

Reincarnation Coliseum Gauntlet

Welcome to the world of Reincarnation Coliseum. Unfortunately, you were summoned into this world with no choice points! +0cp... Your summoner wasn't too pleased about how weak you were and sold you as a slave to the

Coliseum. Your time here will only end once you have gone a year undefeated in the Coliseum! Losing doesn't cause a failure, but instead will allow the winner to have their way with you and reset your streak. You can instead choose to simply fail the gauntlet, leaving this world empty-handed but with your dignity intact. You are stripped down to your bodymod and locked out of your warehouse for the duration of the jump.

Background

Coliseum Slave

You are now a slave inside the Coliseum. You must fight an opponent at least every week or every other week in the case of tag battles. If you win, your opponent will become a slave in your possession. They will move into your living quarters, and you two will be forced to drink the "secret potion", which will inevitably result in days of love-making with your newly acquired slave (or with you as the slave upon a loss). You may choose to have a generic background in this world such as; a formal noble, merchant, farmer, soldier, etc.

Age and Gender

You may freely choose the age and gender you wish for your time in this setting.

Race

You may choose any race you wish for your time in this world. By default, this costs nothing and grants no mechanical benefits—you could be a human, an elf, a dwarf, an android, or whatever else you can imagine, but you're at the baseline

power level of an average person from this world. However, you may choose to purchase enhanced racial abilities at the following tiers:

Enhanced Racial Template (200cp): Your race grants you minor but noticeable advantages. Perhaps you're an elf with enhanced grace and senses, a dwarf with increased durability and strength, a beastkin with animalistic reflexes, or an android with a perfect memory and no need for sleep. These benefits should be useful but not overwhelming—think of advantages that would give you an edge in day-to-day life and combat without making you superhuman. This racial option should provide benefits strong enough to beat most baseline humans, or on par with a fighter who has one or two rank 1 or 2 skills.

Superior Racial Template (400cp): Your racial heritage grants you moderate supernatural abilities. You might be a Taimanin capable of manipulating taima particles for enhanced combat prowess, a dragonkin with scales that shrug off normal weapons and the ability to breathe fire, or a homunculus with shapeshifting abilities and enhanced regeneration. At this tier, your race puts you significantly above baseline humanity. Your general power level with this race should be on par with Kamigawa, keep in mind his skills are relatively weak but strong enough to defeat powerful opponents with smart planning.

Legendary Racial Template (600cp): Your race grants you truly exceptional abilities that mark you as something special even in a world of summoned heroes. Perhaps you're a Human Paragon—the pinnacle of human potential with stats that would make even enhanced warriors jealous, perfect instincts, and the ability to grow and learn at superhuman rates. Or maybe you're a fallen angel retaining significant divine power, a high-spec android with capabilities far beyond normal machines, or a member of an ancient race blessed by forgotten gods. At this tier, your racial abilities alone could make you a top contender in the arena. Your general power with this race option alone should be on par with the Four Kings.

The exact nature of your racial abilities at each tier is yours to define through fanwank, but should remain reasonable for the price point. Use the examples given as guidelines for the level of power appropriate to each tier.

Starting Location

Coliseum City

You start inside your room (more like a cell). This dingy little room will be upgraded slightly with each win, eventually becoming a luxury living area with multiple rooms.

Perks

Two 100CP perks are free and two perks of each tier can also be discounted at 50% off.

Manga Beauty (100)

You possess the kind of beauty that stops people in their tracks. Your appearance is flawless in the way that suits you best—whether that's cute, handsome, sultry, elegant, or any other aesthetic you prefer. This isn't supernatural attraction, just natural, perfect beauty that would make you a standout even in a world full of attractive people. You may specify the exact type of beauty you wish to possess, or leave it general and simply be considered extremely attractive by nearly anyone's standards.

Substitute slave (100)

One of the main focuses of this jump is the ability to accumulate various individuals as slaves to fight. Starting this jump as a slave means you will always be fighting for others with little agency of your own. This perk allows you to substitute anyone you have control and ownership over in your place. Your boss wants you to kiss up to a snotty noble? Does your owner want you to fight in a dangerous tournament? Your royal parents want to marry you off to an uppity Prince? Now, anytime you are forced to do something by someone above you, you can simply make someone you own take your place. All parties involved, barring your slave, will be okay with this substitution and will consider your debt paid as if you were to do it yourself.

Loveable (100)

You are just a likable jumper! People you encounter will find it extremely difficult to dislike you before interacting with you and will default to having at least a slightly positive opinion of you. Bad interactions or negative experiences will negate this perk, but if you are just meeting someone for the first time and have done nothing to wrong them (whether directly or indirectly), they will almost always be kind to you... in their own way.

Harem Protagonist (200)

Managing multiple romantic relationships is an art form, and you've mastered it. You have an intuitive understanding of how to balance the needs, desires, and personalities of multiple lovers without creating jealousy or resentment. You know when to give each person individual attention, when to bring everyone together,

and how to make each person feel valued and special. As a bonus, you gain genuine skill at romance itself—the ability to notice what someone finds attractive, to craft meaningful gestures, to seduce with words and actions, and to build deep emotional connections.

Love for the game (200)

It would be... inconvenient for you to come to a jump about fighting if you didn't enjoy the fight. With this perk, you can now willingly enter a "battle mind" state. This state will turn you into a battling fiend, someone who loves combat and finds overwhelming odds and terrifying opponents absolutely fantastic. The main draw of this is that you are always able to use your full potential in a fight; you never need to worry about being overcome with emotion. Fear, pain, desperation, overwhelming situations, and mind games will not affect you while in combat. The more dire a situation and the stronger an opponent, the more engaged you are, entering a sort of flow state where you can dedicate your mind to nothing other than combat, all while having a massive smile on your face.

Team Player (200)

Your ability to work as a team is second to none. Coming up with unique strategies and team synergies is nothing to you. While working with a team, there are never any accidental mishaps due to miscommunication or bad teamwork. You are also great at understanding the strengths and flaws of your teammates and coming up with ways for your allies to improve, both individually and as a team. As you work as a team, those whom you call your allies will increasingly gain trust and respect for you, eventually turning bitter enemies into trusted allies after fighting alongside each other long enough.

