



Going Over

Story: Jane, a futa who is the WXW World Championship wrestler, gets injured while defending her title, and in the process accidentally paralyzes the title challenger. Three years later, with her reputation destroyed and injury recovered, she's playing small gigs and failing to stay afloat. Invited to a competition that combines mixed martial arts and submitting your opponent by fucking them, she reluctantly joins for the money. These half-Shoot matches (half staged, half real) end when one challenger can't stand from cumming. It ultimately doesn't matter who wins so long as it looks good.

The whole thing being below the law, it's funded by oil barons, sheiks, politicians, and princes with more money than sense. The top dogs keep the bottom dogs in line due to sheer power, and because of how much of a hassle it would be to set up again. In less than a year's time, the whole thing gets busted by the feds when a bunch of crooks try to abduct the talent. Everyone that wasn't an investor gets off scot-free after two years of paperwork, and they retain their earnings. Keep your nose clean and you'll be fine.

This world is an otherwise modern world where futas exist.

Intro: You'll be spending 10 years in this world. The date is three days before Jane arrives at the Carlton Apartments in Florida.

1,000CP (choice points): Champion points. Your purchasing power for below.

Origin: Your history and general renown. Any origin may be a Drop-In, receiving no memories or fame. Your age is 1d8+17. You may spend 100CP to change your age within the rollable 1-8. Your gender may be male, female, or futa. Futas in this world are girls with male genitalia sans the pussy. They're generally treated as girls. Only girls and futas can participate in the competition. Any male Jumper or companions will be personal trainers.

Rookie (Free)

You're new to the squared circle, but you're in it nonetheless. You're a newbie with few fans or expectations. You could lay back and think of England, or actually try to win. Nobody will expect the latter if you succeed.

Veteran (Free)

Despite your age, you've found success in a martial arts career of your choice. You may or may not be a world champion like the four or five other multi-time world champions that you'll soon meet, but you're famed and anticipated.

Criminal (Free)

One amongst the many. None of this is strictly legal, but you're an especially devious heel. You come from a background such as being a hooker, gangster, murderer, or human trafficker. Whether that is known, you're a renowned cunt.

Staff (Free)

While the majority act as security for the various venues and wrestlers themselves, many parts make this organization move. Cleaners, camera people, doctors, and more are a part of this. You're a personal trainer or referee.

Starting Location: Fixed location. Venues are local. Traveling expenses are covered.

Florida - While not explicitly said to be, the climate is described as "tropical", and it takes four days to drive to Mexico from. The story most likely takes place in either Miami or one of the drivable southernmost islands off the coast of it. You specifically start outside the Carlton Apartments where you will have an apartment ready inside for you.

General Perks: While winning doesn't matter, presentation does. For participating.

Physical Conditioning (Free / 100CP) - The hardest part. There is a minimum level of physical ability and beauty required for contestants. You don't have the conditioning of a world-class champion or the attractiveness of a model, but you can keep up with the bottommost rungs of participants here. You can improve your physical condition further with training, you heal relatively quickly, and you show only the harder injuries. By real-world standards, you're exceptionally fit for a woman, exceeding most men, and are at least a 7/10.

For **100CP**, you're comparable to Jane after her loss and then months of training (the images in the middle and the bottom of the Jump). By real-world standards in terms of strength, you're stronger than any woman by all metrics. A handful of your lifts are world record setting even by the standards of men by at least a little bit. If you were to get truly angry, that same muscle group might be able to do something like tear a steel handcuff chain with one arm. You're literally scary strong, even by this world's standards. You will not achieve this with the free version and training. You're at least an 8/10.

Martial History (Free / 50CP) - While you might end up taking it from behind in the end, you're at least supposed to try and defend yourself. You're now familiar with basic wrestling in terms of both show and practical application.

For **50CP**, you can pick any one martial art and become the best in the world. This might seem like an excessive leap, but the sheer talent on display in these shows is that incredible. Even some of the staff were nearly major league sports participants, or are multi-time world martial arts champions. You can't swing a bat without hitting world-class talent around here. While extremely skilled, this is still within the realm of realism. A wrestler would struggle against two people, but a boxer might be able to handle them.

This can be purchased multiple times for different martial arts.

Second Inning (Free / 50CP) - Butt stuff makes the world go 'round! Maybe it doesn't, but it's prominent enough when your opponent is submitting you. For the duration of this Jump, any anal sex you have is clean, pleasurable, doesn't require lube, and isn't damaging. Going ass-to-mouth is just as acceptable as pussy-to-mouth.

For **50CP**, you may take this with you.



Origin Perks: It's not all flair and stage magic out there. Discounts are always 50%.

Crowd Favorite (100CP) (Free: Rookie) - If you're getting into a sport, you should be good at it, or at the very least be likable enough to be kept around. While you may or may not be a competent competitor, people just seem to like you. Through a noticeable increase to your charisma, confidence, and marketability, you're something of a fan magnet. You're a diamond in the rough.

