



BANG!



POW!



BOOM



SPLAT



HONK!!!

Supervirgins: Women Of Tomorrow

Jump

Version 1.0

Original CYOA & Concept By: Mr_Vampire Jump Document By:
LJGV/SinGod

Welcome, dear jumper, to a world that is *decidedly* not like yours. In this world superheroes, supervillains, aliens, and more all exist in an uneasy state of tension. Clashes between superpowered titans are commonplace, and super science is becoming more and more commonplace. It is even a known fact that something about this world causes people from other worlds to spontaneously appear here! Thankfully there is a, usually, subtle filter over this place that makes everyone a touch more gentle than they really should be, nonetheless clashes between titans are pretty common here.

You now have 1000 Super Points. Use them wisely.

This is a NSFW Mr. Vampire CYOA Jump based on *Supervirgins: Women of Tomorrow*. **Have a [link to the source](#)**. The original CYOA is marked version 0.1, but to the best of my knowledge and some serious Googling has not been updated in over a year, and it is a fairly popular harem-picker CYOA.

Also, please note that the original CYOA is all about women but this jump is more freeform than that. This jump can easily allow someone to devise a super-harem that is all men, or one that is filled with an equal number of both men and women.

Origin:

Both origins can be taken as drop-ins. You can decide your age and gender for free in this jump, so long as you're an adult (due to the fact that this is a NSFW jump).

Lucky (Free): Ah so you're *the newcomer*? How fortunate. You are a recent arrival in this world, having appeared here maybe minutes, or weeks ago. If you are *brand new* then you may not even realize that you have a subtle (but quite active) power in the form of super luck. If you're *brand new* then this luck will manifest in minutes, letting you meet your first super. If you've been here for a little while then you've had time to discover this subtle but impressively strong power and have benefited from it in a variety of ways. Even with just this origin your luck is

somewhat boosted moving forward, helping to protect you from being fates like being a statistic in a clash between monstrosly powerful superbeings.

Super (Free): Oh so you're a *super* super! In this world the large majority of people have some sort of power but truly strong abilities are fairly rare. You're a super with both a decent amount of starting strength and room to grow. In time villains, or heroes, may come to fear you. For now lots of people are interested in you and your career is being watched with interest. **In future jumps you can use this form as an alt-form.**

Starting Location:

There is only one starting location in this jump, though you select the precise details of where you begin your time here.

1. Superworld

This is a creative world. In this place heroes, villains, and even monsters of all sorts coexist awkwardly. There is something supernatural about this place, so much so that it seems to pull in superbeings from various different universes without any real sort of rhyme or reason, pulling in heroes, villains, monsters, humans, Kryptonians, mutants, Tamaraneans, and jumpchan knows what else.

The population of large metropolitan areas in this world is almost guaranteed to be majority powered-beings, though the vast majority of powers are minor things rather than big beefy powers of surpassing strength or even complex power sets. Nonetheless, as more and more time passes stronger superbeings are both being born and are slowly appearing here; drawn in by the potency of this world's pull on the greater multiverse. Researchers and those with sufficient levels of genre-savviness have noted that this place is softer than it should be, but that doesn't make this a SAFE place, just one that is safer than people should reasonably expect a world filled with superheroes and supervillains to be.

You can determine the precise circumstances of your starting situation in this jump within reason. By default, if you're *lucky* you initiate your circumstances in this jump in one of two ways. You can start your time here having JUST arrived in this world and standing not far from a large city that looks mundane from a distance. In this set of circumstances you're minutes from encountering a super who'll likely take an instant liking to you. Alternatively you can be a somewhat established new resident of a major city, having arrived in this world weeks ago but having quickly acclimated to your time here with the help of a few different supers.

Alternatively, the default starting circumstances of *supers*, unless you feel like customizing your initial moments here more specifically are that you initiate this jump at a job you are working, possibly as part of a super identity (or not, if you are not interested in hiding your identity), or that you begin your time here in your lair or home, in the early evening.

