Jump made by Aleph_Aeon

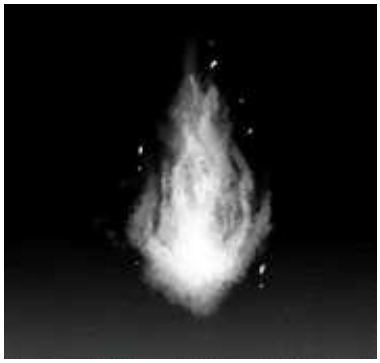
-Introduction-

Welcome to the world of Superwomen in Love!, a world of heroes, villains, mysterious beings and Yuri.
When an evil Kaijin organization from another dimension, the Antinoids, attacks the Earth, the hero known as Rapid Rabbit steps up to defend it. However, they're cornered and defeated by the general Honey Trap... only to learn that the "Hero" is in fact a "Heroine" and promptly falls in love with her, and finding herself incapable of killing her, flees.
She's then promptly fired by the Antinoid's leader, X, and hunted by an Antinoid assassin. Without a home to return to, she is saved by Rabbit, her real name Honjou Hayate, and chooses to stay with her to defend her town with her.
This is the beginning of the adventures (and the love story) of the heroine Honjou Hayate, known as Rapid Rabbit, and the former evil general named Honey Trap.
You'll arrive in this world half a year after Hayate transformed for the first time and shortly after Honey Trap is rescued by her, with your starting location being anywhere in Japan. You'll stay ten years here.
Good luck.

+ 1000 Choice Points

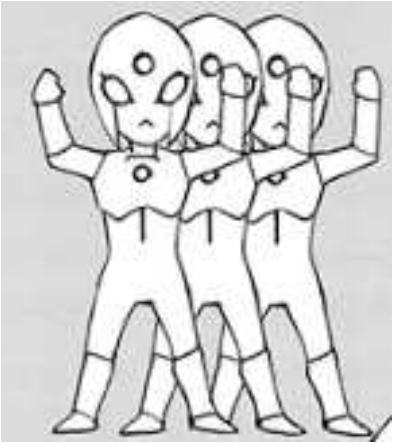
-Origins-

Your gender is the same from your last jump and your age is 15+1d8. Alternatively, for 50 CP you can choose both yourself.



1. **Drop In (Free):** In all of this superhero vs villain trope, there isn't exactly a pre-made role for you. You just appeared out of nowhere and now you're where. With no past, no memories, no allies and no enemies at the start. Regardless if you decide to be a hero, a villain, remain neutral or just become something entirely else, your future is totally up to you.

2. **Hero/Heroine (100 CP):** Since the day you found a Transformation Ring in your town's mall and fought against your first Antinoid, you decided to take the role of a hero and step up to protect Earth from these mysterious invaders while no one else seems to do anything against them, with the exception of Rapid Rabbit and yourself.
Fortunately, other heroes will rise to help you in this fight.



3. **Antinoid Combatant (Free):** You're an Antinoid, but you aren't one of the original ones. By default, you're a Meta-Warrior, one of the weak but cheap combatants that are mass produced to serve as fodder to the evil organization. Unlike your fellow Meta-Warriors, you'll be independent and will retain your human intelligence and ego.

4. **Antinoid General (100 CP):** You're one of the six original Antinoids that have been split from "it", "it" in this case being an energy being that was born in a higher dimension from the negative feelings that all humans possess. As the time passed, the Antinoid formed an organization and began their moves towards the destruction of humankind. Now, you're one of the Antinoid Generals, having the same rank and power level as Melt Out, Kyouka Suigetsu, Cool Down and the now traitor Honey Trap.

-Perks-

Each perk is discounted to their respective Origin.
Discounted 100 CP perks are free.

General Perks:

Anti-Purification Effect (Free for Everyone/200 CP): This universe reacts weirdly to interdimensional factors. When something from another dimension disappears from Earth, be it through teleportation or destruction, the world's law of nature deems those substances as "never having happened" to maintain the balance, causing everyone's memories about them to be rewritten. This is what allows the defeated Antinoids to not be remembered by normal humans, allowing them to continue with their invasion without humankind mounting a counter-attack. This is called the Inter-dimensional Purification Effect.
For free, you'll receive this perk as a way to prevent the two ways this phenomenon can affect you. Firstly, as a dimensional traveler yourself, you would normally find yourself to trigger this effect if you ever leave this world, but, with this perk, the law of nature will deem you as a native inhabitant and won't trigger the universal memory rewrite. Second, you'll gain immunity to the memory erasure caused by it, allowing you to retain memories of the Antinoids even if you're still a normal human. For an extra 200 CP, this perk's protection will extend to give you immunity against any and all forms of memory manipulation and not only against the Purification Effect.

