



Karryn's Prison 1.1
By Orz

Nestled deep within the land known as The Empire, there exists a prison by the name of Fort Ganon. A monument to mismanagement and dereliction of duty, it exists as a blemish both on the land and the reputation of the Empire itself. Despite this, it's mainly ignored by anyone with the power to do something about it. Until one day, a message is sent from the Chief Warden: the inmates are rebelling and are plotting to take control of the prison.

Seeing an opportunity, His Imperial Majesty the Emperor plans to address the matter personally, bringing his ever loyal secretary along for the ride. This secretary, a woman as arrogant as she's both beautiful and skilled by the name of Karryn, will become the new Chief Warden, charged with reclaiming order in Fort Ganon.

...Meanwhile, something sinister lies underneath their very feet, plotting a scheme that might throw the entire Empire into utter chaos.

You will arrive a few days before Karryn is given her new position, and you have **1000 Choice Points** to spend on purchases below. Good luck!

Race

Human (0 CP): Humans make up the majority of the Empire's citizens. As a species, they may not be especially good at anything but every so often someone rises from their ranks that's truly exceptional.

Monster (200, 0, or +100 CP): Humans aren't the only sapient beings in this world. From Lizardfolk to Yeti, all manner of creatures have found their way to Fort Ganon by one way or another. There's even a rumor of strange Slimes making the prison their home, byproducts of someone's strange and twisted experiments. If you'd like to be a being that's mostly on-par with humanity, such as an Orc or Lizardfolk, you may do so for free. For 200 CP, you may choose to be one of the larger creatures, imbued with mighty strength like Yeti or Werewolves...and if you really want to you can be a weak and stupid Goblin, in which case I'll give you an extra 100 CP for your troubles.

In any case, you may choose your gender freely.

Origins

All Origins may choose to be Drop-Ins, with no new memories or connections to draw from, other than some basic paperwork to avoid being immediately kicked out of the prison.

Inmate

Sealed within Fort Ganon's walls are a multitude of criminals. The crimes that led them here vary wildly, from hardened thugs and thieves to those with gambling debts...to a few that were just in the wrong place at the wrong time. Naturally, all of them are quite pent up after all this time without female contact. Picking this Origin as a woman yourself will draw quite a bit of attention to you from the onset. Perhaps there was a paperwork mixup?

Staff

Of course, the prison doesn't just contain its inmates. Between its garrison of underfunded, underequipped guards and the beleaguered workers that keep the whole thing running, Karryn has quite a bit of reorganizing to do if she's going to achieve her goal. Whether you arrived here with the new Chief Warden or have been working here for years, welcome to Fort Ganon, a paradise and a hell all in one!

Perks

General

Titles And Accolades (200 CP): You might accomplish many things during your time here or elsewhere so it's only fair that your efforts get rewarded. Each time you fulfill a certain milestone, be it reaching a certain level of strength or skill, defeating some great enemy or even manage to sleep with a certain number of people, you will gain a suitable Title. You may only choose a single title to be active at once and each Title will grant a suitable benefit (or sometimes penalty) when active, but you will also gain a smaller benefit just from having it.

Inmate

Hard As Nails (100 CP): Things are pretty rough in Fort Ganon at the moment, even for the inmates. Especially since some absolute dumbass destroyed the Mess Hall. Thankfully, you're tough enough that you can shrug off a little hunger or a few beatings without much problem, able to function without it affecting you. Of course, you're still as vulnerable to starvation or blunt force trauma as anyone else so you should be sure to take care of yourself while you can.

Useful Trivia (200 CP): While intelligence usually won't bring you much respect from your fellow inmates, results certainly will and you have a talent for turning one into the other. You're quite skilled at amassing knowledge of someone's weaknesses, from a flaw in their combat style to the parts of their body that are most sensitive.

Mischief And Mayhem (200 CP): If they're going to keep you trapped here then it's only fair that you make your captor's lives a bit more difficult. You have quite the knack for making a fool of others, from traps and pranks to simply knocking someone off balance in amusing ways. You aren't locked up in here with them, they're locked up in here with you~.

Teamwork Makes The Dreamwork (200 CP): Even down here the power of friendship is the strongest thing of all! That's why you've learned how to properly sync up with your buddies, your efforts becoming greater than the sum of your parts as you work to trample over anything that gets in the way of your dream! Of course, this requires a certain level of emotional connection with your mates so be sure to brush up on those atrophied social skills of yours!

Dirty Tricks (400 CP): In a fight, nothing is forbidden in the name of victory and you've truly taken that lesson to heart. With a dizzying array of feints and cheap shots, you can knock your opponent to the ground without their weapon before they can blink. You can also leverage these skills for more carnal pursuits, allowing you to play the part of a dom with ease.

Porcine Pack Leader (400 CP): You're a really big guy (or maybe girl), right? So it only makes sense that you can throw your weight around with ease. You'll find that those smaller than you are more inclined to follow your orders, and in doing so act with far greater skill than they

otherwise could. Of course, if someone makes the mistake of pissing you off enough, you are fully prepared to use your size and strength to show these bozos who's the *real* boss around here.

