

LeWdBY

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Welcome to the first two and a half seasons of RWBY, in the Combat Academy of Beacon where all porn fics are set. The world of Remnant is overrun by the Creatures of Grimm, monsters who exist only to kill and impregnate humans. Mysteries and conspiracies lurk in the shadows and racial tensions rise, but mostly that stuff will be ignored in favor of the various students of Beacon fucking each other, each others' families, their own families, staff members, and the aforementioned Creatures of Grimm. If those world threatening conflicts do get resolved it will be via, you guessed it, the forces of good or evil getting fucked down. You will have 10 years to enjoy a heavily oversexed version of Remnant and 1000CP to spend on helping yourself fit in.

Backgrounds

You can change your sex for 50 CP, including to futa, or for the same price set your age instead of rolling for it. Any background can be taken as a drop in.

Underdog- You are a young and inexperienced student, newly set out to fulfill your dreams of heroism. You may be young or untrained, but others can't help but be charmed by the naive innocence of your wish to be a hero. You've got the spark needed to be a great team leader, even to turn your team (and many others) into your own personal harem. Your simple soul may even shine light into the hearts of the worlds' villains and unite everyone in their love for you and your cock, allowing you to save the world even if not quite in the way you were expecting. Your starting age is 13+1d4 and you've skipped grades to be starting at the local combat academy this year if necessary. If you aren't going to Beacon, you'll be selected as one of the transfer students to move there next semester for the Vytal Festival.

Student- You are a student at a combat academy, training to be a huntress/huntsman. You're living away from home, in mixed dorms, with a ton of other fit, hormone fueled, athletic, adrenaline addicted young adults. That means you're going to be drowning in pussy and/or dick. You're young, strong, and hot, ready to play the field and enjoy the golden years of your youth. Your starting age is 16+1d4 and if you aren't going to Beacon, you'll be selected as one of the transfer students to move there next semester for the Vytal Festival.

Huntress/Huntsman- You are a fully trained fighter, on the right side of the law and working to protect the next generation. You're likely a teacher at a combat academy, but could be a Specialist in the Atlas military or even an independent professional Huntress or Huntsman. Civilians look up to you and idolize your dangerous and sexy lifestyle. And students? They'll be eating out of your hand as you tell them stories of your daring victories. You'll be able to mold them into anything you need to in order to protect the world, whether that be a new generation of heroes, free use cumsluts, or even, heaven forbid, some kind of bird. Your starting age is 24+2d8.

Freak- Degenerate. Monster. Abomination. That's what they called you, or what they would call you if they knew what you were. You are something inhuman and defined by that inhumanity: a Faunus obsessed with your treatment by humanity, a robot with a soul, or an intelligent species of Grimm. You'll take your revenge the only way you know how, by fucking those bitches with your giant cock until they accept their places as your mewling fuckpets. Your starting age is either 16+1d4 or 16+3d8.

Criminal- You've been led down the path of darkness by your desire to dominate others. At best, you're a bully out to force your unwilling fellow students to service your dick. But you could just as easily be a hardened gangster or even a member of a certain conspiracy that serves a wicked and immortal witch from before the birth of (the current version of) humanity. Regardless, you're always on the lookout for new sluts you can break into submissive slaves. You won't stop until you're resting on a pile of your ill gotten gains and surrounded by the thoroughly corrupted bodies of your former enemies reborn as your minions. Your starting age is either 16+1d4 or 20+1d8 or 24+2d8.

Race

Human (Free, unavailable to Freak)

You are a bog standard human, the most common race that rules the four kingdoms.

Faunus (0-100CP, free for Freak)

You are mostly human except for a single animal trait (or maybe two, since you've probably got an animal cock in your pants too). Faunus are oppressed minorities in all the four kingdoms and also rule their own undeveloped country of Menagerie. All Faunus have excellent night vision. For free, you have no other advantages, as your animal trait is purely cosmetic like cat ears. For 100CP, your animal trait amounts to a minor super power like retractable claws, color changing skin, wings, or hands that can shoot web.

Grimm (0-400CP, discount Freak)

Remnant is defined by the depredations of the Creatures of Grimm. Society is largely structured around protecting civilians from the Grimm, who in turn constantly try to kill humans or mindbreak them into docile broodmares. They lack souls and thus Aura, but their raw strength is enough to make up for it. You are an intelligent example of the Grimm. For free, you can be a Grimm that is no direct threat to a huntress student but must rely on stealth or special abilities, such as an Apathy or some kind of small slime monster that needs to crawl through the pipes to sneak up on sleeping girls in their dorm rooms to molest them. For 100CP, you're a species that is the equivalent of a huntress in training but with no reliance on a limited pool of Aura. For 200CP, your species is more than a match for an average huntress. For 400CP, you're the kind of unstoppable sex monster who can wipe out and impregnate a whole village. You are free from the normal instincts that force Grimm to be hostile to humanity, perhaps because you're old enough to have reigned them in or because you're an experimental Grimmified human created by Salem.