She's Exactly My Type (50 CP): What every named character has in common? Beyond the fact that almost all of them are women in love with another woman, all of them are incredibly beautiful. You're also blessed with this, having a clearly 10/10 appearance and considered beautiful, handsome, cute and/or even lewd to almost everyone or just by those of your preferred gender(s).

Presentation! (50 CP): Like how Megamind taught us, what separates mere heroes and villains from true superheroes and supervillains is their presentation and you, my friend, are a true specialist in being amazing, dramatic and/or badass when it comes to making an entrance. You also gain the ability to summon cosmetic explosions behind you every time you make an entrance, in a manner similar to how Rapid Rabbit does.

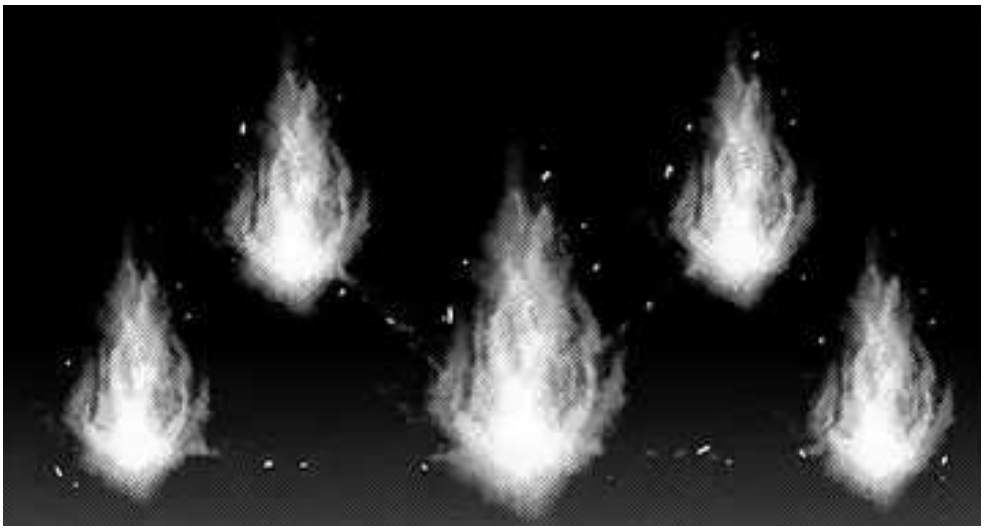
Drop In Perks:

Professional Wingman (100 CP): I heard that Honey San is planning to confess her love to Hayate, so I think you should give her some help, due to the fact you're truly a professional romantic wingman, being a specialist in giving advice about relationships and emotions, impartial feedback, moral support and even helping to distract potential unwanted interferences, as well as having a generally high emotional intelligence. This kind of talent is especially useful in a world like this one.

My Heart, My Emotions (200 CP): With some many people trying to get advantage by generating power from other people's emotions, it's good to have some way to protect yourself. From now on, your emotions, regardless if said emotions are positive or negative in nature, will become immune to being absorbed and/or used in any way by anyone that doesn't have your permission to do it.

Mysterious Being (400 CP): Despite being protected from the Interdimensional Purification Effect, you accidentally absorbed a piece of this world's law of nature, but, instead of being affected by it, you assimilated a part of its anti-memetic phenomenon. At will, you'll be able to activate an effect around you analogous to the Purification Effect, which will make any normal human (or similar being) with no special abilities to forget you once you vanish from their sight and get away from them. Unlike the Purification Effect, your version of it works more similarly to the SCP universe's anti-memetic effects, due to the affected humans being unable to retain memories about you instead of their memories being totally rewritten.

Antinoid Phenomenon (600 CP): Maybe you absorbed a piece of this world's law of nature or not, but you learned how to replicate the same phenomenon that gave birth to "it" and the Antinoids using your own powers. You gained the ability to accumulate your emotions (negative or positive) and convert them into energy to create living beings from said power. You'll be able to customize their appearances, from human-like to more monstrous forms, during their creation, as well as having some influence about how their powers will develop and their initial strength will be dependent on how much energy you spend. It'll take a few years to passively collect enough energy to create a single being on par with an Antinoid General. You can also use other people's emotions to generate energy if you have some way to absorb them. Any being created by you using this ability will be inherently loyal to you and will never think of betraying you, unless you treat them badly.



Hero/Heroine Perks:

Basic Combat Skills (100 CP): The moment you touched your Transformation Ring for the first time, the image of yourself changing into a different form and fighting entered in your mind, giving you all the needed knowledge and skill you need to effectively fight using the abilities and powers you have. You'll still need some practice if it's your first time fighting (which I doubt it is), but even so you'll need just a few attacks to get used to your powers. This knowledge is updated every time you gain a new combat ability or a new weapon.

