Ikusa Otome Valkyrie 1.0

By saiman010

Introduction:

On a far-off world known as Midgard, the realm of mankind is protected by legendary warrior women chosen by the All-Father Odin himself and trained by the goddess Freya. These elite champions are granted the sacred title of Valkyries.

Each Valkyrie is hand-picked for her strength, spirit, and unwavering sense of justice. Upon receiving this honor, they swear a lifelong oath of chastity. This vow is not only a strict condition for being chosen, but also a profound source of pride among them—living proof that they have dedicated their entire existence to battle, honor, and the protection of Midgard. To them, their purity symbolizes absolute devotion to their duty and to justice itself.

For centuries, the Valkyries have stood as humanity's shield.

Unfortunately, Midgard now faces its darkest age.

The world is under siege by demonic armies, unleashed by the Demon Lord, who seek nothing less than total conquest. Their invasion is brutal and merciless. Entire cities have been reduced to ash, and the demons follow a horrifying pattern: every man they encounter is slaughtered, while women are captured and raped for teh pleasure of the demons.

Humanity alone no longer possesses the strength to repel this invasion. Without the Valkyries, mankind would have fallen long ago. Even with their aid, the war has reached only a fragile stalemate, one that has dragged on for several hundred years. The world balances constantly on the edge of collapse.

Jumper, you will arrive in this world with **1,000 CP**. Your presence may finally tip the balance of this endless war.

Location and Timeline

Here, you will decide where—and when—you will begin your journey in this world. Each realm has its own trials, dangers, and opportunities, so choose carefully.

1. Midgard
You begin in Midgard, the world of mankind.

This realm is locked in an endless war between humanity and the demonic forces, a conflict that has dragged on for centuries and settled into a brutal stalemate. Violence has become completely normalized—children grow up hearing the sounds of battle, and entire generations know nothing but war.

If you choose Midgard, you will not be able to remain a bystander. Survival demands that you fight on the front lines, whether alongside humans, Valkyries, or darker allies of your own choosing.

2. Niflheim
Welcome to Niflheim, the world of eternal ice and snow. Here, the sun no longer shines.

Once, this land was part of Midgard—but everything changed after Ragnarök, the prophesied end of the world foretold by the giants. The old order has fallen.

In the aftermath, the survivors—humans, Valkyries, and even demons alike—struggle together to rebuild what little remains. Old hatreds still linger, but survival has become more important than past grudges.

If you choose Niflheim, you will step into a desolate, unforgiving land, where rebuilding civilization is as dangerous as war once was. Resources are scarce, monsters roam the frozen wastes, and the scars of Ragnarök still warp reality itself.

Origin & Allegiance & Species

Here you will decide what Allegiance & Origin & Species you will be in this jumpchain. Your age and gender will be determined by which Species you choose here, and every origin has the option to be a Drop-In if you wish.

Species

Here you will choose the species you belong to in this world. If you wish, you may also become a hybrid of multiple races. The cost of becoming a hybrid is the combined CP cost of each chosen race, plus an additional 100 CP for every two races mixed together. Valkyries are a special case and may only ever be hybrids with gods; they cannot be mixed with any other race.

Human [Free]

You are an ordinary human, no different from the majority of people found in this world. Humans possess no innate supernatural powers. Your gender is freely chosen, and your age ranges from eighteen to thirty-five years old.

Demon [100 CP]

You are one of the demonic races, natural enemies of the gods and feared by most of humanity. Despite this,demons are a varied species with many demons look and behave very similarly to humansWhat truly sets them apart is their superior physical strength, their natural affinity for dark and infernal magic, and their far longer lifespans. Your gender is freely chosen. Your age as a demon ranges from one hundred to two hundred years.

Valkyrie [300 CP]

You are a Valkyrie, a divine subspecies created through sacred and often mysterious means. Some Valkyries were once humans or gods who were trained and blessed by Odin and Freya, while others were born directly from the earth or the heavens following a great act of purity or sacrifice. Regardless of origin, Valkyries are peerless warriors capable of cutting down entire demonic armies on their own. Your race is always female, and while your physical age appears between eighteen and thirty, you possess eternal youth and will never visibly age.

God [300 CP]
You are a true divine being, comparable to figures such as Odin, Loki, or Freya. Unlike Valkyries, whose purpose is almost entirely martial, gods possess dominion over one or more domains such as healing, storms, knowledge, trickery, or fate. This makes gods far more versatile than Valkyries, though often less specialized for pure warfare. Your gender is freely chosen, and your age ranges from one hundred to six hundred years.

Dragon [400 CP]
You are a member of one of the most powerful races in Midgard. Unlike traditional depictions of dragons as massive beasts, you possess a mostly humanoid form. However, you retain unmistakable draconic traits such as a powerful tail, retractable wings, large horns, and immense physical strength that surpasses even that of a Valkyrie. You are also capable of unleashing devastating breath attacks of a single elemental type of your choice. Your gender is freely chosen, and your age ranges from one hundred to four hundred years.

Allegiance

Here you will decide whose side you will fight for in this eternal war. Each faction offers its own advantages and protections, which may be essential for survival in a world consumed by endless conflict. Some choices are restricted by your race—Valkyries can never begin as members of the Demon Realm.And demons can't join heaven. You must choose one side.

Heaven

You align yourself with the forces of humanity and the gods. Heaven stands for order, balance, and the protection of Midgard, believing that mortals deserve the chance to live, love, and shape their own future. Those who fight for Heaven are often granted divine support, access to sacred knowledge, and the respect of human civilizations.

Demon Realm

You pledge your loyalty to the Demon Realm, a faction driven by conquest, domination, and the desire to overthrow both humanity and the gods. Your side seeks to pillage Midgard, crush Heaven, and reshape the world under demonic rule. Those who fight for the Demon Realm gain access to forbidden powers, brutal strength, and fewer moral restrictions.

Origin

Here you will choose your origin as a Jumper in this world. Your origin defines your role in society and what responsibilities are expected of you. Valkyries may not choose the Everyday Civilian origin.

Everyday Civilian

You are not a frontline fighter in this world. Instead, you perform the vital work that keeps society functioning—merchants, farmers, blacksmiths, artisans, scholars, and other forms of mundane labor depending on your allegiance.

Magician

You specialize in the use of magic in battle. Rather than charging into close combat, you usually fight from the rear, shaping the flow of combat through spells, rituals, and enchantments. The magic you wield is precise and methodical, relying heavily on short incantations and ancient languages known as runes

Warrior

You are a seasoned combatant who relies on close-range weapons such as swords, axes, spears, and shields. Midgard is a world where monsters roam freely, and most people must learn to fight simply to survive.

Commander [200 CP]

You are one of the most important members of your chosen faction and race. As a commander, you lead troops, plan campaigns, and make decisions that determine victory or defeat. You are granted authority over soldiers and resources, gain first claim on battlefield spoils, which includes any women you can spend the night with.

Perks

Here, perks are 50% off based on your origin. Any perks that cost 100 CP before discounts become free.

For hybrids, you also receive discounts on the perks of every species you are part of. However, hybrids may only receive one of the free for racial perks from their combined species list that cost 400Cp in the beginning of their perk lines . Any additional free for racial perks must be purchased at a cost of 100 CP each.

The only exception to this rule is a Valkyrie–God hybrid, which receives both of the free for racial perks at no cost.

General Perks

Lune Beauty[Free]

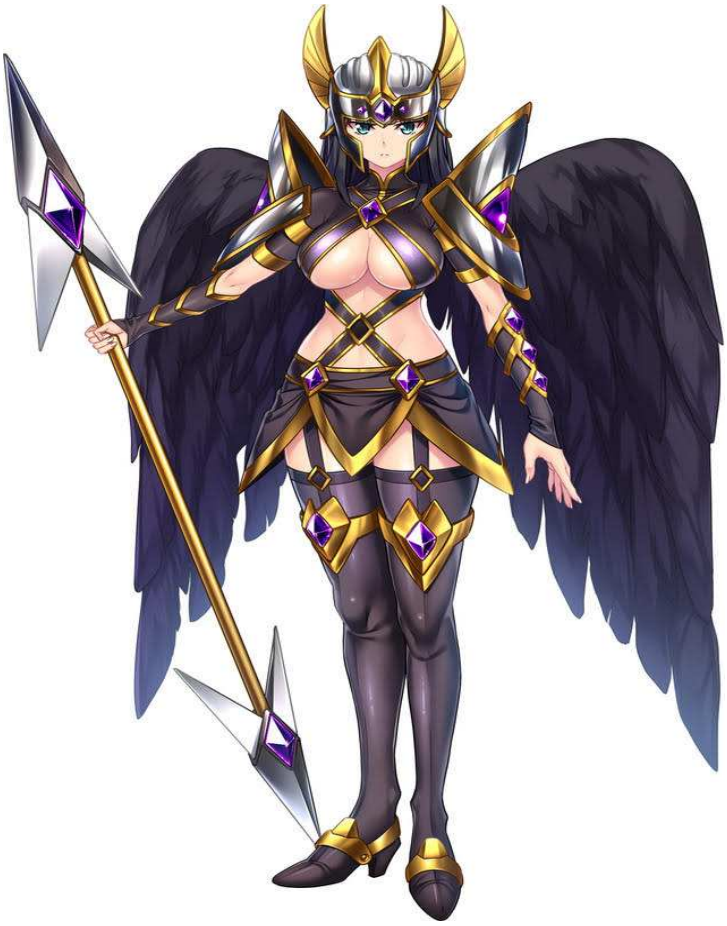
Just like many characters in this world, you have an appearance that turns heads. You start with a minimum attractiveness of 8/10 and have the freedom to choose any body shape you prefer. Given the hentai game influences of this setting, you can select a body type ranging from a petite figure, akin to the apprentice valkyrie Skuld , to a more voluptuous form with large, head-sized breasts, similar to Loki the half demonic goddess. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away.

Hentai Armour [Free/100CP]:

In this world, skimpy armor is not only fashionable but also practical and fully functional you can also set how skimpy the armour is in future worlds. Regardless of the exposure, your armor provides complete protection depending on its type. Plate armor offers maximum defense against physical damage, while wizard armor provides significant elemental resistance. This perk comes free of charge during your stay in this world.Should you wish to bring this unique fashion sense to future worlds, it will cost you 100 CP. This ensures that wherever your adventures take you next, you can continue to enjoy the stylish and protective benefits of “armor”.

Clean Body [100 CP]
No matter how dirty or grimy you become, your body naturally rejects any filth. Whether you're covered in mud, blood, or worse, your skin will cleanse itself within minutes of being removed from the source of the mess. Your hair, clothes, and appearance will always return to their pristine state without any effort on your part. You'll remain dazzling, fresh, and immaculate no matter what horrors you face, ensuring you always look fabulous, even after the most intense battles or struggles.

Durable Body [200 CP]
Your body is far more resilient than that of an ordinary human. You possess incredible elasticity and durability, allowing you to endure far greater punishment without succumbing to pain or injury. Whether it's blows, falls, or magical attacks, you can withstand it all with minimal damage. In addition, your body heals much faster, ensuring you recover quickly from any injuries without leaving scars. Where others would falter or fall, you remain standing, a testament to your unbreakable endurance.



Human

Humans Are the Center of the World [Free for Humans / 400 CP for Other Races]

Humans are the one race with almost limitless potential, and you now embody this truth. In this and all future worlds, you have the potential to perfectly learn any technique, skill, or spell, ignoring restrictions and other requirements that would normally apply. The only exception is techniques that your biology makes completely impossible to learn. Like a technique require wings or tentacles dicks to work.

