



Jump by dragonjek
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Years ago, the Demon Kingdom threatened to conquer the lands of men. The war was harsh, and took a brutal toll on the people. A peasant girl named Quinn found the resolve to do something about it. She sought out the mystical and mighty Lady of the Lake, the fairy Celeste, who gave her training as a hero, allowed her to wield the Holy Sword, and even gifted her with a young phoenix as a companion. In exchange for these boons, Celeste demanded Quinn's firstborn child. And Quinn agreed.

Years later, Quinn is a great hero, having slain the Demon King and arranged for peace with the Demon King's daughter, and is widely hailed as the one responsible for bringing the war to an end. But Celeste never received that child, and when she demanded to know what Quinn thought she was doing, the hero girl declared that she would have no children.

Celeste was furious and vowed to make Quinn pay. It wouldn't be enough to simply get the child anymore, no. She had to humiliate Quinn. She had to break her, and all of her companions, too. She delved into forbidden lore, finding an ancient text that spoke of a way to make a slime—but not an ordinary slime. No, it was something meant for the sole purpose of breaking others to its will and

enslaving them with pleasure... and Celeste found that she enjoyed the idea of Quinn being made into the broodwife of a disgusting monster.

You arrive immediately after Celeste creates the Slime, and will be spending ten years in this place. Take **+1000 Slimy Points**.

Location

You may freely choose where you arrive. Some example locations include the Human Kingdom, the Demon Kingdom, or Celeste's forest.

Race

You are free to create your own background in this world. Perhaps you are a normal citizen, a soldier, an aspiring hero, a merchant, or even royalty; alternatively, you could be a drop-in with no history in this world, or even be "created" alongside the Slime by Celeste. Your age is up to you to choose, as is your sex and gender.

Generic Race (Free):

You are a species that commonly appears in fantasy stories, such as a human, dwarf, elf, dark elf, part-demon, or halfling. You don't have any abilities that make you significantly more capable than a basic human.

Powerful Beast (-100 SP):

You are a more powerful being. Perhaps a mightier race, such as a pure-blooded demon (even if they are supposed to be extinct) or a weaker fairy, or maybe a monster, such as an orc or a slime (which have curiously high surface tension and can walk about on legs without collapsing). Only a normal slime, though—you aren't on the level of the Slime which is the protagonist, not without taking some perks.

Mighty in Magic (-200 SP):

You are a member of a species that is especially magically powerful. For instance, you could be one of the exceedingly rare phoenixes (which look human, except for the wings and the feathers accenting their body, but which are capable of

returning from death (although until you obtain your Spark, you may only do so once every 10 years or once per jump, whichever is sooner)), or you could be a fairy on the level of Oberon's children (which are as tall as humans but have large butterfly wings, and which have the most magical might in all the land).

Perks

There are no origin-based discounts. Instead, you receive 4 discounts per price tier, reducing the price by 50% (or making it free, in the case of 100 SP perks).

Beauteous (Free):

It seems like everyone in this game is absolutely gorgeous, and you're no exception. In terms of appearance, you're an outstanding example of your species, with perfectly formed features and your proportions just right. Your sexual attributes can be any size you like, within the realm of realism. Furthermore, like the war hero Quinn, you seem to be incapable of scarring, with all of your wounds eventually healing to reveal perfectly pristine skin.

Hero Training (-100 SP):

You benefit from having excellent training in all aspects of warfare, from melee and ranged combat, to squad tactics, battle strategies, and even logistics. Now, skill alone wouldn't put you on the level of being able to fight the Demon King, but it can get you pretty damn far. As a consequence of this training, you are physically exceptional, easily capable of competing in the Olympics in terms of physique alone. You have excellent control over all of your muscles, from your abs and biceps all the way down to your pelvic floor muscles.

Make an Example of Them (-100 SP):

When someone does wrong by you and you punish them, other people will inherently know the consequences of wronging you in a similar fashion. Even if nobody ever hears about what you did, anyone considering hurting, betraying, or failing you in the same way will realize the consequences of doing so.

