



The NTR of Slutty Magical Girl Flan Jump 1.0
By Orz

Once upon a time, there was an evil Demon Stone that fueled people's desires, but there was also a hopeful Holy Stone that turned people's hope into power. These two stones caused much strife until they were both shattered into pieces and scattered throughout the world. But even when shattered, they continued their war by proxy, giving humans power and using them as vessels of their will. Those chosen by the Demon Stone became dark sorcerers, masterminds and manipulators. As for those chosen by the Holy Stone...

Why, they became Magical Girls, of course~.

In this world caught between light and dark, one magical girl in particular has found that a holder of a demon stone fragment has taken control of her beloved boyfriend's school and, in an act of supreme arrogance and foolishness, charges in without a second thought or even alerting her far more level-headed big sister of the threat.

You have **1000 Choice Points**.

Origins

Fembrat

You're not just some smug Mesugaki, you're a magical girl! With the power of love and justice on your side, surely you'll *never* lose!

You're probably a girl. Though I suppose if you *really* want to, you can be a Fembrat (Male)~.

Ojisama

You're not just some perverted otaku, you've been blessed with the dark powers of the Demon Stone! And with them, you'll make sure that everyone knows their place under you!

You're probably a guy. Or maybe you're a woman who's decided that her fellow females deserve to be onaholes?

Perks

General

Hentai Logic (0 CP for this jump/100 CP to keep): Ah yes, the wonders of hentai, where having giant cocks shoved into one's pussy without warning and slammed into the cervix feels incredibly amazing rather than horribly painful and wombs can be stuffed with so much semen that the girl looks like she's pregnant. Truly amazing.

Maso Mania (100): Oho? It turns out that you're a bit of a masochist, even if you don't even admit it to yourself. That's fine, you'll be in good company. Even Kimowo has a side of himself like that inside of him. For the most part, this is a good thing as it lets you enjoy yourself far more in certain situations, or at least helps take the edge off, potentially turning hell into heaven for you. Just don't get carried away...

M.C. (Stands For Masochist Cuckold) (200 CP): You know, it's kind of funny. Kimowo might use hypnosis magic to get his way but he always seems to end up targeting people who are into it to begin with, even if they won't admit it at first. With this perk, you'll end up having the same sort of odd luck, encountering plenty of masochistic girls who secretly crave getting *disciplined* and boys who'd react to getting cucked with absolute lustful joy. Somehow, them being important to the plot just makes it more likely.

Fembrat

Shortstack Brat (100 CP): As a magical girl, not only can you shape your clothing to your liking but even your body itself with enough effort. This isn't really something meant to grow your strength or disguise yourself, the body-shaping process being far too slow and inefficient for that, but it does mean that magical girls all tend to have the bodies of their dreams and save

tons of money on clothing, too. You can consider it a sign-up bonus for joining the forces of justice!

(Im)pure Energy (100 CP): As a magical girl, you draw your power from the positive emotions of others. Every act of kindness you do, every smile you create will cause you to slowly grow stronger, with even more energy being created if they have magic of their own.. It should be noted though, that despite the name this doesn't have to be a platonic happiness. More *carnal* joys can also be used as well, although surely you'll never stoop to doing something like that with anyone but the one you intend to marry...Right?

Bratty Provocation (200 CP): What's wrong, you scumbag? Didn't you say you were going to put me in my place? You have a real talent for getting under the skin of others, whether it's through cruel and taunting words or just body language you can taunt all but the most patient of people into coming after you full force! They really can't help themselves~.

Dungeon Bypass (200 CP): Well, you *could* collect fire crystals from monsters in order to melt away this ice wall but why can't you just blast through it with magic instead? That's just the kind of out of the box thinking that a ~~precocious~~ *brat* splendid magical girl like you comes up with on a regular basis and you can make use of tactics like this with great efficiency, smashing through puzzles with pure brute force. Oh look over there, it's the dungeon maker! Wait, is he crying?

Taboo: Four of A Kind (400 CP): The signature ability of one particular magical girl. With a dramatic expense of mana, this spell can be used to create up to (as the name applies) three temporary copies of the chosen target. These copies share all the skills and abilities of the original (although using magic will cut down their duration) and even give the original their memories when they fade away. A powerful tool for justice and totally not an excuse for gangbang play in *any* way. That would just be silly.

Sudden Reversal (600 CP): It's well known that magical girls are well-suited to absorbing magical power. After all, they get stronger by taking in positive emotion-infused energy. Veteran magical girls even take advantage of this by using their nature to disrupt their opponent's spells, removing strengthening magics and the like. But there's this odd persistent rumor. Can a magical girl go even further than that, to the point of stealing someone's power entirely? If these rumors are true they'd be able to take the magical abilities of defeated foes, even dark one's brought about by the influence of the Demon Stone. But...surely it isn't true? Right?