Robot (400CP, discount Freak)

A recent innovation by Atlas, you only appear to be human. But though you have a human soul and the Aura that comes with it, your body is artificial. You are incredibly powerful, designed with the hope that one day units like you could replace huntresses and huntsmen on the battlefield. Your mechanical body is also quite tough. Even being ripped apart would do no more than deactivate you, and with proper repairs you could be rebuilt as good as new.

Perks

Perks are discounted by 50% for their background. Discounted 100CP perks are free.

Porn Logic(Free)

How do these huntresses get away with having so much sex without getting pregnant or catching something? Maybe it's a side benefit of Aura? Regardless, you never suffer from the realistic issues that would arise from living like a porn character. You and your partners never have unplanned pregnancies (as long as you don't want them), spread diseases, a need for cleaning out your asses for anal, or even have to worry about menstruation or refractory periods getting in the way of sex. They won't even worry about protection or think it's strange to forego it if you want them to.

Semblance (0-400CP)

The weak souls of modern man can only manage a semblance of the magical power they once wielded. Each person can learn to unleash a single special power, unique to themselves. Although you could eventually learn to activate your Semblance on your own, for 0CP you can choose to have already learned it, albeit you have discovered that it is of questionable use on the chain, such as Ren's ability to hide from emotion seeking powers or Ironwood's power to... make decisions? It may suck, but at least you don't have to worry about discovering you now permanently radiate bad luck to everyone around you. (Unless you want to. You could also choose a Semblance like Qrow's that has significant downsides for free.)

For 100CP, you have unlocked a normal Semblance. Semblances generally create or control a certain kind of substance or energy, buff/debuff a single attribute of yourself or others, create illusions, or summon combat minions, but some have weirder effects like Raven's ability to open portals to her loved ones' locations.

For 400CP, your Semblance is the kind of broken and lewd power you could base a porn series around. Hypnosis, empowering others through sex, time stops, mind controlling those around you to accept everything you do as normal, bimbofication rays, and similar powers are all possible.

Underdog

Mechashift Crafter (100 CP)

All students at Signal craft their own weapons, but you went above and beyond in those classes. You understand everything about the transforming weapons that huntresses and huntsmen use, and know-how to engineer and forge any of them from scratch. You've also turned your study in a lewder direction, knowing how to make mechashift sex toys, everything from ben wa balls that unfold into something larger once inserted to making a dildo you can disguise as a weird looking toothbrush.

Short, Sweet, Ladies Love It (100 CP)

You have an innocent charm about you. Rather than porn star sex appeal, you've got the air of an adorable little sister or cute boy next door and know how to come off as naive and sweet. Others tend to want to dote on you: giving you cookies, protecting you, and going out of their way to teach you things you might not know, whether that's sex or how to fight. They also have a hard time imagining you have a malicious or perverse bone in your body, usually interpreting evidence in your favor when it looks like you've done something wrong or lewd. It's not like that one loser who can barely fight could possibly be cucking the entire school, right? This is all even more effective on those older than you.

Apt Pupil (200 CP)

So what if you're a little behind the others? That just means you need to work twice as hard if you want to save the world. You're a quick learner, able to go from having no idea of even the most basic information about being a huntsman to being a passable fighter in only a few months of hard work. As a bonus, the people who teach you find your determination sexy, as if you were seducing them while you trained. Those late night training sessions could easily turn into the other kind of late night training.

Universal Love (200 CP)

If you want to wind up with the entire cast in a harem, you'll quickly run into problems. Some girls aren't into girls, or guys. They may not want to date their students or someone who's already in a relationship. Some of them are married or related to you. But for you, none of those are obstacles. Those you are attracted to will ignore sexual orientation, race, relationship status, age, and incest taboos when it comes to you, nor will anyone else find it objectionable. Go on, date your sister and her wife at the same time.

Heroic Romance (400 CP)

Should you wish it, all those heroic deeds you're going to get up to have the side benefit of endearing you to those you help as they become far more grateful for actions they see you undertake on their behalf. The more aid you provide, the greater the effect. Helping someone train in combat might produce a little crush, while saving someone's city from being destroyed would have them dropping their panties as quickly as they could get you alone.

Inspiring Leader (400 CP)

You have what it takes to be an amazing leader. You have an incredible grasp of battlefield tactics, true, but that's only the beginning. You have an innate understanding of your subordinates, their strengths and weaknesses, and how to smooth over conflicts and iron out personality flaws. You have the charisma to make a racist and a member of a terrorist organization that opposed her family her whole life into parts of a well oiled machine. Under your direction, your team is sure to give everything 110% whether you're setting their strategy for a fight or organizing an orgy.