Numeric Disadvantage (200 CP): Since you decided to protect humankind from the invasion of the Antinoids, you've found yourself fighting alone against groups of opponents in each battle you fought. The experience you gained from these battles gave you the ability to effectively combat groups of even dozens of enemies using your current power level as a hero in this world, countering any numerical advantage that the Antinoids might have against you. This ability scales with your power level, with a planet buster Jumper being capable of fighting even millions of enemies at once as if they were fighting just one.

Battle Resonance (400 CP): Even if the Antinoid Generals are powerful, they lack experience in fighting in groups and with teamwork, mainly due to the fact of them preferring to send their servants first when they think they have the advantage instead of fighting together with them from the beginning. You, on the other hand, excel in teamwork, having enhanced cooperation and coordination skills as well as having the needed skills to develop strategies with ease that better use the individual abilities and strengths of your allies and to better compensate for their weaknesses and limitations. This also allows you to combine you and your allies' ability to form combined attacks that mixes their best properties and strengths.

A Hero Fueled By Emotions (400 CP): The Antinoids' technology is fueled by negative emotions, so it's fair that you, as a hero whose power's origin is related to them, should benefit from it in some way. You have the ability of channeling your strong emotions to replenish your stamina and any energy reserve you might have (like mana, ki, chakra, spiral energy, antinoid energy, among many others). Any strong emotion you feel can be used, regardless if said emotion is positive, like happiness and love, or negative, like fear and anger. Using anger as an example, if you're slightly annoyed by something would give you a basic boost on your energy regeneration but if you're pissed off beyond comprehension would give you a virtually infinite reserve of energy for a certain amount of time.

Power Born From Love (600 CP): You were blessed by the power of “Resonance”, the power born from the emotions that form the connection between hearts, better known as love. Thanks to it, you gained the ability to fuse with those that you have at least some emotional bond, be it trust, friendship or even romantic love. The stronger the bond is, the stronger the fusion will be, with a weak bond resulting in a fusion with just the power of the two parts combined, while a fusion with your loved one would grant you a power that is dozens of times stronger than the sum of both parts. There is no limit to how many people you can fuse with, as long as all of them fulfill the emotional requirement, and there is no time limit to stay in this fused state, but you’ll unfuse if you’re knocked out. Their feelings and the emotional bond must also be genuine to work, so mind control or manipulation of any form won’t work to force the fusion.

Antinoid Combatant Perks:

Classical Defeat (100 CP): When you're in a super hero setting like this one, sometimes an enemy being defeated explodes, literally. Maybe you're a Kaijin whose ability has destruction as its motif or have been equipped with some self-destruction mechanism, but, regardless of it, you gain the ability to self-destruct if you're ever killed somehow. This explosion won't be so powerful normally, but it will scale to your current size to be enough to destroy your entire body and, even if you're just human-sized, the explosion can still severely hurt a human using a Dimension Tool or an Antinoid General if they're caught with their guard low. You'll still die despite the explosion, but it can be useful to give a last hit to your enemies and/or to eliminate the possibility of them recovering your body anyway. The self-destruction can be turned on or off at will.

Quality Over Quantity (200 CP/Exclusive to Antinoid Combatants): By default, you would be one of the Meta-Warriors that are cheaper to manufacture but their strength is on par with a normal human, but this isn't the case anymore. You're instead a Kaijin, having peak human physical attributes as well as a special form based on your unique ability (or alternatively a set of similar abilities). You can choose which special ability you have, be it one of the canon ones or even a customized one, but they must be around the same tier of the other Kaijins.
Some examples of Kajins that were shown are the Stab Kaijin, which have two very sharp blades similar to rapiers with the ability of shooting many powerful spikes, the Catch Kaijin, whose hands are capable of even catching energy arrows midair, and the Explosion Kaijin, equipped with a explosive launcher and whose description implies that have an innate sense of the best ways to destroying things.

Powered By Evil (200 CP): Anger, sadness, fear… the energy created from all the kind of negative emotions gave birth to "it" and is now used by the Antinoids to fuel their technology, Meta-Warriors and Kaijins to the point that X even bullies her subordinates when they're low of it. As a Kaijin yourself (or maybe someone that managed to get some of their technology), you're able to use the negative emotions of those around you to fuel your attacks and energy reserves, allowing you to use these emotions as a secondary power source in addition to your regular ones. Unlike other perks that allows you to use your own emotions, like **Battle Resonance** and **Vengeful Deathblow** from the IGSTMIE jump, using others' emotions end up not being so energy efficient, to the point it would take a lot of people filled with negative emotions to start to match your own emotions, and it won't grant a so expressive power boost unless you start using the emotions of hundreds of people at once.

Evolved Power (400 CP): Melt Out developed the Power-Up Drug to enhance their special abilities and apparently you were one of her subjects on its experiment phase. Thanks to it, you assimilated the drug's effects and gained the ability to freely enter in your Evolved Form up to an hour once a day. Your Evolved Form will work exactly as described in the **Power-Up Drug**'s description. Not only this, as the

property of the drug can be extended to other special abilities you have, allowing you to eventually unlock other transformations to enhance specific abilities with training and experimentation, like unlocking a transformation based on an ability of creating portals or a transformation based on fire magic for example.