Perfect Mindset (400)

Some people are strong because of their skills, some because of their connections, and some because of their skills. None of those things is enough to become the strongest. No, what you now possess is a mind and a will that will tolerate nothing less than being the absolute strongest. No amount of fear, doubt, or other emotion will stop you from facing any and all challenges. Your will is so great that you could dedicate 10 hours every day to willingly put yourself through grueling training. Training that could easily result in your death with even the slightest of errors, and you are able to not only endure but thrive in these training sessions without hesitation. Your mind and willpower will ensure that you are the strongest.

Magic Love (400)

Much like Mikagami, you are nearly blessed by the sex gods. Anyone lucky enough to have sex with you will be absolutely captivated by you. One session will be

enough to bring even the most hardened, heartless, and arrogant individuals to their knees in ecstasy and love for you. Repeated sessions will only deepen their love and loyalty. To top it off, your skills in bed are enough to cause quaking, mind-breaking orgasms in even the most numb and prude of individuals, ruining anyone you bed from ever enjoying themselves with another. Similarly, your stamina in bed has been heightened, and your refractory period is nearly nonexistent.

Veteran's Experience (400)

You possess the combat experience and instincts of a seasoned fighter who has seen real battle. Whether you imagine yourself as a talented knight who served in countless campaigns, a shinobi who eliminated targets in the shadows, a samurai who defended their lord for years, a magical prodigy who mastered combat spells, or a martial artist who trained since childhood—you have the skills to match. This perk grants you general combat competence: tactical awareness, fighting instincts, the ability to read opponents, knowledge of when to press an advantage or retreat, and the kind of muscle memory that only comes from years of real combat. This integrates seamlessly with any skills you purchase from this jump, allowing you to use them with the expertise of someone who has trained with them for years rather than a novice just learning the basics. If you have powers from outside this jump, you instinctively understand how to incorporate them into your combat style.

Gamer Knowledge (600)

Just like a certain gamer from another world, your ability to create strategies, find loopholes for well-established rules, and come up with unique ways to beat people much stronger than you is unrivaled. Your ability to plan and strategize is unrivaled in this world; your mind is so great that if there is a feasible way to win, you will be able to find it. This relies on the fact that there is a genuine way for you to win, and you can consistently do what needs to be done to win. As long as there is a way, you will find it.

Hero's strength (600)

With your newfound physicality, you are destined to be a world-famous hero... if you weren't sold into slavery. Your physical stats are so high that the average person with rank 5 buffs in speed, durability, and strength would be no match for you in combat. You can easily move faster than most people can react, punch through solid stone with ease, and take hits that would break the bones of lesser men. If you were to combine this with rank 5 buffs of your own, well, you might become more of a monster than a hero.

Domination (600)

The rules of this Coliseum are clear, win and the loser will be forced into servitude. These rules will now follow you outside of this jump. Anyone who willingly agrees to fight you, knowing the consequences of a loss, or who attacks you first, will become your loyal servant should they lose. They will be forced to follow your orders and will be incapable of acting against you, both directly and indirectly.

Skills

The skills in this jump are ranked from 1 to 5, with five being the highest. Any skill purchased here starts off at rank 2 and can be ranked up by purchasing the skill again at half the price per rank. (Ex: to get rank 5 elemental bullets, the total cp cost would be 1000cp.) More about the ranks in the notes. You receive one skill to acquire for free at rank 2. You also receive a 50% discount when ranking the chosen skill above rank 2.

Iaijutsu (200)

This skill focuses on quickly drawing your blade and striking. Proficient users can strike down a foe before they even know they have been cut. Higher ranks in this skill allow for faster drawing, performing multiple slashes instantly, and combining this skill with quick dashes to increase range.

Back step (200)

The ability to instantly dodge an attack. Once activated, nearly any attack can be evaded with ease. Higher ranks allow for more dangerous or wider AOE attacks to be evaded.

Swordsmanship (200)

This skill measures your proficiency with any sword. The higher the skill, the more masterful your blade work and the longer you can wield a sword without showing fatigue. High-level users are so proficient that they appear to be under the effects of several buffs while welding their preferred weapon.

Axe Wielding (200)

This skill measures your proficiency with any axe-based weapon. The higher the skill, the more masterful your blade work, and the longer you can wield an axe without showing fatigue. High-level users are so proficient that they appear to be under the effects of several buffs while welding their preferred weapon.

Spear Wielding (200)

This skill measures your proficiency with any spear. The higher the skill, the more masterful your staff work and the longer you can wield a spear without showing fatigue. High-level users are so proficient that they appear to be under the effects of several buffs while welding their preferred weapon.

Archery (200)

This skill measures your proficiency with ranged weapons. The higher the skill, the better your accuracy with ranged weapons. High-level users are so proficient that they appear to be under the effects of several buffs while welding their preferred weapon.

Martial Arts (200)

While fighting with weapons is all well and good, some people like a more personal approach. This skill represents your unarmed fighting skills, you may choose a real world martial arts or martial arts to base your fighting style on or may create your own style. Higher ranks increase your overall physical conditioning and your talent with your chosen form of combat.

Angel Step (200)

Just like a famous dancer, this skill allows you to recover from tripping, falling, or dodging without losing any momentum. Higher ranks in this skill give boosts in your overall agility and movement speed.

Barrier (300)

A protective barrier surrounds you, keeping you safe from all forms of harm so long as the barrier exists. Higher ranks increase the overall durability of the barrier as well as the size of the dome. At max rank, the barrier responds to your fear; the more danger you think you are in, the thicker the barrier gets in response.

Healing (300)

This skill turns you into a certified cleric, allowing you to heal others by focusing on them. Higher ranks increase the strength of your healing, how many targets you can focus on at once, and the range of your healing abilities.

Cloning (300)

This skill grants you the ability to create clones of yourself that share your mindset, skills, and physical stats. These clones are relatively weak and disappear after taking a moderate amount of damage. You do not share memories with these clones, meaning you will be unaware of what the clones experience once they are summoned. Higher ranks allow your clones to take more damage before disappearing and increase the number of clones you can summon (with three at a time being the maximum). You start out being able to make one clone at rank 2.