Harem Hero (600 CP)

You have unusually large Aura reserves much like Jaune, giving you incredible stamina both in combat and in the bedroom. And boy are you going to need it. You keep running into very obvious chances to easily seduce others, especially those amazing women (or men if you prefer) who serve as the main heroes and villains of the world. A famous prodigy fighter? The heiress to the largest corporation in the world? The daughter of the leader of a major nation? Your teacher who's part of a conspiracy to protect the world? They'll all be eating out of your hand. And it won't stop there. You are so lucky that even villains out to commit mass murder for power or thousand year old witches bent on destroying humanity will be drooling for your cock. Play your cards right, and you could save the world purely through sex.

Silver Eyed Warrior (600 CP)

You were born with silver eyes and with training you can use them to destroy hostile magic or creatures made from it, like the Grimm. You can choose to pass the eyes down to your children and, after this jump, the cosmetic change can be toggled. But even above the normal benefits of silver eyes, you are mostly immune to corruption. Corruptive effects only provide you with their benefits. Any drawbacks will be ignored or twisted into debauched but ultimately harmless sexual deviancy. Trying to turn you into a Grimm monstrosity designed to kill everyone would at most make you into a super powered futa who was obsessed with fucking others into happy and loving slaves and you may well turn the tables on the witch who did it to you.

Student

Escaping the JNPRzone (100 CP)

What is wrong with the boys at Beacon that they can't notice the gorgeous babes throwing themselves at them? At least you don't have that problem. Rather than futilely dropping hints at an oblivious teammate, you know how to smoothly transition from friendship to fuck buddy, or a real relationship if that's what you'd prefer, and how to easily maintain a friendship after making a failed pass or turning someone down.

Knockout (100 CP)

Training for a life of fighting has left other students fit, but you're smoking hot even by their standards. Whether you're tall and swole, slender and svelte, petite and elegant, or something else, you're extremely attractive. Adding to that, you have an excellent fashion sense, at least as it comes to the flashy clothing huntresses and huntsmen wear. You don't have to put any work into maintaining your looks either, your hair staying perfect even camping in the wilderness fighting monsters all day.

Classy (200 CP)

Unlike most of the uncouth sluts you're forced to go to school with, you know how to maintain a good reputation and public image even if you're getting gangbanged by a dozen Faunus studs every weekend. You're intelligent enough to be the smartest girl in class too and have a world class artistic skill such as singing. Plus you know how to actually carry a conversation and be an entertaining date, instead of just a set of holes to fuck.

Huntress of Pussy (200 CP)

What's the point of going to school if you're not going to get laid? You know just how to flirt with and pick up chicks. You're never going to sleep alone if you don't want to and can quite easily pick up a cutie or two by going cruising through the clubs and bars. You also have a tendency to run into people you're attracted to when they're most vulnerable to seduction, whether because they're horny and looking to get laid or because they're emotionally vulnerable and running away from their team and have no other shoulders to cry on.

Unbreakable (400 CP)

The Grimm are an ever present threat, one you have trained to overcome even in the worst case scenario. No amount of pleasure can ever "mind break" you or be used to train you as a

slave. You'll laugh it all off and fuck back all the harder. If the aggressor is foolish enough to persist, you may well wear them out, fucking THEM into a stupor until they're the one with an ahégao or left feebly crawling away as their cocks are unable to get it up again.

Party Animal (400 CP)

You always know where all the best hang out spots are, where the hottest parties are happening, and where people go for a casual hookup. You have a sixth sense for this kind of stuff and nobody ever minds you crashing a party or showing up as a complete stranger at a gloryhole. And if nothing good is going on? You've got the skills to throw the most epic of parties. When you do organize an event like a party, an orgy, or set up a glory hole, rumors always spread to the coolest and most attractive people around who would be interested, ensuring that you have enough guests.

Prodigy (600 CP)

You are a legend in the making. Like the Invincible Girl Pyrrha Nikos you could take four other skilled peers by yourself without breaking a sweat. You gain fame quickly when you work to promote yourself, offers of interviews with cute reporters and breakfast cereal endorsement contracts rolling in, and tend to gather fan clubs of attractive groupies for your exploits. And you're as skilled a lover as you are a fighter, either from practicing with all those groupies or because you've been training just as hard to prepare for that one special someone you're hoping to meet.

Yangbang (600 CP)

Yang's Semblance lets her get stronger the more hits she's taken. You have an ability that is much the same, only applied to sex rather than combat. Sex doesn't tire you out. Instead, the longer you have sex and the more you push yourself, the greater your stamina increases, the harder you can fuck, and the better your multitasking when it comes to pleasing multiple partners at once. Going a couple of rounds with someone would make the final time more intense, while letting everyone in a club gangbang you all night long would leave you feeling like you just had a good massage and a relaxing night of sleep while your hundreds of partners would all be totally wrecked.

Huntress/Huntsman

Cool Uncle (100 CP)

It can be hard connecting with the kids these days with their crazy fads. But the younger generation considers you to be almost one of them, an older and more experienced friend who they can come to with their problems. Or they might just want to hang out and play video games. In fact, they wouldn't even be opposed to dating you. After all, you aren't some old foggy. To them you're a mature and trustworthy adult who would be an excellent teacher for their first romance or first roll in the hay.