Love Antinoid (600 CP): Apparently, Melt Out created you as a prototype of the Antinoid's next generation fighting force even before Mitsuki Moe's creation. You're no mere Kaijin, but a being known as Love Antinoid, born of battle data from humans, to the point that your nature is close to that of a human, so you can count as one if you want, regardless of your actual nature. As you weren't created as a counter to Honey Trap and Rapid Rabbit, your abilities will instead adapt to counter whoever you're currently fighting, allowing you to change a laser beam into a laser pulse, focuses your fire aura into a single, hotter fire attack or turn a magical sword into a magical shield for example. Your adaptation won't give you any extra ability that you don't have yet, just modify your existing powers to better counter your opponents. As a final benefit, your raw power is now on par with the Antinoid Generals, but your adaptability may give you an advantage over them.

Antinoid General Perks:

Civilian Disguises (100 CP): In addition to their original Kaijin forms, the generals can also switch to a human-looking form with some inhuman features, like unnatural hair and eye colors for example, but Honey Trap also appears to be able to switch to a second human form that works as her civilian disguise. You share this same ability, gaining the power to switch to a normal form that will look like the native inhabitants in the region you're currently in to hide your identity at will. Unlike her, this works as your innate ability, so you won't need to use an Anti-Debuster to switch between your forms.

Dimensional Anomaly (200 CP): All of the original Antinoids are akin to dimensional anomalies themselves but just you and X gained abilities directly related to it. Like X, you have the ability to create and maintain portals to any place that you've been before or can picture in your mind, including, but with effort, to other dimensions, like sub-dimensions or even fully different universes, as long as they're inside the local multiverse (teleportation beyond the local multiverse will just be possible post-Spark). The portals will initially be big enough to allow a person to pass through it, but, with training, you can learn how to make it big enough to even send a giant mech through it.

Mad Scientist (400 CP): You're an evil genius and a tech specialist on par with Melt Out, the mad scientist responsible for the creation of all the Antinoids' technology. You're capable of replicating any of these technologies as long as you have access to appropriate equipment and enough resources. This also comes with the knowledge about how they work, allowing you to incorporate the capacity of using the energy from negative emotions and the transformation devices on your own creations for example. Some people may even think you have some screws loose.

JumperJumper (400 CP): In the case of your death, you'll find yourself to be reincarnated as a normal human child of around 6 years with none of your previous powers but, unlike X, you'll still retain all of your memories and will be basically the same person. You'll be like this until you reach the same age that you had when you started the jump (if you started the jump at 20 years, you'll recover your powers once you reach 20 years again) or until you become 15 years old, whichever comes later. You can just reincarnate once per jump, or once every decade, whichever comes sooner, but post-Spark you'll become able to reincarnate as many times as necessary.

Sadness Born From Love (600 CP): Yours is the power that opposes the power of Resonance. You gain the ability to manipulate dark energy and darkness itself, as well as being able to use it to massively enhance any of your powers, items and transformations, causing them to become darkened. The power boost granted by it is enormous, on par with a fusion with your loved one using the power of Resonance, and being enough to give you power on par with X, but this darkened state also causes strain on whatever was enhanced (in an item or in your body if it's a transformation or an ability), so you'll just be able to maintain it during three to five minutes initially before collapsing due to the overexertion. This time limit can be increased with a lot of training. Any ability you have can be enhanced by this Darkened State, including those extremely overpowered ones, like the Supreme God State from the God of High School jump.

-Items-

Each item is discounted for their respective origins. Every item is fiat-backed.
Discounted 100 CP items are free.

General Items:

Dimension Tool (200 CP each/First Free for Heroes and Antinoid Generals or with Love Antinoid): The Dimension Tools are a special form of technology developed to allow the Antinoid Generals to transform into their Kaijin Forms and, later modified by X to try to corrupt humans and turn them into a new variation of Antinoid. Any dimension tool can be used to transform and grant a special armor to its user. This armor amplifies the user's physical abilities and grants them special abilities that tend to follow a special motif: Rapid Rabbit's armor grants her superhuman speed and has a degree of adaptability, Cool Down's armor grants her ice manipulation and Orb Owl's armor comes with an integrated bow that shoots energy arrows. You'll be free to choose the appearance and abilities of the armor of each dimensional tool you have, but it must be within the same power level of the heroes and generals.
There are three main types of Dimension Tools that you can purchase:

The first type is the Anti-Debuster used by the generals. The Anti-Debuster's main function is to give its user a Kaijin-like armor, but, unlike the others, it comes with some special functions like working as a laser pistol that can be used as a conduit to your special abilities and can be used as an energy scanner. **Antinoid Generals** receive an Anti-Debuster for free.