Perks:

General Perks:

Starting Kink (100 SP): It is highly unlikely that, a harem protagonist with 14 adult love interests in a modern world, would find 14 virgins. That said, the protagonist's whole deal is *luck* so by combining narrative shenanigans with suspension of disbelief we can allow this to happen. But not everyone is into virgins. If that's not your thing, and you instead want some other kink or fetish to color this world and future worlds you visit, this is the perk for you. By taking this perk you can select a kink or fetish to subtly re-flavor the world, and also to be a fetish or kink those who are sexually and/or romantically attracted to you are, more often than not, themselves into. In this jump, with this perk, you can keep virginity as a central theme, if you want, *and* have another, secondary, fetish or kink.

Polyamorous Protagonist (200 SP): Being polyamorous, at least if you want to do so ethically, is not easy. It requires enough charm to attract multiple love interests, enough skill to help many people overcome hangups and misgivings about polyamory, and skills such as time-management, emotional stamina, and even just time. This makes this much easier, giving you the skills to navigate polyamorous arrangements with deft ease, and very importantly, to do so ethically.

Hentai Logic (200 SP): This gives you both greater skill in the bedroom, letting you more easily satisfy superheroines and powered villains, but also grants you perfect control of your fertility. It also renders you immune to STDs.

Hybrid Hero (400 SP): This perk allows you to sire or birth hybrid children that perfectly and synergistically mix traits from both of their parents without any of their genetic/species-based weaknesses. Pregnancies you cause are also supernaturally safe, pleasant, pain free (to the extent that even the birth is painless) and cause the other parent to desire you more.

Varying Destinies (400 SP): This ability is a more conditional version of the power of the protagonist. When someone falls in love, or at least begins to deeply desire you, you receive a vision showing you different ways a relationship with that person could play out. This is a detailed vision that even shows what steps would need to be taken to fulfill the destinies in question. That said, while this iteration of the power this perk embodies requires more specific circumstances, it also triggers more often (depending on your own personality and charm, at least).

Lucky Perks:

Starting Safety (100 SP): A jumper's most vulnerable moments in a jump will, usually, be their very first moments. This perk guarantees that your initial moments, from the first minutes to the first few days, you spend in a jump will be, for all intents and purposes, blessed. You will always get early lucky breaks when establishing yourself in a new setting, from meeting friendly and likable allies who are eager to help you out, to getting a well-paying job, in an industry you like

early on. You can still make bad decisions, but this perk helps protect you from the whims of circumstance.

Charisma (200 SP): You are, first and foremost, charismatic. This is a solid, dynamic boost to your overall charm, force of personality, and manner of holding yourself that just enhances every facet of your charisma. You are also especially persuasive in romantic and sexual contexts, able to persuade people to experiment with all sorts of romantic and sexual situations, even things as broad as polygamous relationships. This improves your skill in bed, and gives you an experience booster that allows you to perpetually get better in bed so long as you get lots of *practice*. You can even do the persuasive part of this on behalf of other people, if you want, thus allowing you to help your friends get harems of their own (though it is less effective then when you do it for yourself), or be a killer wingperson! Finally this also improves your overall sensory quality, making you taste better, smell better, look better, and otherwise just seem better in a purely physical sense.

Super Bait (400 SP): You have a peculiar luck that regularly attracts powerful, attractive people of your preferred gender(s) to you. “Powerful” means different things to different people, especially in the wide range of settings a jumper might visit, but whatever it means for the setting you’re in you’ll regularly encounter people who qualify, and those people will be far more fond of you than they should be. Powerful people of your preferred gender get weak in the knees for you very easily, and you have a way of wrapping such figures around your fingers.

Protagonist Power (600 SP): This is the protagonist’s power in full. Once per jump you can willingly trigger a series of visions of the future that shows you current and near-future love interests and the various ways these relationships can play out.

