

Shiritsu Risshin Gakuen



Version 1.0

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Risshin Seminary, a private school located on the thirteenth island of Japan, was founded in 1969. Though it is a private school with a Catholic background, it is the site of a rather important experiment being managed by the Japanese Government. After a famous scholar predicted that the birth rate in Japan would drop to a third of its current level, the government instituted a study on methods to prevent such an occurrence from happening. To this end, the boys of Risshin Seminary are given experimental treatments to increase the potency and virility of their sperm as well as the production of it. This, of course, has led to increased libidos that often distract students from their studies. Thus, the Sexual Gratification Committee was born. A group of volunteers dedicated to serving the needs of the male populace in order to keep their urges to a manageable level.

This world isn't too much different from your original one, Jumper. It's got the same technology and the same society, you're just going back to school. A school where the guys get medicines that make them regular sex machines. While there is sure to be some hanky panky between the regular students, it's the Sexual Gratification Committee that really takes one for the team. A School Organization much like the Student Council or the Disciplinary Committee, the members of the Gratification Committee provide a service to the students of this boarding school that is very much needed. After all, we can't have all the boys beating their meat when they should be studying.

Your school career starts from the very beginning, so approximately one year before the stories of the Sexual Gratification Committee begin. Take **1000 Sex Student Points** to spend on your *three-year* stay here.

Location

The only location for this Jump is **Risshin Seminary**, a private boarding school on a small island of Japan. It is the only school on the island, though there are a small town and a harbor. You will be attending school, so you'll be here for three years.

Age and Gender

As a student here, you will be between the ages of 15 and 18 years of age. You can keep your gender for free, but if you want to switch things up it will cost you **100 SP**.

The only real Background is that of a **Student**.

Perks

Due to the fact that there are no backgrounds for this Jump, Perks will be listed in tiers between I and IV. You will receive two Tier I perks for free with a discount of 50% for two perks from each of Tiers II and III. You may also receive one perk at the same discount from Tier IV.

Tier I Perks



Experimental Drug Treatment [Free / 100 SP]:

As part of the Government Study, all males at Risshin Academy must sign a waiver and take part in testing out an experimental one-time drug treatment. Because of this, it is Free for any male for this jump alone but will cost 100 SP (unless discounted) to continue into future jumps. This Treatment essentially enhances the potency and production of sperm and seminal fluid in men with a side effect of also enhancing their libido. Normally, it would just be applied to guys, but we didn't want to leave you girls hanging. So the government also has a version for the ladies too. The female version enhances the ovaries to increase the production of eggs, as well as improve their ability to receive sperm. As a side effect, their menstrual cycle becomes easier and lasts only a couple of days out of the month.

Academic Excellence [100 SP]:

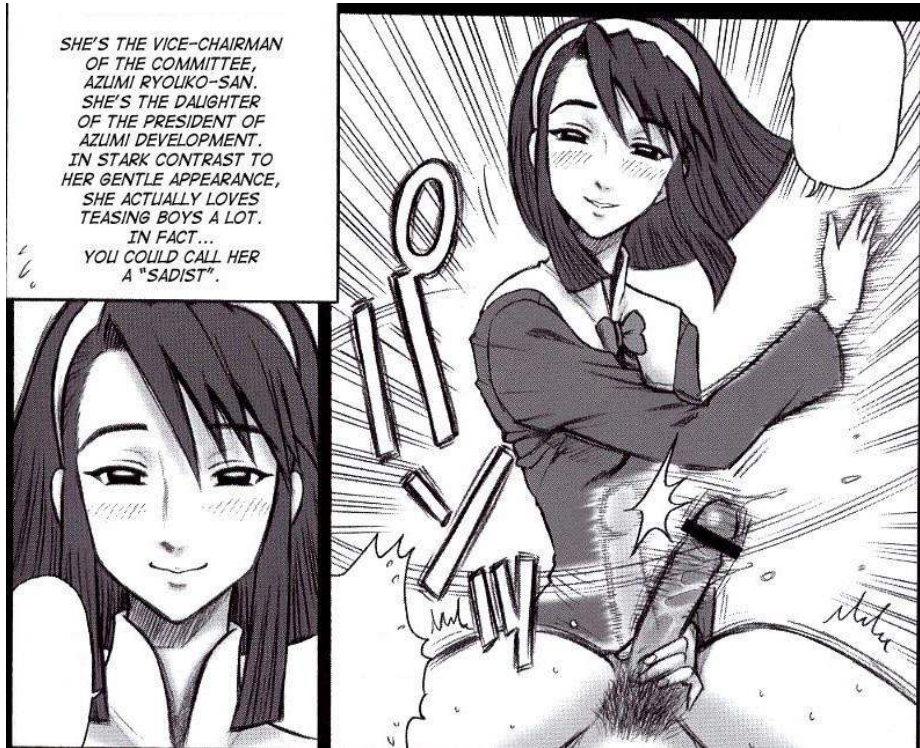
Your studies are important to your success later in life. With all the sex going around, it might be difficult to focus. With this, your ability to memorize and recall information is photographic in nature. You are also able to comprehend what you hear in lectures or read in books at an accelerated rate compared to the average high-schooler. You still need to work for your education though, it's just a lot easier than before.