The second type is the Transformation Ring used by the heroes, like Rapid Rabbit and Owl Orb, and by X. By rotating the ring portion of this bracelet-like tool and opening the slider at the bottom, it releases energy that forms its armor around its user's body. It also comes with a second function that can be activated by pulling the slider a second time, which releases energy to allow you to do a special move, the so-called First Step, which, despite being tiring, is also considerably powerful. With training, it's possible to unlock two other special moves beyond this, the Second Step and the Final Step. **Heroes** receive a Transformation Ring of the same model used by Hayate for free.

Lastly, the third type is the microphone-like Dimension Tool named Trans Dualizer used by Mitsuki Moe. This type is functionally equal to a Transformation Ring, except that its finishing moves are named Stages instead of Steps. If you have the **Love Antinoid** perk, you receive one of these Dimension Tools for free.

Regardless of which type of Dimension Tool you received, you don't need to worry about being corrupted. You can purchase this item multiple times to receive new tools.

Superwomen in Love! Collection (50 CP): You receive the complete collection, both physical and digital, of the four volumes of the manga serialization of Superwomen in Love! Honey Trap & Rapid Rabbit, as well as also coming with the webcomic version and the extra chapters.

Drop In Items:

Anomalous Cellphone (100 CP): You receive an apparently mundane cellphone that contains a few quirks. In addition to never running out of battery and being fiat-backed, the cellphone is able to take pictures and record anything without triggering any memetic and anti-memetic whatever you're recording may have. You can use it to take a photo of SCP-2521 and it won't even notice it, store photos of SCP-571 that doesn't affect others, record Tohru even if she is using her Perception Blocking magic or take a picture of SCP-055 to finally discovers what it is.

A Good Luck Charm (200 CP): Flowers like these will one day be tossed as a good luck charm to "have a chance to encounter with someone precious to us".
You received a special bouquet containing twelve white lilies. Each flower can be used to calm down the fury of a berserk, to heal the sanity of the insane, to return the control of someone that has been possessed and to even weaken the instincts of rampaging beasts, basically giving them back the control over themselves, regardless of what caused them to lose control at first place. Each lily can just be used once, as they'll vanish after it, but the bouquet will recover its lost lilies at the start of each jump.

Inner World (400 CP): You gain a spiritual pocket dimension that constantly changes its appearance and creates virtual environments to reflect the contents of the hearts of those that are currently in it. You'll be able to bring people's spirits to communicate with them inside this dimension by merely touching them, if they're willing to, or by hitting a good attack, if they aren't, making this dimension especially good to deal with and help people that have lost their control over themselves for some reason. Any damage or death that happens inside this inner world won't be brought to the real world.

"It" (600 CP): It was supposed to exist just one of "it", but you still managed to acquire a second one. You receive a copy of the energy being that gave origin to the five (or maybe six) original Antinoids. "It" isn't exactly an actual being, being more akin to a ball made literally of an enormous amount of energy from all of humankind's negative emotions and capable of continue absorbing more negative emotions in a planetary scale, but, by default, it'll lack a mind, a soul and a sense of individuality and will remain a mindless power source unless you it want to develop further. While the most direct usage to "it" is using it as a power source, you can let it develop and split into individual beings similar to the original Antinoids, which will develop their own minds, souls and egos. These beings may be even stronger than them depending on how much energy "it" was absorbed and will count as your followers but you can import them as Companions if you want. If you split or lose "it", you'll receive a new one at the start of the next jump.

Hero/Heroine Items:

Rent-Free Apartment (100 CP): The owner of the Nagihono Apartments decided to offer you a rent-free apartment even if you aren't a student. The apartment is comfortable to live alone despite being pretty small, but it's a little cramped for two people to live in. It'll always remain clean and you won't need to pay taxes or water and electricity bills. The apartment will follow you along your Chain, appearing somewhere of your choice in the metropolitan area of your starting location.

Stolen Bike (200 CP): Stolen is such a bad term, it would be better to say that you appropriated this advanced motorcycle from an evil villain instead. This motorcycle is similar to the one mounted by the Ride Kaijin, being fully electric and made using cutting edge technology compared to the motorcycles used by modern humans. It's also pretty resistant and capable of receiving direct hits from an Evolved Kaijin without too much damage. If lost or destroyed, it'll reappear in your Warehouse next month.

League of Heroes (400 CP/Requires Dimension Tool): It's always good to have some allies to fight together with you rather than always having to face your fights on your own. Fortunately, you won't need to be a sole hero for too long. You received eight Dimension Tools that are downgraded copies of your own Dimension Tool. Each one of these gives its user an armor and enhances their physical attributes, but, unlike yours, they won't give them any special abilities and will be limited to just one finishing move, instead of three special moves. Post-jump, you'll receive eight downgraded copies of each Transforming Item you have purchased with CP (or with another similar point system).

