 24 hours. Since you're not horny by default, you keep your normal head. This ability will naturally improve with time, and is explicitly psychic and not magic, meaning basically no one can outright resist it in this world. It cannot be used on those of the same race as you, and cannot even be used to harm your same race by controlling someone to do it because the ability filters those thoughts from the thralled. Being pregnant reduces resistance to this, but it can be broken out of with enough pain. At the start of the Jump, one such goblin will have been controlling the Holy City for at least a full year.

White Goblin (600CP) (Discounted: Goblin) - On a farm long ago... You are an ordinary goblin but who was born truly, exceptionally intelligent. Fundamentally, all of the plot-level technology in this world was created by a single goblin named Sergio. So named as White because he cut off his nose and ears to no longer resemble his kin. Having quickly taught himself the common language on his own as a child, he would in short order go on to invent automation, computers, discover DNA, and create advanced, functional gene editing. This includes the foundation for gargoyle technology. He is without a doubt the smartest being in this world, and so now are you. However in his own words, 50% of his experiments with DNA succeeded, 30% failed, and 20% had unpredictable results. 50% is fantastic, but you're not all-knowing. Some of his other experiments include creating distracting smells targeted by race, turning a giant sword into a pendant and making it transformable back or forth at will, physically perfecting races, creating a human goblin, forcibly awakening ancient bloodlines, and eventually using dragon bones to turn himself into a giant goblin-swan dragon that can hide himself as a regular duck.

Nicknamed Death (600CP) (Discounted: Hunter) - Even amongst Rank-A Hunters there is a hierarchy, but whatever the papers may say, there is you and everyone else. You have slain over a dozen dragons, and many of those were entirely by yourself. In game terms, you're Level 99. Through raw stats, you're the physically strongest, most enduring, agile, and resilient to elements human being in the world. When armed, you're the strongest being in this world. You might not be the

most technically skilled, but with a proper sword you could cut in half long ways, with one swing, an otherwise invincible gargoyle dragon. This however isn't the limit of your strength. Choose one type of Monster such as dragons, goblins, or gargoyles. Whatever you pick, you become virtually invincible against. As you consciously stand your ground against your favored foe, you become dramatically more durable and your wounds heal in seconds, and you can leave yourself open to release a roar that deepens your vitality even more. Neither this increase in durability or vitality has a limit so long as you're actively fighting these enemies, but they and the healing will quickly go away after the fight ends. Be careful, because even Kanami, who this is modeled off of, canonically lets her guard down at some point and gets raped pregnant by a goblin.

Rescue Prone (600CP) (Discounted: Hunter) - Hunters sometimes lose. After all, they're only human, but who rescues Hunters? Kanami, as it turns out. You may or may not be human, but you have this same sort of luck about you. Any time that you're trapped in such a way that **Lazy Escape** would fail you, the world will conspire to allow you to be freed. This will usually be through the aid of another person, such as someone telling you your cell has a hidden escape, never mind being put in that only cell, or simply having an unrelated quest posted that gets people into your general area to discover you. In any case, even the strongest of heroes can be compelled with this. It will never be instant though, and so you will be made to suffer indignities in the meanwhile.

Sword Saint (600CP) (Discounted: Apprentice) - A Sword Saint in simple terms is the most broadly skilled sword wielder in an entire country, and the right hand of whichever country's King. Suzurika holds this title in Argos, and Rayleigh by the postgame earns it due to technicalities even if she's still weaker or less skilled than her master. You have now earned this title but by merit. You're so physically enduring as to take dozens of stone-shattering sword hits while not straining at all, or leaping from the top of a mountain to the bottom in an instant without taking any damage due to sheer skill. You could defeat 43 gargoyle soldiers in the time it takes for one of your apprentices to hold off a threat, yourself cut through several metal gates, and then you blitz said threat so fast they almost can't see you. For the most part, you do this through skill, not just raw ability. You learn sword skills considerably faster than others, having reached this level of skill potentially before your 20s, and without trying especially hard. Your abundance of skill gives you an eye for similar talent, in case you ever need an apprentice.

Not-So-Pied Piper (600CP) (Discounted: Apprentice) - There's never enough time. Whether you're working to provide for the ones you love, trapped in a location you cannot escape, or with child yourself through happenstance. But not anymore. You now have roughly 280 spare days to delay the plot with whenever you would need them. This can be used actively to do sidequests or even carry a child to term, or passively enabled to cause events to line up like meeting a source of information. Maybe now you'll have enough time.