Who Cares About Love Potions? (-100 SP):

The emotions people feel for you are more important to them than the origin of those emotions. If you were to use a love potion on someone, they wouldn't care that their love is artificial, because they can feel it as deeply as if it had occurred

naturally. For purposes of perks and abilities dependent on feeling love or affection, relationships built on the premise of love potions or mind control are just as valid as actual love.

Delightful Tease (-100 SP):

You have a sixth sense for teasing. You always know how to get under someone's skin, can easily pinpoint where someone is sensitive (emotionally or physically), and can easily get anyone riled up. What's more, you know how to degrade people in such a way that they come to enjoy it, such that even the strictest and uptight of individuals could get off on being called a naughty slut.

Harem Manager (-100 SP):

You excel at handling different personalities, smoothing over rough edges in people's interactions, helping others with interpersonal relationships, and time management. In short, you have all the skills needed to not only have or be in a harem, but to maintain healthy relationships within it and ensure that members of the harem all get along. Also, you somehow manage to eke extra time out of each day, enough to ensure that you manage to spend some time with everyone in the harem if your schedule otherwise doesn't permit it.

Hungry Orifices (-100 SP):

Whenever one of your openings is filled with fluid, you can completely prevent any from spilling out. So even if your cunt were doused with cum, not a drop would escape. Sure, you can let it out if you want to... but why would you?

All You Need is Love (-100 SP):

It can be hard, abandoning the wealthy life you knew to live out in the boonies with the person who so lovingly(?) raped you. A life without luxuries is a difficult one... but not for you. The more you are loved by the people who live with you, the more luxurious your life becomes. A bed of hard stones will start to feel as plush as the royal bedchambers, rough linens will treat your skin as delicately as the finest silk, deer meat roasted over an open flame will taste as delicious as though it were delicately braised by the best chefs that money could buy, and in general every mundane aspect of life will be as wonderful as if vast amounts of money were being spent to provide for you.

And this benefit is hardly restricted to yourself. No, those who receive love from you will find their own lives becoming more luxurious as well, as if all the rough difficulties in life were lubricated by love.

Why Stop? (-100 SP):

You are mentally and physically capable of having sex without stopping, ever. Well, you still have basic needs that need to be met, but you'll never chafe no matter how long it lasts, can produce effectively limitless amounts of lubricant, and have an endless well of stamina for purposes of fucking. You don't get bored of sex, and will never become so acclimated to the experience that it ceases to draw a thrill from you.

Heartwarming (-200 SP):

You can quickly become the emotional center of any group you're a part of. Your presence influences others in the group to treat each other more like a family, and not a dysfunctional one, either; familial love will soon flow (in addition to whatever other types of love may be present), and even strangers will start to become closer to and care for one another. You inspire other people to be better and brighten up the days of those you meet.

Beloved Broodwives (-200 SP):

People you're in a relationship with—be that a romantic relationship or a master/slave sexual connection—are peculiarly interested in ensuring that you mate with or outright enter a relationship with other people. Perhaps they want you to experience more pleasure; possibly they think you deserve it; maybe they think it's fun; it could be that they just get off on seeing you with other people. Regardless of their reason, the fact remains that no one will ever have any objections to you expanding the number of people you're in a sexual or romantic relationship with.

Born to Breed (-200 SP):

In the end, the Slime's purpose was to reproduce, and they were very good at making people want it. And so are you; the more pleasure you bring someone, the more enjoyable the thought of bearing (or siring) your children becomes. The process of bearing your child is quite an enjoyable process, providing a pleasant warmth and none of the discomforts or dangers that normally accompany pregnancy or giving birth. Furthermore, no matter how rough you are during sex

with pregnant people (or while pregnant), it will never cause harm or complications for the baby.