Guardian of Love and Justice (600 CP): Like any good henshin hero, you managed to acquire your own giant robot that you'll be able to summon when needed. It'll be similar in form and height to the Complete Shirayuri-Oh formed by the fusion of the five heroes combined with all the energy of two Antinoid Generals, as well as having special abilities similar to it too, but it won't be as powerful as it, due to it being just powered by you alone. Your giant robot can also be combined with other mechs to create something stronger than the sum of the parts. Your mech's energy isn't unlimited and its batteries will allow you to fight with it at full capacity for an hour before fully depleting its energy, but you'll be able to unsummon the giant robot to recharge its batteries and it'll take at least an entire day of wait if you recharge the mech this way.

Antinoid Combatant Items:

Yuri Musu (100 CP): Somehow, you managed to acquire a book of the same type as Cool Down's (and later Mitsuki's) sacred book. It contains a collection of several mangas that can be classified as part of the Yuri genre and it'll keep updating itself to add stories from the worlds you visit. You can also receive a digital version of it, if you prefer. Both the book and the digital version are fiat-backed and, if lost or destroyed, they'll reappear safe in your Warehouse next day.

Customized Equipment (200 CP/Requires Dimension Tool or Quality Over Quantity): You receive a unique piece of equipment that was customized to synergies with your special ability that you have due to being a Kaijin or having a Dimension Tool. Which equipment you receive specifically depends on the nature of your special ability. Superhuman speed may give you a set of daggers, energy arrows may give a special bow that amplifies your projectiles' power, explosive powers may give an explosive launcher, among many others options. Regardless of which type of equipment, it'll be of high quality, on par with the advanced equipment used by the Antinoids, and will be fiat-backed, so, if lost or destroyed, it'll reappear in your Warehouse next day.

Corrupted Dimension Tool (400 CP): This Dimension Tool is of the same model used by Orb Owl and Rapid Rabbit, but, with the previous failures, it received modifications to force corruption in its raw form upon those that dare to use it instead of using the user's own negative emotions as the trigger of the corruption. Any being that uses it will be turned into a Kaijin controlled by you if they aren't able to control all of its negative power, but, with time and with your help, it's possible for them to recover their minds and even gain the ability to shift back to a human form, but it would take a lot of effort from someone's part to completely heal them back to normal and free them from your control. As a corruptive tool, you can inject other forms of negative energy on it to become a part of its corruption, like injecting a Hollow's spiritual power on it to make those that are corrupted by it into something similar to a Hollowfied Kaijin for example.

Power-Up Drug (600 CP): You receive the ten dosages of the perfected version of the Power-Up Drug developed by Melt Out. This drug, when injected in someone, will transform them into an evolved form, greatly enhancing all of their abilities, but usually amplifying and being based on one specific ability that they have. This Evolved Form is powerful enough to even make a lower class Kaijin to fight a general with good chances of victory. It doesn't cause any undesired side effects, like strain or dependency, on those injected with it, as long as they don't overdose it, and the drug's effects will wear off after an hour. The dosages will be replenished monthly and you also receive the instructions of how to make more dosages of the Power-Up Drug, or even mass produce it if you have enough resources.

Antinoid General Items:

Monthly Paycheck (100 CP): As any “good” evil organization, the generals also receive wages to compensate for their good jobs. As a general yourself, you aren’t an exception and also receive monthly an amount of enough money to live comfortably in an apartment and still have remaining money to buy various games and figures, like a certain massive otaku general. It also comes with your own account on the Otherworld Bank, an extra-dimensional banking institution that helps to store the money of other extra-dimensional beings without demanding any taxes or fees, as well as converting their money into any type of currency they need.

Strike Kaijin (200 CP): Every Kaijin was created to invade and attack mankind, with the exception of one, the Strike Kaijin, which was not created for this purpose, but to annoy X to make her give days off to her employees instead, and it was extremely successful in this task. You receive a copy of the Strike Kaijin, which, unlike its original version, is loyal to you alone and is in a permanently evolved form, making it even more annoying thanks to its painful slaps and loud horns. You can send it to annoy any people you want for a few hours and, for some reason, these people will find themselves unable to harm it directly or indirectly no matter how much they want to destroy it, as long as you don’t overuse it. The Strike Kaijin doesn’t have an ego by default, but it can develop one overtime if you want, and it counts as your follower.

Antinoid Squad (400 CP): Monthly, you’ll receive a new squad of around four to eight Meta-Warriors together with a random Kaijin in around half of the squads. These Antinoids lack an ego initially but have the potential to develop one over time, as well as being completely loyal to you to the point they’ll even go against X or any other general if you order them to. Despite these squads being weak by themselves, you can form a considerably powerful army over time. In a single year, you’ll receive twelve squads, forming a fighting force of 48 to 96 Meta-Warriors and 6 Kaijins and, in a decade, your army will grow to have a number between 480 and 960 of Meta-Warriors and 60 Kaijins. Time and patience will be your best friends with this item. The Meta-Warriors and Kaijins will count as your followers and will follow you along your Chain.

