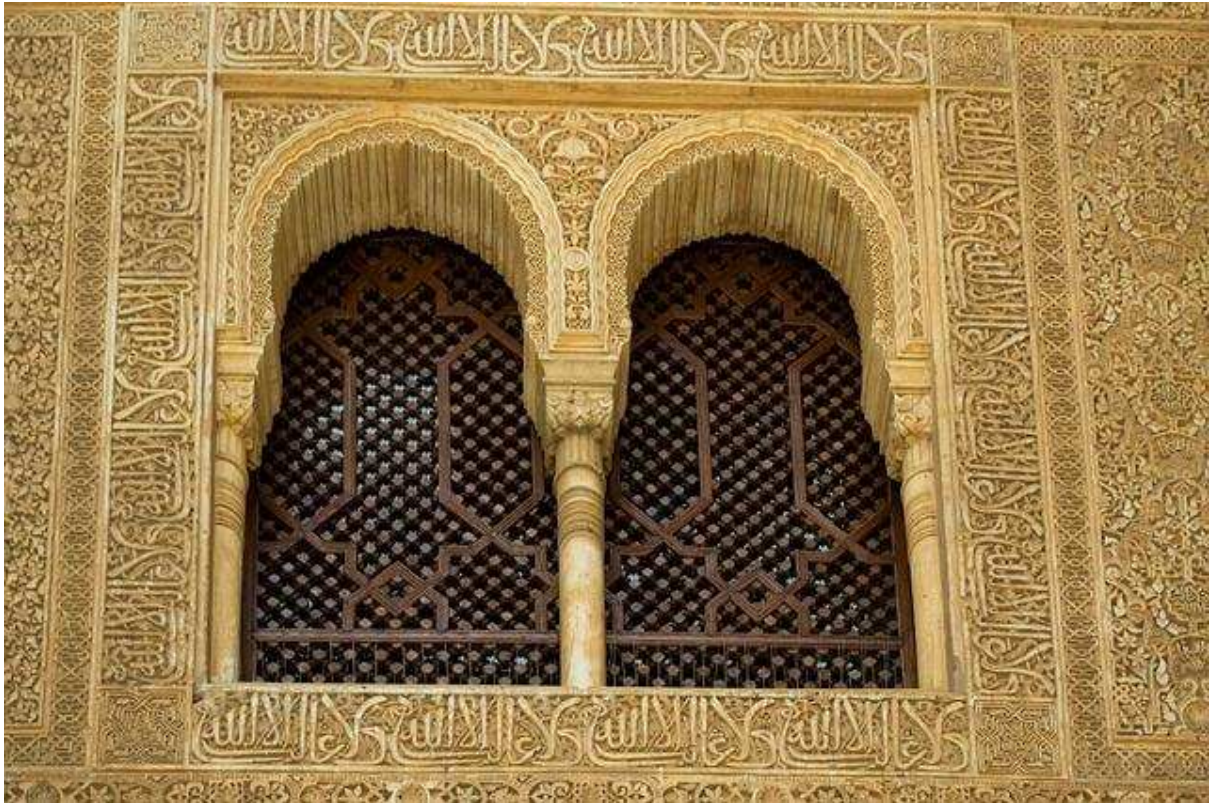




The Emperor's Harem Jump

v1.0

Original CYOA & Concept by Akumakami64 Jumpdoc by LJGV/Sin-God

Welcome to Juttun, jumper! This vast empire is the longest-lived continuous nation in this world's history, and it is a gigantic, sprawling country that is over 5,000 years old. This strange, but prosperous and thriving empire, has a highly unusual form of imperial government. In it, the emperor has a vast and sweeping harem and their haremetses occupy key positions in the government ranging from being the queens or princesses of key regions to roles as sweeping as being in charge of the armed forces of the country or being one of the key officials in the government's ministry of education. This state of affairs has resulted in a peculiar culture wherein polygamy is normalized among the wealthy and influential.