A Capitalist Called (600CP) (Discounted: Merchant) - Palkatanas has facilitated basically every single thing wrong in this world for fun and then profit. Controlling the underworld's leader through scheming, overthrowing the nobility with economics, successfully rabble-rousing for democracy while in a monarchy, kidnapping and killing percentages of the population to replace them, subverting the head of the church by converting them to atheism through making them fall in love, and enabling, an albeit backwards, genocidal goblin. For fun, and then profit. He explicitly made his plans harder for the fun of it. It even once came out that he is a dragon and was orchestrating some of these things, and he still managed to squash the publicity. Now, imagine if instead pure profit was his motivating goal. You now have his truly unmatched skills in scheming, economics, and politicking that allows you to do pretty much anything with enough time.

Pushing the Envelope (600CP) (Discounted: Merchant) - Eggs, milk, an envelope containing the literal skill of a Rank-A Hunter, green peppers… Hmm? What's wrong with green peppers? What do you mean you can't “just put it in an envelope”? How else do you think we do it? Even simple miners with no combat experience can copy down their secret **Ultra Technique** of being more enduring to give for a reward. From now on, so can you. Any physical combat skill you have learned can now be put into an envelope to be given away at no cost to yourself. Not magic, not psychic, not spiritual. A martial art, if you will. Sell an army of peasants the ultimate **Ultra Technique** of “Get Out Of My Way”, I’m sure that ends well.

General Item: Dress to impress, or to not get raped! Better than nothing!

Stylish Outfit (Free) - The important people in this world have a distinct style about them, and now so do you. This gives you one iconic set of clothes of your choice. It doesn't have to be strictly cloth or leather, but even a full set of armor won't be

any more effective than those materials. You can also show off your assets, and so long as whichever part of you is mostly dressed, it'll be like that part of you is completely covered. With a moment to dress yourself, you can put this back on fully repaired from nothing if you're stripped or damaged out of it.

Origin Items: Located wherever that would make sense. Similar items and properties can be imported into like. Discounts are always 50%

Goblin Contraception Medicine (100CP) (Free: Goblin) - A medicine that will be developed in about a year, that allows for the safe abortion of goblin children. While a breakthrough development, the side effect is that it will only then allow the girl to have goblin children from then on. You get a vial of it, and it comes with the instructions to make more.

Stink Poison (100CP) (Free: Goblin) - An extremely smelly, relatively tame weakening poison. The main advantage of this is that most people would rather strip their armor off to bathe than keep this spilled on it. You get a vial of it, and it comes with the instructions to make more.

Dual Sword (100CP) (Free: Hunter) - Two well-crafted swords, balanced in such a way as to be the most effective when they are used together. One longer, one shorter, but both especially sharp. They count as one item for most purposes.

Backup Greatsword (100CP) (Free: Hunter) - A sword as long and as wide as a person. A little more off-balanced than what you're used to, but serviceable, and it's enough to fight anything short of a dragon.

Training Sword (100CP) (Free: Apprentice) - A weathered but cared for longsword, that's lost its shine because of hours of practice. Not the sharpest thing around, but it's prime material for being reforged into something greater.

Goblin Stink Bag (100CP) (Free: Apprentice) - A small pouch that can be hidden on your person even if you're completely naked. Offensive to goblin noses, it distracts them enough that they can't maintain perfect concentration. Created from the fluids of goblins, you get instructions on how exactly to make more.

Dancer's Polearm (100CP) (Free: Merchant) - A sturdy spear that when planted onto the ground somehow makes a perfectly functional stripping pole. When fighting or dancing, It won't move an inch unless you mean it to.

Salvaged Boat (100CP) (Free: Merchant) - A crashed ship off the southern coast of the Argos Kingdom. Written off, it and the beach it's on belongs to no one. It has several barrels of high-grade preserved food, more delicious than ordinary restaurant food, in and around it. The captain’s cabin is still intact and dry, if a little crooked.

Dragon Bones (200CP) (Discounted: Goblin) - Every part of a dragon is valuable, and that includes their bones. These bones accept modification whether from crafting or magical augmentation to an absurd degree, and even just left alone will cause trees or other plants to rapidly sprout up if left near them. You could have a small but grand forest in a handful of years or less. You get the equivalent of a full dragon skeleton with some bones to spare, and they will be replaced every 280 days if used, destroyed, or buried.