Silver Fox (100 CP)

You have a mature beauty, giving you the bearing of a true MILF/DILF. Even as you age, you'll at most get a few gray streaks in your hair that make you look distinguished, staying as attractive as ever. People who are younger than you find you especially alluring, and you're likely to be a student favorite if you ever become a teacher. You also tend to bring out your partners' more immature sides. Be prepared for being called "mommy" or "daddy" a lot.

Bad Luck Charm (200 CP)

People around you tend to have minor but lewd accidents. Wardrobe malfunctions, women running around a corner and smashing their tits into your face, or you walking in on others masturbating will be common. They'll never blame you for these, as they're just bad luck after all, but they may well be turned on by the humiliation from being exposed to you despite all logic as long as they find you attractive otherwise.

Impressionable Young Minds (200 CP)

Whether you're a real professor in a combat academy or just teach nubile young apprentices to fight for an excuse to touch them, you're actually good at it. You understand how to teach well enough to get even someone with no experience good enough at the basics to hold their own, whether on the battlefield or in the bedroom depending on what you're teaching them. And one may well turn into the other considering that the more time you spend teaching someone you're attracted to, the harder they tend to fall for you.

Discipline and Punishment (400 CP)

As a teacher or superior officer, it's your duty to maintain order. When it comes to handing out erotic punishments, not only are your bosses and the public perfectly okay with it, but the one you're punishing won't do more than be a bit bratty and ineffectively struggle against it as long as they're truly guilty of breaking the rules. Nor will they hold it against you any more than they would a more normal punishment.

Secrets and Lies (400 CP)

Why do you keep calling that one teacher to your office every night? Are you two fucking or part of an ancient conspiracy to keep divine relics safe from an evil witch? Others won't even get that far in their theorizing, because you're just that good at keeping secrets and organizing hidden conspiracies. You've got the political savvy to operate while avoiding official scrutiny (indeed, while requisitioning government assistance without revealing the real reason why) and the experience to keep the public ignorant and your rivals guessing. What do you have worth running a conspiracy over other than some kind of sex cult? That's where your new ability comes in. You can shave off part of your powers and grant them to others. You can grant up to a fourth of a power to one person, with them gaining exponentially less from it the less you give. A fourth of your magic power would make them a somewhat weaker and less versatile mage, while a smaller fraction might give them only the power to turn into a bird. When granting it, you can set whatever criteria you want to decide who the power goes to when the current holder dies, such as making it transfer to the hottest MILF in the world, and you can always take it back with the holder's consent or by personally killing them even if you didn't set the power to come back to you. It returns to you at the end of a jump in any event.

Hard Men Making Hard Choices While Hard (600 CP)

Remnant is a dangerous place, and it's up to you to take the reins of civilization for its own good. You've got the talent to run an army or other quasi-military organization like a Combat Academy, but that's not enough to do what needs to be done, at least you claim. People are far more willing to listen to your more unorthodox ideas about how to keep society safe. Maybe you want to breed as many silver eyed warriors and holders of the Schnee family semblance as possible, even if you have to use a few of the girls from the nation's Combat Academy as incubators. Or maybe you decide that criminals should serve their sentences in the stocks as free use cumsluts to keep the Grimm at bay by masking negative emotions with pleasure. Not only can you talk people into it, but your erotic ideas work far better than they really should, as if you were turning the world into a porno fanfic around you.

Robotics (600 CP)

When you were young, you had a dream: a sexbot with a soul. Unfortunately the military wouldn't fund that, so you had to learn how to put other capabilities into the sexbot to justify the immense cost. You are now the equal to Dr. Polendina, whether you studied under him or are a rival genius. You have the engineering knowledge to build robots from the simple Knight all the way up to soul and aura bearing androids like Penny. Given the right resources, you could create a tentacle robot or something useful like a giant mecha or a machine to transfer aura from one person to another.

Freak

Hung Like a Horse Faunus (100 CP)

Your penis is absolutely huge. Not just larger than average, but the kind of hulking monstrosity that will induce total cock shock in any woman who sees it. And somehow you can shove it into anyone with no prep and have it feel amazing for both of you, whether you're penetrating a girl's cervix or even using other body parts (like tentacles) to fuck her nipples. People seem to be able to tell this, not putting up more than token resistance to having you plow them with a meat log. If you're female, you can have this make you a futa and/or give you gigantic tits.

You're Taking This EXCEPTIONALLY Well (100 CP)

Simple souls may be willing to accept people no matter how they look, but most are not so open minded. Still, you find that when others discover what you really are, they're far more willing than they normally would be to judge you by your actions rather than your birth. Whether you're a Faunus or a robot, they'll be much more likely to accept you as one of them. And of course they'll understand if you felt the need to hide what you are from them at first and will quickly forgive you.