A new emperor, the child of the last emperor, has recently taken office and is said to be inside the central imperial palace in Jurge; the empire's oldest city and capital. Some eyes and ears in the palace even say that the emperor seems to have fallen ill! We may be on the cusp of living through historic times... Now you must decide who you are, relative to this strange story.

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

Author's note: This is a CYOA conversion jump. In this case, the conversion in question is of The Emperor's Harem, a two-part NSFW CYOA by Akumakami64. Have links to both parts by clicking [here](#) and [here](#).

Additionally while this CYOAs gendered language makes it clear that the emperor in canon is a man and the harem is comprised of women, this is a jump feel free to ignore and rewire gender and sex stuff to suit your preferences.

Starting Location

Your origin determines your starting location. If you are the emperor or one of the haremettes you start off in the Imperial Palace, if not you start Somewhere in Juttun.

Imperial Palace

In this beautiful, massive palace, servants attend to a fallen figure, watching over the unconscious form of a strangely handsome, or perhaps beautiful, individual. Over four dozen women of distinctive appearances, with unique equipment, physiologies, and in a few cases animal allies are scattered throughout the palace, and some of them are very concerned. Others are not. Are you one of the women? Or are you the other person of note here?

Somewhere in Juttun

Juttun is a gigantic empire. With areas as varied as sprawling ruins of underground cities to dense jungles inhabited by strange monsters and demihumans, there is an incredible variety of places one could be from while still being from Juttun. And you initiate this jump somewhere in the empire. Maybe you're on the Zizing Sea, riding a merchant ship from island to island. You could be an explorer scouting the Mitilan Jungles alongside a pair of Tutfil guides, hoping to find some ancient ruins or a neutral tribe you could recruit to the side of Juttun in the Juttun vs. Bofar conflict. Where in Juttun are you?

Age and Gender

You can determine your own age yourself, so long as you are an adult.

By default your gender is determined by your origins; citizens can choose any gender, emperors are by default men, while haremettes are women by default, but if you wish you can change this for free.

Origins

Citizen [Free]

You are a mundane citizen of Juttun. There is a hilarious amount of versatility and freedom that comes with this, as Juttun is a multicultural, multiethnic, multi-species empire where some entire regions such as Shirima are filled with inhuman communities of demihumans and other, stranger sapient beings. This doesn't mean you can't be a person of influence either, this simply means that you are, at most a noble or something like a general. This lets you enjoy the culture of Juttun without making you spend the next decade constantly dealing with politics unless of course, you wish to deal with politics. This is this jump's drop-in option.

Haremette [Free]

You are a haremte, one of the members of the imperial harem. This is a position of great honor, social and political power, and in many ways profound privilege. The women in this faction come from a litany of backgrounds. Some are women of noble birth, the daughters of privileged bloodlines and well-to-do clans. Others are unique members of magically gifted species, or are singularly unique women. This origin is every bit as versatile as that of the citizen, as far as it's background goes. Some haremtes are simply women that the emperor or his kin found amusing, while others are women of exceptional talent (even if such women come from poor or unremarkable backgrounds) while others still are the women chosen by influential bodies to be sent to the emperor to serve as their voice in his administration.

You can choose to insert as one of the haremtes, which would give you their memories, skill set, and qualify you for the positions they are listed as eligible for, or you can create a whole new position and insert with an appropriate backstory which will make you a shoe-in for that position.

Emperor [100 HP]

Oh? How fascinating! You're the emperor. You have only just taken office as little as six months ago, and you are the head of both Juttun and your vast harem. There is one little wrinkle, though; you're recovering from a strange curse. One that seems to have stripped you of your memories. You initiate your time in this jump waking up in front of a woman who quickly identifies herself as "Stool" and begins to help you to your feet, while summarizing the situation; you are the newly crowned (newly crowned being relative) emperor, who recently collapsed. You were found to be cursed, and it turns out that memory loss is a common enough after-effect of curses that this is well within the expectations of individuals qualified to speak on your health. Now that you are awake, it is time for you to get to work on regaining your memories so you can get up to the important work of running the empire.