Universal Human Language [100 CP]

It is said that even in Niflheim, after the world was destroyed, the language of mankind was perfectly preserved. You can now speak and write the universal language of ancient Midgard. When you use this language, any human can read and understand you perfectly. Additionally, you can easily teach other humans to read and write this language, requiring only a few days for them to memorize and grasp its words.

When to Lay Low [100CP]

Humans in this world and most worlds you are in are at the bottom of the totem pole, and especially if you are a good-looking woman, you may gain the notice of unsavory men that may want to rape and forcefully impregnate you. That's why now you have the capability to be seen as dirt or air by everyone around you, making you invisible.

Fighting on Any Side [200 CP]

Humans are a unique race, as they possess the potential to achieve truly extraordinary things—for good or for ill. Because of this, it is not unusual to see humans fighting on both sides of the conflict in Midgard, standing with either the gods or the demons as circumstances and beliefs dictate.

Because of this nature, you gain the ability to join any faction without facing rejection, suspicion, or lingering hostility based on your origins. No bad blood will be held against you simply for who you were or where you came from. Even in the future, if you were to become something as extreme as a psychotic magical girl who suddenly wishes to join the side of heroes, your past would not be held

against you. You will be judged solely on your actions and deeds, not your origins or former allegiances.

Lucky Human [200CP]
Pssst, jumper, look over there. You're one lucky person, you know that, as now you can see a valkyrie naked and enjoying her bath. You're lucky if you wish to peek and ravish her with your eyes on her beautiful body. And here in future worlds, you are an extremely lucky individual when it comes to perverted situations like this, and mildly more lucky in other areas.

That Path Looks Dangerous and Rapey [400CP]
As a human here in this world, you have been trained by experience to know when some situations seem very fishy and somewhat dangerous. As such, when something is going to go south, especially when it leads to you being sexually assaulted like by being captured by those brutish orcs on your way to pee, you will now know when and where it will lead to these situations and how to avoid them if possible. And if it's not possible, then once per jump, the universe will interfere and allow you to escape having your virginity or honor not taken.

Don't Worry, a Hero Will Come [400 CP]
As a human, your life is in constant danger from threats far beyond ordinary creatures. Manticores, giants, serpents, and countless other monsters roam Midgard, all of which would gladly hunt, devour, or otherwise harm you. Because of this, at least once per week, when you are in danger in a non-sexual situation, a passing hero will arrive to save you from your predicament. This rescuer could be a Valkyrie, a powerful monster, or even a wandering god.

You Are the Chosen One [600 CP]
Congratulations, Jumper—you have been chosen by Odin himself to become a Valkyrie if you are a woman, or perhaps you have drawn the demonic anti-dragon sword Balmung from its resting place. Regardless of the details, fate now takes a special interest in you. Whenever you enter a new jump, destiny will subtly interfere to give you opportunities to be recognized as a potential hero-like figure and the plot armour of a shone protag. You will not automatically become the main character of any story, but you will always be given a chance to stand on equal footing with them, when such a thing is possible.

Demon

Demon Species [Free for Demons / 400 CP for Other Races]

Here you will decide which type of demon you become. Demonic races possess an enormous variety of forms and abilities, with most demons being roughly humanoid in size but stronger than humans and naturally attuned to dark magic.Unless stated something else.

For non-demons or hybrids, you do not gain the physical appearance of the chosen demon species. Instead, you only inherit its effects and abilities, serving as proof of how diluted your demonic blood is. Demons and hybrids themselves receive their species for free, while all other races may purchase demon species at a discounted cost of 200 CP each.

Imp

As an imp, you possess a pair of small dark wings on your head that are surprisingly expressive but non functional. Your body is naturally suited for speed and precision, giving you a strong affinity for nimble weapons such as rapiers, daggers, and claws. In addition to your natural talent for dark magic, you also have a notable affinity for fire magic, making you dangerous despite your smaller stature.

Dark Elf

You are a member of the elven race that once lived in Alfheim. Though not true demons, these humanoids—marked by long pointed ears and dark skin—were persecuted and eventually forced to flee into the Demon Realm. As an elf, your appearance is striking, easily reaching what most would consider a 9/10 due to the extreme standards of elven biology. You are naturally proficient with bows and ranged weapons. While your physical strength is roughly equal to that of a human, your speed and agility are twice that of an average human, making you exceptionally difficult to catch or overwhelm.

Orc [Male only]
In the demon realm, there is a race that is only made up of males, and they are the most vile curs and the true enemy of women here in Midgard. These brutes are twice the size of a human, they have big potbellies but muscular arms and legs. Their strength is 4 times gratre that other demons, though they don't have access to magic affinity at birth. Also, they are skilled at using brutal and heavy weapons like greatswords and greataxes. Also they have creepy smiles on their faces and have huge dicks.

Succubus [Female Only]
You are a succubus, a demonic race marked by curved horns, bat-like wings, and a long demon tail extending from your back. Unlike most other demons, succubi are physically weaker than the average human. However, they more than compensate for this through their exceptional affinity for erotic and illusion-based magic. These forms of magic are especially effective against males, allowing succubi to manipulate emotions, perceptions, and desires within them so thay can harvest their cum for consumption. Also they ahve bodys that most men will drool over.

Witch [Female Only]
You are a witch—technically neither demon nor human. This lineage of spellcasters is far weaker than true demons in terms of physical power, but they compensate with an enormous mana pool compared to most other races. Witches possess a natural affinity for using nearly all elemental magic, with the exception of darkness and light type magic.

Giants
Giants, or the Jötnar are not giants in the traditional sense of the word. Instead, they are a race of humanoids roughly human-sized, yet gifted with immense power. Their physical strength can rival that of a Valkyrie in close combat, or they may possess spellcasting ability comparable to that of a witch—you may choose which path they follow. Alternatively, you may give them an elemental body, made entirely of either fire or ice. Choose only one of these three options.

Starting a New Journey [100 CP]
As a demon, you have learned how to create new identities wherever you travel. This includes forged permits, identification papers, passports, and other official documents needed to start a new life. This ability is essential for demons like you, as you cannot remain in one place for too long without risking discovery. The humans of Midgard will actively hunt you if your true nature is revealed.

Blood, Rape, and Cruelty [100 CP]
Demons are beings prone to violence, and one of the most cruel beings when inflicting pain on humans. That is why you now have the capability to think, do, and unleash pain on any individual you see fit with out a shred of guilt and even a wicked smile on your face.

Demonic Arts [200 CP]
Welcome to dark magic 101. You have learned how to cast true demonic spells. What sets demonic magic apart from other forms of spellcasting is that it can be fueled by your dark emotions—such as hate, lust, or hunger—to greatly increase its power. Even if you are unable to cast spells directly, this art also allows you to infuse your weapons and armor with demonic energy, enhancing their durability, defense, and the damage they deal.

Hard or Soft Body Parts [200 CP]
This perk works differently depending on what gender you are. If you are male, then your dick will be twice the size and girth of your species' average, and any woman that you fuck with this beast will feel unsatisfied with any dicks smaller than yours, and your cum can impregnate them at will. If you're female, then your boobs, no matter how small, will be soft and melt in the hands and mouth that caress them, making other boobs pale in comparison to yours, even if they are bigger. The person that has played with your boob will feel something is off. You also can produce sweet milk that will make any person who drinks it get a slight addiction towards it. If you don't have a gender, then the perk will allow you to gain a gender at will if you wish for it.If you are a hermaphrodite you gain both abilities of each gender.

Elite Demon [400 CP/ Requires Demon Species]
You have either undergone intense training or were granted overwhelming power at birth, marking you as an elite among your demonic race. This status grants you superior abilities far beyond those of ordinary demons. If you are part of multiple demonic races, you gain the elite attributes of all demonic races you belong to.

Imp
As a High Imp, your flames are upgraded into hellfire. These flames can easily burn through and destroy weak holy magic and holy items, making you especially dangerous to divine opponents.

Dark Elf
You have become a High Dark Elf. You now possess the ability to create and control plant life with ease, allowing you to recreate small patches of the Alfheim forests you once called home within Midgard. If you maintain and nurture these forests for a year, they become permanent.

Orc
Your skin has turned jet black, and your physical strength has increased to five times that of a normal orc. Your charging speed is terrifying, and your hardened skin is now as tough as steel.

Succubus
As an Elite Succubus, you constantly exude an aura of corruption that drives men into uncontrollable lust. Additionally, the previous limitation that made your succubus abilities more effective only on men is removed, allowing your powers to affect others equally.

Witch
Your mana reserves have expanded to rival those of legendary sages who trained their entire lives. Your spells are not only far more powerful, but you also experience greatly reduced fatigue, allowing you to cast high-level spells repeatedly with minimal exhaustion.

Giants
As an elite giant, you may choose one additional ability from the giant options you selected previously.

Soul Consumption [400 CP]
As a demon, you now have the ability to consume the souls of humans and other races that you have broken through rape or made deals with. Whenever you devour the soul of a victim, you gain complete control over them, turning them into your puppets while keeping their personalities, memories, and skills fully intact. But also they gain a new darker form where they now wear clothes that are extremely lewd even for this world standard. Additionally, you may grant them any two perk you possess, with the exception of perks that cost 600 CP or higher before discount.

Demon Prince / Princess [600 CP]
You are akin to Hel, the Princess of Niflheim. You are now part of the royal bloodline within the demonic forces—or not.

Regardless of which races this takes, your royal blood grants you exceptional charisma and wisdom, making you a natural ruler of your race. In addition, your noble heritage vastly enhances your racial abilities, increasing them by sheer magnitude and making you, at minimum, as capable as a candidate for a Demon King or an equivalent supreme ruler for your race.

In future worlds, you will naturally find yourself placed among the highest ranks of society if you so choose, becoming part of elite or noble groups such as a Celestial Dragon in One Piece or a member of one of the Five Great Noble Families in Bleach.

Valkyrie

Ikusa Otome [Free for Valkyrie / 400 CP for Other Races]
You are one of the many Valkyries who follow the will of Odin and are watched over by the goddess Freya. Regardless of how you became a Valkyrie—whether you were born as one or trained and elevated into the role—you now possess the body and presence of a true Valkyrie. Your appearance is flawless by the standards of this world, easily an 11/10 , and your body remains forever youthful. Also you can never be pregnant unless on a moonless night once a month. And even if you get pregnant once you have given birth, your body will revert back to the previous state before without issue.

You can freely summon and retract radiant angelic wings from your back. While you wear the golden ring granted to you by Odin, your strength, agility, endurance, magic, and speed are elevated to such extremes that you can effortlessly solo entire armies of demons. However, be careful—if you ever remove this ring while in this jump, you will become no different from an ordinary, physically weak human woman.

Basic Sword Training [100 CP]
Knowing how to use a sword and shield is a basic skill that all Valkyries possess. However, what is considered “basic” for a Valkyrie far surpasses the standards of other races. This training is, in truth, complete mastery. You fully master one specific type of sword—such as a greatsword, rapier, or similar weapon—and wield it as naturally as an extension of your own body.

Valkyries of the… [100 CP]
When a Valkyrie has completed her training, she is usually granted a title. This title reflects not only her personality, but also her unique talents and fighting style.

You are now granted one such title from the list below, along with the abilities associated with it. Choose one.

Valkyrie of the Sky
Like the Valkyrie Leia, who believes deeply in the freedom of her people, you are exceptionally skilled in aerial movement and airborne combat. If you already possess wings, your aerial agility is greatly enhanced. If you cannot fly or lack wings, you instead gain the ability to fly with ease.