Beauty Beyond Measure [100 SP]:

If your peers were to rate you in their girl/boy talk, your appearance would be at least an eight out of ten. Even when ungroomed you would rate a seven, but you'd have to work for a ten. You're just that damn attractive in the eyes of your preferred gender(s). This also has the handy ability to aid your sexual growth, making your sexual characteristics quite grand, if you choose that path. As a bonus, you can also pick what sort of ethnicity or exotic look you'd prefer, rather than stick with what's normal for the current setting.

The Endurance of a Randy Bull [100 SP]:

Just because you have an enhanced libido doesn't mean you have the endurance and durability to keep up with it. Now, though, you do. With this, you gain the sexual and physical endurance to keep up with your enhanced libido. It also makes your body (both muscular and otherwise) more flexible and able to handle penetrations easily. Your body also gains the durability necessary to withstand a pounding from large cocks or to pound that pussy real good.



Control of One's Loins [100 SP]:

It's interesting that for a government-sponsored study to increase the ability for men to impregnate women that no one gets pregnant at school. There's probably some sort of super contraceptive or something keeping the girls of the Sexual Gratification Committee baby-free. This perk just allows you to control your own virility/fertility. You can't impregnate and won't get pregnant as long as you don't want to. This also has the ability to make your body's orifices more sensitive to pleasure and completely clean of bodily wastes/disease, enabling you to really get a bang out of your buck when it comes to sexual pleasure without worries.

My Preferences are Wide and Varied [100 SP]:

It wouldn't be fun if your preferences and/or fetishes were completely different from everyone else's preferences. This perk just ups the probability of encountering individuals who share your tastes. Any Companions will have a choice of sharing your preferences, which will make things easier for both of you. This also ensures that all your future partners are clean as a whistle. Anuses are clean for penetration and genitals are free of any STIs.

Star Athlete [100 SP]:

Let's face it, school isn't just about academics. There are various clubs and sports teams to go along with it. After all, a student is supposed to be a well-rounded individual upon graduation. With this, you become physically fit and capable of joining in any type of sport likely performed at the Academy. You essentially hit peak performance for a human for your age and are able to lift, run, and perform like you're the MVP of your preferred sport.

Tier II Perks

An Actual Club Membership [200 SP]:

You are a member of a school club/organization (not counting the Gratification Committee) while you attend Risshin Seminary. Pick a club/organization of your choice and gain mastery where it comes to that club's focus. In the Baseball Club? You can now play on a professional level. A science-club? You now have college-level knowledge on the subject. Involved in the Student Council? Well, you have quite a bit of knowledge of politics and bureaucracy now. However, the only limitation is that it must plausibly be a School Club/Organization. In future jumps that involve a school, you will automatically be a part of a similar organization. Outside of a school setting, you will be able to apply the knowledge and skills on a professional level.

Sexual Gratification Committee Membership [200 SP]:

The Sexual Gratification Committee is a school organization dedicated to managing the side effects of the medicines and drugs prescribed by the government-sponsored sex study. Each Class in the Seminary has a set of Committee Members present to serve their needs (usually between 6 or 8 members per class), which includes quite a bit of sexual activity since each Class has about thirty or more students. Usually, this is only directed towards the boys in the class, but some girls might have their own little experimental drug tests. Either way, as a member of the Committee, you gain immunity to absences, so long as you maintain your grades. This will continue on in future jumps as immunity to punishment for being late or missing work/appointments. Any appointments you don't want to miss will be automatically rescheduled to a time of your choosing with no hassle.

