

Genkai Tokki Series 0.1

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Introduction:

You've entered a new and fascinating world, one quite different from anything you've encountered before. In the past, this world was inhabited solely by humans, but everything changed when colossal pillars, known as the Hammers of God, suddenly pierced the Earth. From these pillars, dungeons began to appear, teeming with strange monsters that are as ridiculous as they are perverse in their attacks. Alongside these monsters, a new sentient species emerged—monster girls.

These monster girls aren't hostile by nature; in fact, most of them wish to coexist peacefully with humans. This was the beginning of an era where humans and monster girls lived together in harmony. However, this peace was short-lived, as a strange curse began to spread, afflicting both humans and monster girls, driving them into uncontrollable berserk states where they would attack each other indiscriminately. Fortunately, there is a way to break this curse, though it's far from conventional: by stripping the afflicted naked and performing perverted acts on them until they submit.

Yes, you heard that right. It seems you've been thrust into a world where the powers of ecchi and naughty touching will be the keys to powering up both your allies and yourself, unlocking new heights of strength and ability. This world isn't one for deep introspection or serious storytelling; it's all about fun, absurdity, and pushing the boundaries of what's acceptable. The games in this series toe the line between being light-hearted ecchi adventures and almost eroge experiences, so brace yourself for a wild ride.

With 1,000 CP in hand, you're ready to embark on this outrageous adventure. Enjoy your time in this world, because one thing's for sure—a lot of people will be eagerly watching to see what kind of chaos you'll stir up!

Locations:

Roll 1d4 where you will start in this world or pay 50 CP to decide where you will start in this world you can choose any location outside these 4 bellow.

1.Academy of Kunaguvu

Welcome to the renowned Academy of Kunaguvu, a prestigious institution where young monster girl tamers learn the essential skills needed to bond with and raise their unique companions. Here, students are not only taught the intricacies of forming deep connections with monster girls but also trained to become legendary tacticians. These skills are vital as they prepare to lead their monster girl parties into the treacherous depths of dungeons. The academy is known for its rigorous curriculum, combining the art of taming with strategic combat training, ensuring that its graduates are capable of navigating the challenges of this world.

2.Town Arthenon

You find yourself in one of the many towns scattered across this world, where humans and monster girls coexist in harmony. This particular town is a vibrant hub of activity, known for its close proximity to several dungeons. The streets are filled with a mix of humans and monster girls, living side by side, each contributing to the town's unique culture and lively atmosphere. The town's strategic location makes it an ideal starting point for adventurers like yourself, as the nearby dungeons offer endless opportunities for exploration and discovery. Whether you're preparing your gear, recruiting monster girls to your party, or gathering intel from the local guild, everything you need to begin your journey is right at your fingertips.

3.Monsupi Sea

The Monsupi Sea, often spoken of in legends as a phantom ocean, was long considered a place of mere imagination. However, you now find yourself amidst the many mysterious islands that populate this legendary sea. According to ancient tales, these islands are rumored to hide untold treasures, drawing adventurers from across the world in search of riches and glory. Despite the allure of its fabled treasures, no humans are known to live in this region; instead, the islands are home to various monster girls, each with their own unique traits and abilities.

As you explore this unknown land, you are surrounded by strange and fantastical creatures, each more mysterious than the last. However, there's an unexpected twist: almost everything in this world—from the monsters to the very landscape itself—seems to resemble the exaggerated forms of monster girls' bodies, particularly breasts and butts. The islands are dotted with rolling hills and valleys that bear uncanny resemblances to feminine curves, while the creatures you encounter are straight out of a hentai universe, dominated by tentacles and other similarly suggestive forms. Every corner of this bizarre world exudes a surreal, erotic atmosphere, making it both a paradise and a peril for any adventurer who dares to explore its depths.

4.Empty Plains

You begin your journey in an empty, desolate plain where nothing but vast stretches of barren land surrounds you. The emptiness is almost eerie, with no signs of life or civilization in sight. However, as you survey the horizon, you notice the distant outline of a country that seems to have recently undergone a significant upheaval. Rumors of a coup d'état have spread far and wide, and it appears that this nation is now in a state of turmoil. With little else around, the prospect of exploring this troubled land piques your curiosity. Perhaps uncovering what has transpired there could lead to new opportunities—or dangers.



Origins:

Here is where you choose your origin in this world. One's gender, race and age will be determined here.

Monster Girl Tamer

In this world, you are a human, and you can choose to be either male or female at no cost. Your age is $17+1d20$ and your existence here is paramount, as you serve as the vital bridge between humanity and the monster girls who inhabit this land. It is your sacred duty to not only maintain the delicate balance of coexistence between the two races but also to strengthen and empower the monster girls who have entrusted their lives to you. As a guardian and leader, you are responsible for guiding them through the challenges they face, helping them grow in power and confidence. Your bond with these monster girls is essential, as it is through your connection that they can reach their full potential, ensuring a harmonious future for both humans and monster girls alike.



Monster Girl

You are one of the many monster girls that inhabit this world, and your gender is always female. Your age is $17+1d6$ years. You are a creature born from the rich mythology of our world, embodying the characteristics and powers of legendary beings from ancient tales. Like many other monster girls, you yearn to coexist peacefully with humans, seeking out ways to form meaningful connections with them. Your desire to live alongside humans could stem from a deep wish to find a human mate, with whom you hope to create offspring that carry on your unique lineage. Alternatively, you may be driven by a quest for greater strength, seeking out a monster girl tamer with whom you can enter into a contract.



Perks:

Each origin gains a discount on their origins perks, and 100CP ones are free.

General

Moe Looks[Free/100CP]

Since this is a world where you'll be engaging in some rather intimate and ecchi activities with monster girls, it's only natural that you wouldn't want to do so with someone you find unattractive. That's why every monster girl in this world is guaranteed to be a 9/10 in the looks department, ensuring that beauty is never in short supply. You have the freedom to decide exactly what you look like, tailoring your appearance to suit your preferences.

Similarly, any other human in this world will be at least an 8/10 in terms of appearance, making sure that the standards of beauty are consistently high. This enhancement is completely free in this world, and you, your companions and followers will continue to maintain their 9/10 appearance in any future worlds you visit. However, if you wish for those around you, who aren't your direct companions, to also have a minimum of 8/10 in the looks department in future worlds, you'll need to spend 100 CP to make that happen. With these perks, you can ensure that everyone you encounter will be as pleasing to the eye as they are interesting to interact with.

Sexy Body[Free/100CP]

In this world, it's not just your looks that have been enhanced; your body itself is sculpted to perfection, as if chiseled by the gods themselves. This enhancement applies to both humans and monster girls, with each person's body embodying the ideal of masculinity or femininity. However, this isn't just about appearance—your body's physical attributes directly impact your stats in battle.

When it comes to breasts, their size affects your physical capabilities:

Larger breasts (up to a size I) increase your attack and defense. The bigger the bust, the stronger and more resilient you are in battle.

Smaller breasts (down to a size B) enhance your speed and dexterity. The more petite your chest, the quicker and more agile you are.

As for butts, their firmness impacts your magical and physical endurance:

Softer butts result in a larger mana pool, allowing for more extensive use of magic.

Firmer butts boost your HP, making you tougher and more durable in combat.

You get to choose the proportions of your body and those of your companions in this world for free, tailoring your physical form to best suit your preferred combat style. For an additional 100 CP, you can carry this effect into future worlds, allowing you and your allies to change your body shapes and corresponding stat boosts at the start of every new jump. This ensures that you can always optimize your physical attributes to match the challenges of each new adventure.

Ecchi Underwear logic[Free/100CP]

In this world, clothing is all about style rather than functionality, so while your outfit may look incredible, it won't hinder your movement or combat abilities in the slightest. However, there's an interesting twist when it comes to protection: conventional armor, even the skimpy kinds typically seen in ecchi and anime, is uncommon here. Instead, the effects you'd usually expect from armor—such as stats boost, resistances, and even certain skills—come entirely from your underwear. That's right, in this world, bras and panties (or undershirts and boxers for males) are the true sources of protection for warriors.

Wearing just your underwear, while potentially embarrassing, is completely acceptable and even practical. The bra you wear determines what skills and elemental affinities you gain from your equipment, while your panties provide crucial stat boosts and resistances. This system applies to both genders, with men receiving the same benefits from their undershirts and boxers.

This perk is free in this world, but if you wish to carry this unique system of magical underwear into future worlds, it will cost you 100 CP. Having two layers of protection—from both outer and inner armor—could prove invaluable in your adventures. Additionally, it's important to note that while wearing your underwear and normal clothes, you are still considered "naked" for the purposes of certain skills and abilities, which might come in handy depending on the situation.

Uhh Its Battle Damage[Free/200CP]

Now that we know underwear is what truly empowers the users of this world, you might think that regular clothing is just for show. However, that's not the case at all. In fact, the fancy clothes worn by the people of this world still function like armor. Even everyday street clothes have the remarkable ability to absorb an incredible amount of damage before they're completely disintegrated. Your body remains unharmed as long as your outer clothing is intact. You only begin to take damage once all of your outer clothing is gone, and this protection extends to your underwear. Your body will only start to suffer harm when you're completely nude, including when your underwear has been destroyed.