Additionally you are protected by a powerful shield of luck that colors and subtly enhances circumstantial stuff for you at all times. This can manifest in ways as goofy as you appearing in a field miles from a city right as a benevolent and lonely superheroine is flying by, to things like making telepaths fall in love with you instantly from reading your mind. It is rarer for these more dramatic effects to take hold and you shouldn’t count on them occurring every time they could, but smaller effects like making you find a sale for something you wanted to buy or not hitting a single red light on your way to work are almost guaranteed to occur with some degree of regularity.

Super Perks:

The Power In Superpower (Varies): To be a *Super*, in this setting, means to have a powerful ability/abilities and to have demonstrated skillful, creative use of it. The other perks in this set are useful for skillful, creative, flexible uses of the powers you get, but this perk is for the acquisition of your power.

Some of the supers here have powers as simple, but can grow quite powerful, such as, for example, Ochoko’s *Zero Gravity* quirk (the power to nullify gravity on something you touch). This

power would cost 200 SP. Something along the lines of Tsuyi's quirk *Frog* which constitutes a grab bag of powers would also be 200 SP. Momo's quirk costs 400 SP.

Other sets of power, such as a Kryptonian's physiology would cost 600 SP. Meanwhile the physiology of a Tamaranean would cost 400 SP, and would be equal to that of Starfire or her sister: able to convert energy into starbolts (which in the comics is not an ability natural to the Tamaraneans but the result of experiments done on specific Tamaraneans by aliens). Raven's physiology (complete with her sometimes difficult to control powers), Mystique's shapeshifting, and Emma Frost's diamond form (but not telepathy) costs 400 SP. Omega level mutations, including that of Jean Grey or Emma Frost, cost 600 SP. Essentially the powers of those that most would consider the strongest characters that canonically exist in this setting cost 600 SP. Fubuki's, Rogue's, and Kitty's powers cost 400 SP, while Tatumaki's powers are worth 600 SP.

If multiple physiologies are purchased using this, one can make their super-form a perfect hybrid of both or all physiologies or grant themselves multiple alt-forms as they wish (though such a decision is permanent). This perk allows you to buy one of these powers or power sets, and the first purchase is discounted to those with the *Super* origin. Beyond that all purchases cost their full, undiscounted costs.

Other powers and supers absolutely exist in this setting. If you truly wish for things that are beyond the scope of the prices here, you are welcome to try and fanwank how much something would cost. Something like *One For All* would undoubtedly cost 800 SP. Other, even greater or more varied powers, something like the *Phoenix Force*, or Darkseid's *Omega Powers* could cost even more.

Secondary Powers (100 SP): You have the secondary abilities to safely use your primary powers. This includes stuff like having the reflexes needed to safely use super speed, or having ultra-precise control over your super strength.

Most Common Superpower (200 SP): Whoa is it hot in here or is just you? You have the sort of looks to be on magazines, billboards, and on runways, the sort that inspire legends or artwork. This is the sort of looks that make people fall in lust with you at a glance, and if *nothing* else you could earn considerable income as a sugar baby.

Room To Grow (400 SP): Your upper limits, if they exist, are not known to you. It may not be easy for you to train your powers, but as you train your abilities you'll find that your capabilities grow in ways both easily perceivable (such as someone with super strength growing stronger), and not so easily perceivable (such as your strength eventually subtly boosting your durability).

Super Super (600 SP): You are a powerhouse. People get awed by your displays of power, or otherwise react appropriately to your displays of might and prowess. This also gives you a learning boost when it comes to training, and improving your powers. With this you can rest assured that so long as you work hard your ability to grow will regularly help you advance.