Perks

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

General [Undiscounted]

Polyamorous [Free]

Everyone of wealth and influence in Juttun can emulate the emperor and have a harem of their own. Though in canon the harems we get to see are from the perspectives of men, there is no reason why women can't have harems. With this you're able to live a polygamous lifestyle in future jumps with ease, with no one questioning you or your spouses, and your marriages (so long as everyone is an adult and consents) are all considered legal and socially on the up and up, even if no one else around you is polygamous.

Citizen

Career [100 HP]

You are a citizen of the empire, and as such you have to work for a living. Even nobles handle governing on a local level and skilled nobles govern quite effectively. With this,

you have a career of some sort that is tied to your background on some level, and you have the skills needed to be exceptional in your chosen career.

Charming [200 HP]

You are a regular person, a citizen of what might well be the greatest country in the world. You are also quite charming and friendly, able to make new friends and contacts quite easily. This also subtly boosts your ability to seduce those you are attracted to.

Upper Class [400 HP]

You were raised in an upper class, locally influential home. This afforded you a great many opportunities, and you have the skills to show for it. You are a talented businessperson with a great many networks and sources of income, and in future jumps you remain quite adept at accruing and leveraging influence to your advantage.

Unique [600 HP]

Unique individuals abound throughout the empire of Juttun. In the seas there lurks an immensely powerful sea serpent named Tashar who is so strong that when he steals a bride from the emperor the government accepts this (though this is helped somewhat by an informal agreement he has with the government, but still). There are, or have been, mighty lichs in the Senden Mountain Range. In the region of Shirima there are immensely powerful Oni Lords who are mighty enough to be waging a civil war with Juttun's forces and they still retain power and influence in the area. This is a vast empire, and now even in its immensity you are a unique being.

You can freely determine the nature of your uniqueness, though it should be something suitably impressive to suit the capstone price of this perk. You could be the half-dragon heir of a powerful dragon dwelling in the ruins of the fallen Eredlen civilization, the half-spirit offspring of a nature spirit's affair with a druid, or an alchemical experiment come to life in the wake of a nearby magical mishap with properties and abilities that blend the two disparate parts of your origins together, or any other appropriately fantastic origin you can devise so long as it makes sense within this magical historical fantasy playground. No matter your precise backstory, you'll be afforded both appropriate powers and status with this perk.

Haremette

Tutored [100 HP]

You have incredibly specific training related to the reason you were selected to be sent to the Imperial Harem. Whatever your method of meeting the Emperor or one of his close allies, you will quickly prove remarkably adept at the thing that catches the Emperor's eye about you.

Diplomatic [200 HP]

You are a natural fit in a harem. You are diplomatic and even-keeled, skillful at talking down fights and can get people to more easily work together. You are also quite skilled at getting the attention, amorous or otherwise, of those you're attracted to.

Flexibility [400 HP]

The unique composition of the empire's imperial government often requires a certain... adaptability in those at its upper tier. You are quite flexible and can easily bend yourself, in terms of work, in ways that allow you (with the right resources and institutional support) to handle all sorts of tasks adeptly and easily.

Deserving [600 HP]

You deserve your place in the imperial harem. Not only are you a positive and loving member of the harem, easily able to choose kindness and gentleness in relation to your fellow haremets, but you are also incredibly talented at the job you've been chosen to perform.

When the emperor, and in future jumps other bosses, appoints you to a position you quickly learn and demonstrate incredible skill about the job you've been asked to do. You will find ways to excel at your jobs in ways that blend your perks, personality, and origins in any given jump, but regardless you will show the world that you are not just a pretty face.