This perk is free in this world, but if you want to carry this benefit into future worlds—where your clothes are much more durable and can absorb 100% of the damage you would otherwise receive—it will cost you 200 CP. This additional layer of protection could be a significant advantage, allowing you to withstand much more before being truly vulnerable.

Perverted monsters [Free/200CP]

In this world, most monsters have a perverted nature about them. Whether they're tentacle creatures, have body parts that resemble underwear or breasts, or engage in perverse attacks like shooting strange white liquids, targeting your private parts, or inducing intense arousal, these behaviors are all part of the natural ecosystem here. Such encounters are considered normal, adding an extra layer of challenge and intrigue to your adventures.

This peculiar aspect of the world is free and part of the environment here, but if you want these perverted monsters to appear alongside the regular monsters in future worlds, it will cost you 200 CP. This option ensures that even in other realms, you'll continue to face these bizarre and suggestive threats, keeping your adventures just as wild and unpredictable as they are here.

Man of the Sea[200CP]

You now possess the capability to expertly navigate the high seas of any world, regardless of the challenges they present. You can proficiently sail any boat or ship, provided its technology level is equivalent to or lower than vessels from the year 2024. Whether you're steering a simple wooden sailboat or a modern yacht, your skills will ensure smooth sailing across even the most treacherous waters.

Fighting Styles[200CP Each]

In this world, there are four distinct fighting styles that warriors and monster girl tamers typically use in battle. Each style offers unique advantages and suits different combat roles. You can choose one style to start with, and if you wish to add another style to your arsenal, you can do so by paying an extra 200 CP for each additional style. Here are the four fighting styles:

Venus Style

A vanguard style that excels in close-range physical combat. This well-balanced, all-purpose fighting style is known for its high abilities and versatility. Venus Style focuses on overwhelming enemies with a flurry of attacks, making it ideal for those who prefer to dominate in close-range combat through sheer volume and speed.

Knight Style

Another vanguard style that specializes in close-range physical attacks but differs in its focus on raw power and defense. The Knight Style boasts high attack and defense power, delivering fewer but much stronger hits compared to the Venus Style. However, it has a notable weakness against magic, making it less effective against magical foes. This style is particularly useful against enemies with high defense, allowing you to break through their resilience with powerful strikes.

Gunner Style

A rear-guard style that focuses on long-distance physical attacks. The Gunner Style allows you to fight from a distance using gun attacks, making it an excellent support style for those who prefer to stay out of the front lines. Additionally, it includes the ability to summon monster girls from outside your immediate party to assist in battle. This style is perfect for supporting Venus and Knight style fighters with ranged attacks and reinforcements.

Witch Style

A rear-guard style centered on long-distance magic attacks. Unlike the other styles, the Witch Style's normal attacks don't directly damage the enemy's HP; instead, they absorb MP, which can be used to summon monster girls for both offensive and supportive roles. It has the highest magical attack power of all the styles, making it especially effective against enemies resistant to physical

attacks. This style is ideal for those who want to harness the power of magic and summoning to control the battlefield from afar.

Pet Pact[200CP]

Regardless of when and where you find yourself, whenever you defeat a monster(non monster girl)in battle, there's a chance that the creature may occasionally come and snuggle up to you. This perk applies to monsters no larger than the size of a cow. When this happens, the defeated monster shows a fondness for you, allowing you the opportunity to make it your ally.

Once you've formed a bond with this weirdly affectionate monster, it can serve as a loyal companion. This pet can be used for scouting, venturing out into the wild to explore and gather materials. This allows you to collect valuable resources without having to do all the work yourself.



Monster Girl Tamer

Recruiting [100CP]

You now possess the unique ability to recruit monster girls into your party. Your natural charm and persuasive skills make it much easier for you to convince monster girls to join your ranks, whether they're intrigued by your strength, impressed by your leadership, or simply captivated by your personality.

This perk works exceptionally well with monster girls you've previously subdued, either through battle or by saving them from the madness that afflicts them. Once you've made a monster girl submit, either by defeating her in combat or rescuing her from her own insanity, your persuasive powers are significantly amplified, making it almost inevitable that she will choose to follow you. With this ability, you can build a diverse and powerful party of loyal monster girls, each bringing their unique abilities and strengths to your cause.

Backline [100CP]

As a tamer, your place is not on the front lines but safely behind the many monster girls you've recruited. With this perk, as long as you're not actively attacking enemies on the front lines and you have at least one monster girl ally by your side, all hostile enemies will completely ignore you and focus solely on your monster girl companions. This effect also extends to traps found in dungeons; any harmful effects from traps will be absorbed by your monster girl allies instead of you. This perk ensures your safety during battles and explorations, allowing you to focus on directing your monster girls without worrying about being targeted or harmed.

Battle Tactics[200CP]

As a monster girl tamer, you now possess the ability to effectively command up to 6 monster girls at once, managing them with precision and efficiency. While your skills allow you to handle up to 12 monster girls in total, beyond this number, your commands may start to lose their effectiveness.

You can easily direct your monster girls to execute a variety of actions, whether it's attacking, blocking, staying in formation, changing their equipment, or learning new skills. Your commands are geared towards the greater good of the group, ensuring that your team operates as a cohesive unit in battle.

Heart Icon[200CP]

You now possess a special ability that allows you to see a pink heart icon stamped on certain monsters within dungeons or on the battlefield. These heart-marked monsters are unique, as when you defeat them, they will always drop equipment that is useful to one of the monster girls under your command.

The dropped items can range from underwear, accessories, and costumes to powerful weapons, all tailored to enhance the abilities of your monster girls. However, there is a limit: for each monster girl under your command, they can receive a maximum of three heart-marked items per jump.

Fusion[400CP]

As a Monster Girl Tamer, you've mastered a unique and powerful ability that allows you to fuse two monster girls into a single, formidable entity during active battle. This fusion results in a creature with stats, skills, and equipment that are greater than the sum of its parts, significantly enhancing their combat prowess.

However, this fusion technique comes with two important restrictions:

Same Type Requirement: The two monster girls you wish to fuse must be of the same type, though they can be different species within that type. For example, you can fuse a Red Dragon with a Water Dragon, as both are dragon types. However, you cannot fuse a Red Dragon with a Skeleton Dragon, since one is a dragon type and the other is undead.

Time Limitation: The fusion lasts for approximately 10 minutes, providing a temporary but powerful boost in battle. After the fusion ends, the individual monster girls cannot fuse again with the same partner—or with a different partner—for at least one hour.

This ability allows you to strategically unleash a combined force when the situation demands it, giving you a crucial edge in challenging battles.

Seal Release[400CP]

You now possess the unique ability to harvest magical crystals known as "Seals" from the monster girls you command, once every month. These Seals have the remarkable power to enhance any piece of equipment you possess. Not only do they significantly boost the stats of the equipment, but they also imbue it with a specific trait related to the monster girl from which the Seal was harvested.

For example, if you use a Seal from a Green Dragon on a shield, the shield's defensive capabilities will be greatly enhanced, particularly its resistance to magic, as dragons are naturally resistant to magical attacks. Additionally, the shield would gain the trait of being resistant to poison-type attacks and the associated status ailments, reflecting the Green Dragon's inherent qualities.

Each piece of equipment can be enhanced by up to three Seals, with the requirement that each Seal must come from a different species of monster girl. This allows for a wide variety of customization and strategic enhancements, making your gear incredibly versatile and powerful.

Now, if only you had a place to enhance your equipment...

Monster Girl Raising Expert [600CP]

As a Monster Girl Tamer, you have reached the pinnacle of your craft, becoming a true master in raising monster girls to their fullest potential. Your expertise now grants you an encyclopedic knowledge of every monster girl in this world and future worlds. This includes comprehensive details about their species, general likes and dislikes, ideal habitats for their happiness and growth, and the types of training and equipment that will bring out their best abilities.

But your skill goes beyond just knowledge. You've also developed a deep connection with your monster girls, allowing you to understand each one on a personal level. You know exactly what gifts will make them smile, the perfect date spots to keep their morale high, and the activities they enjoy most. This strong bond ensures that your monster girls remain motivated and content, which in turn makes your training sessions twice as effective.

Furthermore, your expertise enables you to guide your monster girls through the process of evolution, should their species have a higher form. Under your care

and training, your monster girls grow and develop at twice the normal rate, quickly becoming stronger, more capable, and fiercely loyal to you. Your ability to nurture and empower your monster girls is unmatched, making you a formidable tamer in any world.

Sweet Magical Scratch [600CP]

You've now mastered the more intimate and powerful ability known as the Sweet Magical Scratch. This technique, while appearing questionable to an outsider, is a legitimate method that allows you to deeply bond with your monster girls and enhance their abilities.