Little Black Bow (200 CP)

You are a master of disguise, able to convincingly make yourself look like a wide variety of different individuals given enough time to prepare some props. You've also picked up forging to give yourself new identities or fake qualifications. And as long as you aren't trying to impersonate someone they know, people will tend to overlook any flaws from wearing these disguises long term. Why does that one girl never take her bow off, not even in the showers or while she sleeps? It's probably just her style. She couldn't be hiding cat ears inside it. And while that new boy might not seem like he knows how to fight, his transcripts said he was a fine fighter, so it's probably not worth questioning.

White Fang Agent (200 CP)

Are you a White Fang operative by any chance? You certainly have the skills to work as one. You know how to sneak around military bases or dorm room halls after curfew without getting caught, to steal dust or panties right out from under your target's nose, and cover up your actions and keep your secrets safe.

Bad Boy (400 CP)

Chicks dig bad boys and you know how to exploit that. Whether regaling girls with tales of the anti-Faunus discrimination you've faced or bemoaning that you are cursed to be forever outcast for being an intelligent Grimm, you know how to get them eating out of your hand and desperate to use their bodies to help heal the pain in your soul. It helps if you actually have something sad in your past to brood about, but you could bullshit something if you don't.

Smell Fear (400 CP)

Grimm can detect negative emotions in a wide range. Whether you're a Grimm yourself or not, you share this ability, able to hunt people down by their fear or determine if the person sitting across from you is feeling angry. And you have one very special emotion that you're even better at sensing: lust. You can even feel what would inspire lust in a person you study, able to predict what would get them hot and bothered even if they're not feeling anything yet.

Alpha (600 CP)

You are the pinnacle of your species and everyone who looks at you can see it. While you aren't necessarily much stronger than a bodybuilder, you ooze masculinity/femininity (as well as a sexy smelling musk if you want it) in a way that lets everyone know you're prime breeding material. Other members of your species instinctively view you as a leader and can quite easily be made to submit, especially if they're normally mindless creatures like Grimm. As for members of other races, they can't help but be stunned by your obvious virility and exotic charms if you put the moves on them. Even a racist Schnee couldn't help but nearly cream her panties if you offered her a walk on the wild side.

Knotted (600 CP)

Beyond any mere human lover, you know how to leverage your inhuman anatomy to put hearts in the eyes of anyone you're rutting. You can easily control all your tentacles at once for maximum pleasure if you were an octopus Grimm for example, or you just know how to best use your inhumanly large horse cock. The incredible animal passion you unleash on your partners in the sack can ruin them for all other species. Whether you're getting human sluts addicted to your Big Faunus Cock, breaking women into GRIMM'd onaholes, or collaring and leashing Faunus girls as pets for their rightful human masters, you can choose to make your partners fetishize your race and lose interest in all others.

Criminal

Henchman Whisperer (100 CP)

Bad help can be so hard to find, but you seem to have a knack for building up lackeys from people on the wrong side of the law and keeping them genuinely loyal. You just have that special bad boy charisma that makes you come off as charming even while you do evil. You could pick up a street thief and forge her into a dedicated ally on your plan to burn down the world, instead of having her stab you in the back at the first opportunity at a life that doesn't involve becoming an internationally wanted terrorist or working for a psychotic witch. If you're nice enough, they might even stay devoted past your death, swearing revenge on your killers. She might be a little psycho, but she's YOUR little psycho. Comes with a sexy voice for you to order your minions around with.

Intimidating Informant (100 CP)

Why would a huntress ever give into blackmail, especially over something as petty as some nude pictures? Even leaving aside their ability to go to the authorities or just murder you, is your threat really worse than getting broken into a sex slave? Luckily for you, people you blackmail tend to act like porno heroines, giving in to social threats for sex far more easily than a normal person and being far less likely to consider alternate ways out of the problem.

A Little Bird Told Me (200 CP)

What are the odds that the class bully jock would ever run into anything he could blackmail girls with, much less multiple times? Somehow you keep tripping over opportunities for it though. If a guy is going to admit to his hot girlfriend (who would do anything to keep him in school) that he faked his transcripts to get it, you can bet the conversation will happen right outside your dorm room window. These kinds of occurrences will be a regular event for you, as you keep accidentally learning secrets that attractive members of your preferred gender would be desperate to keep hidden.

Bait (200 CP)

Breaking one of the cute huntresses into your sex slave or prostitute can be a dangerous business, especially considering that they work in teams of four. People who investigate your nefarious sexual deeds tend to either deny what's really going on or let their emotions get the better of them. Either way, they will look into what you're doing to their friend/sister/daughter on their own, rather than rounding up a posse of Aura users or going to the authorities. This will give you a fair shot at getting them alone so you can sink your claws into them too. You can even activate this intentionally by giving someone a clue that something's not right with one of

their loved ones, getting them to look into the situation and try to get you alone to force an explanation out of you.