Vengeful (-200 SP):

When someone has wronged you and you seek to get revenge, events align to show you ways to get back at them with interest. For instance, if you sought to impregnate someone who broke a deal with you, but wanted to humiliate and degrade them too, you might find a ritual to create a rape-monster to inseminate them. If someone betrayed you, you might find a way to not only hurt them in return but ruin their public image as well.

This only provides you with the opportunity to get your revenge, and doesn't guarantee that you'll be able to pull it off—or that it won't backfire on you in some way.

The Joys of Submission (-200 SP):

It can feel so good to just... let somebody else take control. When you stop resisting and let someone else have their way with you, the pleasure you experience increases significantly, to the point that you wouldn't need aphrodisiacs to reach the same highs of pleasure that the heroines in the game did. Furthermore, it becomes impossible for you to be injured from having sex, no matter how roughly you are treated; you might experience some pain and soreness, but you'll never receive an actual injury.

Voice of Desire (-200 SP):

You have a special talent for detecting people's innermost lusts and secret desires and know just what to say to convince people to accept and act upon them, although this will take time (or mind-altering substances) to have much of an effect on most people. But you could eventually convince even a nun to accept her lewd desires, or make someone desire more of the pleasure you inflict on them.

You also get a sense of people's character and their "weak points", aspects of their mindset or personality you could lean on to make your arguments stronger. For instance, you could use a person's desire to fulfill their duty to convince them to tell their master how they feel about the sensations as you rape pleasure into them, slowly opening their mind up to accepting you. Perhaps you could convince

your arrogant creator that surely only someone as great as they could make someone as wonderful at giving pleasure as you, and don't they deserve to feel that themselves?

Again, this is helped by mind-altering substances or being caught in the throes of lust.

Faith in the Holy Slime (-200 SP):

You have prodigious skills at conversion. You can easily see where someone's current religion has left them wanting, can determine a person's needs that their faith has failed to meet, and can even tell a person's subconscious conflicts with their faith after only a few minutes of meeting them. What's more, you know how to play up other faiths in ways that answer this person's needs; only the most stubborn of individuals would refuse to submit. And enough sexual pleasure could break through even those barriers—you could get a devout priestess to dedicate herself to you as her new god if your prowess was great enough, even if you had no actual divine powers.

Super Sensory (-200 SP):

Each and every cell in your entire body functions as though it had a full suite of human sensory organs. Your perceptive abilities are vastly improved, and can perceive the world in every direction; indeed, your mind is improved such that you can properly handle all this sensory input. You can toggle this off or dial it down for each individual sense, in case the experience of tasting with your feet becomes too much.

For an additional, undiscounted **-100 SP**, your cells are improved as though they each had access to *your* full set of sensory abilities, including perks, powers, and any special sensory-type features that may be unique to any alt-forms you may possess.

Lust is Love (-400 SP):

When it comes to other people's interactions with you, there doesn't seem to be much of a difference between pleasure and love. The more pleasure you give someone and the greater the lust they feel, the more they'll start to feel like they're in love. This itself doesn't actually make people fall in love with you—it just feels like it. But it can certainly pave the way for actual love to happen much

more easily than it normally would, even in circumstances that wouldn't normally inspire such feelings.

Claiming What Is Owed (-400 SP):

You always get your payment in the end. Whenever someone breaks a deal that you made with them and skives off on delivering their end of the bargain (or even if they find a loophole or twist of wording that allows them to avoid paying without technically breaking their side of the pact), no long-term consequences will ever fall on you for whatever measures you take in order to get what you are owed... even if you include some interest or extra punishment along with it.

For instance, if someone avoided giving you their firstborn child by not having a kid in the first place, you could summon a monster to rape a baby into them and their closest comrades, as well as enslave them to that monster's will, and no punishment would ever fall on your head for your actions. That said, nothing prevents your punishment itself from having some backlash if you aren't careful; using the aforementioned example, if you don't think to control your monster, they could turn around and rape you, too.