During your nightly visits to your monster girls' rooms or after you've pinned down and subdued a berserk monster girl (a state that makes them see humans as enemies), you can begin the Sweet Magical Scratch. This involves touching them in their most sensitive areas or erogenous zones, which are unique to each monster girl species and individual. Despite appearances, this is not a prelude to anything inappropriate like sex—it's a technique designed to make the monster girl reach a climax. The purpose of this climax varies depending on the situation:

Healing and Curing: If the monster girl is suffering from any abnormal status ailments—such as diseases, curses, or even the berserk status—your Sweet Magical Scratch can completely cure them. It's a powerful method to restore your monster girls to full health and sanity.

Heart Crystals: If the monster girl is completely healthy and has absolute trust in you, your Sweet Magical Scratch can cause them to drop Heart Crystals. These crystals are incredibly valuable, as they are keys to accessing a special dungeon deep within the monster girl's mind called the "Deep Recesses."

Each monster girl has three Heart Crystals, and by using them, you can enter this unique dungeon within their minds. Clearing the Deep Recesses dungeon rewards you with items and equipment tailored specifically to that monster girl, enhancing their abilities further. But the true reward is what this process does for the monster girl herself:

Ascension: Each time you clear a Deep Recesses dungeon, the monster girl undergoes an "Ascension." Her basic stats will grow stronger, and she will unlock a unique skill that dramatically increases her power in battle. For instance, a Goblin might gain:

Goblin Call: Summons fellow goblins to assist in battle.

Makeshift King: Proficiency in using makeshift weapons effectively in combat.

Goblin Luck: A significant boost to luck, improving outcomes in battle and other scenarios.

Comfort in Skimpy Outfits: The goblin becomes more comfortable wearing revealing outfits in public, potentially boosting morale and certain social interactions.

In addition to these powerful effects, the Sweet Magical Scratch also allows you to alter the physical attributes of your monster girls. By poking, pinching, or slapping the breast or butt you can change the size and shape of their breasts, as well as the softness and firmness of their buttocks. This customization further fine-tunes their stats, allowing you to optimize each monster girl for their specific role in battle.



Monster Girl

Monster Species [Monster girl Only/ none discounted/Varied]

As a monster girl in this world, you have the opportunity to choose your species, which determines your inherent abilities and strength. The species are divided into different tiers, with higher costs corresponding to more powerful monster girls. Additionally, you gain the mythological abilities associated with your chosen species.

Free- Common Monster Girls: You are a relatively common and weak monster girl. Your species might be something like a goblin, pixie, or slime. While these creatures are not known for great power, they possess unique abilities that make them versatile and useful in various situations.

200 CP - Intermediate Monster Girls: Your species is still not particularly special, but your power is above that of the weaker monster girls. Here, creatures like orcs and harpies begin to appear. These monster girls are tougher and possess abilities that make them formidable in battle, although they are still considered mid-level in the hierarchy.

400 CP - Mid-Tier Monster Girls: At this level, more powerful monster girls start to appear. You possess the ability to break boulders with ease and have other significant powers. This tier includes creatures like succubi and angels, known for their potent magical abilities and combat prowess. You are now a force to be reckoned with in the world.

600 CP - High-Tier Monster Girls: Your species is part of the great creatures that exist in this world. Here, you find powerful beings such as chromatic dragons, hydras, cyclopes, and giants. These monster girls are immensely strong, capable of taking on entire armies, and possess abilities that can turn the tide of battle.

800 CP - Mythical Monster Girls: Your species is named after mythological beings that rank among the gods. Depending on which god your species is named after, you will gain abilities related to that deity. For example, if you choose to be a species named after Thor, you will gain the ability to command lightning and possess immense combat power. These monster girls are at the pinnacle of power, with abilities that can shape the very world around them.

Front Liner[100CP]

As a monster girl, your place is right in the thick of battle, leading the charge on the front lines. Unlike tamers who stay back, you thrive in the heat of combat. With this perk, you will always be the primary focus of your enemies' attacks, drawing their attention away from your allies. Your presence on the battlefield is impossible to ignore, and enemies will be compelled to target you first, allowing your allies to strategize and attack without interference. Additionally, any traps encountered in dungeons will be triggered by you first, ensuring that your companions remain safe while you bear the brunt of the danger.

Monster Girl Type[200CP Each]

In this world, a fighting style determines how a monster girl engages in battle, while her type dictates which skills she excels at learning and her optimal positioning on the battlefield. When a monster girl learns and uses skills aligned with her type, she becomes twice as effective in wielding them. Here are the four basic types:

Melee Type: The most fundamental type, Melee fighters are at home in close combat. They move forward and deal damage directly to the enemy in front of them. Melee types are proficient in learning skills related to short-range weapons, excelling in hand-to-hand combat and other close-quarters techniques.

Ranged Type: Ranged types specialize in attacking from a distance. They are adept at using long-range weapons like bows, guns, or magical spells that can hit enemies from afar. These monster girls are best positioned at the backline, where they can unleash their attacks without being directly threatened by the enemy.

Healer Type: Healers are the backbone of any team, focusing on restoring the health and vitality of their allies. They excel in learning skills that involve healing magic, recovery items, and other supportive abilities that keep their companions in fighting shape. Healers are typically positioned safely away from the front lines, where they can focus on supporting the team.

Buffer Type: Buffers are specialists in enhancing the abilities of their allies. They learn and utilize skills that increase the strength, speed, defense, or other attributes of their team, making them invaluable in turning the tide of battle.

Buffers usually stay behind the front lines, using their powers to boost the effectiveness of their comrades.

To gain additional types beyond your initial choice, you can spend an extra 200 CP for each new type, further diversifying your monster girl's capabilities and role on the battlefield.

Free Will[200CP]

As a monster girl, you have developed the ability to maintain your free will in any situation. This means that the effects of mind control, charm, or any other abilities designed to strip away your autonomy will be completely negated or simply fail when used on you. Your strong sense of self and independence makes you immune to these attempts, ensuring that you remain in full control of your actions and decisions, no matter the circumstances.

Lets Get Along [400CP]

You now have the ability to effortlessly get along with your fellow monster girls, as you are far from being a loner. This perk enables you to quickly become friendly with other monster girls, making it easy to form strong bonds and connections within your group. Additionally, you possess a unique talent that allows you to subtly join in on another monster girl's and their tamer's alone time—provided you're on good terms with both parties.

When you manage to join in, you receive a small benefit from their Sweet Magical Scratch sessions, usually in the form of a minor buff. If you participate in enough of these rituals, you can accumulate more significant advantages over time. Additionally, there's the fun and bonding that comes with a three-way connection, enhancing the camaraderie within your group.

In future worlds, this perk also grants you the ability to have similar three-way fun with people you've bonded with significantly with any ritual gaining a miniclu buff here and there, expanding your connections and deepening your relationships across different adventures.

96 Erotic Methods [400CP]

You have now mastered the secret techniques known as the 96 Secret Attacks. These unique attacks are executed in collaboration with your monster girl allies, where you and your team unleash 96 different attack combinations. Each attack in the sequence has its own unique effects, ranging from healing you and your allies from status ailments to completely obliterating your enemies.

However, be warned: the more powerful the combination attack, the more stamina and MP it consumes. The instant-kill attacks, in particular, will drain your resources immediately, leaving you completely exhausted. Use these devastating techniques wisely, as the cost of their power can leave you vulnerable if not managed carefully.

Perfect Partner [600CP]

As a monster girl, you are the ideal second-in-command and the ultimate support for your monster tamer. You excel at training and satisfying your tamer's needs with unparalleled effectiveness. Your skills are finely tuned to complement your tamer's abilities, allowing you to work in perfect harmony. Whether it's assisting in battle, offering strategic advice, or providing emotional support, you adapt seamlessly to your tamer's needs, ensuring that both of you perform at your best.

In training, you can help other monster girls reach their full potential faster, acting as a mentor and guide. Your presence amplifies the efficiency of training sessions, leading to quicker mastery of skills and techniques. In combat, you instinctively know how to support your tamer, whether it's by covering their weaknesses, enhancing their strengths, or taking the lead when necessary.

Your bond with your tamer is so strong that it allows you to anticipate their needs and desires, making you the perfect partner in every aspect. This connection also makes you more effective at fulfilling the tamer's goals, whether they're tactical in nature or more personal. You are the ultimate support, providing stability, strength, and unwavering loyalty.

Deviant Monster Girl[600CP]

As a Deviant Monster Girl, you are an exceptional and rare variant of your species. You possess unique abilities, enhanced strength, and a distinct appearance that sets you apart from your standard counterparts. Deviant Monster Girls have survived countless battles, adapting and evolving beyond their original forms, making them formidable adversaries and invaluable allies.

Your combat abilities are significantly more powerful, with enhanced stats, unique attacks, and special abilities that only Deviants can wield. These abilities often come with special conditions or powerful effects that can turn the tide of battle. Like a deviant red dragon now can create explosive breath attacks.

