

Seikon No Qwaser: The Jumpchain

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Ah, Jumper, welcome back to Earth, assuming you've ever left. Now, I could tell you that you are about to embark upon a grand adventure filled with twists, turns, and plot curve-balls that will leave you going "Wha....?" For weeks,

but I can't say that with a straight face. Oh sure, moments like that exist, and in fact there IS a dire situation boiling just under the surface of the society of this world. There is an ample amount of bloody violence, people getting torn apart in horrible ways, mind control, torture, brainwashing... but I'm pretty sure that you don't care one whit for any of it. Or the rather pervasive Catholic subtext.

You're here for boobs, for an Ecchi experience that walked right up to the boundary between Ecchi and Hentai and kicked that line so hard in the balls it changed what an Ecchi could mean. You're here for breast play, lactation, and even a sub-set of breast expansion.

Why is any of this a thing? Because Qwasers, the local version of superhumans. A Qwaser is a human being that can control one of the elements from the periodic table: Iron, Silver, Carbon, etc. But their power doesn't come for free. They need Soma, an essence generated in the breasts of women. And the best way for a Qwaser to get that Soma is to drink it straight from the tap, so to speak. So yes, mouth to nipple. And Qwasers can be of either sex, so feel free to let your imagination (and perverted fantasies) run wild.

Depending on your ambitions this Jump could either be a nice, quiet belay while the plot carries on as it normally would, provided you don't 'butterfly' anything. Or, if you dive into the thick of it, you could end up horribly dead, brainwashed, or otherwise enslaved. And just be aware that the "good guys" aren't necessarily on your side.

However you're going to approach this, take these 1000 CP to fit yourself into this world for your time here.

Origin

Regardless of Origin you will be starting your "journey" in the vicinity of the St Mihailov Academy. Drop-Ins will start in an alley somewhere in the vicinity of the Campus. Damsels will be either students or staff depending on their chosen age. And Qwasers will take the place of Sasha Hell the Marty, searching for the all-important "McGuffin." No, it's not really important for me to tell you what that "thing" is.

Both 'Damsel' and 'Qwaser' may be toggled to "Drop-In" if it fits the narrative you want to explore.

-Drop-In: Free

Don't fix what isn't broken, right? Exactly what it sounds like, you enter this world just as you were upon leaving your last Jump. Your sex and age are as they were as well. Of course, while you come in with no inherent enemies, you also get no in-Jump defenses or help beyond what you can talk your way into, or brought with you.

-Damsel: Free

... Are you sure about this? I mean, nothing against you for picking this, but this option almost literally puts you into the "damsel-in-distress" role implied by the Origin option. Of course, it also makes you one of the outright hottest commodities *ever* when you consider all the Qwasers that run around in this universe. Which makes it highly unlikely that you are going to be genuinely harmed... but *enslaved* is still going to be on the table. Make sure you find someone strong to protect you! Oh yeah, and this Origin is the only one capable of generating Soma, just to make that perfectly clear. You will be 16-30 years old, and you **MUST** be Female, for obvious reasons.

-Qwaser: (-200 CP)

The big guns, so to speak. And in-universe the only people that have anything particularly, directly powerful about them. Upon taking this Origin you must select one real-world element from the periodic table to be your controllable element. And, before any cheesemongering Jumper with cursory knowledge gets cute and picks Hydrogen "the building blocks of everything else" know that molecular control of an element is prohibitively exhausting. Molecular control that is also re-arranging formed elemental bonds? Nearly impossible. There is a very good reason that the most potent Qwasers manipulate metals; iron, gold, lead, etc. They are fairly simple to use and the elements are fairly common. Your age is up to you... don't be weird about it, please?

Perks

Discounts are 50% off, and Discounted 100 CP Perks are Free.

