



Forced to Marry a Cute Insect Girl Wife Who Wants A Husband to Fertilise Her Eggs and Build a City Together in Another World Jump
v1.0

Original CYOA by Goldstein Jumpdoc by LJGV/Sin-God

Hello dear jumper! Welcome to a new world, one where you'll likely spend at least the next decade. In this jump there are at least two distinct worlds: Earth and an unnamed place that is, according to our friendly narrator, one where males are incredibly rare. At the time of your arrival a powerful summoning spell has just been cast, one that has summoned a male from another world: Earth. This unlucky human has been whisked away from everything he's ever known, but hopefully this new person will find happiness in this new world after marrying an insect monster girl queen and having a hilariously large family. There are also other monster girls and stranger things in this world as well. All in all a perfect recipe for a decade long adventure in a new world, with a new family! Who, dear jumper, are you relative to this strange place?

Take **1000 Marriage Points** to fund your adventures.

Author's Note: *This is a conversion of a NSFW CYOA by Goldstein about a human man who gets isekaied to a monster girl world where men are extremely rare and the*

protagonist is expected to marry an insectoid monster girl princess (and turn her into a proper queen, which requires that she has many babies). Have a [link](#) to the source.

Also as a quality of life change, while the base material is very heavy handed in that it assumes the protagonist has a penis and is male, feel free to adjust the rules here so that this peculiar waifu and laifu picker fits your ideal family configuration. As far as the jump goes you have my permission, and indeed it's my intent, to make this as accessible as possible. Any and all gendered language in perks, items, origins text is flavor text and things are gender and sex neutral.

Starting Location

All three origins cause the jumper to begin at the Swarming: a speed-dating event for prospective queens and isekaied males (or those native to this place, though those are incredibly rare). Different monster girls may have to find some way to sneak in, but queens and humans are both welcome here and freely, and safely, able to mingle. Now, depending on your monster girl type (if you are a different monster girl) sneaking into the swarming may be easier or harder to do, but it should be advised that simply busting into the swarming event would likely be incredibly difficult for even something as powerful as an anteater.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old. By default the human origin also gives those who select it a male form (though you can ignore this for free), and the other origins give female forms (though you can also ignore this for free).

Origins

Unsurprisingly, the non-human origins become alt-forms in future jumps. All origins are drop-in friendly. Keep track of your species as there are perks keyed to each available species that are free for someone of a given species.

Human [Free]

Humans. This origin is that of a human from Earth, summoned to this world by a powerful spell. You will quickly be asked to be the spouse of a social insect monster girl, such as a monster girl version of a honey bee or hornet. In time you will get to explore this strange world and live out the decade you're to be here in and around your colony.

Queen [Free]

Ah so you're an aspiring queen instead. Nice. This origin makes you a princess, very likely about to become a queen, for one of the following monster girl types: Crazy ants, Slave Maker Ants, Cathedral Termites, Leafcutter Ants, Bullet Ants, Pygmy Ants, Army Ants, Harvester Ants, Hornets, Subterranean Termites, Honey Bees, Pharaoh Ants, & Harvester Termites. You select one of these types of insect girl to be by selecting this origin and you become a princess of that type of monster girl, gaining a physique that is a hybrid of the insect type and a human. You are a native of this world and have worked

on beginning a colony but cannot do so alone, hence your presence here at the swarming.

Different Monster Girl [Varies]

Oh this is neat. You're a *Different* type of monster girl, one of the ones that's normally at least somewhat antagonistic towards the more social, colony-building insect-type monster girls. You can freely pick any of the following monster girl types to be: beetles, fowl, preying mantids, rats, assassin bugs, crickets, antlions, dryad fly-traps, spiders, centipedes, bats, scorpions, fish, slimes, frogs, lamias, wolf spiders, wasps, harpies, lizards, mimic spiders, and blue butterflies. It costs 200 MP to choose to be an anteater monster girl, due to their uniqueness and power.

Perks

Origins get their 100MP perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Magic Jumper [200 MP]

This perk is a powerful boon. Magic in this world starts off at the level of simple elemental manipulation but with time and effort, it becomes an incredibly powerful thing, and a skilled magician with an analytical mind can diligently research magic and gain an assortment of arcane skills, including the ability to reach across dimensions and pull humans from Earth to this world. This perk makes you a powerful prodigy of magic, giving you knowledge of spells native to this world as well as a head start on researching magic, but it's up to you to take advantage of this head start. The benefits of this perk persist in future jumps, particularly the bits about knowing some spells from the get-go.