Emperor

Blue Blooded [100 HP]

You are the emperor and as such even the term "Blue blood" doesn't feel adequate to describe you. You have been raised in the imperial palace, though you still got to see plenty of the empire growing up, and you have been well-trained in diplomacy, history, policy, and even things like military tactics and self-defense. You have an education befitting an emperor and a keen mind and body able to fully use those talents. In this and future jumps you have both a skill booster when it comes time to leverage these abilities and a learning boost that makes it much easier for you to continue to learn and hone these skills.

Harem Physique [200 HP]

You have the physique, and knowledge, necessary to fully enjoy yourself (and satisfy your partners) when it comes to harem activities. You are a talented and energetic lover, with the experience and skill of an in-demand courtesan and are naturally in sync with lovers in a range of capacities. You are also in control of your fertility and virility, and when you and a partner both desire children you are guaranteed to impregnate or get impregnated by them following a completed bout of lovemaking. Lastly this makes it easier for you to befriend and romance people by a good deal, as well as get them to accept your circumstances (such as if you are the head of a vast imperial harem and thus by being your lover they would become a part of this harem).

Remembering The Past [400 HP]

Memory loss is no longer an issue for you, though if it is convenient you can still act like it is and this boosts your capacity for such deception. Beyond that, though, is the fact that this perk perfects your memory, making it flawless. If memory loss is an obligatory part of a scenario (but NOT a drawback itself) you do lose your memories, but you will regain them at a breathtaking pace, oftentimes remembering everything you knew about someone with as little as an introductory meeting!

This perk also allows you to edit facets of your past in terms of your origins, letting you personalize how you've met individuals and the initial nature of your relationships with people, with "you" and "your" referring to the person you've become but BEFORE your time in a jump initiated (essentially you can more specifically edit the backstory of future origins you take). In this jump, for example, if you had this perk, you could customize how you met a haremte. You can, if you wish, have met Krydal the *Former Lich* by rescuing her from a mob about to inflict vigilante "justice" on her. You could have met Rear Admiral Marazine in the middle of a pitched battle in the Ziziang Sea where a ship she was on was attacked by pirates.

This is strongest and easiest to do when done at the start of a jump, especially if combined with meta-knowledge and done during the build-making part of a jump, however that works within your chain.

Visualizing The Future [600 HP]

This perk gives you detailed visions of the future when you are about to give someone a job or position. This vision lets you see how they'll do and details some of the uniqueness of their take on a position or job. You can also think of specific jobs in the abstract and you'll get to compare how different, qualified, people you know of who you could hire or appoint to it would do if they were given the job in question. This can't be used to predict specific dangers, but can be used to plan and coordinate more effectively across government agencies and other such things as far as long term goals go.

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 100HP perks 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.

Citizen

Essentials [100 HP]

You have the essentials for whatever job you have. This also includes a small budgetary stipend for things like meals and any expensive materials you may require for your job. With this you'll always be able to do some work related to your job whenever necessary.

Contacts [200 HP]

You have contacts up and down Juttun. These individuals will be friends who always know who they can contact to do work related to your chosen career and background, and are always willing to recommend you to friends as well as help you out with things related to their backgrounds. These individuals will, for the most part, be commoners

but there'll be some nobles and an imperial or two. In the future this set of contacts will ensure you always have reliable allies somewhere in a given setting.

An Appropriate Home [400 HP]

You have a luxurious home that follows you in some way that is customized to innately suit your backstory in this setting. This home retains changes, but also updates automatically to reflect future origins, gaining new rooms and aesthetics that suit the local setting and your chosen origin in future jumps. People you care about can be invited into your home at the end of a jump, and when the jump ends such individuals will be asked if they want to join your chain as followers. If they say yes they actually become followers of yours.

Haremette

A Momento [100 HP]

This is an item of some sort tied to your backstory. If you inserted as a specific haremette this item will be tied to their backstory in some way, but if not then this will be an item that is tailored to your backstory. It will have a minor benefit, such as being a shield that can protect you of its own volition or being a special member of an animal species such as one of Hacer's mystical animal friends or Xipilli's golden jaguar companion Chelzin.