Oh Captain, My Captain (600 CP): Whether the results of strange experiments or simply being born this way, you have a level of cunning and dark charisma that's truly horrifying to behold. Even stranger, by focusing hard enough on someone you'll find yourself seeing glimpses of that person's past, or sometimes even future. If your foes aren't careful, they'll find themselves dancing on merry strings, led straight to service at your feet.

Staff

Pretty Face (100 CP): With how cutthroat the job market is nowadays, it helps to have an appearance that stands out from the crowd. Thankfully, you have that in spades. Whether that means you're chiseledly handsome, voluptuously beautiful or adorably cute, you'll be attracting attention wherever you go.

Life Skills (200 CP): There's all kinds of jobs that need doing here in Fort Ganon and I'm not talking about cracking skulls. From cooking food for the guards and inmates to cleaning up the messes left behind after a riot, you've managed a basic level of competence in any given maintenance task that needs to be done, whether that's maintaining the locks of the cells or maintaining the inmates moods so they won't cause another of those messy riots.

Pain And Pleasure (200 CP): Depending on your exact job, you might be doing a great deal of fighting so why don't you enjoy it to the fullest~? Whether you're more of a sadist, a masochist or both, channeling your desire to give or receive pain will grant you suitable bonuses in combat, such as an increase in raw power or the ability to deal vicious blows from sadism or an increase in endurance and the ability to attract people's attention in all sorts of fun ways for masochism.

Loophole Abuse (200 CP): Running a prison in such dire straits sometimes requires you to bend the rules a bit, and this perk will let you do so without getting into *too* much trouble. As long as you're acting to further their interests, your superiors will give you more leeway than most when it comes to the methods you use to do so. This doesn't actually protect you from the consequences of your actions, however, so if you do something like assigning inmates to guard your room at night to save on costs...

Femme Fatale (400 CP): Well, if they're going to be so obsessed with your body you might as well use that to your advantage, right? You're a master at using your appearance to your advantage in a fight, distracting your opponent to give you an opening to strike or escape. Of course, once they're on the ground there's plenty of things you might want to do to such deserving targets~.

Sexual Subjugation (400 CP): It takes a lot of effort to ride herd on a mob of rebellious inmates but as long as they're exhausted enough for the guards to move them back to their cells it doesn't matter if they were beaten or fucked into unconsciousness, right? You'll find that for you, doing the latter method is far more effective than the former, not only in how easy you put them down but also how long they'll stay docile before needing another 'lesson'. The only question is if you're going to dominate them like the naughty pups they are or if you're going to let them use your body as their personal cumdump~.

Assistant Secretary (600 CP): Far from being a lowly janitor, your only superior besides the lovely Karryn is the Emperor himself! You've spent your life managing budgets, organizing schedules...and defending His Imperial Majesty from any threat that dares show its face. You have honed your skills to a razor edge, granting you the strength and skill to crush all but the most dire of threats, be they mobs of angry inmates or a particularly vexing bit of red tape. Just be sure that you don't let your ego blind you to the point you fall to attrition.

Items

Inmate

Hidden Blade (100 CP): This small shiv is easy to hide even in a prisoner's clothing, never seems to lose its edge and is especially good at cutting through clothing. Do with it what you will.

Mischief Cocktail (200 CP): This mixture of dodgy chemicals smuggled into the prison or obtained locally comes in two varieties. The first is a powerful aphrodisiac, whether you apply it topically, orally or through injection. The second is a sexual endurance booster, amplifying stamina and the ability to resist orgasm. Use one or the other or maybe both at once for some real fun.

Toys of The Trade (200 CP): This easily concealed box contains all manner of sexual implements, far more than should be contained in such a small crate. From dildos, to buttplugs to vibrators, all manner of fun can be had with these if used on a properly prepared person.

Out of Place Amenities (400 CP): You know what makes sense in a prison? A gym and maybe a reading room. You know what doesn't? A Bar and a fucking Strip Club. And yet both of those can be found in this place. If you like, you can have similar dens of debauchery appear in other places throughout your jumpchain, even when they really shouldn't.

Madman's Notes (400 CP): This bundle of hastily scrawled notes consists of someone's attempts at benefiting the world in the most perverted way possible. Even the most uneducated of simpletons could brew an aphrodisiac or two with a bit of study, but the greater the reader's intellect the greater the secrets they will discover, from the manipulation of genetics to improve traits to even merging identical enough beings into one, larger stronger form.

Jumper's Lair (600 CP): Did they really think they were moving by their own will? This hidden space is guarded by several methods of concealment, from electronic to general misdirection, and comes equipped with all manner of surveillance and recording equipment for the use of manipulation and blackmail. Perfect for the budding voyeur or mastermind.

Staff

They Love A Girl In Uniform (100 CP): It wouldn't do for you to be without proper attire while working. This wardrobe contains a wide assortment of high-quality, flattering outfits for a variety of roles you might find yourself taking while working at Fort Ganon, from Warden, to Receptionist, to even something suitable for working at a bar. They're a bit flimsy though, so if they ever get damaged beyond repair, you'll find a fresh one in the wardrobe the next day.