Drop-In Perks

-Missionary: (-100 CP)

You know the phrase, “agree to disagree?” Well now it’s in full effect for you. As long as ideals you profess aren’t backed up with violence or other forms of aggression on your part you will find people far more willing to simply live and let live as long as you’re involved. Now obviously this isn’t *too* crazy for a free or nearly free Perk. You can’t be spouting words of demonic love in the Vatican and expect to not be purged.

-Chapter and Verse: (-200 CP)

Have you ever read the Bible, Jumper? No? Well, given the frequent theological dumps in-universe you might want to get on that. And to help you get through such a massive, and horribly organized, text there is this little Perk. Your reading retention and comprehension skyrocket, allowing you to tear through, not literally, massive bodies of text with minimal effort and maximum comprehension. To what degree? Well, read the Bible once from cover to cover and you could argue Catholic with the greatest of Bible-scholars on even footing.

-Voice of God: (-400 CP)

A.K.A. The envy of TV evangelists everywhere. You have a magnificent speaking voice, which carries far and clearly even without the aid of audio enhancements through disruptions like inclement weather. Furthermore, even if those whom you are speaking to cannot understand the language you are speaking, they can still comprehend the general gist of your words.

-Jumper, The Pope: (-600 CP)

Now, this Perk doesn’t *actually* make you the Pope. It *does* make the process of attaining the position, or similarly high office, trivially easy through a mixture of extreme charisma, exemplary social manipulation, and luck that tends to make you the most attractive candidate for whatever post needs to be filled. It might not make you king overnight, but if you’re right next to the king and something unfortunate happened to them, well, certainly no one would object to you stepping in.

Damsel Perks

-Milk-Tanks: (-100 CP)

Well, for all intents and purposes, there is a bit of a size-requirement to be an effective Soma font. So, assuming you weren't bigger already, this is a free up-cup to a minimum of a C-cup, all the way up to an I-cup if you think you can handle it. If you already happened to be that big for one reason or another, we'll just say your breasts get an appearance upgrade in terms of softness and complexion. It should go without saying though that bigger is assuredly better, if simply for quantity.

-Self-Serve: (-200 CP)

Ok so, context time. Tomo Yamanobe, one of the two primary heroines (if you feel like calling her that) has a condition in which her life-force is continually evaporating of its own accord. So, she is frequently found suckling from herself, which works. And it works because Soma is simply generated within a woman's breasts, so the woman in particular isn't losing anything. While you may not be cursed with a disintegrating life-force, you will find that you can mimic Tomo's feat for yourself, replenishing your own reserves of stamina, mana, magic, etc, by having a drink from yourself. Shyness/embarrassment shielding not included.

-Damsel Defense: (-400 CP)

You're going to be a much-desired individual, Jumper, doubly so should anyone uncover your true nature. So you can expect kidnapping attempts by jealous Qwasers, individuals working for Qwasers, and even the Adepts, whom are evil Qwasers. I think you should be noticing a theme here. But lucky for you, this Perk exists. So long as you are not physically trying to escape, or fight back, you will find that you will remain almost completely unharmed by all but the people at the very top of the command chain of whomever is holding you. Sure you might suffer the odd grope, or be forced to strip for amusement. But wounds? Death? Never.

-The Sword of Maria: (-600 CP)

I'm sure the name is confusing, so no, this Perk does not grant you a sword. What it does do is both kick your breast's Soma production into overdrive and concentrate the 'quality' to an absurd degree. Technically it does so by drawing upon "all the Soma in the world," but that's not really important. However, as such a simple augment isn't worthy of a Capstone Perk, you get something extra. With this Perk you can bestow Soma production via touch upon any human or near-

human (elf, dwarf, orc, etc) woman you care to, in any degree of ‘flow’ you please. So yes, that does essentially mean you could theoretically immobilize a woman with gigantic, lactating breasts, but you wouldn’t do that, right?