Ojisama

Brat-Disciplining Rod (100 CP): Even if everything else about you is below average, your cock exists at the peak of manly might. Its length, thickness, quality and quantity of semen and even its smell are all designed to drive your prey utterly wild, turning cheeky brats into squealing sows for you to blow your loads into. Weak-willed girls might fold from this alone and declare themselves your slaves on the spot but be very careful if that happens. After all, just because they're addicted to your cock doesn't mean that's guaranteed to end well for you.

Ugly Bastard (100 CP): Are you sure you aren't secretly an orc in disguise or something? For some reason your ugliness is an appeal all on its own. The farther you are from conventional attractiveness the more those you're attracted to in turn will find themselves filled with lust over you. Sure, they might recoil in horror from the sight of your smile but they also just turned soaking wet so who's the real ugly bastard in the end?

It's Just Common Sense (200 CP): Be they given by a Demon Stone or something stranger, you've found yourself with the ability to manipulate the minds of others. Don't get excited just yet though, as you'll need to build up to any *real* changes, only being able to insert short thoughts into their heads that they might just shrug off or tweak their common sense a bit to your liking. This ability scales with your target's willpower so the average self-absorbed schoolgirl might become your slave after a few hours of constant attention but a full-on magical girl might need an entire extended campaign of gaslighting and brainwashing to finally give in.

Hypnosis Release! (200 CP): Things can get really messy if you mess up while playing with the minds of others. You might've given them a command that you didn't think through that well or maybe they've figured out a loophole that's letting them wreak havoc on your plans but in any case, this little ability will let you wipe the slate clean regardless, all hypnotic effects on the target vanishing in an instant. As a bonus, they don't even need to be effects created by *you*.

An All New Sport (400 CP): Even with hypnosis powers this is a bit silly, isn't it? For some reason, when you create a new sport or activity, even as something as lewdly ridiculous as an orgasm-counting game where the female participant wears Bloomers, not only will onlookers not intervene but you'll find your invention becoming quite popular. Hope you didn't make anything *too* cringeworthy because you can expect people to praise you for your innovation.

Dungeon Master (600 CP): Wait, what does this have to do with hypnosis!? Somehow, you've been granted the power to create dungeons, pocket dimensions containing monsters, traps and treasure chests of your own design. You'll have to provide the actual treasure yourself and the monsters won't leave their dungeon but this is still a marvelous ability, not only letting you create fortified positions but allowing you to train yourself in all manner of useful skills like ward-crafting and enchanting just from studying your own dungeons. It's truly an amazing power but, again, what the hell does this have to do with hypnosis!?

Items

Fembrat

Magical Girl Gear (100 CP): Who needs a lengthy transformation sequence when you have this stuff? Not only do you have a frilly outfit that takes particularly well to being shaped by magic and protects its wearer against physical and magical attacks far more than it should, but you also get a very sparkly staff that's balanced between boosting physical and magical *attacks* as well. You can likely get your hands on better weapons if you try hard enough but this will do just fine when you're just starting out.

Fairy Fountain (200 CP): A beautiful stone statue of a woman made by a local navigator fairy to aid magical girls in their duties. From the statue's cusped hands flows an endless stream of crystal clear fresh water, always ensuring the bowl at her feet is kept filled but not overfilled. Not only is the water very refreshing to drink and bathe in, but for some strange reason tentacle monsters react like it's strong acid instead. It's really useful, even if it *can* be a bit annoying to carry all that water around.

Magical Evaluator (400 CP): This being's job is to reward magical girls for helping people and for whatever reason they've taken a specific liking to you, although they're sworn to noninterference so don't expect any actual help. Every time you aid someone in need, be it covering for them at their work or bringing them an item they require, you'll be awarded one 'Magical Girl Point'. As you amass these points, you'll be rewarded with upgrades to your outfit, accessories and consumables to help you with your duty or even just lump sums of cash. If only they didn't take the form of a clown...

Magical Shotgun!?! (600 CP): H-hey! Be careful with that thing! I'm not sure where you even found this gun but you'll find that the normal array of magical girl weaponry simply doesn't compare. With it you can fire cones of energy bullets at your enemies, hitting them with two full salvos in the time they take to act once and likely annihilating all but the strongest of foes in short order as long as you're fast enough to draw first. The only flaw in the weapon is that it doesn't aid with magical attacks at all but does it *really* need to with the firepower at your fingertips!?