Maintaining Kayfabe (100CP) (Free: Veteran) - Kayfabe is the maintaining of staged performances as real. The acting, the illusions, the choreography. You're no stranger to these things, and can do them all like a pro. You also now have one persona you can slip in and out of at will. You never break character or slip up. Included with this is communicating wordlessly, and quickly with your opponent.

Round Two (100CP) (Free: Criminal) - Fist fighting is all well and good, but the crowd is really here for the fuck fighting. The matches are only half staged in that the second round determines the winner. You can now resist any orgasm so long as you don't believe the other person is dominating you, and you can cum three times within minutes before becoming exhausted. You're also just skilled at sex.

Would've Gone Pro (100CP) (Free: Staff) - Not everyone around here is the best of the best, but it seems most were talented or at least aspiring. You've had a sort of 'second-best' career up until now. You might be a nurse and not a doctor, a college baseball player but not an MLB one, or even just a discharged Marine. You are a relatively normal person by the standards of the true talent on display.

Rising Star (300CP) (Discounted: Rookie) - It may surprise you to learn most people don't buy their skill with CP. Some really are just wells of talent. Much like the World Championship kickboxer Riley, you're a martial arts prodigy. By real-world standards, you can achieve superhuman levels of martial skill with relatively little effort. At your peak, roughly 60% of your effort would defeat a world champion.

Theater Athlete (300CP) (Discounted: Veteran) - They don't want you to know this, but wrestling is real. Doing a Senton off the turnbuckle actually works, people just lay there and take it, and a Cutter is a perfect follow up to a kick to their guts. You're now able to stretch the effectiveness of your martial arts based on your showmanship. It won't always work, it's still a fight, but there's no better Worker.

Giant Freak (300CP) (Discounted: Criminal) - It's a fact of life that some people are advantaged over others from birth. You're so lucky. Now standing nearly seven feet tall, by real-world standards you have generalized, low-level superhuman strength. You could break every world record involving strength, and some of those by more than double. Even by this world's standards, you're a monster.

Iron Sharpens Iron (300CP) (Discounted: Staff) - Just as old warriors make sure that they go out on their backs, it's also their duty to make sure young warriors get up. You're a world-class talent when it comes to training others in martial arts. In less than a year you could train multiple students with no experience into being able to fight the bottommost rungs of participants here, and thus be champion quality.

Square Halo (600CP) (Discounted: Rookie) - Often called Jobbers, the job of Enhancement Talent is to make others look good by comparison. Anyone you now interact with when you wish is made to appear at least as good as you plus however good they are by themselves. This then grows your reputation by the Halo Effect. In service to this, losing also affects your reputation noticeably less.

Going Over (600CP) (Discounted: Veteran) - In wrestling this means “to win”, and rightly so for a veteran of the sport. You now just straight have a level of narrative backing when it comes to winning. Opponents might abdicate their advantage to gloat, an accident that maims others might only wound you, and generally things will be more theatrical. If you die, it will almost certainly be on your back.

Toxic Bitch (600CP) (Discounted: Criminal) - All that matters is winning, all that matters is you. Cheating is now a somewhat viable strategy in your life. In the ring, you could get away with punching below the belt and eye gouging at least once a fight, and only more could potentially get you into trouble. This applies to other fields and real life, such as getting away with misdemeanors and the like.

Miracles Are Expensive (600CP) (Discounted: Staff) - How much do miracles cost? About **Seven Figures**, as it turns out. After acquiring this perk, any donations you make will have an increased effect than they otherwise would. Around a million dollars might be enough to uncripple a permanently paraplegic girl, and this scales down from there. Make the impossible possible through kindness.

General Item: Everyone in the locker room gets it. Minimal effort, huge reward.

Seven Figures (Free) - For your work in the ring, you will be given at least a million dollars over less than a year, guaranteed. Full medical is included for all fighters. An apartment and travel expenses will also be provided for. The apartment is a one bedroom, one bath high-rise with a balcony. Enjoy the full ride.

Origin Items: Less items, more boons. Discounts are always 50%

Dive Bar (100CP) (Free: Rookie) - Whether a private establishment or hole in the wall, bars are staple amongst a number of the fighters you will encounter. While you don't own it, you will now run into a bar or equivalent that most suits your sensibilities in every Jump that you go to from now on. It could be a music joint, old military bar, or even an exclusive club. Whatever it is, you're viewed warmly.

Gimmick Outfit (100CP) (Free: Veteran) - Every wrestler has a certain look about them, and now so do you. This sexy costume is non-intrusive and easily removable. When wearing at least some part of it like the kneepads, armbands or

like, you will have a small but noticeable increase to your martial abilities. If lost, stolen, or destroyed, you will find it in your Warehouse a day later.

Sex Parties (100CP) (Free: Criminal) - Somewhat pedestrian relative to what you're now involved with, but they can have their charm. Every two or so months, you will be anonymously invited to a sex meetup. These can range from a party in a fancy house amongst beautiful people, to a private yacht with eccentric wealthy persons. While all there to fuck, it's not impossible you make connections.

Birthless Certificate (100CP) (Free: Staff) - For various reasons, some people are legal ghosts. Perhaps belonging to niche religious organizations, not being born in a hospital, or maybe just as a clerical error. This certificate can be used at the start of a Jump to remove all existing legal information about yourself. You might need to get creative, but you now have a history and a Drop-In's unaccountability.