Valkyrie of the Earth
You possess the same gentle smile as Hildegard, and like her, you are a master of defensive combat. You excel in shield-based fighting, and your endurance and defensive capabilities are the highest among ordinary Valkyries.

Valkyrie of the Lingering Moon
Your devotion to the heavens borders on obsession, much like Aaliyah. Although you have not yet reached her level as the strongest Valkyrie, nor been granted the divine spear Gungnir, Odin has instead gifted you the power to coat your weapons with moonlight. These weapons are exceptionally lethal at dispelling magic .

Valkyrie of the Oceans
Currently, no other Valkyrie bears this title—but now you do. With this title, you are highly adept at fighting both in and under water. Your armor can transform into a swimsuit-like form, symbolizing your deep affinity with the ocean.

Valkyrie of the Volcano
Another seat once left empty is now filled by you. With this title, you may manifest your weapon and armor as pure fire. Your attacks gain powerful fire-based damage, and your flaming armor absorbs roughly 20% of all physical damage before it reaches you.

Even If You Taint My Body, My Heart Will Never Yield !![200 CP]
Unfortunately, as most Valkyries are inexperienced virgins, they have little or no resistance to any form of sexual attack, so much so that most Valkyries that have been raped tend to break in a few days as their minds and body have been corrupted by the pleasure of the flesh.

But not you. No matter what they, the people, will do to your body—taking your virginity, being forced to fight while a vibrator is pleasuring your nipples and pussy, gang rape by 100 demons, forced pregnancy, or even neglect play where you are forbidden to cum—your mind will never break and your heart will never yield, as you are a Valkyrie after all.

The Ring Stays [200 CP]
Normally, the golden rings worn by Valkyries—the very source of their power—can be stolen whenever they are removed, or even forcibly taken by others. This flaw is the main reason many Valkyries have been captured and raped in the past. That weakness no longer applies to you. Any object that fits in your hand, including your ring, can never be permanently stolen. If someone manages to take it, the item will instantly return to your grasp, or in the case of the ring, reappear securely on your finger. Because of this, you will never again be left vulnerable due to disarmament.

Even Valkyries Have Their Vulnerable Moments [400 CP]
Even though Valkyries are known as war maidens capable of slaying demons with ease, there are moments when they are vulnerable, just like any other woman. Times such as bathing, eating, or using the restroom have long been moments demons try to exploit for ambushes and assassination attempts. Not anymore. Whenever you are engaged in these normal vulnerable activities, a protective forcefield will automatically form around you, blocking unwanted eyes and preventing enemies from locating or reaching you.

Mob Killer [400 CP]
On the battlefield, Valkyries are famous for cutting down entire hordes of demons without slowing down—and you are no exception. Whenever you face a large group of enemies who are each individually weaker than you, you may unleash a special attack. By focusing your magic through Odin’s golden ring or any item you are holding if you don't have a golden ring, you create a powerful area-of-effect attack that instantly kills all weaker enemies caught within it. You may use this ability each time a new horde of enemies appears before you.

Valkyrie of the Sun [600 CP]
Like Surya, the Valkyrie born on the day of Ragnarök—the final day when the sun last shine—you now embody the very essence of the sun itself. Your presence radiates warmth not only to the body, but also to the mind and soul of those around you, filling them with hope, courage, and the will to live. For humanity, you are a symbol of renewal, inspiring them to rebuild the world in the aftermath of Ragnarök.

In short, you are the messiah of this new age—but that is not all. In battle, you wield the power of the sun itself. You can unleash concentrated solar flares, melt frozen wastelands, and restore life to barren lands. Your radiant warmth also possesses extraordinary healing properties, allowing you to regenerate lost limbs and mend even grievous injuries. And you have a pair of radiant wings Additionally, children who grow up under your influence will develop strong, healthy bodies, free from defects, just as the sun is meant to nurture life in the rebuilding of the world after its end.

Valkyrie of the Polaris Star [600 CP]
Like Vali in the world after Ragnarök, you are a Valkyrie who stands apart from all others. Your wings are jet black, as dark as the night sky itself, marking you as something rare and extraordinary. You are among the most elite of the Valkyries, placing you firmly within the top three Valkyries across either timeline. You also gain the ability to summon and control flocks of ravens, using them as your weapons or as your eyes and ears if you wish.

In addition to your martial excellence, you are entrusted with a sacred duty: the power to perfectly judge whether something is truly good or evil. When you make such a judgment, people of your faction and race will recognize it as undeniably true. Regardless of their allegiance, they will accept your decision and follow it as if it were an absolute truth of the world itself.

God

Domain of a Minor God [Free for God / 400 CP for Other Races]

As a god, you are granted a divine domain—one field of existence that defines your nature and authority. Through your divine blood, you gain immortality and eternal youth, just like any true god. Your chosen domain grants you natural proficiency in a specific skill or concept, and you may bless mortals so that they, too, become highly proficient in that field. Choose one domain from the list below. As a god, you may purchase additional minor domains at a discounted cost of 200 CP each.

Music

Any musical instrument in your hands can now be played flawlessly. Any music you perform may also have magic or spells infused into it, if you so desire. Those you bless with this domain gain the ability to easily play one musical instrument of their choice.

Healing

You gain the ability to heal any disease with a mere touch and a whisper of your voice. Any mortal you bless with this domain becomes an exceptionally skilled doctor, especially in the treatment and curing of illnesses.

Crops

As a god of crops, the fertility of farmland surges whenever you walk near it. When you bless humans, you grant them a “green thumb,” allowing them to grow any type of crop with ease.

Beer

At will, you can instantly transform any liquid in a container you hold—or any water source—into beer, making this domain perfect for celebrations. Any human you bless with this domain can brew any type of beer with ease, and the fermentation process is three times faster than normal.

Flowers

You can freely create fields of beautiful flowers, instantly beautifying the landscape. Anyone you bless with this domain will naturally smell like sweet flowers and gain the ability to grow any type of flower they desire, including rare varieties used in herbs and medicine.

Rain
As a god of rain, you have the ability to summon rainfall and control its intensity and duration for mortals. Those blessed with this domain may also summon rain at will, as long as weather conditions allow it.

Wind
You are the god of wind. Because of this, your movement speed becomes incredibly fast, swift and fluid like the wind itself. Any human you bless with this domain gains a similar speed increase, up to a maximum of twice their normal running speed.

Worship Includes Power [100 CP]
As a god, much of your power comes from the worship of mortals. You now possess this trait. Whenever mortals worship you in any form, your power will grow, and if that worship fades, you will lose the power gained from it. At the end of each jump, any power you have gained through worship will be permanently added to your base power.

Not Easily Captured [100 CP]
The tragedy behind Valkyries being captured in this world began when the goddess Freya herself was taken and raped by a half-demon named Duke. Because of this, you are now extremely difficult to capture as a god. Your divine nature causes constant minor mishaps to occur during any attempt to restrain or imprison you—such as enemies tripping while chasing you, ropes snapping unexpectedly, or bindings failing at critical moments—making successful capture far more difficult.

Cult Creation [200 CP]
Even as a minor god, you still require followers—true believers who worship you. You now have the ability to create a cult that worships you exclusively. This includes defining its rules, rituals, symbols, preferred sacrifices, and the type of temple in which you are worshipped. While you are within temples built by your followers, your divine power becomes significantly more potent.

Shapeshifter [200 CP]
As a god, you are now skilled at shapeshifting into any form. This includes other races and even animals such as salmon, cats, or snakes, complete with all of their biological functions. This ability is perfect for moving through Midgard without drawing attention or revealing your divine nature.

Precognition [400 CP]
It seems you possess an ability similar to that of Loki, the half-god and half-demon: precognition. You can now see all possible future events and understand which actions must be taken to achieve the specific future you desire.

Unlike Loki, who eventually became cynical because no matter what she did the future in which the world fell to Ragnarök could not be changed—since Jörmungandr, the World Serpent, was destined to destroy it—you are not bound by the same limitation. Once per jump, your precognition allows you to change one predetermined event in the future with the correct action and alliance.

Eye of the Gods [400 CP]
Just like Freya and Odin, you now possess the ability to know the location of all your followers and worshippers throughout Midgard and future worlds, any place in the same planet or dimension. You can also project a live, three-dimensional vision of what they are currently doing, whether they are eating, masturbating, traveling, or taking a bath if you wish to peek at the amazing bodies of the valkyries. In addition, you gain the ability to communicate directly within their minds at will, allowing you to speak to them instantly whenever you need to guide, warn, or command them.

Valkyrie Creation [600 CP]
You have now gained the secret knowledge that allows you to create your own personal armies of Valkyries. Once per month, during the full moon, you possess the skill and understanding required to transform a chosen being into a Valkyrie. This may be a mortal, a god, or even a demon.

However, there are strict conditions that must be met. The subject must be female, must be a virgin, must possess complete loyalty toward you, and must be willing to abandon her past life as a mortal and become your perfect blade. Once the ritual is completed, a golden ring will form. As long as this individual wears the ring, she will possess strength comparable to any Valkyrie, though she will lack their refined skill and will still require training to fully master her abilities.

Domain of a God [600 CP]
Forgive me, Jumper—it appears you are not a minor god, but instead one of the major gods who dwell within the heavenly realm. Choose one domain below to determine the authority and power you wield, as well as the blessings granted to your followers. If you possess the Valkyrie Creation perk, all Valkyries you create will gain the benefits of every domain you possess, both minor and major. As with the Domain of a Minor God, you may bless your mortals with your divine authority. You may also purchase multiple domains.

War
You are the god of war. You are a peerless force on the battlefield, capable of easily defeating groups of Valkyries in combat. Your followers become naturally adept at warfare, possessing greater strength, discipline, and combat prowess than their peers when battle begins.

Magic
As a god of magic, you gain the ability to learn and use any magical technique you encounter, completely ignoring spell limitations or restrictions. Mortals who follow you gain greatly enhanced magical aptitude and learn magic far faster than normal.

Life
You hold dominion over life itself. You can effortlessly heal lands suffering from decay, corruption, or desolation. Because of this blessing, your followers—especially those connected to plants and flowers—excel at healing techniques and restorative magic.

Love
As a god of love, you represent the bonds people form throughout their lives. Your followers find it far easier to create deep emotional connections, forming strong familial and communal bonds within your cult and among one another.

Thunder
You are the god of storms. You can summon lightning from the sky with ease, and your followers may imbue their weapons with thunder, allowing their attacks to crackle with lightning.

Fire
You embody fire and destruction. You wield flames freely, and your followers gain powerful fire-based abilities mostly flame throwing and , excelling at overwhelming offense and raw destructive force.

Water
You rule over water and the seas. You can command oceans, rivers, and rain, while your followers gain adaptability, fluid movement, and great strength when fighting in or near water**.**

Dragon

Being a Proud Dragon [Free for Dragon / 400 CP for Other Races]
As a dragon, you are one of traits: prominent horns, retractable scaly wings, and a massive scaled tail. You must also decide what type of dragon you are by choosing one elemental breath weapon. Your scales will reflect this choice: red for fire, green for wind, blue for ice, brown for earth, purple for poison, aquamarine for water, yellow for lightning, and black for darkness. As a dragon, you can easily overpower a normal Valkyrie in contests of pure strength and endurance.

Roar of Might [100 CP]
As a dragon, you now possess the ability to unleash a powerful roar. When you roar, anyone within a 200-meter radius who is weaker than you will be affected. Each individual will randomly either become dizzy, be stunned, or flee in fear.