Luxurious Bed (200 CP): Your time at Fort Ganon will likely be quite exhausting, but thankfully this large, luxuriously soft bed is just the thing you need to recharge yourself for tomorrow! It's big enough to fit several people, and will even clean itself in between uses, so feel free to share.

Arm of The Law (200 CP): Modeled after Karryn's own weapon, this halberd was created by the most skilled blacksmiths in the Empire and out of the highest quality materials available. Its edge shall never grow dull, its head crashes down with shattering force and its point can pierce all but the strongest of defenses. With such a wonderful weapon, the only reason for defeat is for the flaw to be in the wielder itself...but surely that's impossible, right?

All Gussied Up (400 CP): This chest contains make-up, shoes, various pieces of jewelry and other such accessories, all with their own effects on your capabilities and oddly enough, desires. Only the weakest of bonuses are offered without some kind of drawback, although there are a few items in here that just make you more attractive, a drawback all its own in this place.

Divine Statue (400 CP): This finely made white stone statue seems to exude a sense of peace and tranquility. One who looks closely enough might notice how similar the face is to yours. All positive effects of training within the confines of the statue's benevolent aura are increased by twenty-five percent, which extend enough to fill a large room. Someone must really be favoring you if you were able to get your hands on this.

Jumper's Prison (600 CP): So you've taken a liking to this place? Can't say I blame you. If you wish you may have your own copy of Fort Ganon, along with the authority to make edicts as the Chief Warden. It will appear in a suitable location in each jump you visit, and its inmates will be taken from whatever criminals that populate that world. You'll even get a small subsidy to fund things but if you want to make some sweeping changes you might need another source of funds. How you obtain the money is of course up to you...

Companions

Import A Companion (50 HP each / 300 for 8): If you already have a group of loyal friends, you can have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

Canon Character (100 CP): There's a whole cast of colorful characters here. I don't blame you for taking a liking to one or two of them. For 100 CP each, you may take with you any character that you can convince to come with you on your journey. This might be easier for some than others.

Good Squad (100 CP): This group of six fit and relatively attractive subordinates are ready and willing to act on your command. They could be guards or fellow inmates but whatever the case they're ready to do your dirty work, whether that means roughing someone up or backing you up in an orgy. They're more Followers than Companions and if you lose any of them somehow, you'll find a replacement within the week.

Drawbacks

Welcome Back! (+0): Have you already been here before? There's plenty of evidence to support the idea of the Kingdom of Rothstein and The Empire being in the same world, so if you've used the Melty's Quest Jump you may choose to have the effects from your time here carry over. I'm sure Tolken will be happy to see a familiar face!

Cherry Bomb (+100 CP): What a cute little virgin you are~. Any sexual experience that you had before coming here is now null and void, leaving you with a Slut Level of 0 and unprepared for the lewd situations that are common in Fort Ganon. Watch your step, or that'll change quickly.

Seamripper (+100 CP): It seems that whoever made your clothing has suffered some funding issues or maybe they're just hopelessly corrupt because your outfits tend to fall apart at the slightest show of force. This is obviously a problem if you don't enjoy walking around naked.

Please Insert Coin To Continue (+100 CP): Oh dear, you seem to be having some money issues. If you're a member of staff then the subsidies being sent your way just never seem to be enough and if you're an inmate you'll find that you need to pay for various services that probably should be free. In any case, you can't just pull cash and easily-sold valuables from your Warehouse, so you'll need to look for *other* means of acquiring funds.

Rowdy Bunch (+200 CP): Without fail these assholes always seem to pick the worst times to riot. It's almost like someone is directing them! You can mitigate this in various ways, lowering the chance of a riot actually happening but when it does you can assume that it will be at the most inconvenient time possible for you.

Locked Up (+200 CP): Oh dear! It seems that all of your out-of-jump perks and abilities have been sealed away by some powerful force! Don't worry, you'll get them back when your ten years here are up, and you still have your body mod and whatever you bought in this document.

Pride Cometh! (+300 CP): Behold! The embodiment of victory itself is before you! Or at least, that's what you'll probably be telling others, likely with a grin that oozes smugness. Not only will this ultramassive ego lead to you underestimating problems, potentially to the point where it's far too late to correct them, but the aura of cockiness that you wear like a cloak is sure to make others want to take you down a peg...or a few dozen.

Final Choice

Happy End (Stay Here)

Ah, I see that this place and its inhabitants have won your heart after all. I'm sure that they'll be ecstatic to hear that you'll be staying with them for the long haul!

Empress End (Go Home)

Or perhaps the opposite happened? Has this place made you so homesick that you can't bear to stay away anymore? With what you've gained in your time abroad I'm sure that you could live like royalty if you really wanted to.

The Story Continues (Move On)

Onward to the next story and the next world on your journey!

Change Log

1.0: Created the jump~.

1.1: Added extra 200/400 CP options for both origins, with Inmate's based on certain prisoner types' abilities and Staff's helping you use sex to subjugate the prison. Also added a couple more items to each origin, added the Titles System as a Perk and moved the Jumper's Prison to the Staff origin and gave Inmate a relevant replacement.