Qwaser Perks

-Elemental Excellence: (Free, Exclusive, and Mandatory to Qwasers)

Choose one Element from the periodic table. You may now control any existing nearly-pure example of your element that you might encounter in the world. You know when your element is in close enough proximity to manipulate (several meters), and you can affect your element in all three common stages of matter: gas/liquid/solid. The former is obviously far more taxing. How exactly you manipulate your element is limited by little but your reserves of Soma and your imagination.

-Breast Feeder: (-200 CP)

Sometimes, when the chips are down, you don’t have the luxury of taking a break from a fight to properly refuel yourself. Sometimes the girl you would otherwise fill up with is hours away across town. Sometimes you just gotta do what you gotta do. In those life or death situations you get a supernatural sense of the next closest Soma-producing bust you can reach, and the ability to swiftly, and pleasantly, suck that woman dry in short order. As long as you genuinely need it, and the situation should be quite obvious if you do, you won’t be on the receiving end of hard feelings or animosity.

-Soma Battery: (-400 CP)

Most Qwasers have serious stamina issues, able to only fight at full intensity for a few minutes at a time before needing a refill. You, with this Perk? Your combat lifetime is measured in hours rather than minutes. Naturally this goes for any other ‘resource’ needed to keep fighting: Mana, magic, etc.

-Sword of Fresh Blood: (-600 CP)

Ahem Remember what I said about molecular control being hard? Chuck that advice right out the window. This Perk allows you to do those absurd things like, draw the Iron right out of your blood to make a scythe, spin out Gold to nano-

thickness and weave it into people's brains to mind-control them. Imbue your element with your will and use it to directly possess people so much you feel their arousal... yes that was a thing. Point being, you are now unquestionably one of the most powerful Qwasers in the world, bar none, and doing those absurd things doesn't tax you like it would a "novice."

Items

Drop-In Items

-The 'Ignore Me' Book: (-100 CP)

Currently, this unassuming little hardcover book bears the text and outward appearance of a standard Bible, though you can change both to any book you happen to have already read with a mere thought. More importantly, raise this open book to your face and all those whom pursue you will find themselves momentarily flummoxed by "where did they go?" This grace period falls off in effectiveness the more potent the enemy or individual seeking you is, ranging from a few minutes for peons and scant seconds for those that you could consider equals. But maybe those seconds are all that you needed?

-Anti-Qwaser Gat: (-200 CP)

It's a gun. You shoot people with it. In more elaborate terms this revolver fires special slugs that adapt to be whatever metallic substance it needs to be to NOT be manipulated by a Qwaser. Do they control Lead? The bullets are now solid steel. Copper? Now you're shooting Gold. The same goes for the gun itself, wherein it will refuse to be warped or manipulated by anyone other than you. The slugs regenerate every minute.

-Saint Jumper Academy: (-400 CP)

Well, if you're going to splurge... This here is your very own "insert religion/ideals here" school that you can largely set the standards for. The curriculum, atmosphere, building aesthetics (within reason, so solid gold is a no), etc. By default it mimics Saint Mihailov Academy in terms of students and faculty,

particularly in the outrageously busty nature of the over-represented female student/teacher population... Actually, where *are* the men...?

Damsel Items

-Requisite Attire: (-100 CP)

Student or teacher, you need something to wear, and this Item literally has you covered. You receive seven almost identical outfits appropriate to your station tailored to fit you perfectly, and ‘perfectly’ in the “impossible anime clothing” way. IE, it’s like someone deliberately stitched an expanse into the garments to leave absolutely no doubt to the size and heft of your breasts. These clothes will magically return to you in perfect condition should they be shredded for one reason or another, and will adjust within a day to continue to fit you perfectly if for some reason you gain weight or have a “growth spurt.”

-Mega Magical Maternity Bra: (-200 CP)

If you’re going to be routinely suckling some Qwaser, you might as well make it easy on yourself. Enter this beautifully stitched maternity bra, in a fashion of your choosing, designed for support and comfort of even the most impossibly endowed woman. And the clasps over the cups make it easy to suckle someone, or yourself, without requiring you to fully disrobe or have your bra torn off in desperation. It also cleans and repairs itself. Guaranteed to never stain!