In addition to your enhanced combat prowess, you have a unique and imposing appearance that reflects your Deviant status, often adorned with distinct markings, armor, or features that signify your strength and experience. This appearance not only strikes fear into your enemies but also commands respect from allies.

Your Deviant nature also grants you resilience against certain types of damage and status effects, making you harder to defeat and choose one type of physical attack like pierce or slash to be immune to or one element now and any status effect like sleep and poison you are now immune to. As a Deviant Monster Girl, you are a force to be reckoned with, bringing exceptional power and a distinct edge to your tamer's team.



Moe Traits:

Below are traits that both humans and monster girls have from this world. Each trait has its own unique name and effect on the user. Humans receive one for free. Monster girls receive two for free except Mythical Monster Girls; they receive 4. For more you pay 200 CP

Class President

You are a natural-born leader, and because of this, coordination attacks are now much more effective when you are leading the group. Your leadership inspires others to perform at their best in battle, increasing team synergy.

Big Sister

You are now the resident big sister of the group. Your affectionate love for everyone in the party grants a small HP recovery outside of battle, ensuring your team stays healthy and ready for the next challenge.

Lady

You are now part of the nobility of this world, and because of that, you possess the education of a noble. This makes you much smarter than the average person, granting you access to advanced tactics and refined social skills.

Big Boobs (Cannot take Tiny Tits)

Your breasts are now at least a D-cup, and your attacks and defense are 20% more effective than before. Your physical presence and power are undeniably enhanced.

Tiny Tits (Cannot take Big Boobs)

Your breasts are small, permanently a B-cup, which increases your speed by 20% from the base. Your nimble form allows for quicker movements and more agile combat maneuvers.

Lolita (Cannot take Big Boobs)

Your petite stature makes you very efficient in exploration. In fact, you now regain HP while outside of battle, allowing you to recover more quickly from the wear and tear of your adventures.

Tomboy

You are very hyperactive, which makes you tire easily, but it also inversely increases the power of all your physical abilities. Your boundless energy turns into a potent force in combat, boosting your strength and agility.

Cute Butt

Your butt is now irresistibly cute, motivating your back-row allies to protect you more fiercely. Their defense and resolve are enhanced as they work to keep you safe in battle.

Unpredictable

Your attacks, skills, and magic will sometimes either do double damage or half damage. This unpredictability makes you a wild card on the battlefield, keeping both allies and enemies on their toes.

Silly

Your gags and jokes are funnier than usual, making people more willing to trust you. Your humor breaks down barriers and makes it easier for you to influence and befriend others.

Passionate

You are now a very passionate person. Your healing skills are 20% more effective, but your attacking skills are no less effective. Your fervor in both healing and fighting makes you a versatile and powerful ally.

Twin Tail

Whether it's your hairstyle or having literal twin tails, your agility has increased by 10%. You move with the speed and grace of someone with twice the momentum, making you harder to hit.

Wild

You have a wild demon creature inside you. When you are near death, you become an unstoppable beast on the battlefield, but now you hit both friend and foe alike. Your power is immense, but it comes at a cost.

Sadist (Cannot take Masochist)

You are able to deal zero damage to an opponent in exchange for inflicting severe mental trauma through the sheer pain of your attacks. Your sadistic nature turns the battlefield into a place of psychological warfare.

Masochist (Cannot take Sadist)

Once per battle, you can absorb and take all damage from your allies at one moment, but in exchange, you are overwhelmed with pleasurable pain for one minute, paralyzing you. Your sacrifice shields your team but leaves you vulnerable.

Animal Ears

You now have real or fake animal ears, and because of this, your hearing is twice as sensitive. You gain heightened awareness without the typical weaknesses that come with such enhancements.

Tsundere

Your tsundere nature allows you to get away with saying harsh things to people. Despite your tough exterior, others understand your true feelings, and it makes you more endearing in their eyes.

Klutz

You are mostly looked down upon by your enemies as they see you as a harmless klutz. This underestimation works to your advantage, giving you opportunities to strike when they least expect it.

Innocent

Your innocent looks make you more proficient with holy and divine class skills and magic. Your purity grants you favor with higher powers, allowing you to channel their blessings more effectively.

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Items

You can import any similar items, like for example, you can import a sword into another sword, but not a sword into a bow. Additionally, any items under the same origin will be discounted.

General

Basic weapon[Free]

You now possess one mundane weapon of your choice. While it can be any weapon you desire, it remains an ordinary, non-magical item. Whether it's a finely crafted sword, a sturdy shield, or a versatile staff, this weapon serves as a reliable tool for combat or defense in a conventional manner.

Costume set [200CP]

Well, looks like you have some fun clothes here. Looks like we have some sexy lingerie, swimsuits, skin tight Taimanin suits (thank your lucky stars this world ain't something even worse), or even meido outfits. These are a few examples of what clothes you can have in this wardrobe. The only limitation is that these clothes don't have any abilities, but if damage ends up destroying them, they will reappear in the wardrobe. And as a bonus there seems to be updates with clothes that match the fashion sense of future and past world in your jump.

Battle Class Underwear[200CP Each]

Yes, in front of you now is a collection of underwear, each imbued with the skills and resistances of different classes etched into their fabric. Choose one, and if you wish, you can buy another pair of underwear for 200 CP. You can also mix and match the underwear to gain the effects that you see fit.

Fighter

The classic Fighter underwear set is the most straightforward, featuring a simple bikini design for both the top and bottom. The bra is designed for utility, incorporating the skills of weapon mastery, allowing the wearer to wield any weapon with proficiency. This includes a range of basic combat skills and techniques that enhance damage output against enemies. The bottom piece, consisting of standard panties, is geared towards defense, providing the user with increased physical protection and resistance to attacks. The plain design belies its practical effectiveness in both offensive and defensive situations.

This set is ideal for those who prefer a no-frills approach to combat, focusing on the essentials of battle without additional flair. The simple yet effective design ensures that the user can concentrate on their fighting abilities and strategy, making it a reliable choice for straightforward, physical combat scenarios.



Berserker

The Berserker underwear set is characterized by its wild and primal appearance, often crafted from real animal pelts or decorated with fierce beast motifs. This bikini is designed to channel the user's inner rage, providing skills that enhance resistance to physical attacks and improve survival capabilities in harsh environments. The top, with its minimal coverage, embodies the essence of barbarian rage, allowing the wearer to shrug off incoming damage and exhibit heightened aggression.

The bottom piece of the set is equally wild, offering increased endurance and inverse agility, which makes the user more resilient and tenacious during combat. This set is perfect for those who thrive in chaotic battle conditions and need both offensive power and durability. It embodies the raw power and tenacity of a true Berserker, making it a formidable choice for those who revel in the heat of battle.



Paladin

The Paladin underwear set exudes purity and sanctity with its pristine white color and intricate wing motifs. The string bikini design is both elegant and functional, with the bra incorporating divine smite skills that imbue weapons with holy light, making them especially effective against demonic foes. It also grants the wearer proficiency with shields, enhancing their defensive capabilities. The white panties provide increased defense and a small resistance to status effects, ensuring that the wearer remains steadfast in the face of adversity.

This set is designed for those who uphold justice and righteousness, providing both offensive and defensive benefits against dark forces. Its design reflects the noble and virtuous nature of the Paladin class, offering both spiritual and physical protection in battle. The combination of holy power and defensive fortitude makes this set an excellent choice for those who lead with honor.



Dark Knights

The Dark Knights underwear set is bold and alluring, featuring a daring black lace design. The bra is imbued with skills that wield darkness and perform an evil version of divine smite, known as dark smite. This ability allows the wearer to drain the enemy's health and mana bars, providing a significant advantage in combat. The bottom piece, a thong, offers minimal physical defense but enhances the wearer's attack and magical power, making them a formidable force against their enemies.

This set is ideal for those who embrace the darker side of their abilities, combining seductive elegance with powerful offensive capabilities. The dark, alluring design complements the destructive potential of the Dark Knight, providing both style and substance in their quest for vengeance.



Magical Girl

The Magical Girl underwear set is whimsical and playful, featuring a top and bottom decorated with cute anime girl designs. The top piece grants the wearer the ability to transform into a magical girl, complete with dazzling lights and a change of attire that enhances their stats. It also allows for the summoning of a wand, which can shoot laser attacks. The childlike panties provide elemental resistance, offering slight protection against all elemental forces.

This set is perfect for those who enjoy a blend of magic and charm, allowing the wearer to harness the power of transformation and elemental defense. The playful design and magical abilities make it a unique choice for those who wish to combine style with magical prowess.



Demon Hunters

The Demon Hunters underwear set is a daring black string thong set that emphasizes the wearer's ability to combat demonic forces. The small string bikini top is designed to imbue attacks with anti-demon properties, making all of the wearer's attacks especially effective against demonic beings. The thong bottom offers almost no defense but greatly enhances the wearer's offensive capabilities against demons.