A Tongue of Silver and Ecstasy [200 SP]:

You are a suave and elegant individual that seems completely trustworthy. Because of this and razor-sharp wit, you are quite adept at making any lie you tell seem truthful. Your silver-tongue is quite capable of getting you out of trouble as well if you were to spin either truth or lie to your advantage. For some reason though, this skill in speechcraft seems to make you quite adept at oral sex as well. I'm not sure how really, but you're really good at sucking cock or licking pussy now to go with your ability to lie and talk in an expert manner.

Spotting Falsehoods [200 SP]:

On the complete opposite of the spectrum, you are now extremely good at picking out lies or fakes. Whether its knowledge of the subject at hand or just being really good at spotting tells, you can identify when someone is lying quite easily. This also works for spotting fakes like forged signatures, fake art, or the pixels on that photoshopped image.

Cosplay Roleplay [200 SP]:

You're quite the thespian, Jumper. You are able to dress and act any part, whether it's as a head nurse of a hospital or the military officer of your favorite anime. This, of course, can lead to some awesome sexual roleplay, but beyond that, it makes you highly adept at forging an identity and sneaking into places you normally couldn't. Your roles tend to be overly sexualized, but no one seems to complain.

Technical Research Lecture [200 SP]:

Once a month, the Sexual Gratification Committee conducts a technical research study to improve their skills and knowledge in pleasuring the student populace. This often leads to topics on basic sexual anatomy, sexual acts/skills, and fetishes. With this perk, you become highly knowledgeable about the sexual anatomy of humans (or humanoids for future jumps) as well as a wide array of sexual fetishes. In fact, you become so knowledgeable on the subject that you could teach it to others. Your lectures will enable anyone who learns from you to become experts on the subjects in question.

THE HEIRESS TO THE THIRTEENTH ISLAND'S ONE AND ONLY SHRINE, THE "ONIGANE SHRINE", IS A GIRL NAMED ONIGANE MINAKO-CHAN, WHO HAPPENS TO LOVE SEX A WHOLE LOT. EVER SINCE SHE BEGAN HAVING SEX WITH HER BIG BROTHER IN ELEMENTARY SCHOOL, SHE'S GROWN INTO A REAL PRO WHEN IT COMES TO SEX...



Tier III Perks

(Club) Presidential Candidacy [400 SP]:

Why be a member of a club/organization when you can lead it? You are now the Head of a Club or Organization in Risshin Seminary, which can also include the Sexual Gratification Committee. Of course, this doesn't just stop at this jump. In future jumps, you can choose one organization to become the leader of, choosing either to lead an organization you already belong to or one you will be guaranteed to become the leader of at some point in your jump. This also gives you the basic ability to lead the organization with charisma, strength, and/or fear.

Allure of Lust [400 SP]:

There's just something about you that draws others to you. Maybe it's your charisma and wit that catches their attention. Maybe it's your poise and elegance. Maybe you're just rocking a hot bod. This goes beyond just physical attraction, however. You have this allure that just draws your preferred gender(s) to you. Any individual that fits your preferences will find themselves utterly attracted to you. You'll still need to convince them to follow your lead or to let you bang them, but it's infinitely easier for you to ply them with words and entice them with pleasure. This can be toggled on and off to prevent being overwhelmed by suitors.

My Word is Law [400 SP]:

You have a voice and poise that is elegant as well as commanding. Just listening to you speak will make others want to both listen and obey. Much like a certain Vice-President of Class 2-1's Committee, you are a dominating individual that people love to follow. Any individual you speak to will follow your commands so long as the command does not harm them or those they cherish. This includes all mortal beings in future jumps as well, though individuals with strong willpower are often resistant.

Pamper Me, Onii-chan~ [400 SP]:

Some are elegant and dignified. Some are wanton harlots. You are the cute and adorable type of individual. Individuals just want to protect you and care for you. Whenever you are in trouble, someone will be there to protect you. They won't throw their life away for you, but they'll risk injury to ensure you live. Having trouble solving something? A kind stranger may have the answer and is willing to give it to you without any cost. Even that old curmudgeon will give you advice without any snark. How nice of him~.