True Sight [100 CP]
As a dragon, your eyesight is enhanced by the magic constantly circulating through your body. Because of this, you are completely immune to all forms of illusion. You can also see perfectly in total darkness as if it were a brightly lit room, with full clarity and color.

My Claws and Tail Are Weapons Too [200 CP]
A dragon has no need to rely solely on forged weapons. Your claws and tail are now treated as proper weapons. Any physical combat technique that would normally require a weapon—such as a sword or spear—can instead be performed using your claws or tail. Even when completely unarmed, your body itself ensures that you are never defenseless.

Blushing Dragon [200 CP]
Oh my god, you are now a tsundere like Fafnir when she was getting wet from Duke raping the Valkyrie he had captured. But regardless, now you act all tsundere when it comes to sexual things, and the person you are tsuning will see this as an invitation and mostly accept it as your cute mating call as a prideful dragon .

Scales of Anti-Humanity [400 CP]

Like the legendary dragon Fafnir of myth, your scales have hardened to an extreme degree. Your entire body is now completely immune to all forms of damage caused by mortal tools and weapons. Only attacks that carry immense magical power or possess divine attributes are capable of harming you.

That Treasure Is Mine [400 CP]
Like most dragons, you possess a powerful instinct to create and maintain a vast treasure hoard filled with gold, magical items, and rare artifacts. This greedy nature now works strongly in your favor. Your luck and instincts for finding gold and magical treasures are greatly enhanced, allowing you to locate such valuables with ease. Once you begin forming your hoard, you can generate a protective forcefield to guard it from thieves. You also gain an innate mental awareness of your hoard, knowing exactly what items it contains, how much gold is present, and where everything is located within it.

The World Serpent [600 CP]
You are the same type of dragon as Jörmungandr, the World Serpent, rumored to be one of Loki's sons. You gain the ability to transform yourself to the immense size of the true World Serpent if you wish at max size. At maximum size , your length is so vast that you can encircle nearly all of Midgard multiple times over. With such overwhelming size and mass, you can easily cause earthquakes, generate tsunamis, and even swallow mountains whole. You can freely decide how big you are.

But that is not all. Like Jörmungandr himself, you possess incredibly powerful venomous fangs. This venom is so potent that it is capable of killing even gods.

Eater of the World Tree [600 CP]
It seems you are one of the children of Níðhöggr, the dragon who gnaws upon the roots of Yggdrasil, the World Tree—a creature said to threaten all Nine Realms. Because of this tainted and evil bloodline, many view you as a symbol of lost honor and a villain by nature.

Regardless of reputation, you now possess the ability to transform yourself into a massive, terrifying western-style dragon with enormous wings and horns. Your breath attack has been significantly enhanced, allowing you to destroy entire villages with a single blast, and it now carries anti-divinity properties as well. Additionally, your scales have gained immense resistance to high-level magical attacks and techniques wielded by divine enemies.

Heaven

Discipline of Chastity [Free for Heaven Only/400 CP for Demon World]
As part of the Heaven faction in Midgard, many who join believe deeply in purity and chastity as foundations of discipline and inner strength. This belief is reflected in how effective the Valkyries and the nuns who maintain the temples of the gods have proven to be.

You now possess this same level of discipline. As long as you abstain from physical pleasure and acts of the flesh, you will learn new skills, study, and train your abilities at a significantly faster rate.

Furthermore, the longer you remain abstinent from sex and similar activities, any form of corruption, taint, or unnatural modification affecting your body or mind from the rape that demons might done to you. Will slowly but surely be healed. Over time, your body and spirit will return to a completely pure state, as if reborn anew.

Sniffing Out Traitors [100 CP]
In Midgard, humans are very commonly tempted by demons—so much so that there exists a division within the Demon Lords' army known as the Dark Knights, composed entirely of humans who have defected to the demonic side. Because of this, you now possess the ability to sense when someone has betrayed you and your allies . Whether through their actions or an instinctive gut feeling, you can tell when a person has defected, much like how Lady Freya betrayed the heavens when she became corrupted by pleasure and captured the valkyries for Duke.

Demon Investigator [100 CP]
As part of Heaven's forces, simply killing demons is not enough to protect Midgard. You must also possess an investigative mind to uncover the schemes and plots they weave. Because of this, you are now highly sensitive to demonic plans aimed at harming you or humanity as a whole. You can perceive signs of preparation and manipulation, allowing you to anticipate and disrupt demonic plots before they fully unfold. Like When Freya was using her position to temper with the armor of the valkyries adding a vibration function the their chest and pussy, making them cum violently in front of their enemies.

Prayer to the Gods [200 CP]
You are a priest and a faithful servant of the Heavens, much like the nuns of the churches found throughout Midgard. Because of this devotion, you gain the ability to perform minor miracles through prayer alone. These miracles can include healing minor wounds without using mana or magic, finding legendary mundane items such as the ring Draupnir that endlessly multiplies itself, or even saying something so unexpectedly profound and stupid that you win the heart of a naive apprentice Valkyrie. Regardless of the situation, as long as your heart is righteous and filled with justice, these minor miracles will occur to make your life easier, happening at least once a week.

Demon Killer [200 CP]
As someone aligned with Heaven, knowing how to fight demons is an essential skill. You have studied and memorized the Monster Manual, a comprehensive record containing data on every known demon species within the Demon Realm. Because of this knowledge, you understand each demon's strengths and weaknesses, their combat tendencies, and the types of skills and magic they are likely to use. You also know their weak points and elemental vulnerabilities. This knowledge will continue to expand to include monsters encountered in all future worlds as well.

Defensive Warfare [400 CP]
Most battles fought by the warriors of Heaven involve defending towns, cities, and castles from massive demon assaults. Because of this, you are now an expert in defensive warfare. You excel at protecting civilians, fortified locations, and key structures against overwhelming enemy forces. What others might see as a disadvantage—being forced to defend rather than attack—you turn into a nightmare for your enemies. You instinctively use terrain, fortifications, choke points, and coordinated manpower to their fullest potential, transforming defensive battles into brutal killing fields for attackers while minimizing losses on your side.

Looks Like I'm in the Right Place [400 CP]
You have an uncanny habit of always being exactly where you need to be. Whenever you are nearby, events tend to align in your favor: you are far more likely to encounter enemies that must be defeated or important individuals you need to meet. Likewise, if an enemy is preparing a sneak attack on you or your allies, circumstances will often shift so that you discover them first and gain the initiative instead. Nine times out of ten, you will naturally end up in situations, locations, or meetings that give you a clear advantage.

Purity of the Body and Soul [600 CP]
The demons of Midgard are infamous for the cruelty they inflict upon their captives, leaving not only physical scars but shaterd mind and soul through sexual rape and plesaures of the flesh. Because of this, Odin has granted you a sacred power of purification.

You can cleanse victims of demonic corruption, removing taint, curses, and any unwanted alterations like giving them pennies and huge breasts inflicted upon their bodies, restoring them to the state they were in before their captivity. Beyond the physical, this power reaches the soul and mind as well: you can fully mend shattered minds form teh trauma and despair they feel in those long rape sessions, and restore a person's original personality and sense of self.

As an added blessing, this purification also removes any sexual compulsions that any person would feel after being exposed to the pleasure of sex , or any feeling of love toward their captors as maidens can't freely process these feelings any other way , ensuring that what remains is truly their own free will.

Demon Realm

Sexual Casanova [Free for Demon Realm Only/400 CP for Heaven]
As someone from the demon realm , you have become a very dangerous existence towards women, as regardless of your gender your sexual technique will make their womanhood quiver in excitement.

Now, whenever you kiss someone, their legs will buckle. When you caress their breasts and pinch their nipples, they will shiver in shame and weakly fight back, and when you pierce their pussy with your fingers or dick, they will moan like the women they are.

Regardless, your techniques in bed are so good that any sexual encounter with others will feel unsatisfying. To the point that deep in their minds, they will have a longing towards your embrace that they can't shake off.

And if they are virgins, this is even worse, as now to cope with them losing their virginity they will begin to form romantic feelings for you, as maidens, they can't really separate sexual lust or love. So will actually seek your intimacy even more.

Kill the Men, Rape the Women, and Spare the Children [100 CP]
Even if you're a part of the demon lord's army, that doesn't mean you don't have a code. As now, you will follow the code of the Dark Knights. Whenever you go into battle, you will always have an easier time killing any man that you have fought in battle, but you are also able to easily capture women on the battlefield or in towns, perfect for you to rape and make into sex slaves. But the Dark Knights have a code in that they will always spare young children and not kill or torture them in any way, which now you and your allies will follow as long as you guys are part of the same organization.

Strong Women Detector [100 CP]
As a demon, there is nothing more fun than raping and breaking the will of a strong-minded woman, but the problem is not every strong-willed woman uses a weapon. That's why now, whenever you are in the presence of a strong-willed woman, if you're a man, your dick will ache, and if you're a woman, your nipples will ache at the presence of a strong-willed woman for the first time. Regardless, whenever you get this signal, you will know which woman your feeling comes

from, and also the woman will not break easily from only one rape session. So you can take your time to break her will.

Naive Heroines [200 CP]
Is it just me, or are the strong-willed women of this world absurdly naive and stupid? They will surrender themselves when one child is held hostage by you. Or they will agree to do embarrassing sexual things in public after you promise that you will not touch anyone else as long as they finish a certain task, which is a lie, as the task you ask them to do is almost impossible to complete. Like not cumming for an hour after being raped by you for months, but you now know all of her weak spots and can make her cum in minutes. And they blame themselves that they can't finish the impossible task.

No Matter What, Valkyries Are Still Women [200 CP]
No matter how strong-willed a woman is, deep inside, she is still just a woman. So they can't really reject their innate nature when under you predatory gaze.

Because of this, now whenever their breasts and pussies are exposed out in the open, their faces will go a deep red,reactively try to cover their bodies in shame and make a nice scream.

But that's not all, as now whenever a woman is naked in front of you, their thinking process is greatly inhibited as their minds are going to wonder what you are going to do with them, and this haze will not lift until you rape them until you are satisfied with your work. For at least once a sexual encounter.

Sexual trap master [400 CP]
Let's face it, the forces of the demon world, if they face valkyries in honorable combat they will die in 4 seconds. ,

The only thing we can do to even the playing field by using some devious sexual traps to capture those valkyries and humiliate them by forcing them to climax in front of their enemies. And now you can do this; you have achieved the skill to create unassuming pieces of cloth and armor that act as erotic vibrators that, when placed in the most sensitive areas, will make even a valkyrie lose focus and climax many times on the floor.

A trap room that can hold a woman in place, negating their powers and forcing them to expose their butts to you for easy raping.

And also by creating trap mimics that look like chests or other valuables that consume and trap the valkyrie inside, melting their clothes and coating their body in powerful aphrodisiacs so that when you retrieve them ,their will to fight would already be eroded. These are a few of the things you can do with this ability.

Body Modifier [400 CP]
Now, as a demon, you have the ability to freely modify a woman's body. For example, you can change their clit to be as long and thick as a dick, or maybe you want to make them futanari instead. Also, you can increase or regress the games of these women if you wish, and also invert the size of their breasts to be as flat as a board or have them the size of their heads.which one of the few examples you can do here.

Fall to the Darkness [600 CP]
Whenever you completely break someone's mind and render them fully addicted to lust after months of you rapping her, you gain the option to grant them a dark lewd form. In this form, they gain access to a lewd, eye-catching sexyblack armor of your choosing. They can wield and summon a single weapon they are proficient with, and may also summon evil wings that emit an aura of corruption when manifested.