Government Agency [200 HP]

You get to keep the government agency you were assigned as part of your time here. If you take this and are not a Haremette then you get to select a government agency that will follow you along your chain and will work for you. This agency adapts to new technologies and magics as appropriate, and will never lose access to such things as they traverse the multiverse with you.

Odah [400 HP]

This is a luxurious odah, the part of a harem where a haremette lives that is perfectly suited to your interests and needs. It is also large, luxurious, and comes with servants who live and work here, entirely devoted to serving you specifically. By default this is a part of your warehouse that you can temporarily impose over a place in the jump you're in, placing it there for as long as you need before reclaiming it and returning it to your warehouse.

Emperor

Imperial Tutors [100 HP]

In this and all future jumps you have access to a list of loyal tutors who are among the foremost experts in their fields and who are eager to tutor you in their disciplines. All of them are exceptional educators and you'll quickly grow in skill and knowledge under their tutelage.

Harem Constitution [200 HP]

This is a copy of the constitution of Juttun. You can use this when you gain leadership over a place to quickly and instantly make its legal system a copy of Juttun's, letting you

gain a new harem of lovely and skilled individuals to place throughout the government, whose children will be loyal to you first and foremost.

Army [400 HP]

This is an army, one of a large size relative to the setting, which in this case is several tens of thousands of people situated throughout the empire. This army is loyal to you, and is eager to be put to use in a variety of ways. In future jumps this army updates to gain the best non-unique abilities, skills, and technology related to combat in the setting, and will never lose what it's previously gained or go through downsizing. Slain units respawn half a year later. This comes complete with engineers, magicians, scientists, and generals as appropriate to its size in this jump and it will always get some boost in future settings, such as incorporating *Minecraft* crafting or *Marvel* robotics in appropriate jumps.

Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin (other than Emperor unless you're Emperor, though if you aren't it's fair-game! They still need to pay for the origin) for 50HP each or eight for 200HP.

Canon Companion [50]

So you want to take any other existing character from this world. Well then this option is for you. If you pay, and can convince the individual to join you, they can follow you as a companion.

Scenarios

All scenarios reward 200 HP upon completion.

Be The Emperor (Requires The Emperor Origin)

The classic *Do the CYOA* scenario. You awaken, have lost your memories, and need to go through and meet the haremetses, as well as begin the process of selecting what positions each haremetses in your harem has in the imperial bureaucracy. History will be minorly edited to ensure you are correct, unless you'd rather that not take place for whatever reason. The scenario is considered complete a year after the start of your jump so long as nothing such as the dissolution of the empire has happened as far as the budget reward goes.

Reward

This scenario's true reward, in addition to the 200 HP you get from completing it, is something a bit unique. At the end of your stay in this jump the citizens of your empire get to decide whether or not they'd like to follow you along your chain. Those who say yes will become followers. This includes members of your harem. People who say no

will be replaced by generic followers. Whatever is part of Juttun in terms of land and stuff will follow you as well, and you can import Juttun into future jumps at the start of a jump, which will award you the social status of an emperor and any related global benefits and privileges are a part of that in the setting.

Haremette Life (Requires Haremette Origin)

Oh, now you're in the harem. As a haremette. This scenario requires that you be a member of the imperial harem and that you be a positive and beloved member of it, by both the emperor and your sisters. In order to clear this you must resolve a number of fights in the harem and help the Emperor overcome three different difficult situations out of the harem.

Reward

You can take the emperor and the harem with you on your chain as followers for free. The Emperor gets the perks of the origin, as well as the first item, as fiat-backed parts of their build. You also get to take the city of Jurge with you as well!