Globalize Harlotry [400 SP]:

You are the epitome of a well-traveled individual. Everywhere you go, you will be able to learn the language, culture, and even the small nuances of a society with just a momentary glance and a short conversation with a native. But that's just the beginning of your abilities, Jumper. With that understanding comes the ability to blend into that society as if you were born into it. You can adopt their mannerisms, slang, and even religious connotations. Any native that comes across you will believe you were a native of the society, even when you look different. Visiting a rather prudish and sexually repressive culture? Well, with this perk you are able to subtly shift their perception and perspective of sexual activity to mimic your own preferences. Sure, it's just temporary while you are visiting, but that's long enough to have some fun.

How Old Are You, Again? [400 SP]:

No one seems to mind that a girl who looks like she should be in elementary school is fucking other guys in high school. Then again, we're never told her actual age in the first place. No matter your age in a Jump, you will be able to access all the things an adult is able to get. Need a beer to get you through the day? You'll never be carded for it. Have the knowledge of a Doctor, but the body of a pre-teen? Well, you're now Dr. Jumper of a General Hospital. Horny and need to get your dick wet? Women won't even mind how young you look. Seriously, it's like the standard just **breaks** when you're involved. You are also able to get anyone with you past these complications too. After all, they came into the brothel with you so they must be of age.



Tier IV Perks

A Young Man's/Maiden's Heart [600 SP]:

Maybe you are the epitome of a young maiden or an innocent youth? But can you truly be such a thing while unleashing such beastly urges? Well, with this, no one will question your virtue in any way. You could be the most despicable cad to ever walk the face of the Earth and yet everyone around you will consider you innocent of any wrongdoing. You just have this aura of virtue about you — even while taking it up the ass. But it takes more than just looking and feeling like you're virtuous, sometimes you need to act the part. This also gives you all the necessary capabilities and knowledge for a man to act like an innocent young man or a woman to act like a beautiful maiden. Or — a man to act like a beautiful maiden and a woman to act like an innocent young man, we don't judge here.

Master Sadist [600 SP]:

You are the legend of the Sadomasochist world, an individual who is able to make their target feel both pleasure and pain all at once. A master that can make pain pleasurable and never, ever cause someone any form of injury (beyond some red marks on the skin). In essence, you are able to make anyone you come in contact with feel pain as if it were pleasurable. It can be quite a surprising, even debilitating sensation for a newbie. To make it even better, any target you use sadistic actions on will never be injured from them. A Master of bindings? You're that too.

Anyone bound by you will be unable to break free and any position or binding implements will not cause any lasting nerve or muscle damage. They will be uncomfortable though, after all, a masochist needs something to look forward to in a session.



Gratification Committee Ace [600 SP]:

You are a Succubus (or an Incubus) given mortal form, but that would be a given just looking at some of the perks available here. Looking back at other perks, you could gain the physical endurance and sexual fortitude to participate in the mother of all orgies, the skills to make your partners beg for more, and charisma to draw them all in — while acting like an innocent and pure individual. Such an avatar of lust is missing just one thing though, the ability to build your own *clientele*. Or maybe it is better to say your own cult following. While you may already be able to lure potential prey to you, you still have to *hook* them. With this, they are already yours. Whether you are the Ace of the Gratification Committee or one of their Best Supporters, you are the one everyone comes to for relief and the one they tend to stick with over all others. This makes it rather easy to find and gather not only companions but followers as well. It also makes it very difficult for them to think of leaving you, mostly considering you've pretty much tamed them with sex.



Items and Equipment

You will receive two 100 SP items for free with a discount of 50% for one 200 SP and one 400 SP item.

Risshin Student Package [Free]:

This package provides everything a student at Risshin Seminary needs: two auto-cleaning uniforms (summer and winter), briefcase, writing implements, textbooks, a bottle of lube, etc. It also provides replacements for everything within 24 hours of loss in your warehouse.

Cosplay Closet [100 SP]:

The Sexual Gratification Committee often holds a cosplay week in the last week of each month, where they wear outfits requested by the student populace while performing their lewd duties. This is essentially just a closet filled with different and various outfits that don't have any special features other than that they are cleaned and repaired whenever they are returned to the closet. Any lost outfits are replaced in 24 hours. You can place this closet into any home you've purchased with CP or your warehouse.