Villain Layer (600 CP): You gain your own copy of the Antinoid Headquarters, which is localized in an extra-dimensional place that just you and those capable of dimensional traveling can enter. Beyond being a good base of operations to even an evil organization like the Antinoids and having a lot of space to work with, this bases hides a secret configuration: when needed, it can changes its form to become a kaiju-like giant robot similar to the one of the **Guardian of Love and Justice** item and to the giant Kaijin created from the fusion of X, Cool Down’s energy and their stronghold, but also not quite as strong as it. When in this form, your mech will exit from its home dimension through a giant portal that will appear below it that will lead to a place of your choice in the setting’s main dimension.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer. The only character that you can't bring with you using this option is X herself.

-Special Companions-

Some of the canon characters are special, either depending on special requirements to be purchasable and/or being worthy of more than just 50 CP. These companions follow the same rules as the ones from the purchase of **Canon Companions**.

Leader of the Antinoids, X (200 CP/Can't be Taken Together with Day of Demise): The Big Bad Evil of this setting, **X**. She's one of the original Antinoids (and the strongest of them) that was split from "it" and became their leader. Despite being pretty childish and petty sometimes, to the point of even putting the letter "x" in the middle of many sentences she says, as well as rarely being treated with respect even by her subordinates, she can also be intimidating and sadistic when she wants to be. Much like the other Antinoids, X also shared a feeling of emptiness and tried to fill the void of her heart by devoting herself to her "duty" of destroying humankind as a being of pure "evil" born of these same foolish humans. But, in reality, X wanted to be able to connect with someone and to validate her own reason, she just wanted "love". That was also the reason why she fell in love with Honey Trap, because she saw that Honey was empty like her, well, until Hayate appeared. Her hate for Hayate and the pain and sadness of not being chosen by Honey became her an extra reason that made her devote even more to her goal. If the canon events happen, X will just find the love she always wanted once she met her own demise. If you manage to somehow help this little sad girl to follow a different path instead and give her a chance of also achieving this love that she wasn't able to have in this life as well as helping her to let Honey to be happy with Hayate, you'll be able to take her as a Companion.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

Catastrophically Bad Liar (+100 CP): You can't lie. Well, you can try to lie, but you're catastrophically terrible at lying, giving obvious signs like stuttering and becoming clearly anxious every time you attempt to tell a lie or deny a truth, even if said lie is needed to hide your secret identity. You're literally so bad at lying that the only one that is worse than you is Hayate herself.

Tainted By Human Culture (+100 CP): Much like Kyouka, you've become a little too much attached to human culture and become stained by such worldly pleasures. In a few words, you ended up becoming a massive otaku like her. Like any good otaku, you'll prefer to stay at home, watching anime and playing eroges, than fighting heroes/villains (or being entertaining for your Benefactor to watch) instead, which you should be doing, as well as never getting tired of collecting figures and reading doujinshis.

Today Is a Perfect Day For Yuri (+100 CP): After X gave a special book to Cool Down on a whim, that book served as a trigger that brought forth her existence as a "person". Thanks to that book, Cool Down learned to see the beauty of the sacred "resonance" that exists between girls and you had this same kind of epiphany.
Like her, you also love Yuri to the point you will shirk your duties to observe Yuri and will try to eliminate any possible interference that may scatter the flowers. Some people may find your hobbies a little strange.

[*Insert Someone's Name Here*] Withdraw Syndrome (+100 CP/Must Have Imported or Take At Least 1 Companion): For some reason (not necessarily a romantic reason, but it can be one if you prefer), you have become psychologically dependent on one of your Companions that you are completely unable to function without them if you stay away from them for too long. Choose one of your Companions that you have imported here. Now you can no longer be more than 10 meters away from them for more than a few hours, as you will start to get very anxious and may end up suffering a complete and total psychological breakdown if he stays away for a few days. If they somehow die, then you'll end up getting into a deeply depressive state or even in a catatonic state at worst.

X's Curse (+100 CP): In a world where everyone is finding their soulmates, you absolutely suck when it comes to forming serious relationships and romance in general. You may even be friends with people, maybe even friends with benefits, but nothing beyond this, so, during your stay here, romance won't be an option for you. You'll also be bad at giving romantic advice to anyone, so avoid trying to do it. This drawback also affects your relationships with your Companions.