Purgatory flame (400)

This skill allows the user to create flames that spread and burn until the user wills otherwise. One hit from this attack can end fights entirely by burning away the opponent until nothing is left. High ranks increase the area of effect, the power of the flames, and how quickly they spread.

Buffs (400cp)

The generic buffing skill of all RPGs. This set of skills allows you to increase your physical stats (speed, durability, and strength). Increasing the rank of these skills will increase the effectiveness of the buffs, the number of buffs you can have on you at once, and the duration of the buffs. At rank two, you are able to have one buff active at a time and can double either your speed, strength, or durability.

Elemental bullets (400)

Ranged elemental attacks at the top of your finger. This set of skills includes ranged blasts with the elements of fire, water, earth, air, lightning, light, and dark. With practice, these blasts can be combined into combination attacks that double their power. Higher ranks in the skill increase the power and speed of these attacks. This skill set can be substituted for elemental slashes that cut through targets instead of generic blast and explosion attacks, or elemental missiles, which focus more on piercing and inflicting status effects.

Spatial transportation (600)

One of the most dangerous skills in the series. This skill allows the user to manipulate space at will. The primary use is to swap the space of two different locations. If done correctly, this can allow for instant teleportation. However, caution is advised, as if you misalign your swaps, you can end up severing limbs (which also happens to be an effective method of attack or defense). High ranks in this skill will increase your range, the size of the area you can swap, and your accuracy.

Copy skill (600 and can not be ranked up)

The only skill that cannot be ranked up and the skill that most deem the weakest. This skill allows you to copy any and all skills of your opponent. The catch is that the skill will only be around 70% as effective as the original. You are also only able to copy the skills of your enemies, meaning copying the skills of your trusted allies or the skills of those who ignore you or don't see you as a threat is impossible (although there are some workarounds for those with talented minds).

Custom Skill (800)

This option represents the ability to create a custom skill or to choose one not listed in this jump. The power of the skill should be on par with others, with spatial transportation being the high-end of power level. Multiple purchases can give other level two skills or rank up existing purchases.

Items

One 100CP item is free and one item of each tier can also be discounted at 50% off.

Potion maker (100)

This set of ingredients and vials is everything someone might need to craft various potions to aid in combat. There are enough materials provided to craft 5 potions, and new materials are provided every week. Look at the notes to see a list of possible potions.

Secret potion (100)

This potion is normally exclusive to the arena and is famous around the world for its effects. This potion will jump-start and drastically increase a person's libido. Most people who drink this will be either reduced to needy sluts or sex-crazed beasts. This effect can last for several days and even for over a week for those who have lower willpower. Take with caution. You receive a crate of 10 potions and are provided with new ones every week.

Cloak of concealment (200)

This magical cloak of a color of your choice appears to be a basic piece of cloth at first glance. However, it is actually a magical fabric that will conceal any equipment hidden underneath it.

Magnetic stones (200)

This set of fifty palm-sized stones is highly magnetic, and its uses are highly varied. These stones can be used as high-speed projectiles or floating traps when used in conjunction. They can also act as movement enhancers when paired with another by utilizing the push and pull of the stones to attract and repel each other around the battlefield. A crate containing another 50 stones is provided to you monthly.

Slave Collar (400)

This thick metal collar is used for one purpose: to disable any skills and powers of the person wearing it. You are provided a new collar every month.

Elemental immunity armor (400)

This set of overly sexualized armor is some of the best that money can buy. Not only does it provide as much protection as full plate armor despite its look, but it also makes the wearer completely immune to elemental damage of a certain type. You are gifted a new set of armor of your design and elemental immunity of your choice once every 5 years.

Shrapnel gun (600)

This magical pistol that looks like a standard revolver fires enchanted rounds. Each bullet fired from this gun disperses into 6 separate projectiles that all home in on its initial target. You are provided a case of 200 bullets upon purchase and again once a month.

Enchanted weapon (600)

A weapon that not only matches but enhances the wielder. This medieval weapon of your choice has been enhanced with several layers of magic and has almost become an extension of your body. It is extremely light but sharp (depending on the weapon) and durable enough to destroy massive boulders with a single strike. This weapon is extremely sturdy and nigh-indestructible. This weapon can also be trapped using one of the wielder's skills; this could be summoning a clone to wield the weapon upon being disarmed or attacking anyone who tries to take your weapon with a point-blank purgatory flame or elemental bullet. The design of the weapon is up to you, and ranged weapons are provided with a sizable amount of ammunition weekly.

Companions

Canon (Free)

You can take any character from this setting as a companion, as long as you can persuade them to willingly join you.

Zulu (200)

This young woman is one of the best informants in the city. Upon meeting her, she will become a great mentor and advisor to help you during your time here.

Mary (200/Free with Mikagami Route)

The noblewoman of the Four Kings. Mary will initially look down upon those she deems weak or “lesser” and will take great pride in embarrassing and killing her opponents. After becoming your slave, she will very quickly become one of your most loving and encouraging confidants, being the first to openly admit her love for you. She can be very self-sacrificing, putting aside her needs as she prioritizes your happiness and safety above all else.



Marl (200/Free with Mikagami Route)

The Brute of the four kings. Marl will initially love breaking the bones and spirits of her opponents and is looking forward to making you her servant. After “obtaining” her, Marl will quickly become your “loudest” lover. She will be the most upfront with her love for you and will look forward to any opportunity to submit and offer her body and skills to you.



Alice (200/Free with Mikagami Route)

The “strongest” of the four kings. Alice is a pure-blooded misandrist and openly and proudly hates all men. After having her join you, she will start to view you as a “friend” and one of the only men she can stomach, should you be one. If you are a man, she will be hesitant with intimacy, but would love it if you would allow her to bathe all of your future female slaves and whip them into shape. If you are a woman or have the body of a woman, she will be one of the clingiest of the Four Kings and will reward you by letting you give her head pats.



Fine (200/Free with Mikagami Route)

The smartest of the Four Kings. Despite being a part of the Four Kings, Fine is more interested in talking about and obtaining new skills. Originally a man, Fine has the potential to be the best friend a skill enthusiast could ask for. She acts more like a “bro” or guy best friend than an actual lover and will be one of the more timid slaves on the list when it comes to intimacy.