Those who undergo this transformation develop personalities centered entirely on lust toward you, becoming extremely lewd and always willing to sleep with you. Unlike Valkyrie creations, the servants created through this method are far weaker than an average Valkyrie in terms of raw physical strength. However, they instead gain access to vast reserves of power in the form of corruption and dark magic.Also if you want you may gain the ability to enter this dark lewd form at will.

Everyday Civilian

Occupation [Free for Everyday Civilian / 400 CP for Other Origins]

Here you will choose an occupation that you are proficient in within Midgard. You will possess professional-level skill, as if you have over two decades of experience in this field. Everyday Civilians may choose an additional occupation for 100 CP, while all other origins must pay 200 CP to gain another occupation.

Baker

You are a baker capable of creating all types of bread found in the real world. As long as it requires dough and fire, you can make it. The bread you bake can completely satisfy a person's hunger for up to three days if you wish. Additionally, if you have access to buffing or healing magic, the bread you create can function as healing potions or buffing items.

Miner

The earth feels like your home. You can easily tell where to dig to find the minerals you need. Because of your digging expertise, you can excavate tunnels almost instantly with little to no energy expenditure.

Carpenter

You are an experienced carpenter who can easily build furniture or entire houses. Your constructions are far tougher and more durable than those made by others. If you are proficient in using certain elements, you can infuse those elements into your work to give your furniture special effects—for example, infusing walls with wind and ice to create natural air conditioning, or giving a bed the fire element to function as a heater.

Blacksmith

You have the ability to create any weapon or armor made of metal with highly sexual and anime design incorporated. The quality of your work is high enough that even seasoned soldiers would desire it. If you are proficient in a certain element, you may infuse one element into a weapon or piece of armor, granting the weapon elemental damage or the armor resistance to that element.

Winemaker
You are a high-class winemaker capable of producing a wide variety of wines. Any wine you create requires only a fraction of the normal fermentation time. You may also infuse your wine with a single elemental magic; when consumed, the drinker can breathe that element like a dragon's breath for up to ten minutes.

Fisherman
You are a seasoned fisherman who can easily catch any fish using a hook, spear, or net. Due to your extensive experience, you are also proficient at hunting aquatic creatures.

Farmer
You are an excellent farmer. Any crop you plant will grow successfully regardless of climate or soil composition. You are also able to cultivate magical herbs used in the creation of potions and medicines.

Merchant
You are a shrewd merchant, able to expertly haggle and maximize profits without cheating others. You know exactly when to add or remove items from your stock to maximize profit while minimizing storage space.

I Know I Will Get Paid [100 CP]
As someone who simply wants to live in peace and earn an honest living, it would be frustrating if your occupation could not reliably provide income. That is no longer a concern. You will always be able to find a job related to your occupation or sell your products on the market. At the end of each week, everything you choose to sell will be bought, and your service will be paid and it is always at a 10% markup above the current market value.

No Raw Material Problems for Me [100 CP]
It would be troublesome for any craftsman if they could not obtain the proper tools or materials for their work. Because of this perk, you will always have access to high-quality raw materials and equipment needed for your chosen occupation. These supplies will arrive on time and cost 10% less than the market value. This applies in all future worlds and works for any non-combat occupation that requires tools, equipment, or raw materials.

Why Is This Valkyrie Following Me? [200 CP]
Jumper, it looks like someone has a crush on you—and it's because of the skill, kindness, or excellent service you provide through your occupation. If you do not have an active lover at the beginning of a jump, fate will always arrange for a charming woman to become interested in you.

If you are aligned with Heaven, this will be an apprentice Valkyrie with an innocent crush on you. If you belong to the Demon Lord's side, a high-ranking demon who finds you cute will appear and tease you relentlessly. In future worlds, you may choose what type of potential lover appears—such as an innocent virgin girl or a teasing, mean tsundere.

Dedicated Weekend [200 CP]
As a hard worker, it would be nice if Saturdays and Sundays were always guaranteed days off. With this perk, they are. These weekends will never negatively affect your productivity or cause any loss of wages. In fact, having these regular days of rest ensures your mood and overall productivity are always maintained at a healthy level.

Fast Worker [400 CP]
You are now able to complete most of a full day's work in just four hours. Your movements, planning, and workflow are optimized, with wasted time and idle moments effectively removed. Any work you are proficient in can now be completed efficiently within this shortened time frame, without any loss in quality or results.

Sexual Item Creation [400 CP]
You now have a side business dedicated to creating extremely powerful and effective sex toys, such as vibrators, dildos, and plugs, among others. While these may seem like ordinary items at first glance, they are incredibly expensive for good reason.

The items you create are indestructible and cannot be removed or turned off by anyone except you or a person you specifically grant permission to. Furthermore, neither you nor the person authorized to use them will suffer any negative long-term effects from their use.

In addition, these items have the ability to erase all existing sexual conditioning a person may have and retrain their responses toward other forms of sexual behavior of your choosing. This makes them particularly effective for helping individuals move on from past experiences, such as widows seeking to forget the intimate habits and techniques of a former spouse.

Unusual Innovations [600 CP, Requires Occupation]
You are a genius when it comes to innovation within your chosen field. While in this world, you are capable of the following breakthroughs depending on the occupation you possess.

Baker
The bread you create can now be used as weapons, possessing surprising durability. Additionally, when eaten by certain individuals, there is an extremely rare chance—approximately 1 in 81,289—that they will gain the potential to become a bread-weapon expert.

Miner
You are no longer limited to mining physical minerals. You can now collect abstract concepts as raw materials, perfect for creating powerful and unusual magical items. Examples include the sound of a cat's footsteps, the breath of a fish, or even the spark of an idea. The effects of these materials depend on their nature—for example, items made from the sound of a cat's footsteps may grant extreme stealth.

Carpenter
You gain the ability to create furniture and houses from highly unusual materials such as seawater, coral, or even eternally molten magma. Despite their nature, these materials remain effective, safe, and comfortable for their intended purposes.

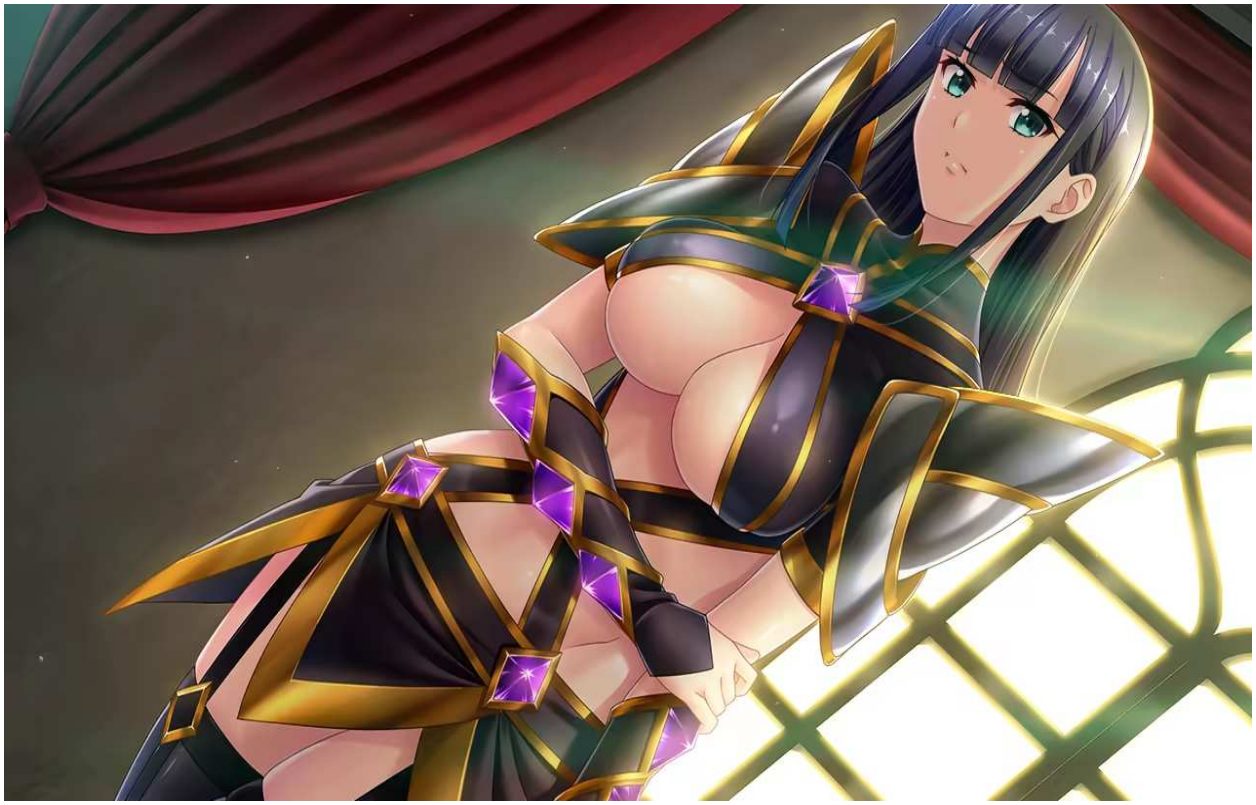
Blacksmith
As a blacksmith, you can now create Devine weapons and armor aligned with any elemental affinity you possess, both in this world and future worlds. These items lack a traditional physical form and therefore never require maintenance, always remaining in peak condition. However, the more powerful the item, the longer it takes to create.

Winemaker
Your winemaking abilities expand beyond alcohol. You can now create various potions using wine as a base, including growth potions, sex-changing potions, and appearance-altering potions, among others.

Fisherman
Your mastery of hunting creatures of the sea extends to any environment similar to water. The air itself now feels familiar to you, allowing your fishing and hunting expertise to transfer seamlessly to hunting flying creatures.

Farmer
Your skills expand to include raising and harvesting livestock. This includes monsters found in the wild, which you now have the ability to tame with relative ease.

Merchant
Your buying and selling capabilities improve significantly. You can now purchase goods at 40% below market value and sell items at 40% above market value with ease.



Magician

Rune Magic [Free for Magician / 400 CP for Other Origins]
As a magician from Midgard, you are now proficient in rune magic. Unlike most forms of magic found in other worlds, this system is based on the use of runic language, which you have fully mastered, along with short incantations. This allows you to learn virtually any type of magic in this world and future worlds.

However, because this system relies on a brute-force method of spellcasting, you can easily learn spells up to mid-tier levels of any class. Higher-tier spells can still be learned and used, but they will require significantly more effort, time, and mastery.

Additionally, for any spells you have already learned and mastered, you may shorten their incantations in any language to just three to four words. Because rune magic uses extremely brief chants and the manifestation of a magic circle , spells cast through this system are slightly more powerful and efficient than their normal counterparts.

Dense Mana [100 CP]
It seems that, as a magician, your mana is unusually dense. While mana is the basic requirement for casting spells, the exceptional density of yours allows you to cast spells far more efficiently. Whenever you cast a spell, you only need to use 25% less mana than your peers would for the same spell.

Magic Elemental Affinity [100 CP]
You gain an affinity with one elemental type of your choice: fire, wind, water, lightning, darkness, or light. When learning or casting spells of your chosen element, you do so much more easily and with significantly less difficulty and resistance compared to other forms of magic. You can buy this perk multiple times.