Mini Mini Spellbook (200CP) (Discounted: Goblin) - The treasure of the fairies. This dainty spellbook can teach the one who has it to cast Mini Mini, a shrinking spell that fractionally makes something smaller. Said thing is weaker and weighs less, but it only lasts for 10 minutes unless lifted before then by the caster. A dragon skeleton could be shrunk small enough to be put into a net and dragged behind a small boat, and a person would be turned to the size of a fairy.

Guild Carriage (200CP) (Discounted: Hunter) - Hunters don't actually walk everywhere all of the time. Any time that you should wish to go somewhere, this carriage will, after a few minutes, pull up to take you there in style. It's very fast by the standards of this world, driven by a human gargoyle and two gargoyle horses. It's otherwise just a fancy way to get around. If any part of it is destroyed, you can summon it again after a day.

Fire Resistant Charm (200CP) (Discounted: Hunter) - A simple pendant that makes you completely immune to fire. Given that dragons are basically extinct, you're lucky then that it also gives you a noticeable resistance to other elements.

Refilling Potions (200CP) (Discounted: Apprentice) - Five small healing potions that can be hidden on your person even if you're completely naked. A prodigy at the end of her journey might need two of these to fully heal, but basically everyone

else should only need one. They refill every 24 hours, or when you use **Hero's Rest**.

Contracted Apartment (200CP) (Discounted: Apprentice) - You now have a small, sparsely furnished studio house in one of the working-class areas of a city. Not a bad area, but not rich. The rent is paid for in advance by ten years and a day. It comes with functional plumbing, but no shower or tub by default. There will be a public bathhouse close by. You will find a similar house that's also yours in every Jump you go to from now on.

Loyal Ass (200CP) (Discounted: Merchant) - What sort of merchant carries their own goods? You now have a strong and loyal donkey strapped with bags to carry your items. He's super smart, basically understands English completely, and if you're ever in danger, it will actively seek someone out to help you. If he ever dies, he will return after 280 days, but otherwise won't age. Counts as a follower. He really is the best.

Inherited Store (200CP) (Discounted: Merchant) - Someone has left you full ownership of a type of store of your choice. Perhaps it's a clinic, smithy, restaurant, or general store. It won't be anything special, being comparable to the **Contracted Apartment**, but it requires little intervention to run as it comes with two human gargoyle assistants that count as followers. You won't make much if you leave it just in their care, but it is fully owned by you. You will find a similar setup that's also yours in every Jump you go to from now on.

Trapped Castle (400CP) (Discounted: Goblin) - Whether through war or tragedy, you've happened upon an abandoned castle. While the walls are sturdy and it's easily defensible, it's mostly worn and weathered. The basement of this fortress is where things get interesting because it's actually a prison that spans the grounds. There's dozens of jail cells, with one of them having a secret escape, and at least two escape room-like puzzles which can be reset or disabled. There's also literally piles of gold and silver coins in the storage, but what use is that to a goblin? You will find a similar castle that's also yours in every Jump you go to from now on.

Merchant Contact (400CP) (Discounted: Goblin) - It is completely unreasonable that Palkatanas was able to find Sergio, a lone goblin in the middle of nowhere, or for him to even assume, for some reason, that he would be intelligent, but here we are. You now have a similar contract with some nebulous and powerful

organization that will provide you with resources in exchange for like valuables. Sergio exchanged information initially for resources to then build technology he would also trade some of away. This afforded himself the means to build a **Research Lab** in both kingdoms. In this Jump, this will be the Par Katanas, but it will be a similarly powerful organization in the future. Even if you present yourself as literally a duck, these people will take you 100% seriously.

The Facility (400CP) (Discounted: Hunter) - Sex makes babies, and sex with goblins makes babies, too. This is troublesome for the Hunter's Guild because they're equal opportunity employers. That's where this comes in. Founded by wealthy, voyeuristic perverts, this place attends to the impregnated victims of goblins for free until childbirth. At which point the goblin is then medically disposed of, and the girl discharged. Whether you were one of these women or voyeurs, this place is now under your ownership. It brings in a surprisingly large amount of money, and the girls here are living in comparative luxury to the outside. It's a quasi-whorehouse, with every girl having the option to have sex with outside men when they're horny, but the voyeuristic aspect remains a secret. It's staffed by human gargoyles that count as followers. You will find a similar facility that's also yours in every Jump you go to from now on.