Items:

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 SP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Lucky Items:

Fiat Backed Reminder Of Home (100 SP): You have something that reminds you of your life back on *Earth*. This can mean two different things: it can mean your life on Earth in the context of your origin in this jump (meaning something from before you arrived in *Superworld*), or it can mean your life from before your chain. This will be a tender token of your life, something that fills you with warmth, serenity, and even purpose. It is fiat backed to be unbreakable, impossible to steal (returning to your home in minutes if stolen), and will always fill you with a gentle warmth or some other serene emotion.

Fetish Finder (200 SP): This is a personal accessory that lets you know someone's fetishes and kinks. It can vary its form depending on the jump you're in, and is easy to summon, appearing on your person with a thought.

Harem Housing (400 SP): This is a housing item that has some way of growing beyond its initial confines. This housing item will organically expand, and even improve in quality, based on the number of lovers you have, as well as adjusting to give each individual person living with you housing that is suitable for them based on their personality, needs, and even minorly adjusts itself based on their wants, to give them idealized housing perfect for them.

Meet Cute (600 SP): This is a curious trinket. When wearing it, or otherwise having it on your person, your chances of having a *Meet Cute* skyrocket. This is even true if you're married, or otherwise have a partner. This is a fantastic item for those who seek to turn the setting they're in into a romantic comedy. This also attracts rich, powerful, and influential individuals, and those with the **potential** to become rich, powerful, and influential more so than attracting normal members of your preferred gender(s). The item also cannot be stolen or lost, reappearing on you within minutes if taken from you.

Super Items:

Protection (100 SP): Not every type of hero, or villain, is packing the same *protection* given the assortment of *equipment* each individual super may be sporting. This is a flexible, morphic set of protection that can protect against... Well, a lot. There is an equal amount of gear meant to protect you from miscellaneous villainous abilities and weapons, as there is gear which offers a *different* kind of protection, such as protecting you from long term consequences that can naturally follow one drunken night. This also includes a trinket which grants you perfect control over more dangerous powers like super strength or super speed when having sex.

Hero's Stipend (200 SP): In this world a *Super* can have a public job, living out in the open as a hero and earning money through their heroism and their record of stopping public menaces. This item ensures you retain this ability in future jumps, creating governmental bodies that manage such activities in future jumps, organizations help quantify the prowess of heroes and work to ensure that strong enough beings are able to spend their time utilizing their powers to the benefits of the world. You can work for, or even be in charge of, these organizations in this and future jumps with this item, or you can be a member of such an organization that will favor you and give you both a high ranking and an appropriate stipend.

Power Source (400 SP): This is an item that can, once per year, allow you to give out either lesser versions of powers you possess (though they can be trainable, if you wish) or random powers that will always cap themselves off at your level of strength (unless you opt to be truly fair about it and say that powers you bestow are uncapped) to two people. This also causes those who get powers to become more loyal to you, to the point that they won't willingly betray you. This loyalty can be lost, over time, but it'd take true abuse to lose it. If you wish for a version that makes those who it is used on become impossibly loyal to you, that'd cost an additional **200 SP** but can be obtained, if you wish.

Jumper's University For Extraordinary Beings (600 SP): This is an institution of higher learning for all sorts of potent supernatural beings. This place attracts powerful entities of all sorts, is run by a competent staff of superbeings, and provides you with a healthy income as well as serves as a handy base of operations. Additionally, supers who learn here gradually mature and become more attractive in ways that suit your preferences as well as slowly become more loyal to you. Teachers start off incredibly loyal to you, and incredibly attractive as well. You can insert this into future jumps with ease, where it'll begin to attract supernatural pupils, and at worst (such as in places without supernatural elements) this place attracts the most influential and talented young adults of your preferred gender to its door instead. This place allows any sort of superbeing learning here to gradually improve their powers and gain greater control over them with enough tutelage and enough determination, though some powers are easier to gain greater control over. Those who lack superpowers are instead able to holistically boost their overall competence, intelligence, and potential by equal amounts instead. This is also an accredited university, with its qualifications meeting and exceeding those of average universities (or their equivalents) by a good deal.