-Daddy’s Money: (-400 CP)

Ok, so maybe you *aren’t* just some student, or some teacher. This lavish mansion on its own several acre estate is outfitted with every amenity of wealthy young maiden could ask for: Olympic-size pool? Check. Fully-staffed five-star kitchen? Check. Dozens of armed guards with submachine guns? But of course! Recurring allowance of 50,000 dollars a month? Only the best for the best daughter! None of the staff count as Companions, and they cannot leave the estate. Maybe you could just do your school work from home?

Qwaser Items

-Quick-Use Element Aid: (-100 CP)

A helpful convenience, Jumper. A small, five pound supply of your chosen Element to use in case of emergency. It might be a few Iron bars, a roll of Nickel... I'm sure you can divine something suitable to carry around. Returns to you in a day if you somehow lose it.

-Jumper-Drone: (-200 CP)

A more *expensive* option for the more discerning Jumper. This Item is somewhat similar to the above, in the fact that this Item is constructed almost entirely of your chosen Element in solid form, but it also happens to be possessed of a rudimentary, animal intelligence capable of following simple telepathic or verbal commands and fighting on your behalf should you have no interest of dirtying your own hands. While weight isn't something that can be calculated given the wildly varying Elements you could select, the sheer mass will amount to the size of an average human woman... Oh, and that's its default "look," by the way. How impressive would that be walking around with a literal Gold woman at your side?

-Alchemy Chamber: (-400 CP)

Yes, alchemy as in the 'turn lead into gold' alchemy. But for a Qwaser this is SO much more useful than that. You see, merely spending an hour within this chamber with a five pound chunk of "something" will allow you to change your controlled Element to that other "something." Perhaps you want to become the Qwaser of Adamantium? Or Uru? Or Necrodermis? I'm sure you get the idea, Jumper... And yes, you can also just use the chamber to turn mundane elements like lead into gold, if you are *that* lacking in imagination.

Companions

-Import: (-50/-200 CP)

Already have some friends you'd like to bring along in some capacity or another? Smart choice, strength in numbers, blah blah blah. Each Companion you Import, 50 CP per or 200 for eight, receives an Origin of their choice and 600 CP to spend on Perks and Items. Or they can spend the 200 CP to become a Qwaser. The same

rules apply to them as they did to you, Damsels must be Female, Qwasers can be either, etc.

-**“Maria”**: (Free to Qwasers, -100 CP)

No, they don't have to be named Maria, it's just their Title. You see, sanctioned Qwasers working on behalf of the Church have a Soma producing maiden assigned to them to make sure they can function properly. As such this Companion has the Perks Milk-Tanks, and Damsel Defense, along with a non-magical version of the Maternity Bra Item. They are skilled at cooking and cleaning, are inherently devout Catholics, typically wear a nun's habit, and are otherwise completely up to you to create.

-**QILF**: (-100 CP)

This... Lady shouldn't exist. See, she's a Qwaser, of admittedly low ability. But, she also generates plenty of Soma to allow her to function as a talented surgeon via Silver manipulation, Silver being an inherently 'pure' metal. She's otherwise very easygoing, gentle, plump, and hugely endowed even by this world's standards. She's not particularly rich, but she does have a fairly well off house she'd be willing to share. She can't fight though, Hippocratic Oath to “do no harm” and all.

Ara Ara.

-**Canon Character**: (-100/-200 CP)

Someone from this setting catch your eye, Jumper, for one reason or another? Maybe two reasons? Pay this nominal fee and your odds of convincing them to go with you across the multiverse skyrocket. “Normal” characters like Tomo, Miyuri, etc cost 100 CP. Qwasers cost 200 CP each. Naturally, the big bad Qwaser of Gold cannot be Companioned.