Playing Politics (-400 SP):

You are a masterful politician and social strategist. You know who to intimidate and who to flatter, when to take and when to give, how to threaten and how to manipulate. It's easy for you to twist other people around your finger and get them to admit their dirty little secrets, and you excel at flirtation and flattery.

But where you really excel is in bedroom negotiations. Word about your talent in bed spreads very quickly and without ever earning you a negative reputation because of it—if anything, it gives people a higher opinion of you (assuming you're actually good at sex, that is). Furthermore, those who learn of the pleasure you bring might spend fortunes to spend a night with you... or put their support behind the next policy proposal you bring up.

Obedience to the Creator (-400 SP):

Celeste would have appreciated having this perk... or at least, she would have appreciated it before the Slime had their way with her and provoked a "change of heart". With this perk, that which you birth, craft, or create is incapable of deliberately working against you. You are their master (or parent, as the case may

be), and they will inherently understand and accept that. If you feel like it, you can release someone or something from this effect to allow them to act freely... but if you already earned their loyalty, they probably won't want to work against you in the first place.

Anything for Cum (-400 SP):

You're good at sex—no, *really* good at sex, even before bringing aphrodisiacs or other supplements into the mix. But somehow, those you have sex with instinctively know that the moment you orgasm, the pleasure you bring them will blow what they previously felt completely out of the water. And the longer you have sex with them and hold back from cumming, the more desperately they will start to desire to feel that superlative pleasure. Hold off for long enough, and you could get just about anyone to promise to do just about anything... and they have a bizarre tendency to stick to this sort of agreement once sex is over.

Lust Crest (-400 SP):

You have learned the magical art of applying a lust crest to a willing participant; learning this art creates a mystical mark on your hand (which you can hide with a small application of magic), and enables you to create a matching mark right above the genitalia by tracing the shape of the crest on their skin. This creates a crest that exudes a pleasant warmth, but most importantly, it guarantees you the loyalty and obedience of those who bear your crest.

However, in order to take on a crest, the subject must first understand and willingly accept that it will make them your slave. Furthermore, the crest isn't inviolable; although it can't be fought against by those who bear it, a sufficiently powerful outside force could destroy this magical bond.

The Diplomatic Approach (-400 SP):

Despite having killed Adalyn's father, Quinn was still able to form an alliance with her, collaborate with her to strike against Celeste, and later become close friends as fellow broodwives to the Slime. You excel at making allies and have a knack for figuring out what to say to sway someone into joining forces with you. You easily turn acquaintances into friends, and will find that your past actions will never be held against you when it comes to forging alliances and becoming closer to other people. This doesn't just apply on a personal level, as you have an intimate

understanding of the intricacies of international diplomacy and the give-and-take of negotiations.

Monstrous Empowerment (-600 SP):

Like the Slime, you are far superior to what your body and physique would imply to any observer. You are strong enough to easily lift full-grown warriors into the air with a single limb, restrain the greatest of heroes with your body with no chance of them breaking free, and move fast enough to overwhelm even an elf. In terms of physical superiority alone, winning a fight against you would require the mobilization of a small army, or perhaps the intervention of something on the level of a dragon.

Head of the Snake (-600 SP):

Sure, there was some conflict, battles, and adventuring needed to get there, but in the end, Quinn barely needed to do more than kill the Demon King to bring an end to the war. There were a number of factors that played into this, such as the princess Adalyn stepping in as Demon Queen and declaring that the war was over, and the peace brokered by the two, but ultimately things just fell into place once the Demon King died. Now, so it is for you. You are capable of bringing an end to any war or conflict simply by defeating the person at the head of the opposing army or nation; events will simply line up so that peace becomes possible in the aftermath, if you just exert the tiniest amount of effort towards creating it.