This set is tailored for those who specialize in demon hunting, providing both offensive and thematic benefits. The minimal coverage and increased potency against demons make it a high-risk, high-reward choice for those who face the infernal in their adventures.



Elemental Mages

The Elemental Mages underwear set is crafted from silk and comes in a range of colors corresponding to different elements. The top part of the set allows the wearer to cast elemental spells based on the color of the underwear, with red for fire, blue for water, green for plant, yellow for lightning, white for light, and black for darkness. The bottom half provides resistance to the corresponding element, offering protection against elemental attacks.

This set is ideal for mages who wish to focus on elemental magic, providing both offensive spellcasting and elemental resistance. The silk material and color-coded design enhance the wearer's magical abilities while offering practical protection against elemental threats. now choose one color for both top and bottom parts.



Necromancy

The Necromancy underwear set features a silk robe made from bone-like material, offering a unique and eerie aesthetic. The top part of the set grants the wearer the ability to raise and command the undead, providing powerful necromantic skills. The bottom half offers resistance to curses and diseases, ensuring that the wearer remains protected from negative effects associated with dark magic.

This set is perfect for those who delve into the arcane arts of necromancy, combining command over the undead with protection against curses. The bone-like design and necromantic abilities make it a fitting choice for practitioners of dark magic.



Dancer

The Dancer underwear set features a lace padded plunge bra that is both alluring and functional. The top piece imparts the skill of seduction, making it easier for the wearer to charm and captivate others. The bottom part provides high endurance and resistance to fatigue, essential for those who engage in extensive dancing and performance.

This set is designed for performers and dancers, offering both seductive charm and practical endurance. The combination of seductive skills and physical resilience makes it a versatile choice for those who live for the stage and dance.



Sniper

The Sniper underwear set is a butterfly-embroidered mesh bra, thong, and suspender set that offers minimal coverage. Despite its revealing design, the top bra provides mastery in the art of sniping and proficiency with all ranged weapons. The bottom half enhances stealth capabilities, allowing the wearer to remain concealed while standing completely still.

This set is ideal for those who specialize in long-range attacks and stealth. The minimal coverage and enhanced sniping skills make it a unique choice for sharpshooters who need both precision and concealment in their missions.



Compass[200CP]

You now hold in your hand a handy-dandy compass that will always point to treasure that can be claimed with your current abilities. But that's not all—this compass also has the unique ability to reveal hidden pathways, allowing you to access fantastical and secret locations whenever you wish. Whether it's an ancient temple buried deep within a jungle or a forgotten vault sealed by magic, the compass will guide you there, unlocking new adventures.

However, the journey won't be easy. The compass may point the way, but it cannot ensure you're fully prepared for the challenges ahead. You'll need the necessary skills, equipment, and supplies to survive the treacherous paths it reveals. If you're not ready—whether in strength, cunning, or provisions—the journey may prove perilous. The compass demands both preparedness and bravery, ensuring that only the most resourceful explorers will reach the treasures it points to.

Ship [400CP]

You now have in your hands a ship the size of a mighty galleon, fully under your command and incredibly simple for you to sail, even by yourself. This majestic vessel is equipped with everything you need for long journeys across the seas. The captain's quarters are lavish, featuring a queen-size bed fit for royalty, ensuring comfort after a long day of adventure. There's a fully stocked kitchen that seems to magically replenish itself with fresh ingredients, allowing you to prepare meals without ever worrying about supplies running low. The bathroom is expansive and luxurious, offering a perfect place to unwind, while the storage room is filled with cannonballs, ensuring you're always ready for battle. The ship is outfitted with several cannons on each side, which automatically reload and fire upon command, making naval combat both efficient and thrilling.

In addition to its practical features, the ship is pirate-themed, adding a sense of swashbuckling adventure to every voyage. The empty rooms scattered throughout the galleon give you the freedom to decorate them as you see fit—whether you want to turn one into a grand library, a training room, or a treasure vault is entirely up to you. From the creaking wooden deck to the black sails billowing in the wind, this ship embodies the essence of a pirate's life, full of freedom, danger, and discovery. You are the master of the high seas, with a vessel that not only reflects your adventurous spirit but enhances it with every new horizon you sail toward.

Bra Of Darkness [600CP]

This is not the actual Bra of Darkness, but a crude replica imbued with the chaotic energies of pure darkness. Despite its imitation status, it emanates a menacing aura, crackling with red lightning. While its appearance may suggest danger, wearing it poses no harm to the user. Instead, this bra grants you three powerful offensive skills that will transform you into a formidable force.

The first skill is Pierce, which allows all your attacks to bypass any and all resistances a target might possess. No defense can neutralize or mitigate your strikes, making your offense unstoppable. The second skill is True Death, which ensures that any wound you inflict prevents your target from utilizing natural regenerative abilities. Additionally, any healing attempts made on the target are only $\frac{1}{4}$ as effective, making recovery extremely difficult for them. The final skill is Chaos Magic Amplifier, which amplifies the power of your magical attacks. Whenever you cast a magic-based attack, it will always deal maximum damage, and you will recover some HP based on the 10% damage dealt. These three abilities combined make this bra a fearsome tool, granting you overwhelming power in battle.

Panties Of Hope [600CP]

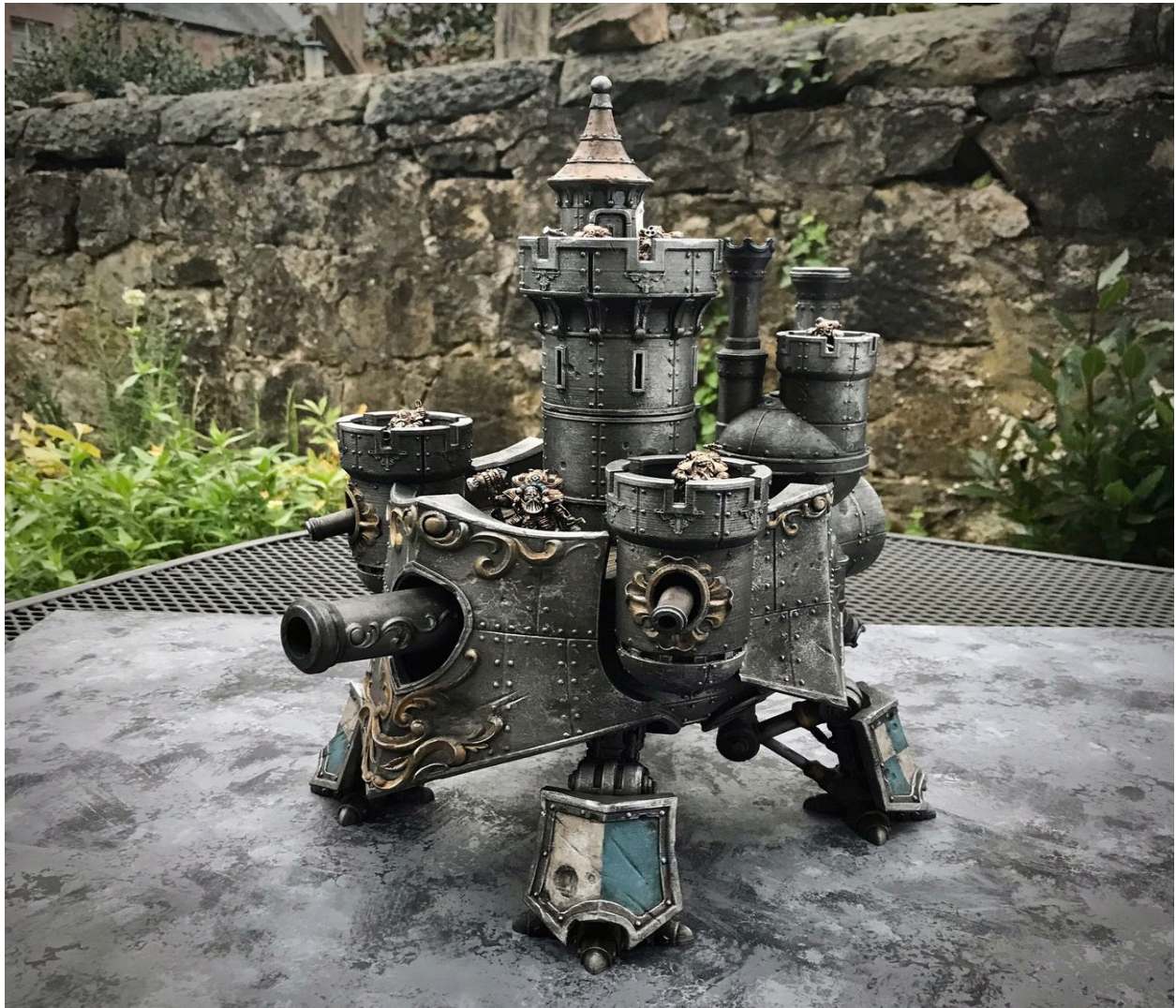
Another replica, yet this pair of panties is crafted from the hopes and dreams of every pervert in the universe. Despite their origins, this perfectly calming pair glows like a halo, radiating an otherworldly aura. An outlier among all other panties, these panties possess extraordinary skills, alongside increased stats and powerful resistances.