Criminal Mastermind (400 CP)

Running a criminal empire is hard work, but you make it look easy. You are a master crook, able to do everything from plan heists, gather and control lackeys, keep your long term operations and businesses making money, fence the goods, and launder all the profits. With enough time and work, you could be running the criminal underworld wherever you put down roots, with a whole chain of brothels full of your slaves raking in cash for you.

Slave Breaker (400 CP)

Huntresses can be a strong willed lot. It would take a true dominant to break them into adoring sex slaves. Someone like you. You are a master of slowly molding someone into your ideal lover through strict sexual training. With enough time, effort, and anal rape, that fiery and pure hearted heroine can be rebuilt into a slut who will spread her legs for you on command and love whatever you do to her. The process will take many sessions however, so it would behoove you to keep them under your thumb with blackmail or at least keep them captive in a hidden sex dungeon for a few weeks.

Grimm Corruption (600 CP)

It seems you've taken a dip into the same pool Salem did. You now have the power to control and create your very own custom sex monsters, even ones that can live symbiotically inside humans. You could create a dick worm Grimm that will act as a penis for the woman it bonds with, allowing them to fuck the power out of a Maiden to steal it for themselves, for example. You could even transform a human into a super Grimm, probably as part of some plot to have them fuck all the huntresses in the world senseless. Or you could be boring and grab some Nevermores for use as normal fighters. Comes with toggle-able pure white skin with black veins and black eyes.

Remnant of Magic (600 CP)

Ignore that age roll you made back at the beginning. Turns out you've been around the whole time, back before Remnant was a remnant of anything. You are an immortal member of the original human race, with the full power of magic at your beck and call. Like Salem, you too have been cursed to never die, resurrecting in place whenever you are killed. This will only happen once per jump while on your chain, but afterwards it will happen as often as you need.

This makes you one of the strongest people on the planet, but far more importantly you can use your spells for various perverse ends, from spying on girls in a locker room to casting spells to inflict crippling lust.

Items

Items are discounted 50% to their Backgrounds. Discounted 100 CP Items are free.

Underdog

Box of Endless Cookies (100 CP)

Or another desert if you prefer. The important point is that you look absolutely adorable whenever you are enjoying a taste of your favorite snack. People's hearts will just melt as they see you enjoying the simple and childish pleasure of gorging on these sweets, especially if you offer to share. A never ending, portable food source you can bring with you on wilderness missions is probably worth something too.

Pet Dog (200 CP)

This cute little boy isn't just a bundle of fun. He's also a combat trained Aura user, ready to jump into combat at your side. Fits easily inside of bags or mail tubes. If you like, he could also have been trained to provide certain pleasures that a huntress might need on those lonely nights. He counts as a follower.

You can choose a different Aura trained animal of your own if you wish. Or even take Zwei if you want him. But please do not take Ruby's friend away if you aren't also going to take her with you.

Day Planner (400 CP)

It can be hard to make time for those special someones in between class and homework, especially when you're dating your team, the team across the hall, several upperclassmen, one of your teachers, and a few assorted criminals. That's where this special Scroll comes in. It never needs to be charged, can communicate with other Scrolls or similar personal communication devices like cell phones even without infrastructure that should be required, and has a full schedule for everyone you're romantically or sexually engaged with, up to the extent that they would be willing to share their activities with you. You can even publish all this information to everyone's scrolls, along with orders or invitations to events. This way your entire harem will always know who's turn it is and when you can sneak in a quickie or throw an orgy with everyone.

Harem Pad (600 CP)

An unassuming house at first glance, it has far too much room on the inside. Maybe an empty nest left behind when your seven sisters all grew up and moved away? Regardless, this cozy little place always has an extra room available no matter how many people are living here, allowing you and all your lovers to stay together after graduation. You can choose to take it with you or to have it appear behind a door in your warehouse in other jumps.

Student

Wardrobe (100 CP)

What self respecting girl would only wear one outfit every volume? You have an entire year's worth of sexy and fashionable (if garish in that JRPG kinda way) outfits. All of them are able to stand up to the rigors of a huntress's life and all are tailor made to be extremely flattering on you.

Dust Supply (200 CP)

All technology on Remnant is powered by the elementally charged crystals known as Dust. It's used to fire bullets or even just raw to cause explosions. Every week, you receive a crate with a sizable supply of the stuff, enough to keep your weapons loaded even with heavy use.

Gym (400 CP)

You own a gym. It makes money, sure, but more importantly it draws in a certain clientele. That is to say, hot young women who are looking for a very specific kind of workout and well muscled men who are happy to give it to them. The iconic uniform members are provided is quite attractive too.