Beast of Lust (-600 SP):

You possess the most special of the enhancements possessed by the Slime; you can change your bodily fluids into any liquid you know to exist. “Any” is quite literal here; you can even create magical compounds, such as love potions to slowly but permanently win over someone’s heart, powerful aphrodisiacs to increase their desire and the pleasure they feel, mind-altering and addictive substances to ensure your target will never be satisfied by normal men, or even semen capable of impregnating any species. Furthermore, you can customize the fluids to the individual you are using them on to increase their effectiveness or simply to ensure that they’re always just different enough so that they can never become truly accustomed to the sensations they bring.

This is useful for almost anyone... but it is only in the hands of a completely liquid race like the slime that this perk will unleash its full potential.

Cave of Wonders (-600 SP):

In one of the endings, the Slime manages to produce enough tentacles to cover an entire cave despite their body clearly not having enough mass for that, and even produces enough nutritious liquid from their fluids to keep their victims alive in the absence of food and water. Perhaps this perk would explain how. You can convert your magical energy into more of your biomass, stored in a pocket dimension when not “deployed” into the world.

You may perform this conversion and store biomass infinitely, but the conversion itself isn't instant; it would take your body a couple days to create enough biomass to fully cover a large room, although this does have the advantage of not being fast enough to use up all of your magical energy, meaning you still have the power to use magic even while a portion of your energy is devoted to converting into biomass. This conversion can be made to happen automatically, or you can halt the process.

It additionally takes time to deploy your biomass; a set of pseudopods to wrap someone up could be manifested nigh-instantly, while coating a room in tentacles would take a few moments. If you don't want your biomass to go to waste, you can re-absorb that which you have deployed back into your pocket dimension at almost instantaneous speeds.

This does not come with a means to manipulate your physiology, so may be of limited use if you aren't something like a slime or have some outside-context power capable of doing so.

If you have some means of acquiring and incorporating biomass into your body, then you may optionally store it in your pocket dimension instead.

Now I Am the Master (-600 SP):

Whenever you are bound in servitude or slavery to another person, just be patient. It will always turn around, and as long as something doesn't kill you, you are guaranteed to wind up in a position of power over them. Even the arrogant and haughty magical fairy that created you could one day end up as your adoring slave.

Magical Mysteries (-600 SP):

You have sorcerous powers, allowing you to call upon magic to perform a wide variety of tasks. You can cast various utility magics, summon the elements, and if you have the correct materials, even create magical items. You can create barriers around locations to prevent entry and/or exit, and tear down such barriers as well. You can even create life—making a monster from scratch to serve your express purposes, or creating a duplicate of someone that shares their memory, or perhaps an opposite-sex clone. You can heal almost any wound or illness, undo mind control, and change or erase memories.

Items

As there are no origins, there are no origin-based discounts. Instead, you receive 1 discount of 50% for each tier of prices, with the 100 SP item being free. Items that are lost or destroyed are returned to you after a week. If you already possess an object similar to one of the below items, you may optionally import that item into your purchase, granting it the listed abilities on top of its existing ones.

Garb of the Times (Free):

A set of clothing suitable for a medieval setting, although appreciably finer than what you'd expect to see in that time period in real history.

Dark Elven Bow (-100 SP):

A weapon crafted by the skilled bowyers of the dark elf tribe, it is unbreakable and comes with a quiver that always seems to have another arrow in it when you reach to draw another one. Furthermore, it seems to bestow supernatural accuracy upon you when you are hunting for food.

Sarashi (-100 SP):

A narrow, lengthy strip of white cotton cloth with many uses, this one's special features make it best suited to wrapping around the chest. They will help bind breasts in place so they don't flop around in the middle of battle or acrobatics, but are also completely comfortable to use, no matter how tightly the cloth is bound or how large your breasts are.

Intricate Golden Bracelet (-200 SP):

This finely-made piece of jewelry has no jewels or adornments, as its fine craftsmanship alone is enough to show its value. While wearing it, you will always be able to find your way back home, no matter how far you travel. And as home is where the heart is, this will also allow you to locate people dear to you.

Messenger Bag (-200 SP):

A simple shoulder bag, designed to be carried without getting in the way of any wings you may possess. It has the special property of completely protecting anything stored within the bag, ensuring that regardless of weather conditions or damage, the messages within will be preserved.