The first skill, Purity, grants you continuous regeneration of both HP and mana, without limit, whether you're in or out of battle. This constant rejuvenation ensures you remain at your peak, no matter the situation.

Beyond this, the panties provide significant stat boosts in every category, including attack, magic, defense, special defense, agility, and speed. Additionally, they offer a formidable resistance to all forms of attack, whether physical or magical, and grant complete immunity to all status effects. This combination of skills and stats turns these seemingly innocent panties into a powerful and reliable asset, capable of protecting and empowering their wearer in every aspect of combat.

Castel Panzer 2 [800CP]

From the ground, a giant moving castle suddenly erupts, engulfing you completely through its massive gate. But don't worry—this castle has recognized you as its master. Now, you are granted full access to its expansive facilities, ready to use them to your heart's desire. However, there is a cost. To keep this magical fortress operational, you must offer it your libido as fuel. To gather the necessary energy, you will need to embark on adventures to collect panties and enjoy intimate moments with various monster girls. Each encounter and each prized item will increase your libido, allowing you to harness more of the castle's power. Once ready, you can visit the Castle Building Section, where you have full control over designing and building this fantastical fortress to your exact specifications.



Monster Girl Tamer

Access Pass[100CP]

You now hold an access pass or ID badge that symbolizes your authority to enter restricted areas such as dungeons, royal chambers, or even gain an audience with powerful figures like kings. This pass grants you entry where others are denied, opening up opportunities for exploration, negotiations, or acquiring special quests. Whether you're seeking the counsel of royalty or entering ancient, locked-away places, the pass is recognized by all as a mark of prestige and trust. Its magic will ensure that no door, no matter how heavily guarded, will be closed to you.

Potions Bag[100CP]

You now possess a magical bag filled with various potions that automatically refill daily. These potions are designed to restore HP, replenish mana, and cure different status effects, ensuring that you and your companions are always battle-ready. Each potion is tailored to your needs, whether you're healing wounds, boosting your magical reserves, or curing poison and paralysis. With this bottomless supply, you can push through tough encounters without worry, knowing you'll always have the right potion at hand.

Dungeon Maps[200CP]

You now hold a set of dungeon maps that automatically update themselves the moment you step foot into any dungeon. These maps provide an incredibly detailed layout of every corner, passage, and hidden area, including the locations of monsters, treasure points, traps, and shortcuts. You can navigate with absolute precision, avoiding hazards and finding the most efficient paths through even the most complex dungeons.

Not only do these maps display the present layout, but they also offer real-time updates. As you progress, any new discoveries—like secret doors or enemy movements—are instantly added, giving you a strategic edge. Armed with this tool, you can explore confidently, knowing that no hidden treasure or danger will escape your notice.

Delicious Food Carpet[200CP]

You now have a magical carpet that, when spread out, conjures delicious food for you and your monster girl companions. The meals are not only incredibly tasty but are also tailored to satisfy the individual tastes of each member of your party. The food provides nourishment, restoring energy and boosting morale, ensuring that everyone is ready for the next adventure. This magical feast is a true delight, offering an endless variety of dishes, from succulent meats to mouthwatering desserts, all created with a wave of the carpet.

Moreover, the food from this enchanted carpet has special properties that feed both the body and soul. It enhances the abilities of those who consume it, granting temporary stat boosts or resistances depending on the meal. Whether you're preparing for a battle or enjoying a peaceful picnic, this magical spread is the perfect way to restore strength and build bonds with your team.

Presents Closet[400CP]

You now own a magical closet that, when opened, conjures the perfect present for any monster girl you're currently bonding with. This gift is tailored precisely to her desires, ensuring that it will leave a lasting impression and deepen your relationship. Whether it's a rare item, a piece of jewelry, or something more personal, the present will be exactly what she wants. However, you can only use this closet once a week for the same girl, so choose your moments wisely.

This closet not only helps in strengthening bonds but also serves as a way to celebrate milestones or smooth over rough patches. Each gift increases the affection and loyalty of your companions, ensuring that they remain by your side during your journey. With this tool, you can effortlessly maintain the delicate balance of multiple relationships while showing your care and appreciation for each girl in your party.

Date Book[400CP]

You now possess a date book that serves as a crucial tool for managing your relationships with the various monster girls you've encountered. The book keeps track of each girl's emotional state, indicating when they might begin to lose favor or when they are most open to spending intimate moments with you. It helps you plan and organize your time, making sure no one feels neglected, and provides insight into the best opportunities to strengthen your bonds.

Beyond simple scheduling, the book gives you detailed notes on each girl's preferences, hobbies, and favorite activities. This way, you can plan perfect dates or offer the right gifts, ensuring that your relationships stay strong and happy. Juggling multiple relationships has never been easier with this invaluable guide that keeps you on top of every romantic and personal detail.

Soul Temple[600CP]

You now own a mystical Soul Temple, a place of immense power that serves two vital functions. First, it allows you to upgrade your equipment up to nine times, enhancing its stats and abilities beyond ordinary limits. Whether it's weapons, armor, or magical items, the Soul Temple's power infuses your gear with unmatched potency, making you a force to be reckoned with in battle. Each upgrade brings you closer to perfection, turning even a simple sword into a legendary artifact.

Additionally, the Soul Temple offers the unique ability to fuse monster girl seal into items, transferring their skills or stats to enhance your gear. Depending on what you need, you can create items that carry the strength, magic, or special abilities of the monster girls you've befriended, making your arsenal as versatile as it is powerful. This sacred temple is the ultimate tool for forging unbreakable bonds between you, your companions, and your equipment.

Inn[600CP]

You now own a magical inn, perfectly designed to accommodate every monster girl you've befriended. Each room in the inn automatically transforms to suit the unique needs and comforts of its occupant, providing a cozy and welcoming space where they can rest and recharge. The inn has no limit on how many monster girls it can house, making it the perfect home for your growing party. From luxurious baths to personalized furniture, every detail is tailored to make each girl feel at home.

Beyond being a place of rest, the inn fosters deeper relationships by offering a space for intimate moments and heartfelt conversations. As your companions relax and bond in this perfect environment, they become even more loyal and affectionate. Whether after a long adventure or simply a peaceful day, the inn ensures that your monster girls feel valued, cherished, and ready to continue your journey together.

Monster Girl

Private Room[100CP]

You now possess a luxurious private room within any location you choose to rest. This room is magically attuned to your personal preferences, providing you with unparalleled comfort and relaxation. Whether you need a space to strategize, recharge, or spend intimate time with companions, this room adapts to your every desire. Its features include a plush bed, soundproof walls for privacy, and an ambient atmosphere tailored to your mood, be it a cozy retreat or a grand, opulent suite.

Sweets[100CP]

You now own an enchanted container filled with an endless supply of sweets, ranging from candies and chocolates to delicate pastries. These confections are not only delicious but have magical properties that enhance the mood and health of those who consume them. Each treat restores a portion of HP and mana, while also boosting the morale of your companions. Sharing these sweets helps strengthen bonds, making them perfect for gifting to your monster girls to increase affection and loyalty.

Dungeon Keys[200CP]

You now hold a set of mystical dungeon keys, each of which grants you access to sealed or hidden dungeons scattered throughout the world. These dungeons hold powerful treasures, rare items, and challenging monsters that are otherwise inaccessible. The keys automatically fit any locked entrance they are meant for, making it easy to unlock doors and barriers that guard these secret locations.

Anti-Embarrassment Ring[200CP]

You now possess the Anti-Embarrassment Ring, a magical accessory designed to shield you from moments of awkwardness or embarrassment. While wearing this ring, any situation that would normally cause you to feel self-conscious or flustered is effortlessly smoothed over. Whether you find yourself in an unexpected social situation, an intimate moment, or even a battle mishap, the ring ensures you maintain your composure and confidence.

Farmable Spot [400CP]

You now have access to a farmable plot of land, allowing you to grow crops, herbs, and magical ingredients no matter where you are. The plot is enchanted to ensure perfect growing conditions, meaning your plants will always flourish, regardless of climate or season. This farmable spot is crucial for harvesting resources for crafting potions, cooking meals, or even growing rare plants needed for specific quests or enchantments.

Perfect Accessories [400CP]

You now have a collection of Perfect Accessories, magical items that adapt to your needs, providing significant boosts to your stats and abilities. These accessories can range from rings and necklaces to bracelets and anklets, each one imbued with powerful enchantments. The accessories automatically adjust to suit your current goals, offering bonuses to attack, defense, magic, or agility, depending on what you need at the time.

Additionally, the accessories can grant resistances to certain elements or status effects, making you more durable in battle. With these perfect accessories, you'll always have the right tool to enhance your capabilities, whether you're fighting a powerful foe, navigating dangerous terrain, or engaging in diplomatic negotiations.

