

Magical Space Orgy Jump

By u/Sundarapandiyan1 (Daddycool101)

After the previous jump ended, you ended up in space, overlooking earth. An astoundingly beautiful woman appeared before you and introduced herself as Earth, the manifestation of the planet earth. Apparently, having sex releases an energy called tantric energy which hangs around like a sort of background radiation until it reaches a threshold for cosmic spirits like her to manifest. She wanted to select a random human living on her but you were more interesting than that random dude or girl.

Now, have these 1000 Cosmic points to make your purchases on the jumpdoc. At the bottom part of this doc, there's a link to the cyoa this jump is based on. As a freebie, you can give 11 sparks, 6 channels and 1 ring to the spirits of your choice.

All the perks and powers you gain here can be toggled on or off whenever you want. Whenever you enter a setting, you can choose if there's a hidden reservoir of tantric energy (created via people or beings having sex in that setting) you can use to start manifesting cosmic spirits or use the tantric energy for your own purposes (the amount of tantric energy available in a setting depends on how long sentient species have lived in that setting and how widespread the species are. In a space opera setting, you'd have an absolutely enormous amount of energy available. No matter how much energy is available to you on entry, more would keep getting generated as long as people have sex). As a freebie, you can also toggle on or off all your perks and powers and you can set it so that they activate instantaneously or when you're in harm's way.

You get one discount per price tier of perks.

Perks:

Tantric Luck (free): Yes you were selected by the cosmic spirits at random, they didn't think you were cute or something. But you seem to have remarkable luck when it comes to scoring with your preferred sex, especially when they're powerful beings. A nation's empress might fall in love with you at first glance and a star spirit would keep blessing you in the hope that you'd love her, etc;

Tantric physique(100 CP): Your body has been empowered by the energy flowing through you. You're immortal and always stay in your prime. You get infinite sexual stamina and the ability to retroactively change your appearance once per year. And once per decade, you can be resurrected if you die (post spark you get an unlimited amount of 1-ups). Sex is always pleasurable to you and you don't get tired of it. You can decide if sexual fluids (yours and your partners') have a delicious taste and flavour.

Tantric protection (200 CP): You can determine how and when tantric energy is gathered (from consensual sex, from non sexual romantic activities, etc) and can decide if tantric energy can be corrupted by someone else or be perverted for uses you don't like. At the start of each jump, you can make changes to these rules.

Tantric sense (200 CP): Since you're the focus point from which the energy springs from, you are deeply knowledgeable about kinks and fetishes of all kinds, why people are attracted to those kinks, how can you use their fetishes to manipulate them, etc; you know the deepest fetishes of a person with a glance.

Tantric magic (400 CP): You gain knowledge of multiple rituals and spells that can be cast using tantric energy and the ability to research and create entire schools of magic that can be cast using tantric energy and machinery that can use tantric energy to enact large scale effects and miracles or convert tantric energy into other forms of energy. You can teach others how to use these magics and technology. (You also gain knowledge of a ritual that lets you plant a seed of tantric energy in a satellite, with the help of the planet's avatar. The satellite gains a channel of tantric energy from its mother planet and gains awareness and its own avatar. You can only perform this ritual once every year).

Tantric boost(400 CP): The amount of tantric energy flowing through can be thought of as Infinite. You can keep casting spells or powering artifacts without strain forever. You can also use tantric energy in place of whatever supernatural energy you need to use to power your abilities or artifacts, etc;

Tantric uncapper (600 CP): The ridiculous amount of tantric energy flowing through your body perk acts as an uncapper for all your perks and powers and sex counts as training your perks and powers.

Tantric copier (600 CP): You can copy the skills of others and get their powers or variations of powers that suit you if you have sex with them a few times, depending on how powerful their powers are. You can learn or teach skills with a single session of sex and give variations or copies of your powers to those you have sex with. The powers you give start out small but they can improve them with practice or having sex with you.

Items:

There aren't any items on offer in this doc but anything you made or acquired, if you still have it at the end of your stay, it becomes fiat backed.

Companions:

Celestial spirits (600 CP): These beings are the consciousnesses of the planets and sun of your solar system. For free you can take one celestial spirit, the one you've decided to make your spouse (the one you've given the ring to). The spirit brings their planet along as a warehouse attachment which can be inserted in future settings. You can pay 600 CP each to take one more spirit. Or you can do the scenario below to take all of them for free. The spirits' appearance and personality is designed from the ground up to be completely compatible with you. You can choose now, if you want the spirits to connect with their namesake planets in future and gain power over them like how they have power over them in this setting or your spirits' presence causes the planets of a new setting to gain their own spirits who are loyal subordinates to your spirits. If you go with the latter option, the spirits' personalities may have slight to major variations based on the setting but they're still completely loyal to you.

Drawbacks:

Supplement mode (+0 CP): Supplement this jump with another jump. The choice points stay separate between the two docs.

Extended stay (+100 CP): Extend your stay by a decade everytime you take this drawback.

Scenario: A journey through space and time

You had made your choices and chose a planet or the sun to be your wife. But you didn't feel satisfied. You wanted all the celestial bodies of the solar system to feel your love. One day, you dreamt of the Sun, of light and warmth.