Species Perks

All perks here cost 200 MP for anyone who isn't a member of a given species, aside from the perk for anteaters which costs 400 MP if you are not an anteater. They are free for members of that species.

Evolution [Free for humans]

You possess a truly superhuman level of mental and physical adaptability. You take to extreme changes with remarkable ease and happiness, able to fully adapt and adjust to stunningly distinct circumstances efficiently. This comes with the ability to make minor physiological changes to adapt to environments, such as developing eyes better suited to the dark or enhanced endurance for better navigating mountainous peaks. These changes take just a few days of continuous exposure to an environment to appear, and when they emerge, you can shut them off or on at will. This also makes you strikingly adept at adapting to your partner's sexual preferences.

Towering [Free for cathedral termites]

You are a specimen. You stand taller and stronger than other members of your species and you specialize in constructing and wielding things that are larger than they should be. You're also quite good at building in general, though you work better when the projects are larger. This also, optionally, improves the size of your genitals and sexual organs.

Xenophile [Free for leafcutter ants]

You have a very curious talent. You attract people, particularly those who differ from you. This makes you extremely, uncannily skilled at "Taming" monster girls, but is also helpful when it comes to diplomacy and charisma in general, especially when dealing with people who are not like you. The less like you someone else is, the more effective this perk is on them. The more different someone is from you the better you are at sex with them.

Chemist [Free for bullet ants]

You have the particularly potent venom of bullet ants, but more than that, you have a striking understanding of the biochemistry of your venom. You know how to transform

your venom and that of other lifeforms into an array of powerful drugs. You can find uses for a range of distinct venoms, and you know how to handle different venoms in a range of ways. You are especially skilled at the creation of drugs that involve pleasure in some capacity.

Crafts Jumper [Free for weaver ants]

You are an impressively skilled craftsperson. You have the hand-eye coordination to make all sorts of handy items, especially but not just clothes, as well as enhanced speed when it comes to crafting goods. You specialize in making items out of the byproducts of your body and any partners or children you may have.

Familial Bonds [Free for fire ants]

You have an incredibly tight bond with your family members. Both your chosen family and your actual biological relatives are fond of you, and when you include your relatives in your activities you find that you things go just a little bit better than they should. This goes for all activities.

Logic & Reason [Free for pygmy ants]

In a democracy, the ability to persuade people is stunningly potent. You are frighteningly good at speech and debate, and can easily persuade people to adopt a range of strategies and positions, and you are exceptional at persuading people to accept unorthodox family structures and polygamous situations if you're of the mind to be in one. You'd make a terrifying politician.

Disciplined Denizen [Free for army ants]

You are remarkably familiar with warfare and martial matters. You have a striking level of experience when it comes to tactics, logistics, and other matters of great importance when it comes to military campaigns. This gives you a learning boost when it comes to combat styles and strategy as well. You are an artist of battle and watching you fight is very likely to leave your opponents, and onlookers, aroused.

Crafter's Cunning [Free for harvester ants]

Harvester ants are adept engineers, dominating their surroundings with the aid of masterfully made mechanical marvels powered by steam engines. You are an uncommonly skilled engineer of these devices, able to create them by yourself even in mere hours, and if you work with other ants or otherwise properly trained individuals, you could create seemingly magical devices. You are also talented when it comes to making portable pleasure devices.

Traditionalist [Free for hornets]

Like many other hornets you are an adamant believer in what you view as normal values. You are also good at getting people to buy into such views and you are frighteningly good at leading such societies. When you engage in reproductive sex, which can be quite expansive for a jumper, you inflict tremendous bliss on your partners. Finally you're also adept at fighting foes unlike yourself, with the greater the differences between yourself and your foes contributing to a noticeable damage buff relative to what you do to them and a damage diminisher relative to how much damage they do to you.

Subterranean Adept [Free for subterranean termite]

You are adept at living underground. You do not need sunlight to get by, can see in the dark, and have a curious affinity for the magic of this world. Beyond that you are also incredibly skilled at having sex while in the dark, with everything about you being sexier when no light illuminates you.