Companions & Followers

Import (50 SP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 SP to spend themselves on perks, and items. Companions cannot take drawbacks.

New Friends (50 SP): This option is for companioning other Vampie-verse beings. By paying here you gain a token you can use to give someone, or something (so long as it's sapient), native to this setting the ability to come with you to future jumps, if you can persuade them to come with you. This can include creating versions of heroes that are gender-swapped to suit your preferences, or including supers who are not included in the base CYOA. This can also include creating new companions who are OC, even designating such an individual *Lucky* in their own right, if you want someone else to be the harem MC.

Heroic Harem (Varies): The base harem available to a player in the CYOA consists of Supergirl, Mystique, Raven, Starfire, Blackfire, Rogue, Shadowcat, Jean-Gray, Emma Frost, Ochoko, Tsui Ayui, Momo Yaoyorozu, Fubuki, and Tatsumaki. 14 Superheroines and Supervillainesses. There is a scenario down below for potentially earning their love and companionship as a result of your own actions, but with this you can gain their followership as a result of spending SP. Each Superheroine costs 50 SP, meaning to get the full harem this way would cost a resounding 700 SP, but if you want a smaller harem you would have to pay appropriately lower costs. It is **free** to adjust genders and sexes to match your personality and preferences if you like a character's base personality but are not attracted to their gender or sex.

This can also be used to devise a custom harem consisting of supers you like more than the 14 base individuals mentioned above. If you wish you could have a harem that swaps out Ochoko for Overhaul, Supergirl for Wonderwoman, Shadowcat for Joker, that kind of thing. The rules are pretty simple: the people in the harem should be super beings. Other than that, go nuts.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the... *Road-Verse* will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause you to fail a scenario, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant you can take on

associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Supers of Tomorrow:

For this scenario to happen you need to select it as you make your build. Once you do, you are asked to pick 14 people you'd like to be in your harem, though by default these individuals amount to the characters in the base CYOA (who are all at least 18 in this CYOA). It begins at the start of the jump.

This scenario, the customary "Do the CYOA" type scenario in jumps like this, tweaks the circumstances of your initial arrival in this setting. In this case you do start off standing a few miles away from a large city, having just been isekaied here from Earth (or perhaps some other planet, if you're a super with an appropriate powerset).

As you first initiate set foot here, starting your time in the jump, you have a vision showing you the 14 individuals who could be included in your harem. This vision will show you the individuals in question, show you different possible routes for your relationship with them, and tell you the circumstances of your meeting. The goal here is simple: have encounters with each individual in question, and determine how your relationship with them plays out. Rejecting someone is a perfectly viable option to choose here, but so is embracing a future with them. What matters is that you are clear with the decisions you make. The scenario is completed at the end of the jump.

Reward:

For completing this scenario you get a simplified version of the future-vision power the base protagonist has, giving you just the ability to trigger the visions, described in both the CYOA and in the **Protagonist Power** once per jump.

Additionally, members of your harem who'd choose to follow you become your followers, whom you can import into future jumps freely, or your companions (who'd you have to pay to import, but get their own budgets, origins, and all that assorted stuff) for free.

Be The Super:

To select this scenario you must choose it at the start of the jump, while devising your build. Go ahead and design four routes for yourself (one of which is a rejection route), and inform your jumpchan of your preferences as far as potential partners go. They will design someone who is your *Lucky* harem protagonist, who will get the visions of the future that the base CYOA protagonist gets, including visions that depict you. You can also specify the other harem members, so that everyone in it is within a general sphere of likeability for you.

This scenario tweaks your starting circumstances so you are, at minimum, an up and coming *Super* of moderate power. This scenario is one in which you are one of the supers the *Lucky* person is destined to encounter and potentially woo.

It is completed by being a part of the *Lucky* person's harem at the end of the jump.