Field Specialization [200 CP]
You excel at researching a specific magical field to the point that people jokingly call you a “pervert” for how deeply obsessed you are with it. When choosing this perk, select two related magical subjects—these must be narrower, more specialized fields rather than broad categories like “elemental magic.” For example, water magic and human healing would be valid choices.

Regardless of the fields chosen, you become an expert in both subjects, fully understanding their basic spells and mid-tier spells. In addition, all research within these fields becomes significantly easier and more efficient for you.
This perk may be purchased multiple times, and each additional purchase grants expertise in two more magical subjects.

Silent Witch [200 CP]
As a magician, you have learned how to remove even the short incantations that rune magic is known for. You are now able to cast spells silently, relying only on the manifestation of your magic circles, without making any sound at all. This form of silent casting will function with any magic system you encounter in future worlds.

Quantum Magician [400 CP]
Rune magic normally requires the summoning of a magic circle and a short incantation. You now gain the ability to cast multiple spells at once, up to a maximum of four simultaneously. You can manifest four magic circles at the same time, and your incantations can be combined and rewritten into a single unified chant that contains the structure of every spell being cast.

The downside is that spells cast this way require more time and more mana than casting each spell individually. However, the ability to unleash multiple effects at once makes this an incredibly powerful technique in the right situation.

High Mana Regeneration [400 CP]
As a magician, running out of mana would normally be a serious problem. Because of this perk, your mana regeneration has been significantly increased. No matter how large your mana pool is, if it is completely depleted, you can fully regenerate it within three hours with ease.

War Magician [600 CP]
In Midgard culture, fighting only from the back line is heavily frowned upon. Because of this, you have learned to fight effectively in melee combat. You are now somewhat adept at using staves and wands as melee weapons, allowing your close-quarters combat ability to reach roughly half the effectiveness of your magical combat strength.And also your staves are as duarabel as any normal weapon.

In addition, as a War Magician, you can cast very simple spells instantly while in close combat, without difficulty and with no meaningful risk of misfire, even while actively fighting an enemy up close.

Warrior

Top One Percent [Free for Warrior / 400 CP for Other Origins]
It looks like your biology hit the jackpot, Jumper. You now belong to the top one percent of individuals of your race when it comes to physical potential and upper biological limits, making you one of the most physically powerful members of your kind.

Not only does your appearance gain a +1 bonus to attractiveness, but your body naturally develops muscle in all the right places. If male, you possess a powerful, athletic build with defined musculature and a six pack. If your female your body will not have any excess fat, have an hourglass figure and any fat will be stored in your breast or butt making it much softer and firm. Futa gets female only.

Weapon and Armour Proficiency [100 CP]
As a warrior in this world, it would be strange if you couldn't properly wield your tools of battle. Choose one type of weapon and one type of armour. You are now fully proficient in their usage expected of a trained warrior. This perk may be purchased multiple times, each purchase granting proficiency with another weapon type and another armour type.

Long Marching [100 CP]
A warrior's journey does not end on the battlefield—it stretches across long roads, harsh terrain, and rivers . Whenever you are not in combat, walking from one place to another no longer consumes stamina at all. Your travel pace is doubled, allowing you to cover great distances with ease. This benefit also applies to similar forms of movement such as flying and swimming.

Optimal Training Schedule [200 CP]
As a warrior, you value your training time and constantly seek to improve yourself. Because of this, you can now perfectly optimize the time you spend training. You always know which physical routines to perform, which weapon techniques to practice, and which theories or mental disciplines to study in order to sharpen both body and mind.

In addition, you instinctively understand how many hours of rest and recovery you need each day. This ensures a healthy balance between training and recovery, allowing you to grow stronger efficiently without overworking yourself.

Maintenance [200 CP]
You are highly skilled at maintaining all forms of weapons, armor, and any other equipment a warrior would use in battle. Your care keeps everything in peak condition at all times. In fact, your maintenance skills are so exceptional that even after ten years of constant use, your equipment will still look and function as if it were brand new.

Armor and Weapon Destroyer [400 CP]
You have learned a secret technique that allows you to easily destroy your enemies' weapons and armor. By precisely striking and exploiting hidden weak points, you can quickly shatter equipment in the midst of battle. This leaves your opponents disarmed and defenseless, making them far easier for you and your allies to capture and rape them In the spot.

Limiter Remover [400 CP]
As a warrior, you have learned how to temporarily break past your natural limitations. Once per day, you may remove these limiters and boost your raw physical strength to three times its normal level for 10 minutes.

However, this power comes at a severe cost. When the effect ends, your body is completely exhausted—your muscles lock up, your energy is drained, and you are unable to move for the rest of the day.

Champion [600 CP]
You are now the champion of your race and allegiance. When it comes to physical combat. Any non-Valkyrie race you can roughly fight with on equal footing with an actual Valkyrie, while Valkyrie makes your strength rivaling Aaliyah the stronger valkyrie in both technique and speed.

Depending on your allegiance, you gain a powerful ability tied to your faction. If you belong to the Heaven faction, you can construct objects made of pure light, such as weapons, armor, or even simple items like rocks when needed. These light constructs carry holy attributes and are extremely effective against demons and corrupted beings. If you are part of the Demon World faction instead, you create objects formed from dark energy, granting them divine destructive properties capable of harming even holy or godly enemies.

Commander

High Position [Free for Commander / 400 CP for Other Origins]
As a commander of either Heaven or the Demon Lords' armies, your exact faction matters little to your authority. You now hold, at minimum, command over a squad of knights or equivalent forces. You possess the necessary leadership skills to guide them in battle, and they hold genuine respect for you, willingly following your orders. Beyond leadership, your personal combat ability is notably above average for your race. In future worlds, you will always be placed in a middle-high position of authority—below the highest commander, but above the vast majority of your organization's members.

If you possess certain other perks, this position grants additional effects.

You Are the Chosen One
Whenever you enter a new world, a prophecy or legend—fully customizable by you—will begin to circulate among the elites of your organization. This legend marks you as a chosen figure of importance. Because of this, those above you are more likely to view you favorably and less likely to see you as a nuisance. They believe that following you will bring great rewards, and many will be willing to risk or even give their lives for you with minimal hesitation.

Demon Prince /Princess
You are recognized as the ruler of demonkind, standing at the very top of the demonic hierarchy. Every demon in that world will obey your orders without question. If you are not a demon, you are instead elevated to an equivalent king-like position within your own race. In future worlds, you will naturally be acknowledged as the true king or placed in a similarly high position of power within any faction or race you join.

Valkyrie of the Sun or a Valkyrie of the Polaris Star
Your role as a leader among Valkyries is reinforced by a higher divine form. You now possess six wings, symbolizing that you are far beyond an ordinary Valkyrie. The former weakness of the golden ring being stolen no longer applies, and your physical and magical capabilities surpass those of all other Valkyries. In future worlds, this exalted form also removes any inherent drawbacks or penalties tied to your powers.

The Domain of a God
You achieve true immortality. You can never permanently die as long as mortals continue to worship you or as long as the concept of your domain still exists in—such as war continuing to be fought or magic continuing to be practiced in the world you are staying in . Even if destroyed, you will revive again and again, though the time between revivals may vary anywhere from two to fifty years.

The World Serpent or Eater of the World Tree
The blood of the most catastrophic dragons of Midgard flows through your veins. Because of this, you gain the ability to trigger Ragnarök during the final three years of your stay in this world and any future worlds you visit. Ragnarök does not truly destroy the world; instead, it acts as a catastrophic reset. Civilization collapses, the old order ends, and the inhabitants are forced to begin anew, rebuilding a transformed world from the ashes of the old one.

Educated [100 CP]
As a commander, you are expected to possess a sharp and disciplined mind. Because of this, you are granted a high-level education that very few in Midgard have the luxury of receiving. This education includes proper manners, economics, multiple languages, mathematics, biology, and other fields of knowledge appropriate for someone of your status. This perk will automatically update and expand to match the standards and knowledge of any future worlds you visit.

First Dibs [100 CP]
Whenever you and your forces complete a battle, raid, or mission and acquire spoils—whether they are items, resources, or woman to rape you are always granted the right of first choice. No matter the circumstances, you will always have first pick when dividing the rewards.

Starting Over Again [200 CP]
During Ragnarök, a demon general once lost his memories and began anew under a different name, living a completely fresh life in the world that followed. You now possess a similar opportunity. Once per jump, you may completely cut yourself off from your past and start over with a new identity and a new life. Unlike that general, you do not lose your memories unless you choose to. As long as you willingly reject your former ties, the ghosts of your past—old enemies, obligations, reputations, and unresolved conflicts—will not surface to disrupt your new beginning.

Diplomatic Immunity [200 CP]
Your high status shields you from many common laws and restrictions. In politically tense situations, you can often avoid prosecution, gain access to high-level meetings, or maneuver your way out of legal trouble. Your rank naturally grants you elevated standing, and this perk ensures that such authority translates into practical protection and freedom in circumstances where others would be bound by the law

Dungeon Crawling [400 CP]
In this world, dungeon crawling is a crucial skill for a leader, and you have honed several key abilities for navigating these treacherous environments. Your keen senses allow you to detect hidden traps and lurking enemies, giving you a crucial edge in avoiding ambushes and danger. With skillful hands, you adeptly disarm traps and pick locks, ensuring safe passage through locked doors and trapped corridors. Additionally, your sharp intellect enables you to solve complex puzzles and riddles frequently encountered within dungeons, uncovering hidden paths and valuable treasures. .

A Tyrannical Rule [400 CP]
Being a commander is never easy—you must constantly tread carefully, or the sword of Damocles may fall. But what if that danger no longer applied? With this perk, you are free to rule with an iron hand. Want to dismantle aristocrats who oppose you, hunt down Valkyries who might threaten your power, or ban ancient sacred rituals that could undermine your rule? You may do so. As long as your actions bring tangible benefits to the people and soldiers under your leadership, the population will largely turn a blind eye to your excesses and misdeeds, allowing your authority to remain unchallenged.

How to Rebuild a Country [600 CP]
You are now seen as a beacon of hope by the people who look to you to rebuild a broken world after catastrophe. Whether in the aftermath of Ragnarök or any other great disaster, you instinctively understand how to restore order, reorganize an army, stabilize a government, and rebuild a nation from ruin.

The overwhelming burdens of leadership no longer drown you. Any work that does not require your personal, direct attention—such as routine military training, bureaucratic management, or administrative paperwork—will be handled efficiently and competently under your authority. Systems function smoothly, and your nation avoids collapsing under its own weight.

Your approval among the people remains consistently high. Your policies naturally trend toward maximizing prosperity and stability, while crises, unrest, and public dissatisfaction are minimized before they can spiral out of control. Even difficult decisions are understood as necessary for the greater good.

Your position as ruler is likewise safeguarded. Assassinations, coups, and internal betrayals aimed at removing you from power will fail so long as you genuinely possess the will to rule. In future worlds, this protection extends to any leadership role you hold—you may rise higher in authority, but you cannot be forcibly demoted unless you willingly relinquish the position.

Beyond governance, your noble standing becomes a powerful instrument of patronage. You possess a rare ability to recognize hidden potential in others and nurture it to greatness. With your mentorship, resources, and endorsement, promising individuals—whether warriors, scholars, or artists—can rise to

legendary status. Those under your patronage become deeply loyal, and their achievements strengthen your influence in turn. The soldiers you elevate defend your lands with unmatched devotion, the scholars you guide drive innovation and progress, and the creators you support immortalize your legacy. Through this cycle, your investment in others steadily reinforces your nation's strength and your place in history.