Floral Whiz [Free for honey bees]

You have a number of abilities related to flowers and scents. You can speed the growth of flowers, you naturally possess an ability to control your scent, and you can transform energy into honey and scented goods. You understand how scents affect others and can easily turn on people and further arouse them using scents.

Faithful Leader [Free for pharaoh ants]

You are quite capable of inspiring worship from your followers. When you are worshipped your charisma, as well as your skill at applying it, is noticeably improved. You also get a buff to your charisma when you get sexually worshiped. The more powerful your worshippers the more power their worship gives you.

Incestuous Insect [Free for harvester termites]

Your family is strikingly close-knit. Perhaps a little too close-knit? When you are working alongside your relatives you get a buff to your actions, with the buff scaling in strength depending on how much you. You and your offspring are not bothered or negatively affected by things getting a little too hot and heavy, including when the heat culminates in the sort of activity that creates more family members. You are also quite well-adapted to the emotions that accompany polyamory in all of its shades, and you can maintain healthy polyamorous relationships.

Sadistic Slave Maker [Free for slave maker ants]

You are an unrepentant sadist and you have a delightfully dark talent at breaking people, including monster girls and the like, down through a fascinating mix of pleasure and pain. Some people are more vulnerable to this than others, but you can find ways to inflict pleasure and pain on almost anyone and you'd be surprised as to who can be broken this way. Those you break become putty in your hands, becoming devoted, eager minions and doing your bidding with surprising ferocity. This has obvious uses in the bedroom as well and is every bit as potent as it sounds.

Grim Girlfriend [Free for crazy ants]

You are... something. You can, once per jump, assign someone to be your soulmate, and when you do you gain an ability to reliably please your soulmate whenever you defeat their foes, keep them safe, and even cut down competition for their affections. You also become frighteningly skilled at keeping them safe, happy, and content to be *all yours*. No, this doesn't come with a knife.

Beetle's Bull Rush [Free for beetles]

You are a titanicly powerful beetle. You have the endurance to simply rush into the colony of a eusocial monster girl colony and shrug off blows while looking for their precious human to steal for yourself, and a strange level of luck when it comes to this tactic, able to reliably catch entrenched foes off guard and you have a truly superhuman amount of endurance, able to keep up with even superheroes both in bed and battle.

Blood Covered Bird [Free for fowl]

Duck monster girls are surprisingly terrifying in battle, reveling in the terror they inflict. You are able to do this as well, able to inflict grievous wounds that leave you covered in blood. When you cover yourself with the blood of your foes you strike your foes with fear, and your head is a frightening weapon in battle: your skull is worlds harder than it ought to be and your teeth are capable of maiming your foes. In the wake of battle you are much more imposing sexually and those who are submissive are drawn to you.

Concealed Cruelty [Free for preying mantids]

You have the downright terrifying ability to change your color at will to match your surroundings. This eerie power makes you a skilled ambush predator, and you are also capable of initiating surprise sex at the most shocking times. Even when you don't use your camouflage powers you are adept at hiding and can catch people off guard no matter what your intentions are.

Clever Foe [Free for rats]

You are a nightmarish foe, able to learn an enemy's weaknesses with every interaction. You are also strikingly prone to getting opportunities to exploit these weaknesses. Unsurprisingly this also works for intimate encounters.

Macabre Mentalist [Free for assassin bugs]

Like other assassin bugs you are skilled at using subtle talents like hypnotism and pheromones to trap and trick others. You are a subtle terror and capable of mentally assaulting entire groups of foes at once. Even foes resistant to this kind of technique can get weakened and slowed by it. This also has a number of fun applications in other contexts as well.

Brutal Banditry [Free for crickets]

You have the toughness needed to make a living as a bandit. This means you are fierce in a fight and strikingly hardy, capable of picking fights with larger, more organized forces and coming out on top by striking fast, hard, and aiming at where your opponent's defenses are the least focused. You can also apply this philosophy in bed, and you can overwhelm your partners with blitzes of pleasure.

Pitfall Pitfiend [Free for antlions]

You are supernaturally skilled at digging holes, able to create pits which are nearly inescapable and which are frustratingly hard to detect. Your pits shock and terrify those who see others fall into them, and are very likely to send them panicking, which will give you plenty of alone time with your victims. You are quite skilled at using isolation and lack of control to inflict maddening bliss on someone, and making them want to stay in a pitfall.