Mysterious Cape (400CP) (Discounted: Hunter) - This leathery black cape is a true wonder. Any time that you would be grabbed, the enemy will instead grab this. It will then effortlessly rip free, leaving your enemy open to at least one good hit from you. Once you've dealt with them, this cape will already be reattached. This might not seem like much, but it’s basically a guaranteed hit against everyone in this world. It counts towards your **Stylish Outfit**.

Lucky Sword (400CP) (Discounted: Apprentice) - This charmed longsword won through gambling makes its owner extra lucky in combat. Magic affecting the wielder noticeably less, while also finding it easier to block attacks with the sword. It will often outperform even legendary swords meant to slay dragons through chance alone.

Super Lucky Earrings (400CP) (Discounted: Apprentice) - These two earrings of your choice of design give their wearer the luck of six men. It also makes them noticeably more durable and less affected by magic, but those are really secondary effects. Let's go gambling!

Double Barrel Shotgun (400CP) (Discounted: Merchant) - The average gun in this world is a flintlock of some variety. Between the supernaturally skilled in melee heroes who are unnaturally durable, and some monsters, they just haven't hit that sweet spot to be entirely viable yet. That is with the sole exception of this single-handed shotgun. Likely the only other replica of the one used by the Gargoyle Werewolf, yours is superior in that it can fire an unlimited number of times. It won't take out a Sword Saint, but it has the potential to kill their apprentice if you can survive long enough.

Casino Cum Whorehouse (400CP) (Discounted: Merchant) - Pun intended. Gambling is one of the stupidest things you can do, which is why you should get your patrons liquored up, horny, and rolling dice instead of counting cards. You now own a casino with very loose obscenity rules. It makes you an unreasonable amount of money because while the chances are fair, every other aspect of it is rigged. The liquor is cheap, the waitresses are handsy and give bad advice, and it's more economical for the patrons to take prizes home instead of their cash winnings. It helps that people come here to lose as much if not more than they do to try and win. It's staffed by human gargoyles that count as followers. You will find a similar facility that's also yours in every Jump you go to from now on.

Research Lab (600CP) (Discounted: Goblin) - This mostly underground complex is the most technologically advanced place in the world. It has dozens of cells to keep even the strongest of specimens you can create with the genetic engineering technology found inside, but by default the cages can respawn with goblins when not occupied. There's also a large corral of respawning pigs, and excess pigs will be slaughtered to provide food for the specimens. The complex otherwise restocks itself with a modest amount of minerals for repairs or experiments. There's a special room near the top of the building with technology that can transform someone into another species. With the right added components, you could even turn yourself into a dragon. You will find a similar lab that's also yours in every Jump you go to from now on.

Holy City (600CP) (Discounted: Goblin) - A replica of the canon desert city is now yours. For the duration of this Jump it's attached to your warehouse, and can be placed in-world every Jump once you leave. It's not especially big, being comparable to Vatican City. It includes a garden which can sustain the whole city indefinitely, has running water, and is relatively defensible, with a large stone and metal wall around it. It comes with a single gargoyle of your design but no bigger than a dragon, and which by the standards of this world is basically invincible. It

will have the ability to detect a single physical characteristic from the people near it, such as if they're a virgin or not. It's not especially intelligent, but it will follow your commands, and will respawn every Jump or ten years if destroyed.

Dragon Scale Mail (600CP) (Discounted: Hunter) - While having your paperwork in order is one way to get attention, wearing a dragon you've slain is another. This scaled armor makes you immune to poison, and noticeably more resistant to fire and magic. While a Fire Resistant Charm would be ideal, you can make do with just this if you're hunting dragons and reasonably strong. While not having any direct comparison, it's at least significantly more durable than a full set of iron plate armor. The armor itself can be black or red, or even made out of white feathers, but don't expect anyone to know what you're wearing if you pick the latter. It counts towards your **Stylish Outfit**

Hunter Pendant (600CP) (Discounted: Hunter) - A technological wonder. You now have a pendant that can transform into a melee weapon of your choice when you will it to. If taken with **Dual Sword**, it can be imported here to transform into two swords. Both the pendant and weapon form weigh almost nothing, and the weapon itself is basically as well-crafted as it can be without magic. This weapon is also attuned in some inexplicable way to be extremely effective against one type of Monster such as dragons, goblins, or gargoyles. Whatever you pick, this weapon may as well be Death's scythe to. Even enemies that aren't this type but that take the form of it, will be vulnerable to this effect.