Mansion (600 CP)

Turns out you're loaded. Not only do you have tons of Lien, enough to give the Schnees a run for their money, but you have a giant mansion staffed by very attractive maids and/or butlers (your preference) who would do anything to keep their jobs. Of course it has a sex dungeon in the basement. You don't even have to ask. And several master bedrooms for more romantic fun. The money won't replenish between jumps, but the staff will come with you as followers and they'll keep getting their salaries paid from nowhere.

Huntress/Huntsman

Alcohol Supply (100 CP)

The perfect ice breaker, this flask never runs dry. It's especially tempting to those who are too young to legally drink. They'd be ever so grateful to a cool uncle who was willing to slip them a sip, willing to prove that they're big girls now, ready to do adult activities like drinking.

Cybernetics (200 CP)

Part of your body has been replaced with cybernetic parts. They're rated for combat, but also come with sexual functions as well for those who are willing to experiment with what technology can offer them in the bedroom. You choose how much of your body has been replaced, including none at all if you just want some unused cybernetic parts in a case for some reason.

Atlas Airship (400 CP)

You have somehow been given ownership of this state of the art Atlas military airship. It comes with a battalion of combat robots, who are powerful but with questionable network security, who are yours to command. It also has a laboratory dedicated to robotics, perhaps to provide maintenance to the P.E.N.N.Y. unit.

Combat Academy (600 CP)

You are the owner and headmaster of your own Combat Academy. Maybe you are a kingdom's second academy, a rival to Beacon in Vale perhaps. Or maybe you're Menagerie's first official huntress school. Or even an independent institution on an isolated island somewhere. The staff are all attractive. They count as followers and will be able to unlock people's Aura in future settings, even for students who don't have souls. You can set public (or secret) entrance criteria, and fate will conspire to gather as many as is reasonable to learn to fight at your academy. Make all the students and teachers attractive lesbians if you want.

Freak

Mask (100 CP)

This mask does an unreasonably good job of disguising who you are for how little of your face it actually covers. It's not enough to stop people from catching you putting it on or finding it by searching your belongings, but it lets you do a fair Superman impression by running into somewhere unseen and emerging unrecognized with the mask on.

Bookstore (200 CP)

This little out of the way shop is a perfect place to plan clandestine activities or negotiate criminal deals. People's eyes just seem to slide off the place when investigating crimes. Nobody will come in here unless they genuinely want some books or if they tail you in. The owner is a follower, works for you, and is willing to play along and pretend not to notice if you bring someone in for some exhibitionist fun.

Hidden Den (400 CP)

Whether this place is a Grimm infested cave or a White Fang camp, it's a secure location out in the wilderness that you know well. Any prisoners you bring here will become impossible to track, meaning you're guaranteed to have them at your mercy. Help won't be coming unless they manage to escape on their own.

White Fang Cell (600 CP)

This cell of the White Fang follows you over any other leader. They are all trained combatants of varying skill and are convinced that you are the best possible candidate to lead them to freedom from human oppression. Even if your orders are of questionable value to the cause, their faith in you is sufficient to keep them working for you even as you're impregnating them all in nightly orgies for "team building exercises." They count as followers and you can decide their demographics, such as making them all attractive catgirls.

Criminal

Fake Transcripts (100 CP)

Need to infiltrate a school as part of your evil plot or bluff your way onto an airship to rescue your captured boss? These papers are your answer. They can be made to appear as perfectly normal identity documentation for whatever low ranking position you want. No making yourself seem like a general.

Aphrodisiacs (200 CP)

This collection of colorless and tasteless drugs will ratchet up the sexual desires of anyone who partakes of them. You could use these just to keep going longer with a consenting partner, or you could easily drug a girl and take advantage of her desperate need for cock. Your supply is refreshed every week.

Club (400 CP)

This dance club is popular enough on its own, but it harbors a secret. It's the headquarters for your very own gang, a collection of thugs who count as followers and who will be willing and able to go out and commit crimes under your direction. The basement is set up for use as a brothel though it's currently empty. You'll have to round up some products for it on your own initiative.

Magic Castle (600 CP)

This giant yet oddly empty fairytale castle is hidden in the wilderness and guarded by Grimm who are obedient to you. It's isolated and difficult to reach, an inconvenience but also a great place to keep prisoners. The place is surrounded by pools of magic that make the process of creating new Grimm easier and the building is enchanted to empower any dark spells cast within.

Companions

Companions (50-300 CP)

For 50 CP each, you may import or create a custom companion. Companions receive 600 CP to make their builds. Or for 300 CP you can import/create in any combination up to 8 companions. You may ensure that your school teams will be organized however you want between yourself and/or your companions.

Don't want to leave teams to chance or take a place on a canon team, but also too lazy to make your own custom characters? Consider some of these premade ones:

-Grape Ira is a girl from the wrong side of the tracks. Growing up under the strict supervision of her adoptive "mother", she's finally broken away from her as she entered your combat academy. Unfortunately she hasn't left her life of crime behind, as she likes to use her Semblance to molest and rape girls in town. She is proud of her long purple hair, and her Semblance lets her flood it with Aura, essentially giving her several tentacles to fight with alongside her normal weapons.