An Adorable Puppy [100 SP]:

You literally only see this on the cover of *Kaiten 16*, why is this here!? Oh well, you now have a well-trained puppy as a pet. They will be functionally immortal unless attacked and killed. Have fun with your average pet.

Drug Supply [100 SP]:

You know those treatments you may or may not have received? Well, you get a supply of those to take with you to future jumps. You will gain both versions of the drugs that will increase a man's ability to produce sperm/seminal fluid and a woman's ability to produce eggs. Of course, it still has the same side effects of increased libido and an easier menstrual cycle. You gain enough of the drugs to affect four individuals before it is resupplied in your warehouse twenty-four hours later.

Sex Toy Chest [100 SP]:

A tool-box sized container that can store quite a few toys for your intimate play, the actual container doesn't hold anything until certain *requirements* are met. It's linked to you, so only your companions and you can pull toys from the chest. Anyone other than that will just find random hand tools. The chest allows you to pull out whatever sort of toy you desire at that moment. Want an egg vibe? You'll find it. Need a twelve-inch dildo? It's in the chest. Want a strap-on to peg your boyfriend? It's got that. You can even pull out a fuck machine out of the chest like Marry Poppins and her hat rack.

That Allowance [200 SP]:

As a Boarding School, you have the majority of your things provided for you. Room and Board is a part of tuition after all. Yet, there is a town on the island and it is believable that students rooming at the school might be able to visit the town now and then. If you visit, you might need some funds if you are going to purchase anything of value (or even just grab a meal out). But what's a private school without being rich to attend? So you'll be getting a monthly allowance that is equivalent to 5,000 USD and it will go with you to future jumps too.

Ejaculation Toilet [200 SP]:

It's a restroom that is never used for the usual business. Yep, this School Restroom specifically designed and made for fucking. A restroom comprising four stalls and eight urinals, it allows for a group to set up a regular orgy of smutty fun. Above the urinals is a shelf that holds lube, lotions, and tissue for easy prep and cleanup. In the stalls, you'll find the usual stuff plus compartments that hide chains, ropes, and duct tape if you're into some kinky bondage stuff. Heck, there are even hidden holes in the stall walls to allow for glory hole opportunities.

If you desperately need it, you **can** use it as a regular bathroom. If it is used in that manner, all it takes to sterilize the room is for you to leave the room. As soon as you've left, the entire room is instantly sterilized and ready for sexy times.

This room may be attached to any home you've purchased with CP, your warehouse, or even the **Private Seminary**. If combined with the **Private Seminary**, there will be four Ejaculation Toilets instead of one. This only works when attached to the **Private Seminary** though.

Treatment Room [200 SP]:

Another room specialized for sex, this is a small room with two metal-framed, single-sized beds and one wooden nightstand. At the Seminary, this is a room specifically for the Sexual Gratification Committee to service students after classes are over. The beds are practically indestructible and come with built-in restraints for some kinky play. The nightstand holds an endless supply of lubrication, lotion, birth control of various types, and tissues/towels to clean participants up. It's also easy to clean up. Just leave the room unoccupied to instantly clean and reset it for the next group.

This room may be attached to any home you've purchased with CP, your Warehouse, or even the **Private Seminary**. If combined with the **Private Seminary**, there will be four Treatment Rooms instead of one. This only works when attached to the **Private Seminary** though.

Shrine of the Jumper [400 SP]:

At Risshin Seminary, one of the Sexual Gratification Members is part of a family that runs a small Shinto Shrine on the island. The Onigane Shrine is home to the Onigane Family and their *questionable* family relations. Still, it was an important enough place on the island to have an entire family run the shrine for generations. Well, you can have a Shrine as well, Jumper. This bit of property rests on a hill and can be reached via a long flight of stairs straddled by numerous torii gates. The shrine on top of the hill has three buildings: a Shrine building, a storage shed, and a dormitory/home for the priest and his family (or you and your companions).