Crowns[600CP]

You now own a set of mystical crowns, each one imbued with regal power and granting unique abilities to its wearer. Each crown has its own distinct effect, some focusing on amplifying magical abilities, while others provide physical strength or tactical prowess. Wearing a crown in the presence of others also inspires awe, making it easier to lead troops, negotiate deals, or gain the trust of new allies. These crowns are more than just decorative—they are tools of power and command that elevate you to the status of royalty.

Monster Tribe[600CP]

You now lead a Monster Tribe of the same species as you, a group of loyal monster girls who view you as their chief or leader. These monster girls are fiercely devoted to you, ready to assist in battles, help with resource gathering, or offer their unique skills for various tasks. As the leader of the tribe, you gain the ability to issue commands, delegate responsibilities, and grow your tribe by recruiting new monster girls you encounter during your journey. Your tribe provides a sense of community and strength, offering support in ways that extend beyond combat. The monster girls can also help with crafting, cooking, and other activities, making them invaluable companions. As your tribe grows, so does its influence, allowing you to build settlements or establish safe havens for your growing group of allies.



Castle Building Section

You now gained 1000 Building Points to decide how you will build your castle. You can convert CP into BP at a conversion rate of 1:2.

Import [Free]

You now have the ability to import any castle-like structure of your choice fully upgraded with all the enhancements and modifications you desire.

Aesthetics [Free]

You now have the freedom to decide the aesthetic style of your moving castle. Will it be a serene, Japanese-inspired palace with zen gardens, koi ponds, and pagodas? Or perhaps a grand Roman villa adorned with marble pillars, colonnades, and mosaics? The choice is entirely yours, and you can blend architectural styles to suit your imagination. From gothic castles to futuristic fortresses, your moving castle can be tailored to any theme or cultural influence.

Castle Size [Varied]

You now have the ability to determine just how large your moving castle will be, with multiple options depending on your preferences and needs.

For Free, the castle covers a total area of 54,835 m², including everything within its defensive walls. **For 200 BP**, the total area expands to 66,761 m².

At 400 BP, it further grows to 81,227 m². **For the maximum investment of 600 BP**, your castle will span an impressive 143,591 m², offering an immense space to accommodate any and all facilities you desire.

Each increase in size not only enhances the physical space but also elevates the grandeur and complexity of the castle. As the castle grows, its defensive capabilities improve, the architecture becomes more ornate, and the number of rooms and specialized areas (such as armories, dining halls, barracks, and research labs) increases. The larger the castle, the more formidable and prestigious it becomes, offering you a stronghold worthy of your status.

Basic Defenses [Free]

In your castle, defense goes beyond just the formidable walls. You are also protected by a basic number of soldiers, ballistae, cannons, and hidden traps, all of which contribute to your stronghold's security. The size of your castle directly impacts the amount and strength of these defensive features. The larger your castle, the greater the number of troops, siege weaponry, and traps at your disposal, ensuring that your fortress remains well-guarded against any potential threats.

Basic Staff [Free]

You now have the essential minimal number of staff needed to maintain your castle, ensuring that it remains functional and in good condition at all times. These staff members cover a variety of crucial roles, such as cleaning, upkeep, repairs, and managing basic operations like food preparation and resource distribution. From janitors to groundskeepers, cooks to maintenance workers, their collective efforts keep the infrastructure running smoothly, preventing the castle from falling into disrepair. While this minimal staff ensures your castle doesn't crumble, additional hires or specialized personnel can always be added as needed to enhance its efficiency, comfort, or defensive capabilities.

Basic Movements[Free]

Your castle moves using four sturdy mechanical legs, each designed to support the immense weight of the structure and maintain its steady movement. While these legs are powerful enough to keep the castle mobile, they are not particularly fast, allowing the entire structure to move at a moderate speed of around 30 KM/H. This makes it ideal for traversing flat terrains, but the legs lack the capability to climb walls or navigate through water, limiting the castle's movement to solid ground.

Town [Varied]:

Inside the walls of your castle, there now exists a thriving, self-sufficient city, complete with essential infrastructure such as schools, hospitals, and a place of worship—whether it be a church, temple, or mosque, depending on your preference. This bustling city provides a community capable of supporting itself, with vital services and facilities that ensure the well-being and prosperity of its citizens. By purchasing this option, you expand the total area of your moving castle, making it not just a fortress but a vibrant urban hub.

For 200 BP, the size of the town is sufficient to sustain around 500 individuals. The infrastructure and economy of this small town allow for basic services like education, healthcare, and local commerce. **For 400 BP**, the city grows to accommodate a population of 2,000 people, expanding the complexity of the infrastructure, services, and trade. **At 600 BP**, your city flourishes into a large settlement capable of supporting 10,000 individuals. The economy becomes more dynamic, with a thriving marketplace where goods are produced and traded. Exports generated by the city's industry and artisans will contribute to your wealth, with citizens paying taxes or providing goods in exchange for protection and governance.

The composition of the city's population is entirely up to you. You can choose whether the citizens are human, monster girls, or a diverse mix of races. In addition to essential infrastructure, you can assign your citizens specialized jobs, such as blacksmiths, scholars, merchants, farmers, and more, ensuring that every aspect of city life runs smoothly and efficiently. The city functions with a fictional economy, adding depth to your moving castle and making it more than just a defensive stronghold—it becomes a living, breathing society under your rule.

Natural Resources [400 BP Each]:

Atop your moving castle, it appears the natural powers of the world have blessed your fortress with its own resources. These wells of nature provide an abundance of materials and sustenance, each crucial to the life and prosperity of your castle's inhabitants. you buy multiple Natural Resources Here are your options:

Lake: A serene, fresh-water lake sprawls across the top of your castle. Its ecosystem is rich with fish and other water-based creatures near the shoreline. This lake provides a consistent and abundant source of fish, adding not only to the food supplies but also creating a tranquil space for your castle's inhabitants to enjoy.

Forest: A unique forest, with trees that grow at an explosive rate, much like bamboo, providing a continuous and renewable source of wood. This fast-growing forest ensures that your castle will never run out of building

materials or fuel, allowing for constant expansion, maintenance, or trading with outside markets.

Flower Bed: Covering a wide, picturesque field, this flower bed is home to a vast array of herbs and spices. With proper beehives in place, it also becomes a valuable source of honey. Beyond its aesthetic beauty, the flower bed offers essential ingredients for medicinal purposes, cooking, and potion making.

Cave Systems: Alongside your castle, a network of caves opens up rich veins of ore deep underground. These caves are also home to various species of mushrooms, some edible and others with medicinal properties. This cave system is an indispensable resource for mining precious metals and gathering ingredients that can enhance the well-being of your inhabitants and the strength of your equipment.

The Big Cannon [Varied]:

At the front of your moving castle lies a massive, formidable cannon capable of obliterating enemies and their strongholds. The power and range of this cannon can be customized to suit your needs, with the following options. Also if you wish you can reduce the power level of the main canon below the maximum potential listed bellow :

Free Version: The cannon boasts a range of 40 KM and has enough firepower to easily obliterate a village. This standard version provides a solid defense and offensive option in most battles, allowing you to eliminate small settlements or armies with precision.

200 BP : The range of the cannon increases to 100 KM, and it gains the power to destroy a castle with ease. This upgrade makes it a fearsome weapon capable of turning the tide of larger conflicts, capable of overwhelming fortified defenses from a great distance.

400 BP: The cannon's range is extended further to 160 KM, with the devastating power to destroy an entire city. With this version, your enemies will be hard-pressed to defend themselves as you obliterate their strongholds from afar.

600 BP : This ultimate version gives the cannon a range of 360 KM and the sheer power to destroy entire mountains. The cannon becomes a weapon of unparalleled destruction, capable of reshaping entire regions in a single blast.

Regardless of the version you choose, the cannon can only be fired once per day, making each shot a crucial and strategic choice in battle.

Advance Movements[Varied]

in this section, you have the power to determine how your castle will traverse the world. Each upgrade adds a new mode of movement, giving your fortress unparalleled versatility in navigating various terrains and environments:

Climbing Mode [100 BP]: Your castle gains the ability to climb vertical walls with ease, allowing it to traverse even the steepest cliffs and mountain ranges. An artificial gravity system ensures that no mess or chaos occurs inside the castle while it's positioned vertically. With this upgrade, your castle becomes a true fortress of mobility, unconstrained by natural barriers.

Flying Mode [200 BP]: Rockets are installed on the legs of your castle, enabling it to lift off into the skies and cruise at great speeds. In this flight mode, the castle is equipped with a forcefield that maintains internal pressure and oxygen levels, ensuring the comfort and safety of everyone inside. Now, your castle can travel vast distances through the air, soaring over enemies and obstacles with ease.

Shipping Mode [200 BP]: By folding its mechanical legs, your castle can now submerge into the water and traverse seas, lakes, and oceans effortlessly. This water mode gives your castle the ability to act as a massive ship, allowing you to sail the seas, explore distant islands, and engage in naval battles as needed.