Suzu (200/Free with Mikagami Route)

A shinobi from the eastern lands. Suzu is a woman who was never given the chance to experience real love. Despite her constant insistence otherwise, she will be ecstatic to be treated like a real woman for the first time. She will quickly become one of your more submissive and kinky slaves, having a love of bondage.



Chris (200/Free with Mikagami Route)

Chris is the odd one out as she is not a real combatant. This chubby nun has a secret love of erotic fiction and wears her emotions on her sleeve. After your first intimate encounter, Chris will view you as her new idol and will worship you as such.



Vivian (200/Free with Mikagami Route)

Vivian is one of the more experienced combatants and slaves in this world. After joining you, she will have little interest in "love" or "affection", preferring to hate-fuck each other until one of you gives in. She has been a slave for quite a while and has had plenty of losses to give her lots of experience in bed.



Paula (200/Free with Mikagami Route)

While Paula is not a fighter or slave by trade, she is both an experienced fighter and lover. Paula was taken in and trained as a slave at a young age, but was forced out upon reaching maturity and became an erotic dancer and prostitute at a local bar. Unlike the other slaves, Paula will be the most traditional lover, preferring to take care of you and have many romantic interactions. She is a big fan of foreplay.



Desmos (200/Free with Mikagami Route)

The owner and greatest champion of the coliseum. This beast of a woman has the Hero's strength perk and stands at a resounding 8 feet tall. She has the longest undefeated streak in the history of the arena and has not submitted to anyone in her life. Once acquired, she will happily acknowledge your strength but will not submit in bed unless you can prove your strength applies to more than combat.



Zayd (200)

An (un)holy priestess with the power to summon people from other worlds. She is extremely arrogant, twisted, and short-tempered for a priestess and will discard and torture anyone she deems unworthy with ease. After finally getting her to fight for herself in the arena and beating her, she will be extremely rude and hostile to start. After showing her that you are someone to be respected and that she never had a chance at defeating you, Zayd will eventually learn to respect and even serve you. She will eventually become someone who supports you from the shadows, using her previous connections to help ensure you remain on top (and by extension she remains on top with you.)



Igawa Asagi (200/Free with Taimanin Collector)

A powerful shinobi from another world. Asagi has lived her whole life fighting demons and longs for a normal life full of love. If you prove you can provide that life to her, she will become one of the most loyal and loving wives a person could ask for. She has plenty of experience in the bedroom but an equal amount of bad memories of forced encounters. Because of this, she prefers to be very vanilla and focuses on the connection between partners.



Mizuki Shiranui (200/Free with Taimanin Collector)

Mizuki is one of the few taimanin who were able to retire and has more experience than most people from her world. This mature and caring woman can be stern to those she cares about and will pamper and “mother” you constantly when not training or scolding you for bad behavior.



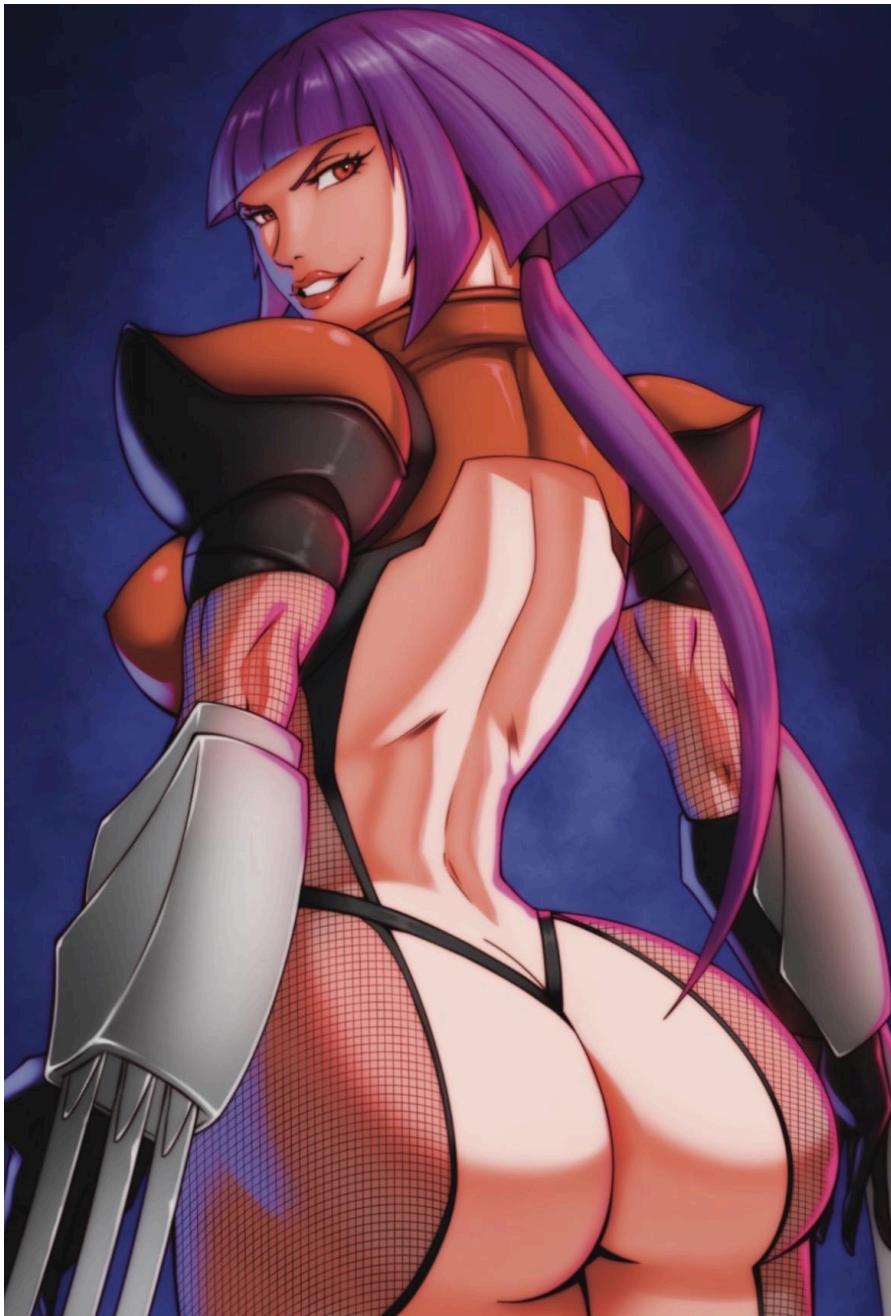
Ingrid (200/Free with Taimanin Collector)

Ingrid is the most loyal companion in this world. She was initially a servant of a mysterious man, but after being offered up for the sake of obtaining another woman, her loyalties are very hard to earn. Once you prove your worth, Ingrid will become a companion who will be by your side through thick and thin. She is a proud warrior who is willing to sacrifice herself in mind and body to keep you safe and happy.