Weekly Kaijin (+200 CP): You were deemed one of the Antinoids' priority targets, meaning you'll be attacked on a weekly basis by an antinoid squad, composed of at least 10 Meta-Warriors and a Kaijin with a special, unique ability. These attacks won't be so dangerous as there are no Kaijin on the level of a general accompanying them and there won't be a power-up drug or something similar to give them some advantage, but it probably will get annoying after some time as you can't flee from these attacks. If you don't defeat one of these squads, they'll just accumulate and join forces with the next squad that will appear. If you're an ally of the Antinoids or maybe they were already defeated, these squads will be Antinoids from another dimension.

Hero Syndrome (+200 CP): Maybe you failed to protect someone that you wanted to protect, but, regardless of the specific reason, you've developed a "chronic hero syndrome". You'll have the tendency to help anyone when you see them in trouble, even a former evil general or the leader of the main evil organization that describes herself as the embodiment of evil.

Bound By The Law of Nature (+300 CP): Like how I mentioned before, this universe's law of nature tries to keep the balance despite the consequences done by extra-dimensional factors like the Antinoids, but its power is normally limited to just rewriting memories, but something wrong happened during your entrance in this jump. Your power was restricted by the law of nature, meaning you've been reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump.

Not So Secret Identity (+300 CP): You got caught in a video using your powers and said video viralized on the Internet. To make things worse, this time the Purification Effect failed and everyone's memory about it wasn't rewritten, so, thanks to it, your secret identity is now known by the public and, worse, by the governments. What may happen then varies: maybe you'll become known as a hero, maybe you've revealed the Antinoid threat and they'll start hunting you and your allies or maybe they'll want to capture you to make experiments with your abilities.

Risk of Overheat (+300 CP): Did your items come with a factory defect? Because all of your items that are weapons or tools, both the ones purchased here and the ones from other jumps, have the risk of overheating and exploding if used for more than a few minutes, even if it would be scientifically impossible for said item to overheat and explode. This defect will be repaired once your stay here is over.

Day of Demise (+400 CP): Somehow, the Antinoids were able to detect your arrival here and discovered your nature as a Jumper, which caused the four Antinoid Generals and even X herself to hate you with all of their strength for some reason.

Due to it, destroying you became the Antinoids' main goal, even above destroying mankind, and they'll use all of their resources to fight you, as well as rushing the development of new weapons and joining forces with heroes like Hayate. As they know who you're and what you're capable of doing, they won't weekly send a squad of Kaijins to fight you and instead they'll prepare themselves before going after you with all of their forces.

Anti-Jumper (+500 CP): As I said in another jump, your arrival here is a highly energetic event that some very powerful beings could sense if your Benefactor didn't mask its interference. Unfortunately, even if she masked its interference, it didn't prevent this world's law of nature to react weirdly to it. The energy involved in your arrival ended up in a higher dimension and caused a being similar to "it" to be born. One year after your arrival, this being will become a single individual similar to the five original Antinoids, but having powers on par with yours and with each of their abilities being specially tailored to be opposite or to counter your own abilities. It won't take long until this individual decides that their purpose in life is to destroy you. Their morality will be mostly neutral and they don't care about humankind or the Antinoids, so they won't have a problem with destroying anyone and anything that tries to help you. It's also impossible for you to try to negotiate with this "Anti-Jumper", because their only reason to exist is to eliminate you.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Superwomen in Love!, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Notes-

1. Yuri is life;
2. Antinoids can't be classified as existences of pure evil like Cursed Spirits from Jujutsu Kaisen, because they're more related to the nature of the human heart instead, which can't be pure evil or pure good;
3. Originally, the **X's Curse** drawback would be called "Aphrodite's Curse", but I changed it name to follow the pattern that each +100 CP drawback is based on a different main character;
4. If you think that there is no utility in the **Classical Defeat** perk, you'll be able to activate the explosion without dying or destroying your body by purchasing the **Deathless Sacrifice** perk from the Naruto - Ōtsutsuki Clan jump. This becomes even better if you happen to be an Entity from Worm, which is big enough to extend their body through multiple realities, so you'll be able to summon an explosion in a multiversal scale at the cost of becoming weakened for months;
5. The beings created using the **Antinoid Phenomenon** perk will technically count as Antinoids due to their nature being similar to them;
6. The giant robot configuration of **Villain Layer** have the same features as the giant robot of the **Guardian of Love and Justice** item, but unsummoning the robot will just make it return to its stronghold form;
7. Please, avoid taking the **Day of Demise** drawback, as taking it will take away the chance of a good ending to the Antinoids as they'll be unable to overcome the hate they fell towards you;

8. If you take both the **Day of Demise** and the **Anti-Jumper** drawbacks, it's almost sure that the Antinoids and the "Anti-Jumper" will ally to defeat you;
9. The **[*Insert Someone's Name Here*] Withdraw Syndrome** drawback works basically as a weakened version of the **Dependent** drawback from the No Game No Life jump;
10. **Drawbacks** are removed after the end of your jump.

-History-

V 1.0: Released