Submarine Mode [400 BP]: An advanced upgrade, submarine mode allows your castle to dive deep beneath the surface of the ocean. Equipped with powerful engines and enhanced pressure resistance, your castle can explore the depths of the seas undetected, avoiding threats on the surface and finding hidden underwater kingdoms or treasures. This mode provides unmatched stealth and strategic flexibility when moving through aquatic environments.

Advanced Defenses [Varied]

You now have the opportunity to choose defensive upgrades for your castle from the following list to enhance its security:

Enhanced Traps [100BP]:All existing traps in your castle are now upgraded, becoming more potent and delivering more damage to intruders. Whether it's spike pits, flame throwers, or poison darts, their effectiveness is significantly increased, making them deadlier to anyone caught in them.

New Traps [100BP]:Your castle is equipped with advanced traps, including teleportation traps that send intruders to random locations, stasis traps that freeze enemies in time, and sleep gas traps that knock them out instantly. These new traps provide versatility in dealing with different types of invaders.

Force Field [200BP]:A powerful force field surrounds your castle, absorbing damage from cannons and siege weapons. While the force field can only take a certain amount of damage before collapsing, it regenerates and recharges fully after 4 hours of rest, offering strong temporary protection.

Sensor Array [200BP]: A sensor array is now installed in your castle, which tracks all movement in and out of the fortress. It instantly detects unauthorized individuals and sounds the alarm if anyone sneaks in unapproved, ensuring that intruders cannot enter undetected.

Reinforced Walls [400BP]:Your castle's outer walls have been upgraded with adamantite plating or magically enhanced stone, making them almost impenetrable to physical and magical attacks. These walls also absorb the energy from impacts, reducing overall structural damage and significantly increasing the castle's durability.

Auto-Turrets [400BP]:The battlements of your castle now house auto-turrets, which are powered by magic or technology. These turrets automatically detect and fire at enemies within range, launching projectiles or energy blasts to take down invaders without needing any manual operation.

Fog of War Generator [400BP]:A magical fog now envelops your castle, confusing and disorienting invaders. This fog distorts vision, hampers movement, and makes navigation difficult for enemy forces, giving your defenders the upper hand by allowing surprise attacks and countermeasures.

Lightning Rod Defense [400BP]:A series of lightning rods are installed on your castle's towers, designed to capture the energy from storms or magical sources. These rods store the energy and discharge it as powerful electric blasts, capable of incinerating attacking forces and providing an extra layer of defense during weather conditions.

Advance Soldiers [200BP Each]

You can now upgrade your soldiers who are stationed to protect your castle by selecting from the following options:

High-end Equipment: Your soldiers are now equipped with advanced armor and weapons of superior quality. This upgrade significantly improves their combat efficiency, giving them a distinct advantage over larger armies that possess inferior gear. Even when outnumbered, your soldiers will stand victorious in battle due to their superior equipment.

Guard Golems:Your army now includes golems or animated constructs that patrol the castle's perimeter. These magical guardians are indestructible, immune to fatigue, poison, and other afflictions. They work tirelessly, automatically engaging any intruders and sabotaging enemy equipment, making them a perfect defense unit.

Pegasus Knights:Your army now includes a specialized unit of Pegasus Knights. These elite warriors ride flying steeds, providing aerial support and defense for your castle. They excel in both reconnaissance and aerial combat, making them valuable assets for defending your stronghold from sky-based threats.

Magical Court :Within your castle lies an order of magical casters who assist in its protection. These skilled mages can conjure powerful spells to attack enemies, shield your castle, or enhance the strength of your soldiers during

battle. Their magical abilities ensure your forces are protected against both physical and magical threats.

Nun Nunnery:A nunnery is established within your castle, and the nuns not only maintain the holy grounds but also serve as healers for your soldiers. With their divine magic, they can swiftly tend to the wounded, ensuring that your army is always in top condition, even during prolonged battles.

Barbarian Tribe:A tribe of savage barbarians has joined your forces. They are bloodthirsty warriors who live for the thrill of battle and carnage. Although rough around the edges, their brutal fighting style and strength make them formidable fighters. They are loyal to you, as working under your command satisfies their lust for destruction.

Magical Girl Squad:Your army now includes a squad of five magical girls, each serving as commanders. These magical girls possess unique powers and skills that enhance your army's cohesion and combat abilities. Their leadership and magical prowess will inspire your soldiers, keeping morale high and ensuring efficient operations on the battlefield.

Import Facilities [100BP Each]

You now have the capability to import any type of building you desire into your walking castle, as long as it fits within the walls of your castle. Each imported building costs 100 BP. These buildings can be anything from specialized workshops, advanced research labs, market districts, magical towers, training grounds for soldiers, or even personal residences for high-ranking officials.

Airport/Dock [100 BPEach]

You now have the capability to add either a dock or an airport to your castle. The airport will be built inside the castle walls, equipped to handle airships and other flying crafts, making it ideal for trade, travel, and military purposes with the outside world. Meanwhile, the dock will be built on the edge of your castle's landmass, allowing ships to come and go with ease, facilitating sea-based trade and travel.

These additions will greatly enhance your castle's connectivity with the world, making it a bustling hub for trade, commerce, and diplomacy. If desired, you can purchase the other option (dock or airport) for an additional 100 BP.

Bath House [100 BP]

A luxurious bath house where your citizens, soldiers, and guests can relax and rejuvenate. It can have hot springs, saunas, and steam rooms. The bath house also improves morale and serves as a social hub, attracting more people to your city.

Factories [200 BP]

These factories allow you to mass production of goods, weapons, and supplies for your castle. The factories can be automated or powered by magic/technology, ensuring your army and citizens are always well-equipped. The products can also be exported to generate additional income.

Energy Core [400 BP]:

The energy core is a powerful magical or technological reactor that powers your entire moving castle. It provides the energy for defensive systems, traps, utilities, and movement. The energy core also enables faster repairs and can be upgraded to improve your castle's overall efficiency.



Companions:

My Old Team 50

You may import or create your companions you have brought with you for 50 CP each, or 8 for 300 CP. Each one gains a free background and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them an additional 200 CP.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:

You are limited to +900 Cp from drawbacks.

Rule 63 [+0]

Well then... looks like we are entering a world where instead of focusing on the monster girl but instead the *monster boys*. If you want to see bishonen monsters ripping each other's clothes off, be my guest.

18+ [+0]:

Really? Alright. The setting just became a lot more lewder than it already was as the bands of light used to conveniently hide the private parts of the human body are now removed and you have a full view of said bodies, and other such fun stuff is no longer prohibited.

Hope you have fun with this.

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100CP]

You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Perverted in Nature [+100CP]

It seems you have a tendency towards lewd behavior that others find inappropriate. Your actions are often met with disapproval and disdain, as people have little patience for your antics. This may lead to strained relationships and difficulty gaining trust or respect from others.

Leaping in the Nude[+100CP]

Well let's be honest the outfits that are used by the monster girl here barely count as armor. And unfortunately, you're required to fight in these skimpy outfits. Throughout your stay here, you're compelled to wear revealing outfits that offer no defensive capabilities, leaving you essentially naked in battle despite appearing armored.

Amnesiac [+200CP]

You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world.

No one trusts you[+200CP]

Well you are an outsider to this world so it's only natural that people will have some trouble liking you. It will take time for people to warm up to you hey, be patient, it's not like you're actually criminal right. You will hear a lot of accusation going your way.

Ticklish Body [+200CP]

Well it won't be an ecchi series if you don't have an excuse for girls to touch each other. You are extremely ticklish that renders you helpless when triggered. Even the slightest touch in the spot of your choosing can send you into fits of uncontrollable laughter, leaving you incapacitated and unable to focus on any task at hand. You can take this drawback multiple times choosing an extra place where you are sensitive.

No Powers[+300 CP]:

You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Playgirl [+300CP]:

It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have

been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you're still unmarried at the end of the Jump you can take all of the women with you for free.

Yandere Stalker [+300CP]:

You have attracted the obsessive affection of someone who is deeply infatuated with you, but unfortunately, her love borders on insanity. She will stop at nothing to make you hers, resorting to extreme measures such as sabotaging your relationships and even imprisoning you if necessary. What makes matters worse is that those around you seem oblivious to her alarming behavior, dismissing it as normal and refusing to intervene. If you remain confined for a year without interruption, her chains on you will finally be broken. You may choose a Canon character as your Stalker, and if you want you can take your Stalker with you for free at the end of the Jump.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

**Also at the beginning of future jump anything
perks and items that affects monster girls will
work on any female of a non human race.!! Be
responsible ok!!**

Notes:

1. This is the jump I had the most fun building as it was the most unique mechanic even for an ecchi game series. But man making multiple jump chains in parallel is hard. Probably not going to do that again.
2. I decided to combine all four existing series because one making one for each game would be boring for me and two this an ecchi series there would not enough substance for jump if i choose one game to base it on.
3. For the castle walker i have not decided i should classified it as both a building and vehicle or just both. So here I will let you guys decide what