House (-200 SP):

It's what it sounds like; a simple home away from the city. It has two floors, and is well-furnished as befitting the home of a hero. You can place the house wherever you like in a setting, but it has the special quality that your enemies will be entirely incapable of finding it unless led there by someone who already knows where it is.

Holy Sword (-400 SP):

A potent magical weapon, normal steel is no harder than oak wood in comparison to it, allowing it to deliver punishing blows through armor and letting it sunder most weapons not also bolstered by magic. Furthermore, it provides an enhancement to the physical prowess of its wielder, making them superior to ordinary men.

Oberon's Medallion (-400 SP):

A trinket bearing the authority of Oberon, king of the fairies and father of Celeste. In this jump, brandishing it and invoking its power will temporarily seal away the powers of any fairy, no matter how powerful they may be. In future jumps, you may choose a specific species; the medallion can temporarily bind any more-than-natural powers that they may possess, rendering them mystically useless.

Crystal Cave (-600 SP):

This is a cavern full of glowing magical crystals. These crystals are chock-full of power and as such make for prime materials for the creation of magic items. They can also retain spells cast upon them, allowing you to replicate the magic stored within without any further expenditure of magic on your part. The crystals slowly

replenish over time, and the cave itself can be either imported into future jumps or kept as a Warehouse attachment, decided at the start of each jump.

Forbidden Texts (-600 SP):

These ancient writings detail how to create monsters—but not just any ordinary beasts, no. It details the creation of powerful sexual monstrosities, with a variety of powers meant to lewdly break down the resistance of others and ensnare them with traps of pleasure. For instance, it was this very book that allowed Celeste to create the Slime that the story revolves around, who could create aphrodisiacs and love potions custom-made for their victims, and who had speed and strength enough to restrain even the great hero Quinn.

The creations from this book are more powerful than what you could create with **Magical Mysteries**, but on the other hand, they do take much longer to create... unless you also had that perk, in which case you could make such creatures in only a few moments. Just be careful not to lose control of that which you have created.

Companions

Import/Create Companion (-100 SP):

If you'd like to have someone to accompany you in this world, you may spend SP to import an existing companion into this world or create a new companion from scratch. Both options receive 600 SP and 2 discounts on each price tier for perks, although they can't buy further companions. If you'd like more you can purchase this multiple times, although if you spend **-300 SP** you can get a bundle of 8 companions all at once.

Canon Companion (Free):

If you can convince them to come with you, you can bring any of the locals of this world as a companion at the end of the jump. Do be warned, though... if the natural course of events progresses, none of the broodwives will be willing to come with you unless the Slime comes, as well. And the Slime won't leave without all of their broodwives.

Monster in Human Flesh (-100 SP):

This was a prototype monster created by Celeste before she made the Slime; they're a tentacle monster that looks human, but can shape their body mass into

tentacles. However, Celeste decided that they weren't monstrous enough to be a proper punishment for Quinn, and let them go into the wild. They're a social monster, though, and have become quite lonely without anyone to talk to. They have a questionable relationship with consent but have rather romantic ideas about what's supposed to happen after that.

They possess the 600 CP to spend on perks and items, with 2 discounts for each price tier for perks.

Mercenary Captain (-100 SP):

When war broke out, it was only natural for adventurers and mercenaries to lend a hand (in exchange for some coin, of course). This person was one of them, and they led a large and successful company of mercenaries. Unfortunately, they once ran afoul of the Demon King's personal forces and were slaughtered almost to a man, with only a bare few surviving due to the intervention of the hero Quinn. They've since developed a nasty case of depression and PTSD, and blame themselves for the loss of the people who put their faith in them. Unfortunately, "psychologist" isn't a profession in most medieval settings.

They possess the 600 CP to spend on perks and items, with 2 discounts for each price tier for perks.