Oboro (200/Free with Taimanin Collector)

Oboro is a born sadist and loves nothing more than dominating others. Despite this streak, she craves your approval greatly and will often attempt to take out your enemies and obtain more slaves for you just to gain praise. She is a dangerous woman who will do anything to see your plans come to fruition as long as you don't forget about the one who helped you make them a reality.



Wilhelmina (200/Free with Cult Crasher)

A proud and cold general who cares greatly about her allies. While she initially comes off as stern and cold, she is just a woman who struggles to show her emotions. She cares greatly for you and, by extension, any other slaves or allies that you show care for. With the proper help from you, she will eventually be able to melt her icy exterior and learn to properly show her love for you.



Therese (200/Free with Cult Crasher)

Therese is a shy woman who is extremely caring for others. She was cursed before arriving and now possesses an uncontrollable strength and desire for combat. Deep down, she is just a woman who wants to care for and help others and will make a very caring and emotionally intelligent companion.



Olivier (200/Free with Cult Crasher)

Olivier was once an angel who descended to earth, but was never allowed to return. After being poisoned by the shadows of earth, she eventually became a servant for a wicked witch. After joining you, she reverts to an emotionless servant who has lost her way. If you are willing to help her, she might eventually be able to regain that angelic spark that allows her to go from a ruthless and emotionless warrior to the elegant and compassionate woman she used to be.



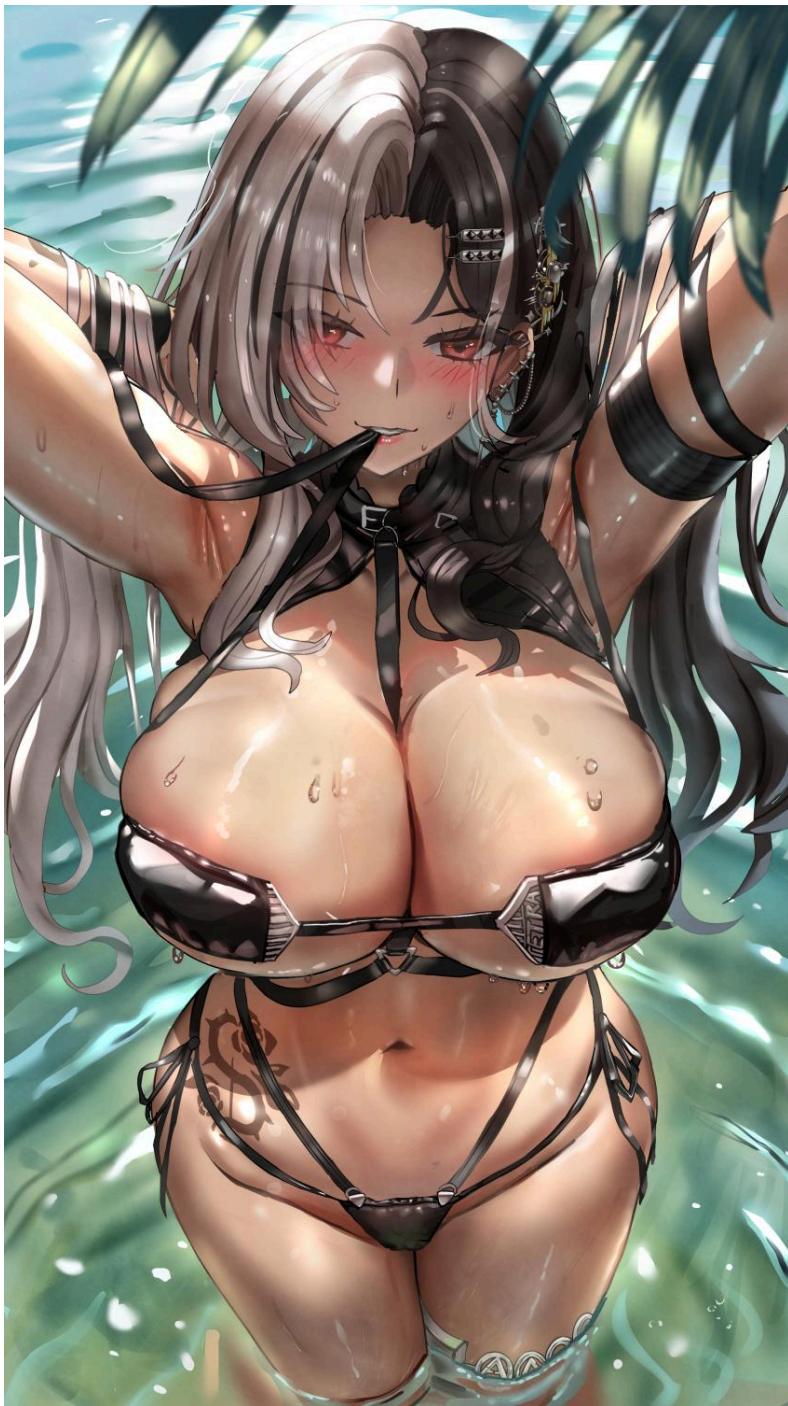
Volume (200)

An android owned by a mysterious merchant, Volume is a born star in the arena. Volume comes off crass and arrogant at first glance. However, she does care deeply for her fans and will view her new “manager” with high regard. If you show that you care about her for her and not for her stardom, she will brazenly refer to you as her lover and would love nothing more than to flaunt you around to anyone she can.