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Dubious Book (100 CP): An ancient tome of forbidden lore...that may or may not have been photocopied last week. This book contains everything you need to get started in some kind of 'dark' magic, be it hypnosis or shadow elementalism. It'll likely only really be useful to you at the start but you can always give it to someone else and help spread the art. If you like, you can buy this item up to three times, selecting a different form of magic each time.

Training Vibrator (200 CP): This black vibrator is actually made of processed tentacle monster flesh, and thus twists and squirms to rub up against its victim's most sensitive spots. It can also

take a variety of shapes, although by default it'll take the form of your own (assuredly massive) cock. It even comes with an onahole with similar properties so you can link their movements. Perfect for training troublesome brats...or maybe just as a neat toy for a loving master and servant pair~.

Hypnocard Decks (400 CP): These two decks of cards are for a lovely game by the name of Hypnocard. There's one for a male player and another for a female one and as they draw cards they'll find themselves forced to act out the effects like 'Slutty Hip-Swinging Dance' and 'Anal Orgasm Attack'. The game continues until one of them plays the 'Declaration of Defeat' card and swears to be their opponent's slave and sex toy, although that'll only last beyond the game if they've been *thoroughly* dominated or are otherwise predisposed to doing so. Note that this is the balanced version of the game where it's actually fair to both players...unless someone *misplaces* one of the Declaration of Defeat cards but who would do that?

Earrings of Control (600 CP): A pair of pink orbs hang from these earrings, their contents foggy and unclear until activated at which point they're revealed to contain the kanji for 'Hypnosis' and 'Sleep'. Not only are they quite pretty if a *little* bit on the gaudy side but they also have a pair of potent enchantments on them. Firstly, all hypnotic effects you (as the true owner of the earrings) cast on the wearer are massively increased in potency and ease of use. Secondly, the stronger your control is on the wearer, the stronger the earrings will make them in turn. As they fall deeper and deeper, they'll find their vitality and magical power surging, ailments that would've weakened them before are now being shrugged off with ease and everything from their physical strength and speed to even their *luck* has been enhanced so that they might serve you even more effectively. The perfect adornment for your most loyal servant.

Companions

Import (50 HP each / 300 for 8): If you already have a group of loyal friends, you can have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

Canon Character (100 CP each): There are quite a few interesting people here that you might want to take with you on your journey. From Flan herself to her arch-nemesis/husband Kimowo to several other cute girls who seem suspiciously similar to characters from a certain Bullet-Hell franchise. For 100 CP each, you may take with you any character that you can convince to come with you on your journey. This might be easier for some than others but I'm sure you'll manage it.

Drawbacks

Hair Trigger (+100): Wow! Did you really just cum again from having your nipples squeezed? Your body is incredibly sensitive, just a little bit of stimulation putting you over the edge over and over again. As enjoyable as that can be, if you don't have the stamina to back it up you might find your partner looking elsewhere, or maybe you'll even attract more *unsavory* attention.

Fall To Darkness (+200) (Requires Maso Mania): I said not to get carried away! Far from your garden variety masochist, you've let your kink consume you. Feeling physical and emotional pain will send a surge of sick joy through your being and you'll find yourself fawning over anyone that can provide the sweet suffering you crave. Yeeesh.

Ego Trip (+200): Nothing can possibly go wrong because you're just that wonderful and amazing! Yes, surely your incredible overconfidence and hubris will never lead you to making poor decisions or underestimate your opponents, to say nothing of your constant statements of hubris pissing off the people around you. Nope! You're going to win at life forever!

Fair Is Fair (+200 CP): Oh dear! It seems that all of your out-of-jump perks and abilities have been sealed away by some powerful force! Don't worry, you'll get them back when your ten years here are up, and you still have your body mod and whatever you bought in this document.

Cuckold Cock (+300) (Male Only): Er, are you *sure* you're hard? Because that looks more like a dick that a young child might have instead of someone your age. Not only the size, but the quality and amount of semen you put out is equally abysmal. You can expect plenty of humiliation for being such an utter failure of a male, to say nothing of the difficulty of keeping a loyal girlfriend.

Bwip, Bwip~! (+300): What's that sound? Surely it's nothing. You really shouldn't be paying any attention to the earrings you're wearing or how there's way more sex happening then there used to. Everything's completely normal. Yeah, suffice to say you've already fallen under hypnosis. If you're a single guy, you'll 'only' have to deal with the urge to obey your new master's every whim but if you're a *girl* things are about to get messy for you. Not only is he going to try to turn you into his onahole but with every orgasm you have the hypnosis will grow stronger. But if you remain vigilant and keep your willpower strong, you might just make it out of this with your mind intact. Work hard!

Ending

Stay Here

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Move On