Life Scale Weapon (600CP) (Discounted: Apprentice) - Every blacksmith eventually creates their magnum opus. Forged with a Life Scale from a Giant Dragon at its core, wrapped in White Steel, and with a perfectly aged Oak Wood handle, this is one such weapon. Beyond being a truly peerless generalized melee weapon of your choice, the Life Scale at its core makes you immune to the Evil Eye of Palkatanas, the last defense of the dragons which petrifies any non-dragon. It will also make you immune to any further dragon-based non-dragon-targeting abilities in the future, but not things like their breath weapons. It does however give you a noticeable resistance to elemental and magical attacks to make up for it. Do note that dragons can sense this weapon, and will believe you to be carrying the essence of dragon in some way.

Rare Fruit Tree (600CP) (Discounted: Apprentice) - Scattered across the Argos Kingdom are fruits which can randomly grow on other plants. These rare fruits boost the strength, endurance, agility, elemental resistance, and stamina / spiritual pool. This is explicitly canon, even if some are skeptical about them. The

boost is always small, but it's permanent. You now have a small plot of land in your Warehouse with an especially large, always fruiting Tree of 40 Fruits, a real tree that can fruit 40 different fruits, and now occasionally these rare ones. At the start of the Jump, you're given 10 of each fruit. They won't turn you into an A-Rank Hunter, but it's a noticeable and significant increase from whatever your baseline was by the standards of this world. This tree will never die, and if somehow killed can be replanted on its plot from a sapling that will spawn to do so.

Gargoyle Factory (600CP) (Discounted: Merchant) - Gargoyles in this series are made by petrifying a person, grinding that statue into dust, taking crushed, naturally mined crystals called Blood Crystals and fusing them into a sphere with said statue dust, then building a shaped body in a similar process sans the crystals, having one or more Blood Crystal Cores inserted into the now solid stone body, and unpetrifying the whole thing. This can be used to transfer souls via DNA, give someone an immortal body by using a specific person for the Core, give people new limbs by giving them a Core, or create nearly invincible monsters. This has been used to make flying, flaming dragons, giant krakens, a non-transferable werewolf shapeshifter, preprogrammed people to take over a country, and more.

It's quite horrific, and not without downsides. It's entirely possible to cause a person transformed into a gargoyle memory loss, personality death or multiple personalities, Locked-In Syndrome, and if someone is given a gargoyle limb, they will turn to dust when they die, even the non-gargoyle parts. To clarify, the final form of a gargoyle is immortal flesh, not stone, but they turn to stone when they die. They also at least eat, and if they're giant they have to eat a lot.

What can potentially be created with this technology is extreme. Giving people a Core and thus stamina, spiritual, or magic related powers, flesh computers or accessories that can use such powers, creating artificial souls, potentially hijacking someone's body and or mind by fusing them with a Core, allowing multiple gargoyles to fuse into one larger gargoyle with a singular or hive mind, and many other potential uses besides. Speaking nothing of the capacity for torture.

You get an underground factory that can enable basic human variants of these to be made. It comes with pre-crushed, NPC human statue powder, and an equal amount of crushed Blood Crystals. While not stated what, you have some abundant method of unpetrifying these statues, but by default no way to petrify

something yourself. All of this rapidly respawns and comes with the basic instructions on how to use it, and you could replace 5% of a fantasy medieval kingdom in 2 years with what this turns out automatically. Anything further requires your investment. It's attached to your warehouse and turned off by default, and can be placed in-world every Jump once you leave.