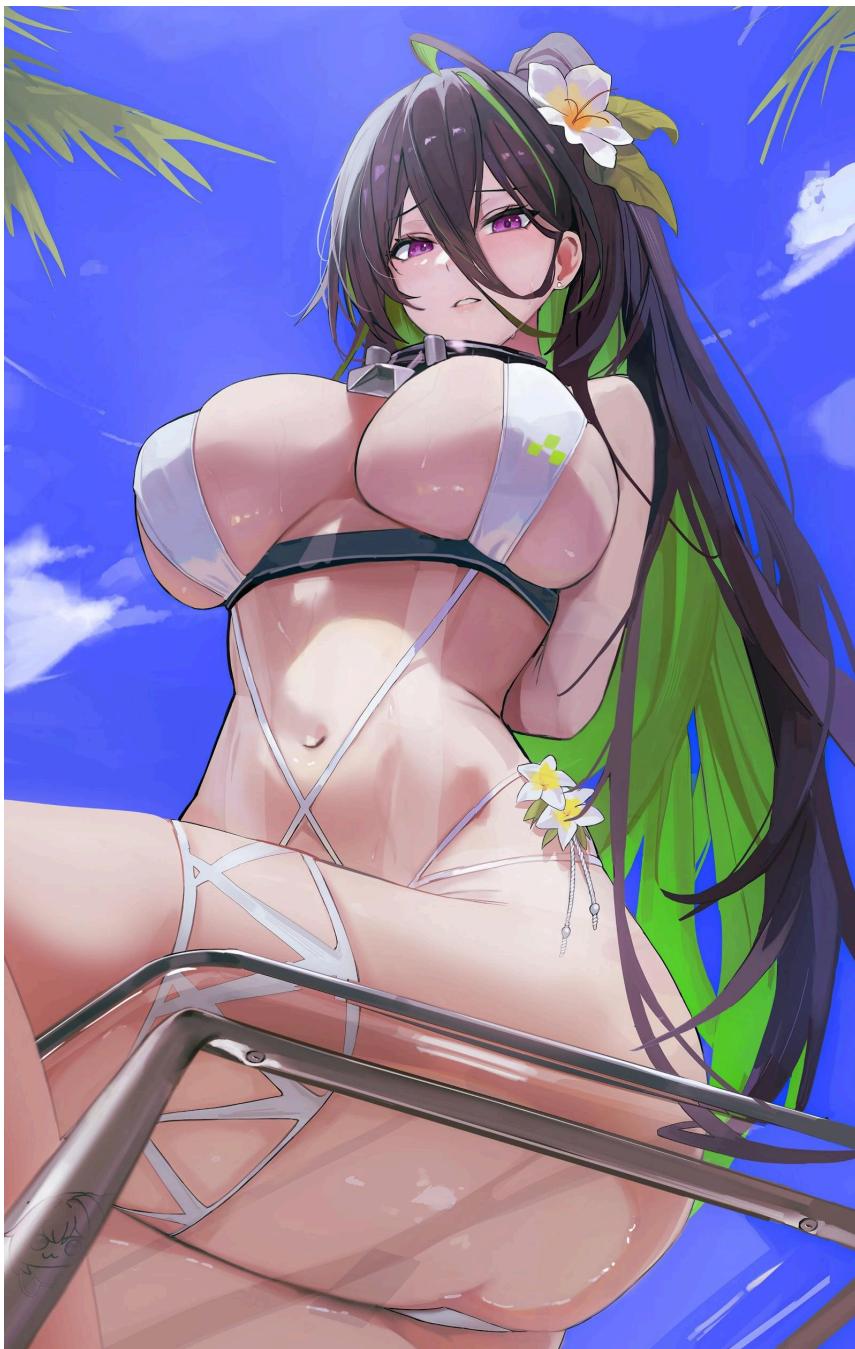
Rosanna (200)

An android owned by a mysterious merchant, Rosanna was designed to actually be the second in command in a large criminal organization. Rosanna is a woman who gets what she wants and knows how to make others help her get it. With a natural charisma that attracts goons of all kinds, Rosanna is a woman who spoils you while making sure the world knows you are off limits.



Guilty (200)

An android owned by a mysterious merchant, Guilty is a woman who is filled with distrust, fear, and shame. She has strength that rivals that of Desmos, but has little control over it. She believes that everyone secretly fears her and looks for any opportunity to prove herself right. If you can weather the early storm of Guily's trials, she will eventually become a very loyal (if socially awkward) woman who is overjoyed to have someone with whom she can be herself without fear.



Isabel (200)

An android owned by a mysterious merchant, Isabel is a born yandere who is searching for “the one”. After joining you, she will see you as her soul match, the one she is destined to be with. While this version of Isabel won't actively harm you or your companions, she will try her best to keep you all to yourself and to keep potential suitors away. She will respect your decision to add members to your harem, but might need to show you why she is the only woman you will ever need in private.



Drawbacks

There is no limit on the amount of CP you may gain from drawbacks.

Jump Mode Toggle (+1000)

By default, this is a gauntlet with all the restrictions and safeties that entails. However, you may choose to convert this into a standard jump. If you do so, you gain the standard +1000cp to spend, but you lose the gauntlet's built-in protections. The consequences for failure are unavoidable even for the Almighty jumper. You won't be automatically protected from the worst outcomes, and cannot choose to “tap out” instead of facing your punishments. Choose wisely.

Extended Sentence (+100) (Can be purchased multiple Times)

Your time in this setting is extended beyond the normal duration. Each purchase of this drawback adds one additional year to the gauntlet mode or one additional

decade to jump mode. The difficulty doesn't scale with time—you simply need to maintain your streak or survive for longer. This can be taken as many times as you're willing to endure, though be warned that even the strongest fighters can suffer from exhaustion, complacency, or simple bad luck over extended periods. In jump mode, you're free to leave the coliseum once you've established your freedom, but you must remain in this world for the full duration.

Lost sense (+100) (Can be purchased multiple Times)

Each purchase of this drawback will permanently remove one of your five senses for the duration of the jump. This sense cannot be substituted or restored through any means.

Silent (+100)

You are unable to speak or make any verbal sounds for the duration of the jump. This will make it extremely difficult to communicate and stand up for yourself, as well as make teamwork inside the arena very difficult.

Poor Teamwork (+200)

You just can't work well on a team. While in combat, you become increasingly distrustful of your allies and arrogant. This will cause you to ignore your allies and even indirectly sabotage them to make sure that you are able to get all of the glory for your battles.