-Kandy Eostre is a secret member of the White Fang. Her bizarre plan to wipe out humanity does not involve violence, but instead breeding humans into extinction. The chocolate skinned rabbit Faunus plans to use her giant tits to seduce weak human men into breeding her alongside her fellow radicals, pumping out enough children over several generations that only Faunus are left. And when everyone is a Faunus, no one will be. Her Semblance lets her create egg shaped energy balls which explode when stepped on, which she hides around the battlefield.

-Ms. Peabody is a teacher at the academy, and she is so fed up with all these sluts constantly fucking. Her Semblance gives her extremely sensitive skin, enough that she can feel and identify those around her through vibrations in the ground and air. This allows her to quickly find and put a stop to students screwing around in cars or in public, giving her a reputation as a real hardass. Unfortunately, she has to suffer through all the orgies students throw in their own rooms as those aren't against the rules. Sensing others having sex day in and day out is driving her up the wall, and if she doesn't get laid soon she may well snap and let one of her students fuck her super sensitive pussy until she drops unconscious from overstimulation.

Oh wait, shit, that one wasn't a student. Err, maybe she's the public morals committee chairwoman instead of a teacher?

Canon Companions (50 CP)

For 50 CP each, you can make one canon character your companion. You may define how you met in your backstory, or how you will meet once the jump starts, within reason. You might be another sibling of Ruby and Yang's, or decide you'll meet Blake in a situation where you'll likely hit it off and become friends or meet Weiss the first time in a dark alley while she's alone and easy to kidnap.

Harem Option (100 CP)

Want to bring every fuckable character from the series along? With this option you can invite as many characters along on your chain as you want. Any that accept become companions, but they all share a single slot that splits any future import purchases among them.

Seven Sisters (100 CP)

You have seven highly attractive sisters (and/or brothers) of your own design. They don't get any CP, but they all take up only a single shared companion slot, sharing any future purchases between them. You can include a MILF mom and/or DILF dad if you want to bang even more of your own relatives. Or maybe even two lesbian moms?

Drawbacks

Specific Fic (+0 CP)

Instead of jumping a generic porn setting, you can jump a specific RWBY porn story. The purchases from this document won't get any stronger even if you somehow find a super high powered fic to jump.

Cardin Fucking Winchester (+100 CP)

Cardin Winchester is out to bully you. It doesn't matter if you're older than him or not even in school, he will be dead set on finding a way to blackmail, cuck, or just harass you. And while he doesn't have any special ability to succeed at this beyond those of a huntsman with unusual amounts of luck at running into blackmail material, the gods have for some reason barred him from death just like Salem, so killing him will only be a minor inconvenience to his plans, NERD!

Friendzoned (+100 CP)

Man, Nora and Pyrrha sure are loyal and supportive friends to Ren and Jaune respectively huh? Just like you and anyone you try to pursue. Interested? No way, you're all just being friendly! You're going to have to work very hard to get it through anyone's head that you're interested in fucking them. Even attempts at rape will instead be interpreted as covers for deadly attacks and reacted to with appropriate force.

Ignorant Viewpoint Character (+200 CP)

How are you this ignorant about Remnant? You have forgotten all your meta-knowledge about RWBY and even managed to make your way through any background memories without knowing basic facts about Remnant, even ones highly relevant to your own life. Much like Jaune having no idea what Aura was despite wanting to be a Huntsman, you will need a crash course in how the world works if you don't want to make a fool of yourself or worse.

In Heat (+200 CP)

Even if you're not a Faunus, you experience cyclical periods of sexual heat, in which you become overwhelmed with the desire to fuck. Can be highly embarrassing around strangers, but very dangerous if you're near Grimm or criminals when it strikes. Better hope you can find a lover with great stamina to help you take care of it.

Main Plot Ho! (+200 CP)

Salem has abandoned whatever stupid porno plot about futa Grimm she was going to do. Now, even though the world is still oversexed, the villains are still going to go through with the main plot from the show, leading to massive death tolls if not stopped. And team RWBY weren't very good at stopping it even in the canon world where they weren't all too busy getting fucked in every hole to train.

Petplay (+300 CP)

Your species, whatever it is, is at the clear bottom of the social totem pole. Maybe all Faunus are kept as pets by human owners. Or maybe the White Fang has recently overthrown all four kingdoms and now keep humans as sex slaves. Maybe robots are known and considered nothing but objects, or as a Grimm your species is controlled and used like Pokemon. Expect to face constant discrimination, harassment, and probable rape and enslavement wherever you go.

Yandere Ex (+300 CP)

Remnant is not a place for peaceful breakups. Just ask Salem or Adam. You have an ex-lover who is as obsessed with you as they are with their respective exes. They are as strong as you are from the purchases in this jump and are out to kill you. At the end of the jump, you can take them as a companion if for some reason you want to.