Plentiful Plants [Free for dryad fly-traps]

You are an adept manipulator of plants and other flora. You have the ability to expend magical power and energy to create simple plants that can be very handy in a wide range of senses. These plants are quite able to be used both in battle and in bed, and can range from grasping vines to sap-filled pitchers.

Sightless Silk [Free for spiders]

Spiders are cunning hunters capable of creating deadly, immobilizing traps. You are a powerful trap master capable of creating dangerous lairs and you have a keen sense for where to place tricky traps. Your silk also feels incredibly, distractingly good.

3D Movement [Free for centipedes]

Centipedes are skilled climbers. You take this skill to extraordinary heights and can perform fully superhuman feats of climbing. Things like your accuracy and other things that are normally affected by movement are not affected by your movement, allowing you to aim spells or fire arrows with ease even while on the move.

Nocturnal [Free for bats]

Like most bats you are nocturnal. Your particular brand of nocturnalness is a bit unusual in that rather than being more active at night you are more skilled at night, and when shrouded in darkness. You are altogether more active at night and in the dark, finding physical activities easier to do, as well as find yourself more skilled altogether when under the shroud of night (and in the dark, even if the darkness is not that of the night). In the dark you have a seemingly endless wellspring of energy.

Ambush Hunter [Free for scorpions]

You are exceptional when it comes to stealth and stealth hunting. You understand how to easily hide even in plain view and can strike with surgical precision from hiding, often evading detection even after your initial strike if you go into hiding again. You're also quite skilled at digging and at surprising people, which can improve the pleasure you inflict on people.

Aquatic [Free for fishes]

You are remarkably well-adapted to life underwater. You are highly resistant to pressure and can swim at strikingly fast speeds, as well as spit out water as a form of attack, comparable to a powerful hose. You can also breathe underwater and do all of the things necessary to survive underwater.

Acidic [Free for slimes]

You can turn all of your bodily fluids into acid. This potent acid is incredibly strong and harmful to both organic and inorganic matter. It can also be transformed into a less harmful form, one that induces an incredible trip in others, though it can be quite addictive.

Tongue Titan [Free for frogs]

Your tongue is both supernaturally long and extraordinarily prehensile allowing you to pull off a range of feats with your tongue, essentially using it as a third hand. You also possess striking skills with oral sex.

Venomous [Free for lamias]

You possess a powerful paralytic venom. This venom is, thankfully for its victims, powerfully pleasurable, and you can easily use it in large bursts, even spitting it out at your foes. It can induce climaxes in victims if enough of it touches them in a sensitive place.

Multi-Limbed Terror [Free for wolf spiders]

Wolf spiders are not weavers. Instead, wolf spiders are active hunters that track and terrorize prey. You are also a skilled tracker and hunter, and can make use of all of your limbs for terrifying bursts of speed and devastating shows of strength. You are exceptional at using your limbs and can skillfully wield multiple weapons or engage in other actions with your limbs.

Parasitic [Free for wasps]

Like some nasty wasps you can force others to carry your young. This is a wicked process, one that is painful and life-threatening (and usually life-ending) for those forced to endure it. This also lets you impregnate women, and men, and at will make these pregnancies non-harmful if you'd rather not harm those you wish to impregnate.

Avian [Free for harpies]

You are a skilled flier with remarkable kinetic vision. You can easily fly at speeds equal to those of the faster eagles, flying at close to 200 MPH (322 KM/H). This perk grants you wings even if you are not a harpy and purchase it. Your feathers feel incredible and can be used in a range of ways, including sexually or to make a bed.

Powerful Prose [Free for lizards]

You are a talented poet and speaker. Your words are moving and your poetry beautiful, which makes it easier for you to lure your targets, be it those you wish to rescue or those you wish to fight out of their lairs and into the open. You can also issue challenges for fights that people feel strangely honor-bound to accept, though those with greater willpower can more easily resist this effect. This enhances your skill at oral sex as well and the more enamored someone is with you the better you are at it.