Forever Bottom (+200)

Your body despises the idea of sex. If you have a penis, it will take over an hour just to get hard, and even then, you are quick to shoot and even quicker to get soft. If you have a vagina, you receive next to no stimulation from vaginal or anal sex, and it takes over an hour for you to get slick enough for sex. This does not stop you from pleasing your partner through other methods, but it will almost always ensure you are the one doing all of the work.

No Easy Way Out (+200)

This drawback ensures that you will always need to fight your own battles. Any perk, skill, or loophole that would allow you to have others fight for you is nullified. You will always have to fight in single battles and be a part of any team or double battles.

Rising Opposition (+200) (Can be purchased multiple Times) (Maximum 3)

The coliseum has attracted more powerful fighters, and you'll need to face them. Each purchase of this drawback increases the strength of all the fighters you will face, essentially raising the bare minimum strength of your opponents. The first purchase raises the weakest fighters to be on par with the Four Kings. The second

purchase raises the bar to fighters who are on par with Desmos. A third purchase increases the weakest fighters to be strong enough to easily defeat characters like Alexandros and Chris in a 2v1 battle with medium difficulty.

True Gauntlet (+200) (Can be purchased multiple times) (Maximum 6)

This option allows you to shorten the time between your matches. Typically, there is one week between matches and each purchase reduces that time by one day. At max purchases you will have to fight daily. This also, by extension, increases the minimum amount of fighters you will need to face during your time here.

Normally you would have to fight around 48 fighters undefeated (not including double or team battles). At max purchases that increases up to 365 fighters in one year. Normally double battles take place every two weeks so this drawback reduces the time between those by two days instead of one, so at max stacks you would have double battles daily as well.

Arrogant (+400)

You refuse to plan. In your mind, anything other than a straightforward fight is shameful. Any sort of planning, strategic fighting, or underhanded tactics will be off the table. You believe in your own power enough that you are confident (pridefully so) that you can defeat any opponent, no matter the odds against you.

Midas Touch (+400)

Items are now off the table. Any item that you try to use in combat will now turn to stone. Potions become small rocks, and enchanted swords become pointy slabs of stone. Noticeably, armors and wearable items that do not touch your hands are unaffected by this.

No Second Chances (+600)

The safety net is gone. Whether you're running this as a gauntlet or a standard jump, a single loss in the arena means complete failure. You'll be ejected immediately, losing all progress and gaining nothing for your time here. In gauntlet mode, this means you don't get the usual "reset your streak" mechanic—one loss and you're done. In jump mode, a loss triggers a chain-fail, ending not just this jump but potentially your entire chain depending on the rules. The pressure is immense, and every fight becomes a matter of life and death for you.

May The Odds Be Forever Against You (+600)

Desmos really has it out for you. They will constantly rig your fight to put you at a massive disadvantage. This can range from allowing your opponents to bring in more than three items, bringing in illegal items, overlooking outside interference, and even putting you in handicap matches where losing means losing all of your

slaves and winning earns you nothing. They will come up with smarter and dirtier ideas as the jump progresses.

Weak Skills (+600)

Whether through some curse of the gods or a birth defect, your skills are unnaturally weak. While in the Jump, your skills are unable to be used past rank 3. Any rank 4 or 5 skills you purchased will be downgraded for the duration of your stay. If you are using the Copy skill, then any copied skills can only be used at rank 1.

Scenarios

Mikagawa Route

By taking this scenario, you now replace the main character of Mikagawa Kougī. This means that you will start the jump by pissing off Zayd and, in doing so, be targeted by the four heavenly kings. You must defeat each of these opponents in singles battles and, after defeating them, tame them in bed. After fully defeating them both in and out of the bedroom, you will need to win all four of the double battles. A single loss in this series of battles will disqualify you from earning the reward for this scenario. As an added challenge, any prior knowledge you have of the series is wiped from your mind. Any planning or research you might need to prepare must be done inside the gauntlet and without any prior knowledge of the characters, their weaknesses, and their abilities. This scenario will take place before any of the following options if multiple scenarios are taken.

Reward:

As a reward for taming these lovely ladies, you get to take all of them for free! On the list above, this includes the characters starting with Mary and going down to Paula. They also get this flavor text added to them: "After a full year of battles and bonding, each of these women has grown an inseparable bond to you. All of these women are willing to die for you and would rather sacrifice themselves than watch you fall or be forced to be with anyone other than you. No amount of blackmail, misunderstandings, or force will be able to shake their loyalty and love for you. I hope you are able to keep up with all of these lovely ladies after they find out they get to spend the rest of their existence with you, Jumper." You also receive an additional 500cp to spend at the end of this jump on anything you might have missed out on. As an optional reward, after going 1 year undefeated in this gauntlet, you will get an opportunity to battle Desmos in a one-on-one battle,

and if you win may also take her for free as your slave with her offering the same loyalty and affection as the others after finally finding someone worthy of dominating her. You also gain a free perk that allows you to change the standard clothing for men and/or women in all future jumps to be just as skimpy and revealing as the outfits worn by the women of this series.

Taimanin Collector

This is strange. During your time here, you will encounter a strange duo. These two women are obviously out of place in the arena and continuously swear that they are not from this world. Regardless of that, their owner keeps them controlled with slave collars and forces them to fight in the arena. You will need to find a partner and take these two on a double battle. Be cautious, as each of these women is strong enough to easily defeat the four kings in a fair battle. Asagi utilizes an unknown skill that allows her to slow down and even stop time to unleash rapid and devastating attacks. She also has the skills Iaijutsu, Back step, and swordsmanship at Rank 5. Mizuki is the weaker of the two, but still a devastating form. She possesses spear welding, elemental bullet, and cloning at Rank 5, as well as an unknown skill that allows her to summon massive amounts of water and mould it into hard constructs and illusions. After defeating these two, you must also tame them in bed, which will be a very difficult task, as an unknown skill makes them very resistant to stimulation. After taming these two warriors, they will explain to you that they are from another world and are unsure of how they arrived here. They will agree to fight by your side and will be powerful allies. After a few months, an unknown man will arrive with strong interests in Asagi. He will challenge you and your two new allies to a handicap battle and will offer up his servants, Oboro and Ingrid, who are just as strong as Asagi and Mizuki. Ingrid has Swordsmanship, Buffs, and a dark version of Purgatory Flame and flame bullet at Rank 5, as well as an enchanted sword and fire-immunity armor. Oboro has Angel step, Back step, and cloning at Rank 5, as well as a unique skill that allows her to hypnotize others via eye contact. This will be a hard battle, as upon defeating Ingrid and/or Oboro, Mizuki will suddenly erupt in a massive burst of darkness. After the darkness disappears, Mizuki will have transformed into a demonic succubus form. She will then join the opposing team, leaving you and Asagi to fight alone. If you somehow win this match, you will claim ownership of Ingrid and Oboro, but must defeat them in the bedroom at the same time. They both possessed the same unique skill as Asagi and Mizuki that made them highly resistant to pleasure and immune to the secret potion. After defeating the duo, you must also take the now transformed Mizuki, who has the same skill.