Sun was floating in the air near you, her form breathtaking to watch.

"It's nice to see you again, my dear", she smiled at you. "I have seen your desire and I want to help you in reaching your goals. As a star, I am the centre of this solar system so I have more power than the planets, even that power is barely enough for me to notice different timelines.

I've seen 10 different timelines where the solar system has been corrupted due to one planet or the other feeling that you should have been theirs. In a sense, you could say that these timelines are a reversal of what the planets originally wanted to do if you chose to give them a ring." She told you or you could say she gave you an infodump.

TL;dr: You need to travel to 9 alternative timelines, selected based on which planet you've given a ring to. If you've chosen the sun or you really want to be a completionist, you need to travel to 10 timelines but you'd have extra benefits. You can stop the scenario at any time, taking whatever you've won with you by that point. If you lose the scenario, you just leave with all the things you've bought and won, so losing the scenario isn't going to be a problem. If you feel that you can't complete a mission involving a specific planet, you can try it again a few jumps later.

After every jump, you get a chance to complete any mission you lost or chose to forego previously and complete it. You'd still be eligible for the rewards for completing all missions of the scenario if you complete them at once or in parts.

You can do the scenario in whatever order you want.

Mercury: Mercury's gift of soulmate sensing is a perverse variation of its original form, now leading people towards those who hurt them and make their life miserable. Your mission here is to help at least a thousand people leave their 'soulmates' and get better relationships and finally track down Mercury (each person you help gives you a piece of a clue to where to find her) and convince her to stop this. However you do it, if she's convinced to stop, you win.

You gain mercury as a companion and all the three levels of powers offered by Mercury. Your soulmate sense is expanded to include a maximum of 8 new people each jump.

Venus: Venus' porn logic aura has gone out of hand and nowadays only the most hardcore kinks are mainstream, enforced and proliferated by Venus' armies of Cat girls. Your goal here is to bring back the softer kinks and other stuff like that and do some damage control/social engineering to bring balance to kinks. You might think fighting back against the power of a planet is impossible but Venus is secretly sabotaging herself so you'd find ways to win if you look closely, the first thing you need to do is subvert enough if the cat girls via seduction or romance or whatever and make them follow you. Once you bring enough change, Venus would appear and debate you on why her way was good. Defeat her and you'd win.

You gain Venus as a companion and all the three levels of powers offered by Venus. You can manipulate the porn field so that your kinks are slightly more common in future settings.

Earth: Earth's gift to humanity that made them all around better didn't give them extra kindness. Wars are prevalent these days, with the enhanced intelligence causing increased devastation. Your mission here is simple, defeat everyone with the least amount of bloodshed and become the leader/ruler of earth.

You gain Earth as a companion and all the three levels of powers offered by Earth. All humans have enhanced empathy and kindness now, making them truly better in all aspects.

Luna: The reactor in Moon's core is overactive and it causes monsters to appear. Mages are gaining power quicker and have a chance of exploding if they overuse their magic granted by Luna. You need to reach the reactor and shut it down so that it can reboot properly. It's easier said than done because the closer you move towards the reactor, the more weird the landscape becomes and the more powerful the monsters are. It's a race against time where you win or lose horribly.

Once you reboot the reactor, you win.

You gain Luna as a companion and all the three levels of powers offered by Luna. Your time in Luna's core fighting monsters made you permanently better at fighting and taming monsters of all kinds.

Mars: Mars has seeded the solar system with ancient artifacts and dungeons but it seems people and groups with evil intentions keep gaining control over these artifacts and wealth instead of the good people. All these evil groups answer to the circle of nine. Nine masterminds with their own goals and aspirations that could sow untold destruction on the solar system. Your goal here is to dismantle these groups and make sure good has a decisive win.

You gain Mars as a companion and all the three levels of powers offered by Mars. You have an instinctive sense towards where to go to find an artifact or item of immense power (relative to the setting), this power works for tracking one item at a time. This sense can be toned down to target minor artifacts or items or whatever you want but they should have at least some power than a mundane item.

Jupiter: (This mission is somewhat special) You somehow seem to have ended up in a paradisiacal estate that sprawls for miles upon miles, situated on top of a floating continent. You don't know how you appeared here but vague memories seem to indicate that it's an Isekai adventure and the sexy woman you've met is your wife, the spiritual manifestation of the planet Jupiter. She seems to be deeply in love with you and wants to take care of all your needs forever. She and her four daughters seem to love you with all their hearts and souls. After staying with them for a few months, you start to notice some discrepancies, if you investigate those discrepancies, you'd find out about yourself. It seems you're in a time loop sort of situation where you return to the first day of your stay here, unless you solve the loop.

You can bring in two more people (except Jupiter, of course, she'd be really thorough in removing your memories of the loop if you speak with her about it) into this loop to help you (by default, Ganymede and Europa would be happy to enter the loop with you and help you break out, convincing them is easy as long as you aren't a total dunderhead or an asshole). Once you break the loop, you have a final confrontation with Jupiter and her other two daughters who want to keep you all to themselves forever. Just convince them to let you go and follow you on the chain and you win this mission.