While you do not need to run the shrine, you are the owner and are able to set up an offering collection box to help fund the shrine. You will always receive enough petitioners to completely fund the shrine. You can also sell charms and other items that are normally traditionally sold at Shinto Shrines. These charms will actually do what they are advertised to do with proceeds going to profit rather than maintenance. The big bonus to this is the ability to promote and operate festivals out of this shrine — any type of festival. This includes *fertility* festivals that may or may not lead to orgies. Better yet, no one would bat an eye about it.

Private Seminary [400 SP]:

A Private Boarding School of your own where you create the curriculum. Want a technical school? How about an Art School? Maybe you'd like a sex studies curriculum mixed in? This property comes with the main school building that can be upwards of three stories tall, a gymnasium with track/field, and a dozen buildings outside the main one that are a single story in height and can be used for anything else. This can be imported into any future jump with any rules you desire to make up for it. You're the owner, so go nuts. Tuition and Board are enough to pay for the facilities and staff salaries, though any child/guest of yours can attend for free.

Private Island [400 SP]:

Your very own island. It's something only the rich and famous could possibly expect to own, but now you have one of your very own. It comes with its own port town and all the facilities included with enough space for two large ships or a dozen smaller vessels to dock. The town itself is the size of a large village or small township with its own hospital, school, shopping district, and residential zones — enough space for a few ten thousand or so individuals. This island stays in its own dimensional pocket unless imported into a setting. At that point, the facilities on the island change to fit the setting, whether modern, primitive, or futuristic. Since you own the island, you gain quite a bit of money from trade that comes through the port and taxes on the residents. It essentially becomes your own island kingdom in a manner of speaking.

If you've purchased the **Shrine of the Jumper**, you may place it on the island. It will be a booming tourist attraction that will draw all sorts of individuals (especially to those *fertility festivals*).

If you've purchased the **Private Seminary**, the local school is replaced by it. It also gains a bonus of providing quality education for the entire island. This means the Seminary increases in size to provide education for all ages, including university education. The same rules of the **Private Seminary** still apply.











Companions

Import Companions [50/200/300 SP]:

Want to bring your companions on your sexy school adventure? Well, all it takes is 50 SP for a single import or 200 SP for a full set of eight. These individuals will get the same discounts as you do, but only 600 SP to spend. They can even take Drawbacks, though they won't get any SP from them.

What!? You have more than 8 companions already!? Well, I guess for 300 SP you can bring in as many companions as you please. Might as well have a full classroom of people you like~.

		
Tachibana Rei Special Member, Class 2-1 <i>The Crossdresser</i>	Onigane Minako Member, Class 2-1 <i>The Slut</i>	Totsuka Honami Chairman of Class 2-1 <i>The Anal Addict</i>
		
	Kahara Christa Member, 2-1 <i>The Busty Halfie</i>	Tsubane Kanomo Member, Class 2-1 <i>The Loli-Hime</i>
		
	Azumi Ryouko Vice-Chairman, Class 2-1 <i>The Sadist</i>	Yaemori Koyume Member, Class 2-1 <i>The Awkward Girl</i>

Sexual Gratification Committee [50/200 SP]:

Rather than import companions you already have, you may instead choose to either create a companion or take the canon character the following archetypes represent. Creating a Committee for your own class or taking one from Class 2-1 costs a mere 50 SP since they're only students. You need to spend 200 SP for the whole set of seven. Each Archetype gains the **Sexual Gratification Committee Membership** and **Beauty Beyond Measure** with two other Archetype Perks and a Drawback as well as 400 SP to spend on more perks and items.