Grisly Glutton [Free for anteaters]

You are a dreaded monstrous titan, an unstoppable force of tremendous power. This gives you incredible endurance and strength, and also, very nastily, an ability to grow stronger through bulking up and overeating. The more you consume the stronger you become, and such changes are permanent, though incremental. You also have a minor boost to the fear you induce in others, making you a dreadful opponent. The better you are at violence, the wilder you are in the sack. As a final nasty boon you can, in future jumps, name yourself an *Eater* of... some species. In this jump you are an anteater, but in future jumps you could be an elfeater, for example. This grants you a series of unpleasant buffs against the species you have dubbed yourself an eater of, namely you deal incredible harm to them with each attack, you are highly resistant to their attacks, and if you can eat any of them you begin to visibly recover from wounds, your healing rate getting supercharged for a few moments. Perhaps unsurprisingly you are also quite skilled at bedding your favored victims, but you can also steal their partners with nearly comical ease.

Disguise Self [Free for mimic spiders]

This is a nasty skill. You are freakishly adept at imitating others, able to supernaturally alter your appearance in such a way that you look like another species with a similar enough physiology, and this also improves your acting such that you can very easily pass for actual native members of a given colony. You're quite skilled at roleplaying, as well.

Con-Artist [Free for blue butterflies]

You are remarkably adept at conning others, able to get them to buy sob stories with striking ease. Part of this is effective acting on your part, coupled with a sharp understanding of the psychology and even physiology of others that allows you to know how to size them up and how best to approach them to get them to do what you want. This helps you determine what your partners are into as far as romantic and sexual capability.

Human

Speed Date Ace [100 MP | Free for Humans]

Well.. Given your circumstances, this is certainly a heck of a skill to have. You are incredibly good at speed-dating, able to make a stellar first impression on others as well as get impressively accurate reads on their personalities just from a few minutes of even idle small talk. The more in-depth you get with them, the more accurate your read.

Compatibility [100 MP | Free for Humans]

You are impressively compatible with insect girls specifically and monster girls in general. This guarantees your reproductive and sexual health and fiat backs them such that they get restored to a healthy baseline at the start of every jump as well. With this it is always possible for you to have offspring and the function of your sexual and reproductive organs will never permanently stop working. You are also just generally a little bit better at interacting with your partners on a non-sexual level, having less nervousness and fear around them (even if they aren't human and should normally evoke a more visceral, less affectionate reaction from you such as the first time you wake up in bed next to them).

Family Man [200 MP | Discounted for Humans]

If you're gonna have hundreds of offspring it'd be good if you could remember them all... right? With this your memory has been improved and you are strikingly good at telling each of your children apart. Even identical twins who have magically disguised themselves further would not be able to trick your discerning gaze. This also strengthens both your parenting skills and how easy it is for you to earn and keep the respect of your offspring.

When In Insectopia [200 MP | Discounted for Humans]

You are an adaptive sort, able to easily wrap your mind around new worlds and adapt to them at breakneck paces. And perhaps more importantly, people are laughably accepting of the oddities of your existence. So long as you are not actively harming people with your out-of-context weirdness, people just accept your deal. This is incredibly strong in one specific area: people are extremely accepting of any unorthodox family structures and relationships you have. This extends to a governmental level as well, ensuring your marriage is respected in other worlds and future jumps.

Rarity Rules [400 MP | Discounted for Humans]

As a human man in a world where both humans and men are incredibly rare you are a prized commodity. But that's not always a good thing... Well, actually, for you it is a good thing. The rarer you are, in any positive sense, the more leeway people give you and the more carefully they treat you. If you are the sought-after last member of your species, for example, people will desperately try and get your support or backing and they'll be almost unrealistically charitable and eager to please. If you are the summoned hero destined to bring about peace or ruin, or a highly sought-after bachelor called from another world... Well, expect to be given nearly anything and everything you want that others feel they can give away.

Light Letdown [400 MP | Discounted for Humans]

Oh? What's this? A perk that actually lets you let down people easily, kindly, and in a positive way? Now this is an unlikely thing. You are impressively good at letting people down with tact, respect, and likeability. This is much easier for people you've just met, and is strong enough that you can actually stop people from turning into yanderes. Wild, I know. This is extremely important for a range of scenarios, especially when it comes to political marriages, arranged marriages, and the like because it actually extends to protecting you from blowback over such events. If you are the sort of jumper who regularly gets in these kinds of situations you'll eventually notice that if marriages (or unions, or what have you) were arranged without your consent this perk becomes much stronger.