Heretic to the Faith (-100 SP):

Once a worshipper of the Church of the Holy Sword, they lost their faith after disaster befell their family. They've become bitter, and although they strongly want to believe in something, they've never encountered anything worth putting their faith into.

They possess the 600 CP to spend on perks and items, with 2 discounts for each price tier for perks.

Know Thyself (-300 SP):

This is an almost-perfect clone of you, save that they happen to be the opposite sex and gender from you, and have a sexuality that fits with your own. They have all of your perks and powers (as well as genderbent alt-forms), and in future jumps will also gain duplicates of such purchases even if you don't import them. If you

are of a sex or gender that doesn't have an opposite, you may instead freely pick what they are.

Drawbacks

There is no limit on drawbacks. Just be sure that you can endure what you pick.

Self-Insert Story (0 SP):

Instead of entering this world alongside the characters in this story, you instead take the place of one of them.

You Need to Hold Hands First (+100 SP):

You have a peculiar type of ignorance regarding sexual matters. It's not that you don't know how the physical act works, but you are of the steadfast belief that sex cannot and should not happen without first going through the steps of holding hands, going on dates, kissing, and other such romantic actions. The thought of loveless sex is bizarre to you, and you will never—willingly—partake in it.

Discreet Advances (+100 SP):

You have a peculiar type of manners that prohibits you from being forward on lewd matters. If you want sex, you have to hint at it. You could make yourself available, flatter your desired partner, and subtly try to push them into having sex with you, but you can never directly ask for or demand sex. This does, of course, mean that consent is always needed for you to fuck someone.

Duty Above All (+100 SP):

You hold your duties and responsibilities as being of the utmost importance. You will always go above and beyond in your pursuit of fulfilling your duties to those who could be deemed your superiors. For instance, if you were a slime's broodwife, you might demand that they rape you as violently as possible so that you could train your body to try to give them more pleasure even as your mind was breaking. If your owner demanded that you be raped by a slime, you would comply, and even give a verbal breakdown of how the tentacles are making you feel.

No Filters (+100 SP):

Your lusts and sexual desires go directly from your brain to your mouth. If you want something, you say it; if you're feeling something, you'll announce it to everyone; if something gives you pleasure, you'll describe their every action and sensation.

Obnoxious Noblewoman's Laugh (+100 SP):

You know the one. You're incapable of laughing like an ordinary human being. Instead, you produce the horrendously obnoxious noise that gets on everybody's nerves. What's more, you tend to laugh at anything you find even mildly amusing. You'll probably annoy yourself with this as much as you do other people.

So Hideous (+100 SP):

Do note that this drawback doesn't actually make you ugly; rather, people will react to you as if you were visually repugnant. This doesn't stop people from getting used to your appearance, nor does it stop you from changing their minds with mind control, but people's initial reaction to you will almost universally be bad.

Only One Hole (+100 SP):

For some reason, when it comes to sex, you can only use one hole; the vagina. That's the only opening you can insert into and the only opening that other people are willing to insert into, at least when it comes to sex with you. Sure, it feels great, but you're never going to experience oral or anal during this jump. Furthermore, for some reason only one penis/tentacle/dildo/whatever is capable of fitting into you at a time, so don't expect to have multiple tentacles stretching your pussy.

Arrogance (+100 SP):

You have a high opinion of yourself—too high, honestly. You are completely certain of your success in all endeavors, to the point that you'd fight an enemy who could completely overpower you. You will never consider that other people might dislike you, or that your subordinates might work against you.

Never Good Enough (+200 SP):

You have no pride in your body and personality. As long as you hold someone in good esteem, you will seek to change yourself to fit their preferences, as you cannot accept that anything about you is attractive of your own accord.

You Are, Like, the Worst (+200 SP):

All of the bad qualities of Celeste are incarnate in you. You are bratty. You are impatient. You are immature. You are demanding. You are vengeful. And worst of all, you speak in a Valley girl accent at all times.