Reward:

After enduring this gauntlet of combat, all four ladies will serve you loyally and will see you as their one true partner. Mizuki will also gain the ability to transform into

her succubus form and back at will. While in her succubus form, she replaces her water skill with one that allows her to inflict mind-breaking pleasure on anyone who gets too close. The four girls get this additional flavor text to their companion descriptions: "After taking these otherworld women, each of them has come to the same realization. They believe that they were destined to come to this world for the sole purpose of meeting and serving you. No amount of dark magic or hypnosis will be able to shake their loyalty and love for you. They will do everything in their power to please you in their own way and would nearly jump your bones on the spot after finding out they can join you on your adventures." As an added bonus, you receive 500cp to spend after the Jump on anything you may have missed.

Cult Crasher

A few months into your stay here, a mystery merchant will challenge you, their goal being to make the undefeated champion of the arena as another one of their servants. They will have one of their servants fight you, an angelic woman with dark hair and even darker wings. Olivier is a formidable combatant possessing swordsmanship, purgatory darkness (a variant of Purgatory Flame that consumes matter instead of burning it), Angel step, and healing at rank 5. She also possesses two powerful wings that allow her to fly at blistering speeds. If you are able to defeat this woman, she will initially show no emotion, even during your love-making session after the battle, as the potion has no effect on her. For the next month, she will not speak or eat, mostly standing around silently observing or following you around when asked. Eventually, she will open up and speak to you in short phrases or affirmations. Eventually, two women will arrive and confront Olivier, claiming she is a servant of a witch who abducted children from an orphanage and must face justice. If you allow them to take Olivier, you will gain no rewards for this scenario. You must defend her from the two women; the ruckus will attract the attention of Desmos, who will force the two women to challenge you and Olivier to a fight if they want to take Olivier. Wilhelmina and Therese will hesitantly agree, and your fight will be scheduled for next week. Wilhelmina and Theresa are extremely powerful. Both of them possess the hero's strength perk as well as the rank 5 buffs skill. Wilhelmina also has rank 5 swordsmanship, Angel step, back step, and iaijutsu, along with an enchanted sword and wing and darkness immunity armor. Therese has rank 5 axe-wielding, barrier, healing, and buffs, as well as an enchanted axe. If you are able to win this battle, all three women will belong to you.

Reward:

You will receive an additional 500cp to spend at the end of this jump to claim anything you might have missed out on upon entering the jump. Additionally, all three women will be unfalteringly loyal to you. Wilhelmina's tsundere shell will fall

apart entirely in your presence, while Therese will nearly be attached to your hip. Olivier is able to regain some of the angelic grace and kindness she lost after her fall. All three of these women get the following flavor text added to their description: "After seeing your loyalty to Olivier and your willingness to stand by those you care about, something was activated inside her. She was able to see the caring soul inside you and was filled with an overwhelming feeling of love in her heart. Your bond has become unbreakable, and her love for you even more so. Prepare to be pampered and bedded after every fight with constant check-ups after every bout. After being asked to join you, her love will reach peaks that were previously thought unattainable by any other than the goddess of love herself."

Ending

And once again, your journey to this world comes to an end. Did you enjoy yourself? I hope you accomplished what you set out to do. And now, just as always, you are faced with your choice.

Leave

Stay

End

I hope you will be satisfied with your choice, and I will expect to see you again soon.

Notes

- RANK SYSTEM
 - The rank system is not too touched upon in the series, but most of the heavy hitters have at least 1 rank 5 skill. Rank 1 skills are relatively weak; elemental bullets would take multiple direct hits to take down a competent fighter, and the buffs would be barely enough to beat someone of equal skill and stats to your own. Rank 5 skills are strong enough to make you a legend in the arena. Rank five elemental bullets are strong enough to kill even the stronger fighters of this jump in one to two direct hits, and rank 5t buffs would set you head and shoulders above others with the same base stats, so much so

that they would have no chance of dealing any meaningful damage in a fight against you.

- Most characters in the series utilize rank 1 skills, so it is tough to get a gauge of different skills at different levels. Use the above note as a rogue guide for estimating strength and fanwank responsibly. It is possible to increase the rank of your skills in the jump through rigorous effort and hard work. However, it would take at least a few months to take a skill from rank 2 to rank 3 and at least a year from rank 4 to 5. Depending on your training, it could take years of spending your entire day training to take a skill from rank 4 to rank 5.
- **Potion list**
 - Lesser healing
 - Antidotes
 - Minor elemental resistance
 - Oil
 - Smokescreen
 - Minor poison
- Each of the companions from the Mikagawa Route has Rank five skills, except Fine, whose skills range from rank 1 to 2. Their skill list is as follows
 - Mary
 - Purgatory Flame
 - Backstep
 - Marl
 - Buffs
 - Alice
 - Spatial Transportation
 - Fine
 - Elemental Bullet
 - Axe wielding
 - Spear Wielding
 - Suzu
 - Cloning
 - Chris
 - Barrier
 - Healing
 - Vivian
 - None
 - Paula
 - Angel Step
 - Swing Blade
 - Desmos
 - Hero's Strength Perk

- Unknown Skills

- The android companions can have any two skills from the skills menu at rank five, barring custom skills. They may have a single custom skill in place of two from the list.