You gain Jupiter as a companion and all the three levels of powers offered by Jupiter. Jupiter would thread her ring through 8 more of her satellites. Since they're made out of your own tantric energy, their personalities are completely compatible with yours. Additionally, each jump, 2 of Jupiter's other moons slowly gain tantric energy and gain humanoid bodies of their own.

Saturn: The solar system has an incredible economic inequality now. It's like cyberpunk in space. The rich do whatever they want, cheerfully abusing the poor and the unfortunate. Your mission here is to make sure the population of the solar system has a better quality of life. How you do this is up to you. Get rid of all the rich people or mind control them into serving the poor,

etc, etc; (what qualifies as a better quality of life? Anything significantly better than the living conditions of a mundane 21st century earth).

You gain Saturn as a companion and all the three levels of powers offered by Saturn. Any setting you visit now would be slightly brighter along with the elegance effect offered by Saturn and with enough effort the world would truly become noblebright.

Ouranos: The sexual compatibility with dragons is too high, so high that humans have stopped having sex with other humans. It seems it would only be a matter of time before humanity as a species would go extinct. Your job here is to make sure humans don't go extinct, maybe do it in a way that doesn't involve genocide? (Hint: Tantric energy can be used to make humans find it equally pleasurable to have sex with humans as is the case with dragons (who have their mother planet threading tantric energy through them)).

Or you could make sure that the values of humanity won't be lost, so that the human dragon hybrids are still humans culturally.

Once you make sure that humanity doesn't go extinct, you win this mission.

You gain Ouranos as a companion and all the three levels of powers offered by Ouranos. Additionally you can shift into your dragon form anywhere you want, not just in Ouranos' atmosphere. Another slight benefit is that your dragon form can grow steadily over the years, with things like square cube law not affecting you. Your growth slows down significantly once you hit mountain size, growing an inch or two per decade.

Neptune: Space exploration is really common now, due to Neptune's influence. But due to the rate of growth exceeding the control of the governments, space is a bit of an outlaw zone. Word has reached the ears of everyone in the solar system that a mad scientist made an incredible spaceship, which will be given to the one who wins a race that goes through all the planets in the system. There are no rules, except that you win the race. Whoever wins gets the ship and Neptune's hand in marriage.

You gain Neptune as a companion and all the three levels of powers offered by Neptune. The shipgirl power provided by her ring is expanded to work on any vehicle of your choice, as long as it's more than two years old.

Pluto: Due to some reasons (the shitty ambience of the afterlife), Pluto's afterlife was ditched by the souls who were supposed to stay there and they are running all over the solar system, making a mess of things. Your job is to drag them back to the afterlife, pluto has shared a schematic of a building that can be constructed on each planet to drag the ghosts back to the afterlife. Maybe you can convince Pluto to make the afterlife a more cheerful and fun place.

Once you solve the ghost problem, you win.

You gain Pluto as a companion and all the three levels of powers offered by Pluto. You can design your own version of an afterlife plane based on your tastes and views. The afterlife plane you get is at the size of the earth, its size increasing steadily with the amount of souls in it. The plane could be a physical place anyone can visit or even a parallel realm of existence, etc;

Once you've completed 9 of the above scenario missions, you gain the following rewards: You gain a free planet body. Your planet body is a planet (duh) with a maximum size of Jupiter. Due to the vast amount of tantric energy flowing through you, you can freely design all aspects of the planet, its gravity, atmosphere, types of species living on it, etc; you're as if a god of that planet (the people living on it can worship you and you can interact with them in their dreams, send smaller avatars to speak with them, etc, their faith can bolster your power but a lack of faith would never weaken you. You also have authority over the species living on you, no one who has benefited from your benevolence (breathing the air in your atmosphere, eating the food grown on you, etc) can even think of harming you.

Your planet body can be thought of as an item/alt form. You can import it in future settings or store it in your warehouse as an attachment. By default it revolves around the sun in whatever place you put it in the solar system but you can attach it to whatever star system you want when you import it. If you're killed in future jumps, you can return to life as long as your planet body is undestroyed. If the planet is somehow destroyed, it returns the next jump, with all the living beings on it undamaged.

If you complete all 10 scenario missions, you get the following rewards:

Your planet body is now a star as big as the sun. The star body overflows with tantric energy, cutting down in half the time it takes for planets that are bathing in your light to form a consciousness and an avatar. Your star body can also halve the time it takes for whatever ritual or endeavour you undertake to be completed.

Additionally you get all the benefits given by a planet body, including the ability to create species that live on your star body. These species are mostly beings of light and energy, instead of flesh or something organic but they can have sex and relationships with organic species to give birth to more of their kind. Optionally, you can have both a star body and a planet body, but the planet can be no bigger than earth. You also gain the perk called tantric terraformer that lets you modify planets with a wave of tantric energy that reaches a location as big as the solar system. This consumes a large amount of tantric energy so it can only be used once every year. Drastic changes may push the cooldown time to a decade.

Notes:

Here's a link to the cyoa. Use it to pick your Spark, Channel and Ring perks.

<https://www.imgchest.com/p/xny8qj82ybl>