Reward:

You and your fellow harem members can traverse your chain for free, with the others in the harem (be they your *Lucky* harem protagonist or your fellow haremets) being able to be imported for free into future settings as followers or being able to be imported as companions.

Drawbacks:

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 SP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Stereotypes (100 SP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 SP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Strange Circumstances (100 SP): This causes people to question the circumstances of your arrival in this world, or the circumstances of your birth, far more freely. Anyone who wishes to be a drop-in in this world can tack on an additional 100 SP to this drawback, as this is far more dangerous for them than it would be for others. Normally this only leads to minor inconveniences but if someone with a dogged obsession gets affected by this this could become a more critical problem.

Realism (100 SP): No matter the power you have, the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 SP): Things like teleportation magic or perks just do not work with you. If you're gonna explore *Superworld* you have to do it the old-fashioned way.

Nomadic (200 SP): You are constantly hit with an urge to move. This starts off small but grows over time until you find yourself wanting to move to a new place to live. This is easily settled by moving apartments, but can be settled in the longer term by moving to a new town, state, country, continent, or planet.

Disruptions Abound (200 SP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Villain/Hero Bait (200 SP): You routinely have hostile encounters with people whose moral codes are the opposite of yours. This does not nullify the comparative *gentleness* of this world, as this is a place where the lion's share of encounters between named superbeings do not end fatally (even when villains win), but your life will be routinely beset by do-gooders or villains. If you wish, you can subvert the gentle rule in place in this setting for an additional **200 SP** which would have the effect of making encounters more dangerous.

Dramatic Bastard (400 SP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for someone here can be a way to court disaster.

Grander World (400 SP): This setting is one for a rom-com. The world itself is gentle and kind. This drawback nullifies that sort of *softness filter* and applies more realistic motives, urges, and willingness to be brutal to the characters involved here. We'll see more brutal villains, grander and more complex heroes, and the fights will become less suited for entertaining comic book fans and more suited for price-gougers looking to score some money in the wake of devastating battles.

Sly Snake (400 SP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

They Know You (600 SP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Big Guns (600 SP): This is a true comic-book-amalgamation-setting now. Big dogs like Superman, Darkseid, Omni-Man, Hyperion, and even cosmic beings like Knull, the Ones Below and Beyond All, and Perpetua, now exist. This alone doesn't guarantee they'll matter, especially if you're only here for a decade, but they certainly could if you're unlucky, go looking for them, or catch their action through thoughtless actions on your part.

Super Stalker (600 SP): Ah, the worst day-to-day possibility on this list. You're now cursed with a *Super Stalker*, a figure with serious superpowers and who is obsessed with you. This person is a Yandere, but if you take just this drawback COULD be persuaded, with enough raw

charisma, to accept your harem. If you tack on an extra **200 SP** to this drawback they'll be determined to have you to themselves, and can only be stopped through serious power use. You can select if this is someone among the 14 supers in your harem, if you have one (be it through SP, through a scenario, or even from past jumps). This person will be attractive to you in a variety of ways, but they are also thoroughly unhinged.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.

Stay Here:

Take another 500 SP and add any final bits to your build you wish, in exchange for making the Vampie-verse your new home. OTHER worlds are a fully canonical part of this setting so maybe you'll be able to find some way to journey to new places here even without jumping.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

-This jump entered the WIP stage on Thursday October 18th and was published on October 20th.

-This jump was a lot of fun to make, and it is my hope that people find fun uses for this rom-com take on super harems.

-Certain things, like this world's comparative softness, are canon in the base CYOA for the curious. This doesn't mean the heroes or villains are weaker than they should be, this is just to prevent this world from being as messy as it should be in ways that have narrative explanations rather than being hardcoded physical rules. Still, that makes this world safe(r) for early jumpers.

-I will be marking this as unendorsed unless/until Mr_Vampie says otherwise, but Mr_Vampie's take on fanworks is clear and explicit in comments he's made: he's cool with them.