Empire Building (Requires Citizen or Emperor Origin)

This is something of an *Alt-Start* scenario that sets you back in time and has you exist as the lord and ruler of Jurge before it was even part of *The Thronelands*. It is now your job to expand Jurge and to begin to unify the surrounding regions into the sprawling empire that Juttun will one day become. This scenario lasts for the duration of the jump and ends when you finish your time here. If you wish, over the course of this adventure you can meet the ancestors of various haremettes, who'll even look like and have similar personalities and interests to the descents of theirs you'd have met had you done the jump as normal.

Reward

You get to take what you have built and become Juttun's *One True Emperor*. This is the name of a new perk that makes you inspire loyalty, boosts your leadership skills, and makes those loyal to you unwilling to stomach betraying you.

Empire In Crisis

Over the course of your time here multiple crises will emerge. From the Oni Lords of Shirima getting smarter and realizing that they'll never win this war on their own so they go and recruit foreign allies, to the *Belensites* being outed as the source of the curse placed on the Emperor for the sake of commencing a revenge plot and to get Atima Kelri into their clutches, to the Bofars successfully rousing mystical beings from the depths of the Mitilan Jungles for the sake of unleashing them upon the Tutfils and regaining Militan independence at the costs of thousands of lives, this empire will be busy. Now, regardless of your chosen origin, you will invariably be swept up in politics and in crises, and how they resolve themselves will depend on you. Resolve five major crises in the empire to mark this scenario as complete. If you take appropriate drawbacks, they will be folded into this scenario.

Reward

The Juttun-ian *Medal of Freedom* is a relic and now an *Item* in your possession. It strengthens your most defining personality traits and abilities, and also enhances your

charisma, when worn. You can also give it out to someone to mark them as your champion, which will enhance their reputation and charisma among your allies and servants and will enhance their strength and intelligence.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 HP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 HP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 HP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Juttun-verse you're about to enter.

Extended Stay [+100 HP]

For each purchase of this your time here is extended 10 years. You can purchase this three times for points, but after that it only extends the duration of your stay.

Public Perceptions [+100]

People will quickly get the wrong impression of you. What "Wrong" means here is the opposite of your intended impression. This is constant, but it's also something you can overcome and people will not be steadfastly attached to the impression you give off. This can still be quite annoying, and can, at times, be quite inconvenient.

Busy [+200]

This may be a harem jump, but it won't always feel like that. You're constantly having to deal with the realities of life here, which will vary from origin to origin.

Machinations [+200]

This emboldens the different political groups throughout Juttun and beyond. Other governments are now more interested in getting what they can from Juttun, and other, more subversive groups are also more active. This will find ways to affect you, but if you are a citizen or a haremte this will be more visible as a setting shifter than as a personal challenge to deal with.

Deific Activity [+400]

Gods and spirits are not exceedingly active by default, but now they seem fascinated by you. This is a more personal change than **Machinations** is, even for citizens and haremtes, but it also subtly energizes even mighty divinities like Perandor and *The Devil*, though it won't make them hostile. This simply makes them more conceptual and appropriately energizes them. Nature spirits will interact more with humans, demanding tributes or otherwise frolicking, gods will more regularly answer prayers, and other mighty spirits will make their existence and intentions known. Such individuals can and will demand proper respect, and if they feel disrespected they'll let you know in ways that are often unpleasant.

Historically Folkloric [+400]

Certain places, such as the Senden Mountain Range and the northern half of Shirima are places with profoundly mystical histories. Now those histories are not... *in the past*, but fully present and active. Expect to see many more monsters, yokai, and other sorts of fantastic beasts and creatures in appropriate places, as well as in less appropriate places using their skills to achieve a range of ends. Your foes will definitely plan to use the increased supernatural-ism of this world to their advantage.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse.

War on the Horizon [+600]

The enemies of Juttun, of which there's a fair few, are banding together. This can be a nasty drawback, as these forces will coordinate skillfully and will collaborate to take down Juttun in ways that are, at times, dangerously effective. This makes life in this jump considerably more complicated, unless of course you're a warmongering juggernaut already.

Decisions

You have three choices ...

Go to 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.

Change Log

v1.0

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