Hostage Play (+200 SP):

Good allies are a wonderful thing to have, but for you, they are nearly as much of a weakness. If your allies are under threat, you will do anything for their sake. Someone holding your friend hostage would be enough to get you to submit to them, even if you could probably take them out before they'd be able to hurt your buddy. You just can't take that risk.

The Interplay of Love and Lust (+200 SP):

There is little difference for you between the feelings of lust and the feelings of love. If you have sex with someone, you will start to love them (or love them more), as long as it feels good. A talented enough rapist could win your heart over, and you'd even look over their actions—or even help them acquire more “lovers”.

Bird-Brained (+200 SP):

You're pretty scatterbrained and forgetful. You aren't exactly stupid, but you aren't the sharpest bulb in the knife drawer. You do things like forget to put on clothing, expose secrets in front of other people, and other such deeds that could be misconstrued for carelessness... at least, if they didn't happen even when you *are* trying to be careful.

You still have a normal memory when it comes to returning to places you've been in the past, however.

I'm Warning You (+200 SP):

Before you can assault someone, you have to warn them what you're doing first. Even if a monster was attacking your friend, you couldn't just fight them or use a sneak attack; you'd have to warn them to stop, or else you'd visit violence upon them. You always have to give people an opportunity to stop what they're doing or run away.

Just Another Tool (+200 SP):

Sex is just something to accomplish a goal, such as achieving political alliances or reproducing. You may desire sex, and it still feels good, but you will never pursue it for your own pleasure, or to bring pleasure to other people.

Lust, Envy, Wrath (+200 SP):

These three sins mix in you to produce what could only be called a “yandere”. When you like someone, you want them all to yourself and are perfectly willing to kill other people that could take up their time or pull their attention away from you.

But Nobody Came (+300 SP):

Your faith in the actions of others will never be vindicated. When you need help, no one will come; when you rely on others to accomplish something, they will fail; when you’re depending on someone’s strength of character, previously unseen flaws will influence their behavior. Note that this doesn’t affect the *loyalty* others may feel towards you, nor their dedication to you; rather, circumstances will align such that other people become universally unreliable for important matters.

Truly a Monster (+300 SP):

Regardless of your race, you are no longer capable of maintaining a humanoid form. You have fallen apart into a mess of connected tentacles. You retain your mind, but you can no longer speak or see, perceiving the world entirely through your other senses. This body becomes an alt-form in future jumps.

Broken Broodwife (+300 SP):

Early in the jump, you will come across the Slime this game centers around, and she or he (your choice) will decide you’d make a great broodwife, regardless of your sex. Regardless of your strength, they will rape and violate you, and pump you full of love potion and aphrodisiac and cum. You will fall in love and lust with them, help them expand their harem as much as they want, and, if possible, bear their children. You will be just another love-drunk slut acting as their beloved cumdump, hopelessly addicted to the feeling of their tentacles.

Rape Machine (+600 SP):

You have been affected by the ancient powers of the earth, and your consciousness has been worn away. You don’t care about anything but sex now, and *especially* don’t care about consent. You’ll have your way with anyone,

anywhere, anytime. You have enough intellect to put it to use in fighting, and if you have some means to ensure your fucktoys survive, you'll use it. But you have no goals beyond having more sex. You'll spend the rest of this jump as a mindless monster.

Ending

Your time in this world has reached its conclusion, and it is time for you to make your final decision. All drawbacks and any lingering effects they might have are cleared away, and regardless of your decision, you will bring all your purchases here along with you into the future. Do you

Stay Here?

Go Home?

Move On?

Notes

Changelog:

Version 1.0

- Spelling and grammar corrections
 - Added the ability to match Super Sensory to what special senses you may possess
 - Playing Politics is partially rewritten to be more about sexual reputation than sexual skill
 - Clarified the willingness of Lust Crest, and mentioned that it could be broken by outside forces
 - Created the Self-Insert drawback
 - Clarified stuff for Cave of Wonders
 - Rewrote Sarashi
- Version 0.5
 - Created jump