Items

Here, Items are 50% off based on your origin. Any perks that cost 100 CP after discounts become free. Also Items of similar types can be imported for free. Also you receive +500 Cp to be used here only in this section.

General Items

Collection of Clothes [200 CP]

You now possess a collection of clothing not found in Midgard, but originating instead from our worlds. This collection includes a wide variety of outfits, ranging from swimsuits to bunny costumes, perfect for some sexual fun. All clothes in this collection are self-maintaining—whenever you place them back into the closet, they are instantly cleaned, repaired, and restored to perfect condition.

Human

Dirty Simple Clothes [100 CP]
You now possess a set of ugly, simple peasant clothes that make you practically invisible to people's attention. While wearing them, others tend to overlook you entirely, dismissing you as unremarkable. Furthermore, if someone notices your true attractiveness and begins harboring wicked thoughts without your consent, the clothes activate a secondary effect, subtly redirecting their unwanted attention toward another suitable target instead.

Story Book [200 CP]
You now own a book that contains every legend, story, heroic prophecy, and myth found within Midgard. It is perfect for passing the time, but it also provides useful hints about the possible locations of legendary weapons, items, and important places mentioned in those tales. Additionally, this book updates itself in every world you visit, recording that world's legends and myths as well.

Map of This World [400 CP]
You now hold a powerful atlas that contains a complete map of the current world. The map updates in real time, showing locations, points of interest, monster activity, weather patterns, and even individuals that you may want to sleep and seduce them. If you also possess the Story Book, the atlas will provide further clues to help you locate the legendary items and figures mentioned in the recorded myths.

Human Town [600 CP]
You are now the mayor of a human town containing 10,000 human souls who are completely loyal to you. In Midgard, the town operates at a technological level equivalent to the Middle Ages. However, in future worlds, it will adapt and replicate the technological level of the worlds you have previously visited.

Each time you enter a new Jump, you may decide the town's culture like how open they are to sexual acts , available professions like prostitute , general level of attractiveness among its people, and even the gender ratio. Regardless of the setting, the town remains stable, self-sustaining, and firmly under your authority.

Demon

Sexual Armour [100 CP]

Demons really like to wear the sexy armours in Midgard, as depending on your gender, the armour looks different but functions the same. You now have a simple plated armour where, in male form, your armour is pure black metal and covers your body like normal armour. But for females, you are instead given armour made of clothes that cover at the bare minimum and, at maximum, still exposes your legs and chest. Both armours still act like plate armour.

Weapons of Pleasure [200 CP]

You now have in your hands a weapon of your choice and, at will, when you strike an enemy, instead of doing damage, you will send waves of pleasure throughout their bodies. You defeat your enemies when you force them to climax with the pleasure your weapon produces, perfect for humiliating your enemies and to capture them on the spot.

Powerful Aphrodisiacs [400 CP]

You now have a collection of powerful aphrodisiacs that would make any woman fall into pleasure through different ways. Some aphrodisiacs increase the sensitivity of the target, some make the woman much easier to climax, while others are force to climax all at once after a day of sex without climaxing. , and many, many more. Each is perfect for whatever ponytail acts of rape you wish to unleash.

New Moon Bed [600 CP]

As someone that wants to rape those stupid valkyries, their stamina and inability to make them pregnant is very frustrating. But not anymore, as you now have a deluxe king bed perfect for raping valkyries. While in this bed, you will never get tired or run out of cum, so that even after a full night of fucking, you can still do your daily activities without hindrance. Also, any woman you fuck in this bed will become a bit more docile as their minds have been clouded by the pleasure you give them. But that's not all, as this bed now bypasses any form of magical ability that makes them unable to get pregnant, like the valkyries' inability to become pregnant unless it is a new moon.

Valkyrie

Valkyrie Armour [100 CP]

As a Valkyrie, you are given the standard armor worn by Valkyries across Midgard. This consists of a white tunic, a winged helmet, and simple chest amour,leggings and arm braces in a color of your choosing. However, if you are in Niflheim, where Valkyrie culture has changed because of Ragnarock, the standard armor is discarded. Instead, Valkyries there are allowed to wear any form of armor they like, so long as it is visually appealing and alluring. Regardless of appearance, this armor is divine in nature. It will never degrade over time, requires no maintenance, and always remains in perfect condition. It also comes paired with a shield and a sword of high quality your chosen type.

Golden Ring [200 CP / Free for Valkyrie]

This is one of—if not the most—important items a Valkyrie can possess, as it is the source of their invincibility in battle. If you ever lose this ring while you are a Valkyrie, all Valkyrie-related perks you possess are sealed until the ring is recovered. In future worlds, or if worn by races other than Valkyries, the ring instead functions as a powerful base multiplier, increasing your overall capabilities by three times. It can also store excess mana, which you may draw upon later to cast spells when needed.

Chastity Belt [400 CP]

As a valkyrie, unfortunately, because of how attractive you look to most people, a lot of them will try to capture and rape you on the spot. Because of this, you are given a special chastity belt that no one but you can remove. Also, this chastity belt makes you lose the need to expel waste from your body while worn and also acts as extra armor so that most weapons won't be able to pierce your body down there.

Nice and Peaceful Waterfall [600 CP]
Even a Valkyrie has mortal needs and requires time to rest, bathe, and recover in peace. Because such vulnerable moments can invite individuals that wish to violate your pure body, you now possess access to a beautiful and serene waterfall hidden deep within nature. Surrounded by lush forests and untouched beauty, this sanctuary can be accessed easily through your Golden Ring or any other object you hold.

This hidden refuge cannot be entered by anyone except you and those you willingly allow. It serves as a perfect hiding place, completely secure from outside threats. While within its waters, both your body and soul are calmed, your mind is cleared, and you are fully refreshed. When you leave this sanctuary, you return to battle restored and at your best, ready to fight once more.

God

Mythology of Origin [100 CP]
As a god, you now possess a personal mythology that explains how you were born, what abilities you possess, and how you use them. This myth serves as a divine narrative for the people of the world, shaping how they perceive and worship you. You may alter and adapt this mythology in each world you visit, making it an excellent tool for propaganda and for gaining followers more easily. This is just a story you have.

Draupnir [200 CP]
You now possess Draupnir, or one of the copies once gifted by Odin. This golden ring carries the same miraculous property: every nine days, it produces eight additional golden rings. This ensures that you will never lack wealth, providing a steady and reliable source of riches.

Personal Shrine [400 CP]
Your followers have built a shrine in your honor. At first, it is a modest wooden structure, but it serves as your personal locus of power. Within this shrine, your followers may offer sacrifices and prayers, strengthening your divine presence. While inside, all your skills and techniques are amplified based on the number and devotion of your followers.

As your following grows, the shrine expands and becomes grander, eventually transforming into a true center of worship. In future worlds, it serves as a foundation for establishing your faith and gathering new followers under your divine banner.

Seeds of Yggdrasil [600 CP]
The World Tree, Yggdrasil, has produced several seeds and entrusted it to you to nurture. Whenever you choose to plant this seed—whether in Midgard or any other world—it will grow into a miniature World Tree.

Each mini World Tree acts as a bridge between the worlds you have visited and planted it in. From Midgard to any future world where another tree stands, you may travel freely between them.

Beyond serving as gateways, these mini World Trees also function as anchors of stability. If a world suffers catastrophic destruction, the presence of the tree grants that world a chance to recover, slowly restoring life and balance rather than allowing it to fall permanently into ruin.

Dragon

Cave [100 CP]
You now possess a cozy cave that serves as your personal lair. It is spacious, easily defensible, and large enough to comfortably store a growing hoard of treasure. The structure is naturally secure, making it an ideal base of operations.

Love Notes Manual [200 CP]
As a proud dragon, expressing love can sometimes be difficult—especially toward someone physically weaker than you. You are now given a Love Notes Manual that teaches you, and anyone else who reads it, how to express feelings in a sincere, heartfelt, and joyful way. It helps transform awkward affection into genuine emotional connection.

Dragon Familiar [400 CP]
You now possess a loyal adult dragon as your familiar. You may choose any one dragon type found in Dungeons & Dragons, and that dragon becomes bound to you. In Midgard and similar worlds, you may ride your dragon freely, using it as both companion and mount.

Pile of Treasure [600 CP]
You possess a massive dragon's hoard stored within your warehouse. The gold alone forms a pile nearly the size of a ten-story building. Among the treasure are numerous magical weapons and suits of armor. If you distribute these items among your followers, those equipped with them will find their effectiveness in battle greatly enhanced, significantly increasing their combat capability.

Heaven

Church [100 CP]
You now possess a massive cathedral capable of holding up to four thousand people. Beneath the church are numerous rooms reserved for Valkyries to purify themselves, complete with large luxury baths and private chambers. Deeper within the church are hidden shelters designed to protect wounded civilians from demonic forces, capable of housing up to two hundred people for several weeks.

Covenant of Nuns [200 CP]
Rejoice, Jumper, for the heavens have granted you a covenant of one hundred nuns. These pure virgins are trained non-combatants tasked with maintaining any holy buildings under your control. They are skilled in maintaining and reinforcing holy barriers, creating holy water, purifying corruption, and healing the wounds of the injured.

Castle [400 CP]
You now own a fully defended castle, complete with deep moats, high reinforced walls, and a protective forcefield to safeguard its inhabitants. The castle contains morgues, a comprehensive armory capable of equipping an entire army, and sufficient staff to maintain the land and upkeep the fortress with ease. Additionally, the castle holds enough supplies to withstand and maintain a prolonged siege lasting several years if necessary.

Heavenly Weapon [600 CP]
You have been chosen by the All-Father himself, Odin, to wield one of the sacred weapons of Heaven—arms so powerful that even a Valkyrie would consider it a great honor to bear them. Choose one from the list below. You may purchase this item multiple times, though it cannot be discounted.

Mjolnir
The legendary hammer once wielded by Thor is now yours. You may freely call down lightning and conjure miniature storms at will. When thrown, the hammer never misses its intended target and will always return faithfully to your hand.

Gungnir
Once entrusted to the valkyrie Ariya, this spear is now in your hands. It is among the strongest weapons in Heaven. Its thrust cannot be stopped once launched, and it grants you control over surrounding waters and the ability to trigger localized earthquakes.

Gridarvolr
A magical staff crafted from a branch of Yggdrasil and forged with the iron of giants. When used to cast spells, the mana cost is reduced by ninety percent, and the spell's power is increased fourfold.

Surtr's Sword
A blade once belonging to the fire giants and later given as a symbol of peace after the hostage exchange with Hildegard Odin's daughter. Forged from the eternal flames of Muspelheim, this sword feeds upon fire, and any flames it generates will never burn out. Its strikes can incinerate nearly anything, including other supernatural flames.

Demon Realm

Penis Seed [100CP]

Upon purchasing this item, you receive a batch of seeds,
each imbued with magical properties. When attached to a woman, the seed temporarily grants her a penis for several hours, enabling reproduction without the need for a male partner. Additionally, the seed induces an increased libido, intensifying the desire to mate with other women during its active period. This artifact is a fascinating tool of survival and reproduction, ensuring the continuation of their tribe in a truly unconventional way.

Cage Caravan [200CP]

You now possess a personal, magically enhanced mobile cage, officially approved by The Demon lord, for keeping any female captives who have caught your eye. This caravan is designed to follow you wherever you go, ensuring your captives are always nearby. The cage provides complete care for its occupants, offering food, water, and basic necessities automatically, keeping them in perfect health and comfort. Additionally, it is imbued with powerful enchantments that prevent escape—no captive can leave, nor can anyone interfere or touch them without your explicit permission.