'Per Katanas (600CP) (Discounted: Merchant) - The Par Katanas Merchant Guild was initially founded by a single woman, unrelated to everything else they would eventually do. Nevertheless, it would go on to become the largest and most powerful economic guild in the two kingdoms, if not the world, in less than 14 years. You now have a lesser but relatively competitive guild in your possession. You own dozens of apartments, businesses, and plots of land to rent out. The Guild itself acts as a neutral ground for merchants and the like to do business, and so even if you let it run itself it will naturally grow more powerful with time. It's staffed by human gargoyles that count as followers. The second in command and thus your direct underling is a single Gargoyle Shapeshifter of your design but no bigger than a werewolf, and they have a lesser version of **A Capitalist Called**. They're not Nicknamed Death or a Sword Saint, but to anyone else they're also extremely competent in combat. Their personality is up to you, but by default they're a gentleman who is loyal if sometimes ruthless in business, and always in combat. You will find a similar guild that's also yours in every Jump you go to from now on.

Companions: A rival, an apprentice, maybe someone to keep you company. Companions may not purchase others or take drawbacks.

Raiding (100CP) - A previously established or newly met collaborator. You may import or create a single companion with a purchase of this. They get an origin, their free origin perks, their free items, and 100CP to spend.

Party Up (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

In Heat (+100CP) - Any time that you see a member of the sex you're attracted to, you get a raging boner or equivalent. You want for release and feel compelled to get it. If you try and game the system by being attracted to nobody, you'll be attracted to one side at random.

You Can't Abort (+100CP) - You refuse to wear condoms, if they even exist in this world, and you always do it in the pussy. Any sex you have will always result in a child if the girl isn't already pregnant. What's more, you can never abort the child until after it's born without killing the mother.

Par Course (+100CP) - As soon as you start the Jump, you're ushered off to Hesperis Prison to serve fifty years for a crime you didn't commit. Not uncommon around these parts due to corruption. After a year, you're let out. The catch is that you're reverted to a combination of your Body Mod and choices made in this Jump, with no items, until your sentence is up. As the prison is unisex and thus males have an advantage, males serve two years before being let out.

Ugly Duckling (+200CP) - You are ugly on the inside. You will be wholly rejected from whatever society you find yourself in. Expect to be driven to the outskirts, or ignored at best if you're truly beneficial to them.

Country Hick (+200CP) - You're wide-eyed and naive, with simple things often lost on you. You could write your master and get a false letter back, but believe the false letter as true. You might believe a shady person when they give you the price for a good or service. You may well pay to sleep somewhere you shouldn't and get raped.

Politically Targeted (+200CP) - Some aspect of the political apparatus has specifically targeted you. Expect to be imprisoned indefinitely if you're caught, having thugs search for you, and even potentially targeted to be killed if you resist too much.

Swan Song (+300CP) - You completely hate your race and wish for them all to be exterminated. How you go about this will depend on your means, but you won't have any compulsion about how so long as it's total.

New Gods (+300CP) - The **Telekinetic Goblin** in Holy City has been having sex and producing children instead of just getting blowjobs. There's now at least a dozen goblins running around with his same powers, and they're actively establishing themselves in both kingdoms. Good luck.

Democracy Manifest (+300CP) - The king and his son have been assassinated, at least 5% of the Argos Kingdom has been replaced with human gargoyles, and more of the strongest gargoyles have been released to terrorize the two kingdoms. The dragon gargoyle beneath the Holy City has also escaped and is actively rampaging across the lands, and the Par Katanas are making more of him.

Endgame: 10 years are up. Unmolested or not, you've survived until the end.

Saviour Swan (Stay) - Maybe you want to change this world for the better. You stay.

Mysterious Duck (Go Home) - Perhaps you want a quiet life now. You go home.

On Vacation (Move On) - There's always something else to do. You move on.

Notes: Clarifications and more. We're running on more than hentai physics here.

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1. Some of the lore as presented between the games is wrong, such as Kanami being a year younger than she should be, and the dragon extermination taking only 9 years not 10 because they were functionally all killed in the first game. If you notice other things that seem wrong, it's probably actually right or a translation error.

2. **Hot Blooded** and **Don't Stop Attacking!** together basically make you a lower-level Kanami, but without any of the flair or other abilities. You're a well-rounded, if slow by comparison to **Stance Shifting** or **Pole Dancin**g, defensive fighter who might never receive any actual damage. Take the former

two and one of the latter to break the action economy. The former perks will be stronger in terms of stats than the latter, but both will be challenged by a baseline goblin for different reasons. For further context, muskets exist in this world, and any of these will let you exceed those in terms of speed, damage output, and durability. In overall terms between the perks, you're either focusing on what techniques you attack with or your overall method of attack, respectively.