Drawbacks

Take as many as you like, you madlad.

-**Underwhelming**: +100 CP

You just, aren't impressive, Jumper. Expect anything you do to get shrugged off with a “meh.” And if you aren't doing anything, expect people to just give you

disappointed stares the whole while. You can still get people to like you, just not with stunts or other antics.

-Pervert: +100 CP

I'm sure you actually are, if you're coming here, but now you'll have that devilish voice on your shoulder giving you all those horrible suggestions that would be a very BAD idea. And expect to get distracted often, even in the middle of combat. *Especially* in the middle of combat.

-Capture Prone: +200 CP

Exactly as it sounds, you have a disturbing tendency to get caught by, anyone. Gangs, museum thieves, desperate losers... You should never find yourself in any genuine peril, and indeed as a Qwaser you might not be in danger at all, but expect to get a certain reputation.

-Clothing Destruction: +200 CP

Because lewd has no preference. This world thrives off of fan service, so why not get you in on the "fun." Taking this Drawback curses your clothing with atrocious durability and the poor fortune to get caught on anything and everything. A simple branch might result in your entire top getting shorn away, or your lower half. And remember, the latter is considered criminal if you happen to be a man.

-Kneel Before Katja!: +400 CP

Ok, so, your experience with this Drawback, and the tyrannical loli, will vary wildly depending on your sex. If you are female, Katja will do everything in her power to molest you into willingly submitting to slavery under her. If you're a man? She'll instead do everything she can to ruin your reputation, probably by repeatedly accusing you of sexually accosting "her tiny, innocent body." And because she's a clear author favorite, expect people to take her seriously, and none of your objections seriously.

-Bottle Rocket: +400

You, Jumper, have a severe stamina problem. Drop-Ins and Damsels will find themselves embarrassingly winded after only a brief period of exertion, perish the thought of a gym class. Qwasers? Your combat life can be measured in seconds, so you better make that one shot you'll get count.

-Jumper VS Braun: +600 CP

Eva Braun, yes THAT Eva Braun, Adolf Hitler's wife, has it out for you. And in the murder sense of the phrase. Perhaps she sees you as an affront to her particular sense of beauty, perhaps not. Either way, she's going to try to murder you at every turn. And she's not going to be overt about it. She's the Qwaser of Mercury, and she'll instead send marionette after poor marionette, seduce and turn law enforcement against you, kidnap people dear to you to lure you out... Your only out of this is her death. On the plus side if you do manage to kill her this Drawback is voided, but don't expect it to be easy by a long shot when you have no way of getting any pertinent information out of the "people" she sends after you.

-Sacrifice: +600 CP

Feeling brave, Jumper? Think you can deal with the dangers of this world purely with what you can acquire here? Then take this Drawback, sacrifice all out of Jump powers, Perks, Companions, Items... Just pray you don't become a martyr due to this bravery. Naturally if this is your first Jump (that'd be funny and revealing) you can't take this Drawback.

End Choice:

So, you lived through it, and/or didn't get enslaved? Well done, I hope you had yourself plenty of fun along the way. But of course, now you need to decide what comes next?

Do you Stay? If this world enchanted you so much?

Do you Go Home?

Or do you press on?

Notes:

-Soma: Post-Jump I would say Soma could be used as a sort of all-encompassing "potion." Limitlessly refill stamina, mana, Ki, chakra, etc. The only "resource" I don't think you can use it to replenish would be 'health.' Ergo, you aren't breastfeeding yourself or someone else out of dismemberment.

-Alchemy Chamber: The substance you bring into the chamber must be a tangible, non-sentient substance. Don't be that guy. No one likes that guy.

-Anti-Qwaser Gat: Think of it as an anti-Magneto gun, that doesn't have to be made out of plastic.

-All Properties can either fuse with your Warehouse Post Jump or exist in their own pocket dimension until you wish to place them again.