- *The Anal Addict*: In the story, the Committee Chairman of Class 2-1 is Totsuka Honami, a bespectacled, elegant lady who will take time out of her busy schedule to help the poor boys out. However, she is quite addicted to anal sex (**Fetish Addiction [Anal Sex]** drawback), which any Companion under the archetype will also possess. In return for this *flaw*, they gain the perks **Spotting Falsehoods**, and **(Club) Presidential Candidacy**.
- *The Sadist*: Vice-Chairman Azumi Ryouko is the daughter of the President of Azumi Development. She looks quite gentle in appearance but is a total sadist — hence the archetype. She actively has a challenge out that if a boy can withstand her Sadist Play, then she would be their sex slave for the rest of her school career (**A Challenge to be Met** drawback). Out of the whole school, only two have succeeded. The Sadist will gain the perks **A Tongue of Silver and Ecstasy**, and **My Word is Law**.
- *The Slut*: Heiress of the island's only shrine, Onigane Minako is the epitome of this archetype. She will even skip class to suck dick in the boy's bathroom. Any character under this archetype will have the **Hyper-Libido Issues** Drawback but gain the following perks: **My Preferences are Wide and Varied** and **Allure of Lust**.
- *The Busty Halfie*: A half-German, half-Japanese blonde girl, Kahara Christa is the busiest member of the Sexual Gratification Committee and origin of this archetype. She has a bit of a **Scheduling Issue** (drawback) due to her desire to help others, even to the point of using her lunch break to suck a few guys off. With this Archetype, a companion gains the **Cosplay Roleplay**, and **Globalized Harlotry** perks.
- *The Loli Hime*: Tsubane Kanomo is a small Oujo-sama that is the origin of this archetype. She tries to act more like a big sister sort of person but devolves into a spoiled, childish persona when excited. While she isn't under any experimental drug treatments, her body is treated as if under the influence of the **Medicine Side Effects** drawback for girls, giving any companion under this archetype a loli body. Yet, despite this flaw, she gains the **Academic Excellence** and **How Old Are You, Again?** perks.
- *The Awkward Girl*: Yaemori Koyume is the origin of this archetype and she's a rather strange individual. Shy and quiet, she doesn't talk much and often thinks of some of the strangest things. It'd be easy to call her a bit of an **Airheaded** (drawback) individual. Yet, even with the gullibility and strangeness, the Awkward Girl gains **The Endurance of a Randy Bull** and **Pamper Me, Onii-chan~** perks.
- *The Crossdresser*: A special case when it comes to the Sexual Gratification Committee, this shy, maiden-like boy claims to only be a fill-in. Tachibana Kei is a rather feminine boy due to a strange interaction between his body chemistry and the experimental drugs, thus the origin of this archetype (**Medicine Side Effects** drawback). As one of the few boys involved in satisfying the student populace, the Crossdresser receives **Control of One's Loins** (for the cleanliness) and **A Young Man's/Maiden's Heart** perks.

Drawbacks

You may have your pick of as many drawbacks as you want.

Medicine Side Effects [+0 SP, *Requires Experimental Drug Treatment Perk*]:

Well, that's strange. For some reason, a drug meant for your manly bits has done its job, but at a strange cost. You get the boost to your sperm production and potency, as well as the libido enhancement, but you're not so masculine anymore. Yep, you're a rather feminine boy now and that just makes your peers look at you with a bit of lust in their eyes. You could even join the Sexual Gratification Committee to slake those desires, and your own, if you prefer. If you are a girl and are taking the Experimental Drug, it affects you differently though. What should have made you a fertile young woman has made your growth slow or even stagnate. You still get all the benefits of the drugs, but you now look younger than you should. Yep — you're a loli now. Don't worry though, there are some guys that still like you~.

Not High School Again! [+0 SP]:

Tired of being dumped into these high school settings over and over again? Well, with this, your high school experience becomes your College Experience or even your Junior High Experience (you mad lad). Risshin Seminary becomes any type of school you wish it to become for the remainder of this jump and your time fits into the usual curriculum timeline: four to six years for university, three for high school/junior high, etc. If you want, you may even go all the way through your educational career, starting at Junior High and going to College afterward (max of twelve years). Your age for the jump also changes to fit the situation you have chosen and starts at the average starting for that school level.

Graduated [+0 SP]:

What have you done, Jumper? You have graduated from school and are going out into the real world. In a World of government-sanctioned school sex, you've decided to avoid it altogether! Well, I guess it's your choice to do so. It's just like your old world overall, so you won't find much to do except live your life with some nice perks. You will spend the usual ten years here though.

The Outside World [+0 SP]

The world is much larger than just this simple island school. If you're here for longer than three years, or picked **Graduated**, you may want something more exciting than just regular old Earth with a crazy school program. With this, you may add any Modern Day setting to this Jump. The only stipulation is that it cannot be magical or science fiction in genre. The CP pools for both jumps must remain separate.

Hyper Libido Issues [+100 SP]:

Well, those drugs really messed you up. Either that or you are super horny without any sort of outside influence. For some reason, your libido is just inhuman and requires a lot of time and effort to sate. It can get quite distracting and will often force you to skip class to find satisfaction or suffer until you do. This will certainly make it difficult to keep good grades.