Federal Badge (300CP) (Discounted: Rookie) - Since the feds are relatively soon going to act on everything that's going on, why not join the winning side? Invocable once per Jump, you will become a known deep cover agent, and be absolved of any wrongdoings like sex crimes, killing in self-defense or while protecting another, and like. You'll then be fired, and paid your back wages.

Hacked Phone (300CP) (Discounted: Veteran) - Do you remember that time your tastefully taken nudes and sex tapes were leaked? Invocable once per Jump, you can make it so that you've retroactively had your nudes leak. Because it was in the past, any consequences are swept under the rug, and nobody thinks less of you for it. If you wanna do porn or fuck your fans now, there'll be no taboo.

Private Lines (300CP) (Discounted: Criminal) - The end goal of some of the investors here is to abduct world-class women into their private brothels. Whether this is your intention or not, you have this black book of villains to call upon. If you need to hire goons, buy guns, or sell women, you now have people for that. This item doesn't create people, it adjusts itself to those existing. It updates each Jump.

Unmarked Locations (300CP) (Discounted: Staff) - Secretly organizing over a hundred spectators, the security and talent to one location is hard, but not anymore. You're given an updating list of abandoned locations that you can use for gatherings. After a couple of weeks, you're given the location of a new one. These places are below suspicion, and surprisingly accommodating for you.

Anonymous Benefactor (600CP) (Discounted: Rookie) - Even a rookie meets more people than they could possibly remember, but you must have made a good impression at some point. Once per Jump when you should need it most, this item will take effect. This item represents **Miracles Are Expensive** but used on your behalf. Its same effects can now be applied to you when you should need it.

Established Fanbase (600CP) (Discounted: Veteran) - Wrestling as a sport is watched by millions of people. You may not have been at your sport as long as some of the talent you'll meet, but you have a relatively large fan base. Hundreds of thousands of people like you, and millions more have seen you. This purchase works in other Jumps, and adjusts based on the setting's population size.

Old Favor (600CP) (Discounted: Criminal) - Sometimes there's honor among thieves. Invocable once per Jump, you can cause one change that a reasonably powerful cartel boss could achieve. You might altogether settle a debt, pressure a retired legend into wrestling you, and hijack a broadcast station for several minutes to televise it. You could also just put out a hit on someone or have them abducted

Clandestine Senator (600CP) (Discounted: Staff) - If a limousine is subtle, that is. You now have a mutual acquaintance who is a sitting senator. Through scheming or boredom, their goals often align with yours, and they will subtly use their not inconsiderable knowledge to help you. They'll be a different person each Jump. They are curmudgeonly. It's entirely possible they lose their election, or else.

Companions: Tag team it is. Companions may not purchase others or take drawbacks.

Guardian Angel (100CP) - One of your previously established collaborators. You may import or create a single companion with a purchase of this. They get an origin, their free perks, their free items, and 150CP to spend on whatever.

Tornado Match (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

Drawbacks: No more than 600CP can be gained here, but all the drawbacks can be taken. They will be removed in 10 years, or on death. They supersede other choices.

Restless Legs (+100CP) - You no longer enjoy sedentary activities. While this can be motivating, any proper workout regimen or post-fight resting requires downtime.

No Selling (+100CP) - That bump didn't hurt. You refuse to fake how you feel, and because of this keeping kayfabe is now probably out of the question for you.

Crowd Pleaser (+100CP) - Who doesn't love playing to the crowd. After hitting your opponent with a sick move? You'll stop paying attention to cheese it up.

Botched Reputation (+200CP) - Something at some point ruined your reputation. You're no longer capable of reaching mainstream success, but can have fans.

Real Heel (+200CP) - You're a cunt, is what people think about you. You could save someone from poverty, train them into a fighter, and still alienate them in time.

Debt Better (+200CP) - Gambling is more interesting to you than it was before, and you're not especially good at it. You also have a large debt to some bad people.

Crushed Dream (+300CP) - Hope you like sitting down, because you're going to become a paraplegic. Towards the end of the year, you'll be permanently injured.

Trafficking Target (+300CP) - Your outside perks, items, companions, and Warehouse are all locked out until the end of the Jump. You'll also be targeted for abduction both canonically and by at least one similarly powerful organization besides.

Spy Movie (+300CP) - The US government really, really wants to put you in jail. Towards the end of the year, most governments will start trying to detain you.

Endgame: 10 years are up. You've taken your bumps, time to choose.

On Your Side (Stay) - We fall how we fall. Practice makes perfect, you stay.

On Your Back (Go Home) - Warriors go out on their back. Following this, you go home.

On Your Front (Move On) - There's at least one match left. You get up, you move on.

Notes: You can't wrestle all the time!

1. This Jump is based on the game, [Going Over](#).
2. VR technology is relatively advanced in this world. It's not quite "dive"-level, but it is a great deal more advanced than real life, requiring just a headset and computer. The headset can read brain signals, and responds accordingly.