Tentacle Monster [400CP]

You now possess a loyal and obedient tentacle monster, completely under your control. This creature is incredibly versatile, capable of using its tentacles to overpower, defeat, and capture even the strongest humans or characters in this universe, including named individuals. Its strength and cunning make it a formidable ally in combat or any tasks requiring subjugation or restraint. Additionally, if you so desire, the tentacle monster can serve as a "trainer" for any females in your care, ensuring they are thoroughly disciplined and conditioned to your specifications. With this asset at your disposal, your influence and ability to maintain control and expand significantly.

Squad of Dark Knights [600 CP]
It seems the Demon Lord has granted you a small army, Jumper—one thousand Dark Knights. These humans long ago sold their souls to the Demon Lord's cause. Because of this pact, they are far stronger and possess far greater stamina than the average man. So That they can rape teh women all night without even getting tired.

Each of these Dark Knights has been personally trained by a half-demon duke, shaping them into elite warriors feared even within the Demon Lord's own army. As they also wear plate main and are equipped with swords

Everyday Civilian

Tools of the Trade [100 CP]
For every occupation you possess, you are given the proper tools required to perform that work. These tools are of good quality and suitable for professional use. If you have no occupation, you may choose one, and you will receive the necessary tools needed to begin working in that field.

Deep Backpack [200 CP]
You gain a four-dimensional backpack capable of storing large amounts of materials and items related to your occupation, such as ore, fish, herbs, or other resources. All items placed inside are automatically organized, remain fresh, and will never spoil, regardless of how long they are stored.

Stock of Raw Materials [400 CP]
You receive a steady stock of raw materials appropriate for each occupation you have, sufficient to produce finished goods as needed. If your occupation is fishing or farming, you are instead granted a hatchery or breeding facility that allows you to raise and farm any type of fish or livestock you choose. If you have no occupation, you may choose one stockpile of raw materials, which will be stored safely in your warehouse.

Trade Company [600CP]
This is a full-fledged organization under your command. It comes with access to trade routes, merchant ships, caravans, and distribution networks, all designed to move goods quickly and profitably across vast distances for any finish product you produce . The company automatically hires and trains staff, including skilled negotiators, guards, and transporters, ensuring smooth operations at all levels. As the owner, you can dictate which goods to prioritize, establish monopolies, and negotiate exclusive deals with nations or other organizations. The company's influence expands with your own, giving you the power to shape markets and economies on a global or even inter-dimensional scale.

Magician

Cloak of the Magician and Stave [100 CP]
You are given the standard attire of a magician. Surprisingly, the outfit is not revealing and is considered one of the most modest sets of clothing worn by any faction's spellcasters. It comes with a staff that allows you to better focus, channel, and stabilize your magic when casting spells.

Magical Workshop [200 CP]
You possess a simple collapsible desk and chair that you can summon at will. Whenever you work at this setup, studying, research, desk work, and magical experimentation become significantly easier. The furniture is perfectly comfortable and suited for long hours of focused effort.

Book of Magical Runes [400 CP]
You now hold a grimoire containing every spell known throughout Midgard and its surrounding realms. This book can also be used to teach beginners magic, allowing a novice to achieve functional proficiency within a single year of training. In future worlds, the book will automatically update itself with every spell that exists in the realms you visit. However, some spells may still carry special requirements or restrictions, and you will need to personally fulfill or overcome those conditions before you can learn or use them.

Institute of Magic [600 CP]
Congratulations—you now oversee a sprawling institute dedicated to training the next generation of magicians. Housing several thousand students, it is fully equipped with dormitories, training grounds, and advanced laboratories for studying offensive magic and magical theory across any fields you desire.

You can easily alter and adapt uniforms to match each world you visit. The institute's curriculum mirrors the magical standards of the current world, but it can be continuously updated and expanded in future worlds, incorporating new forms of energy, combat styles, or even alien forms of sorcery.

Warrior

Warrior's Class Equipment [100 CP]

You now possess a set of armor of your choice. While generally less modest than a magician's cloak and more cover up than demon armor, it is highly durable and designed for combat. This armor is easy to upgrade, provided you have the proper materials and access to a blacksmith willing to work on it. Along with the armor, you receive one high-quality weapon of your choice.

Bounty List [200 CP]

You gain access to a constantly updated list of bounty posters featuring criminals and monsters. Each entry provides their location, their crimes, and the reward offered for their defeat. Upon successfully eliminating a target, you are paid instantly. The posters also include a star-based difficulty rating, ranging from zero stars (extremely easy) to five stars (near-certain death if unprepared).

Arena [400 CP]

You now own a grand coliseum where you can host battles between monsters, criminals, warriors, or even fight personally. Spectators can attend these events, generating income through ticket sales, food stalls, and souvenir stands within the arena grounds. The coliseum is also protected by an anti-death ward—if a combatant would be killed during a match, they are immediately teleported to a medical ward where their injuries are treated without delay.

Legendary Bikini Armor [600 CP]

You've struck gold and obtained the Legendary Bikini Armor. While wearing it, your fighting prowess rises to the level required to contend evenly with upper-class demon generals or high-ranking Valkyries.

The armor grants broad elemental resistance and exceptional durability against any attack that lacks magical properties. Its true power, however, lies in its unique enchantments. All of your attacks bypass resistances and defensive mitigations, ensuring that no natural toughness, magical barrier, or protective ability can fully neutralize your strikes. Furthermore, any wound you inflict suppresses natural regeneration, and all healing effects used on the target are reduced to one quarter of their normal effectiveness, making recovery slow and unreliable.

Commander

Commander's Attire [100 CP]

A commander must always look the part, and with this wardrobe of elegance, you will never be caught in anything less than perfection. These finely tailored garments—ranging from ornate ceremonial robes to stylish everyday attire—are designed to exude refinement, sexyness, authority, and grace. Each outfit is self-repairing and self-cleaning, ensuring that no matter how chaotic your day becomes, you will always appear immaculate.

Letters of Recommendation [200 CP]

Connections are everything in this world and you hold in your hands one of the most potent tools a commander can wield—letters of recommendation from some of the most influential figures across various spheres. Whether it's an esteemed general, a powerful merchant, or a noble of great standing, these letters serve as a golden key, unlocking doors to prestige, power, and opportunity.

Estate Deed [400CP]

The Estate Deed grants you ownership of a small yet well-fortified manor. The estate includes a modest castle or manor house, surrounded by fertile lands, gardens, and basic defenses such as walls or guards. Inside, the manor is elegantly furnished and staffed by loyal servants who ensure its smooth operation. The deed is magically bound to you, preventing others from claiming your estate without your consent.

Province [600 CP]

You are now the sovereign ruler of your own province within your chosen alliance. At its heart stands a grand, fortified capital where trade flourishes, scholars gather, and culture prospers.

Beyond the capital, your territory stretches across numerous fiefs governed by loyal vassals who rule in your name. These nobles owe you unwavering allegiance, maintaining order, collecting taxes, organizing military defenses, and resolving local disputes. In this world, your population primarily reflects your own race. In future worlds, however, you may shape the racial and gender demographics of your province as you see fit, tailoring your domain to match your vision and preferences.

Companions

My Old Team 50
You may create or import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.

Drawbacks:

Rule 63 [+0]
Well then... looks like we are entering a world where instead of focusing on the stripping of beautiful warriors, it is instead the Handsome Warriors. If you want to see bishonen men ripping each other's clothes off, be my guest. This also flips gender specific items and perks you have.

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100]:
Want to stay longer for more sexy Warriors? Or just continue your adventure ? Or maybe even fight against Heaven and Hell. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:
You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Ticklish Body [+100CP]:
Well it won't be an ecchi series if you don't have an excuse for girls to touch each other. You are extremely ticklish that renders you helpless when triggered.Even the slightest touch in the spot of your choosing can send you into fits of uncontrollable laughter, leaving you incapacitated and unable to focus on any task at hand.

M problem [+200CP]:
You are now a hard masochist, to the extent that you prioritize being put yourself in harm's way, seeking out pain and degradation over strategic or safe actions, and humiliated by monsters. This tendency can be so strong that it becomes a hindrance to everyone around you.

Naive mindset [+200CP]:
You have a tendency to believe people even when they clearly have predatory intentions. Whether it's a party member convincing you that the best path is through a nest of tentacle monsters, or someone persuading you to take up a dangerous job like working as a crab fisherman to repay a debt, you often find yourself in precarious situations due to your trusting nature.

Humiliation Magnet [+200CP]:
For some reason, the people you find disgusting always manage to get incredibly lucky with their perverse antics. Whenever you try to fight back or defend yourself, you're inexplicably seen as the bad guy.

Betrayal [+200 CP]
Looks like no matter what happens you'll always be betrayed by one person in your faction for one reason or another. Also this betrayal will always happen once a year at minimal**.**

Rape Magnet [+300 CP]
Looks like no matter what happens you are destined to be raped at least once a day. And it will always be at the most inconvenient of times and when it happens it will always last at least 2 hours a day. Also your power and will will be suppress when this happens.

No Outside Power [+300CP]
All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Monster / Ugly Sex Addiction [+300 CP]
Hentai is the theme of this Jump , of course you were getting laid at some point. Though if you are female its most likely you got fucked by a monster or just a rapist. And Sadly, you seem to have liked it a bit too much, resulting in a addiction of you need to be fucked once a day and that by the most ugly monster or people at that.

Weakling [+300CP]:
No matter what opponents you face in this world, it will take you at least four attempts before you can defeat them. This leaves you often treated as a joke by those around you, constantly struggling to prove yourself and earn their respect.

I Am Afraid Of The [+300CP]:
Yes, from now on, please choose one type of monster—this can be undead or even dragons. Unfortunately, you will encounter these monsters every day, and whenever you see them, your knees will go weak and you won't be able to move. This condition will improve over time, but it will take until your ninth year before you get over it.

Hunted[+300CP]:
As long as you are here in this world, you will always be shunned and hunted by the townspeople around you because you are so ugly, a 0/10 in the looks department. Everyone will think you are some sort of hideous monster that threatens their souls, making it difficult for people to listen to and trust you.

I Hate Being Poor [+400CP]:
And unfortunately, looks like the fortune gods hate you. No matter how much money you make you will lose most of it through either scams, careless spending or just from sheer bad luck. But look at the bright side, you'll at least have enough money to rent a crappy apartment and eat one meat bun everyday.

I Don't Need My Brains [+400CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that. also thi makes you unable to use any of your class or classes special skills besides simple hitting and blocking this includes magic.

Enslaved[+400CP]:
You find yourself enslaved by some perverted man , chained to his side and compelled to carry out its every whim. Refusal is not an option, as the consequences of disobedience are severe, inflicting both physical and mental anguish. Additionally, each failure to comply results in additional chains of restriction being imposed upon you, diminishing your freedom of movement and weakening your abilities.

Monster Baby Factory [+600CP / Female only]:
You are now engraved with a breeding rune where now for your entire stay here you have only one purpose is to breed and give birth to monsters. It's either goblins,Orcs, Ogre or any other monsters found in the world. These pregnancies last for 3 months because of the acceleration from the breeding rune. Also because of this you have to give birth at least 4 times a year and or the chain will fail.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. This Jump takes a lot of Inspiration to the first jump in the QQ Drive Ikusa Otome Valkyrie v.2.pdf So if there are any similarities that is why.
2. This jump chain is based on the 4 games that was released by Lune not the OVAs that came out.
3. Possible Future changes
    - Supplement for Scenarios
    - Supplement for Companions.
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