Fertile Fusion [600 MP | Discounted for Humans]

Hmm... It seems that you are strikingly receptive to the curious biological quirks of this world. You have internalized and taken possession of the method of reproduction associated with the insect girls you were asked to meet at the start of your time here. You have perfect control over your fertility and you can infuse your reproductive equipment with the basic principles that govern how insect girl queens highlight some genetic traits in their children. You have the ability to guarantee pregnancy in your partners (or get pregnant yourself, depending on your equipment) and when you cause a pregnancy how you do so will affect the life you are creating. Much like how each distinct sex act with your insect girl partner determines some of the most pronounced traits of the offspring the act creates, when you have sex with other people the act itself will have a formative effect on the children. If you engage in vaginal sex your children will be more inclined towards physical labor, have greater endurance, and be more prone to being hardworking and humble. If you get pregnant or start a pregnancy through oral sex your children will be more scholarly, wiser, and better at skills like engineering and administration. If you start a pregnancy or get pregnant through anal sex your children will be stronger, larger, and have better reflexes than normal. If you have this perk and have sex with your insect wife then the effects stack. You can decide if these pregnancies involve external eggs, and if they do then it's obviously easier to have multiple pregnancies happening at the same time.

Queen

[100 MP | Free for Queens]

[100 MP | Free for Queens]

[200 MP | Discounted for Queens]

[200 MP | Discounted for Queens]

[400 MP | Discounted for Queens]

[400 MP | Discounted for Queens]

A Family Affair [600 MP | Discounted for Queens]

As an insect queen you are going to have many children. A lot. It's gonna be a whole thing. And while your physiology allows you to do this without impeding your other duties, if you're gonna have so many kids you might as well benefit from it right? With this perk you take after your children and they take after you. You become a little bit better at what your kids do when they mature and step into their chosen roles. And when you are leading your family from the front they get noticeably better at what they do. Whether you're working with workers, fighting off monsters alongside your warriors, or debating with scholars, your presence brings out the best in your children, which reinforces their loyalty to you.

Different Monster Girl

[100 MP | Free for Different Monster Girls]

[100 MP | Free for Different Monster Girls]

[200 MP | Discounted for Different Monster Girls]

[200 MP | Discounted for Different Monster Girls]

[400 MP | Discounted for Different Monster Girls]

[400 MP | Discounted for Different Monster Girls]

Who Says Crime Doesn't Pay? [600 MP | Discounted for Different Monster Girls]

Somehow you make ferocity and fear your weapons in such a way that even foes who hate you can't bring themselves to strike back. You have found a way to beat your foes into submission such that they can't muster the courage needed to face off against you and to try and strike back for what you've done. There's an upper limit to this, though it scales to match your power and the fear you inflict. With this you can raid an insect's hive, make a meal out some of their number, and flee before their strongest warriors arrive and they'll know better than to try and follow you. The more entrenched your reputation is in a place the more impunity you have and

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 MP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Human

[100 MP | Free for Human]

[200 MP | Discounted for Human]

[400 MP | Discounted for Human]

Queen

[100 MP | Free for Queen]

[200 MP | Discounted for Queen]

[400 MP | Discounted for Queen]

Monster Girl

[100 MP | Free for Monster Girl]

[200 MP | Discounted for Monster Girl]

[400 MP | Discounted for Monster Girl]

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend MP to import companions into this jump, giving them 600 MP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 MP per person you do this for, or you can spend 200 MP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 MP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 MP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

[100 MP]

Chuuni [100 MP]

Ah yes, this thing. You now suffer from Middle School Second Year Syndrome. This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen essence(s). This is not great, but can be overcome with willpower and an appropriate sense of self.

[100 MP]

[200 MP]

[200 MP]

[400 MP]

[400 MP]

[600 MP]

[600 MP]

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-So long as you can see this note, consider this a WIP. That means you should expect to see lots of changes between the time you see this, and the final product.

-This document was started on July 1st, 2025 and it was shared to various places in WIP status on August 17th. So... that shows how long has taken, lmao.

-This document reached WIP status (version number 0.3) on August 17th, 2025.

-The basic gist of the species perks is that they are supposed to have a base, SFW use, and a NSFW application as well. They also exist to help allow the origin perks to be species-agnostic, essentially meaning that the perks can be taken pretty easily by people of any origin if they are desired.

-I really, really like the idea of someone with this jump under their belt going to Minecraft after this jump. Or Corruption of Champions.