The Switch [+100 SP]:

It says something when a certain sexual act or fetish fires you up so much that your personality shifts. Pick a single sexual act or fetish. When you get really into that act, you become an insatiable monster of lust, often ignoring your schedule to continue with said act. You'll be missing quite a few classes if you aren't careful enough. To make matters worse, that personality shift is normally the complete opposite of your normal personality. You could go from an elegant lady to a complete slut or a meek guy to full-on Chad. It will certainly make encounters with you more interesting...

Scheduling Issues [+100 SP]:

Whether you have time management problems or just love helping others so much that your schedule is completely full, you will have barely any time for recreational pursuits of your own. In the case of Kahara Christa, she doesn't mind this. You might have an issue with it though since you might want to do something else, but can't find the time to get it into your schedule.

A Challenge to be Met [+200 SP]:

For some reason, you just have to treat things as if they were a challenge to you. Maybe you need to challenge your peers to a game with penalties and everything. Maybe you'll give others a challenge where they need to withstand your best handjob to make you their sex slave for the rest of the school year. Or maybe you just like the competition. Either way, you have an urge to set challenges for yourself and others with a winner-takes-all mentality. This does mean when you lose that you are bound to the terms of that challenge no matter what they are. So if you bet to be someone's bitch when you lose that's exactly what you're going to be.

Fetish Addiction [+200 SP]:

Pick a fetish/sexual act, you are now addicted to that particular act. This has a particular drawback of only appealing to others that are also into that act and freak out anyone who isn't. Any sexual act that isn't your favored/addicted action is muted in feeling, still pleasant but not really revving your engine much. In essence, you can only find real sexual pleasure in your addicted action and that pleasure is almost triple the amount it would usually be — psychologically keeping you addicted to the act.

Airheaded [+200 SP]:

There's just something strange about you, Jumper. While you could be quite smart, you just have a tendency to daydream or seem oblivious to the usual niceties of standard social behavior. Whether you're the bashful and shy type or the boisterous and outgoing type, you are essentially a silly and strange individual. Some might find it endearing, but most will just think you're strange. It's the gullibility you have gained that will get you in trouble though. Some will take advantage of this to have their way with you while others might just find it adorable. Either way, you are significantly more exploitable than usual.

Poor Performance [+400 SP]:

One might think this would be a small-time drawback, but poor performance is a horrible thing to have in this setting. You suck so bad at sex that your partners are left pent-up and uncomfortable. Whether it's your technique, your dirty talk, or even just your physical capability, you leave your partners wanting and looking elsewhere for it. Pretty soon, you'll be married to your hand and even that might get disappointing.

Fugly and Wanting [+400 SP]:

You aren't the most attractive individual on campus, Jumper. For some reason, you came to this world with your beauty perks (if you have any) turned off. Either that or you're an unnaturally ugly bastard. Either way, finding a partner to have sex with will be difficult. Even the Sexual Gratification Committee, who are tasked with the sexual health of the student populace, will be reluctant to serve you. This reluctance usually means you're in for some plain and often unenthusiastic sex that just leaves you in despair.

Orgasm Drought [+600 SP]:

This is horrible, Jumper. In a setting of high school sexual gratification, you have trouble getting off. It's not that your partners or you suck at the sexual acts because they are plenty capable of being fucked senseless. Yet, it'll take you something like five sessions, multiple partners, and some seriously kinky shit just to get off once. Heck, it might even take you going through denial play and being blue-balled/clam-jammed for weeks before you'll see a single climax. Be prepared for a ton of frustration on your part.



Your three to twelve years are done and there's nothing else to do except make a choice. Regardless of that choice, you get to keep your cool stuff and lose the drawbacks.

Go Home

Was this world too much like your old home? Is the homesickness too much? Well, you get to keep what you've gained thus far, so all I can say is farewell and I hope you have enjoyed your stay here.

Stay Here

So you've decided to stay here after you've graduated from the Academy? It's pretty much like your old world anyway, so I think you'll do fine here.

Continue On...

Too many worlds to explore and all the time to explore them.



Changelog

- 2024/8/10
 - Grammar and Spelling error corrections
 - Drawbacks
 - Added **The Outside World** Drawback on a whim