Boy Meets Harem

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Welcome to a minor variation of the Earth you may be familiar with. You won't be finding any super science or hidden world of mages this time around; this place is entirely mundane, although it is seen through the lens of hentai.

Not to say nothing interesting happens, however. Shindou Naoki seems to have simultaneously the best and worst luck when it comes to vacations. Of the three he goes on, two result in plane crashes and one sees him trapped in a blizzard… and all three of them result in him gaining an ever-growing harem.

Yup, that's the type of world you're in this time. So have some fun, will you?

Take **+1000 CP** to get you started. You arrive a week before Naoki's first plane crash.

Location

There aren't a lot of places shown in this story, so you can freely pick where you start. However, if you'd like to earn **+100 CP**, you can roll to determine your starting location.

1 – Some City in Japan:
You start not far from Naoki's home.

2 – Some Southern Island:
You start on the uninhabited island that Naoki, Kana, Momoka, Asami, and Sanae would get stranded on for two weeks after their plane crashed. Don't worry, there's plenty of fruits, fish, small wild game, and fresh water, with no appreciable predators. Hope you have some survival skills, though, or this might be a little trying.

3 – Some Snowy Mountain:

You start off right outside a popular skiing resort in a prefecture in Japan. There's still a ways to go until a blizzard snows Naoki, Haru, Shouko, Noriko, and Tomomi into a cabin, but there's still plenty to do if you're up for some fun in the snow.

4 – Some Native Tribe:
You start your time in this world just outside the territory claimed by the chocolate-skinned Ragba Tribe, a scarcely-known tribe that mysteriously only births women, and other than their once-per-generation mating rituals, has no contact with men whatsoever. They enforce this isolation with guns. If you're a woman, you might be able to make friendly contact with them. If you're a man, you might want to head the other direction… while they're just about at the stage where they're looking for a man to impregnate the whole tribe, they also treat those men as mere slaves and breeding stock. What's more, it is customary for the Chieftess to kill the man once their "duty" is completed… albeit a custom most of the tribe isn't aware of. The Chieftess Amil, her daughter Fara, and Fara's bodyguard's Sharnaka and Nemuru are the most notable people here, other than Anna, the British ethnologist (who has no intentions of intervening in any of the tribe's customs, even the most barbarous).

Origins

Any origin may be taken as a drop-in, in which case they merely describe what you receive a discount on. Your age and gender may be chosen freely, within the scope of your origin

Center of the Harem:
Maybe you're in middle school, or it could be that you're already an adult. What matters is that even if you aren't good with people, you are lucky in a way that most people only wish they were. Still, the phrase "too much of a good thing" exists for a reason. If you so desire, your life can interlap with Naoki's in such a way that you get pulled into his various misadventures.

XX-Schooler:
You are a student in compulsory education, probably a middle- or high-schooler. Your biggest concerns are making friends and finishing school. You may freely opt

to attend the same school as Naoki; don't worry, by a strange quirk of fate everyone involved in both plane crashes he was on survived… although only one of those was a school field trip, so you might want to befriend him if you want to experience the second one.

Gainfully Employed:
Maybe you're an office worker, maybe a teacher, maybe an ethnologist, maybe you have a job as a flight attendant on an airliner. The point is, you have a role and your paycheck depends on you to fulfill it. Speaking of flight attendants, if you want to, circumstances will align so that you happen to be serving on the same flights as Asami—attending to Naoki's group—when it comes crashing down. If you're a teacher, you may opt to be a sensei at Naoki's school.

University Student:
You attend school like an XX-Schooler does, but because you're in university you have much more freedom than they ever did… but also more responsibility, because you have to take care of yourself. Still, there's plenty of time to have some fun and go on vacation yourself, you know? If you so desire, you can attend the same school as Shouko and Noriko.

Housespouse:
Maybe a housewife, maybe a househusband, maybe a house-something-else; the point is, your job is to take care of the home while your spouse goes to work. But they work awfully long hours, and scarcely have any time for you. It's almost like they're more married to the job than they are to you…

Tribesperson:
Sure, there are plenty of places in the world where tribal cultures are fully modernized. Yours isn't one of them. Oh, you know about the "civilized" world, and almost certainly have some modern conveniences, but by and large your people aren't a part of the greater global society. You may freely be a member of the Ragba Tribe if you're a woman, but feel free to be a member of some other culture. Unless you ignored the location roll, however, you'll have to come up with some reason for your being in whatever place you wound up.

Perks

100 CP perks are free when discounted, while other discounts are only 50% off; all perks under a given origin are discounted, and you receive an additional discount for 100, 200, 400, and 600 CP perks to spend wherever you like.

General Perks

Boy Scouts Experience (Free):
Or Girl Scouts, or maybe you just know someone who taught you a lot about survivalism. The point is, you know what to do when caught in the wilderness. You can forage for food, hunt, lay traps, find or build shelter, and know all the basic skills you need in order to survive the wild. You have bizarre luck when it comes to the weather, too; while this doesn't prevent storms or anything like that, it does ensure that there will be some form of shelter when you need it, and the weather will mysteriously die down if you should run out of food and resources, such as during a blizzard.

Sexual Performance Package (Free):
Let's face it, you're probably here to get a harem. So it would only make sense for you to be able to actually keep up with them, right? To begin with, you have incredible stamina, easily letting you keep up with and please multiple partners in a single session. Secondly, any refractory period you may have had ceases to exist. Thirdly, you are capable of producing copious quantities of sexual fluids, in excess of what your body should naturally be capable of generating. Fourthly, your sexual features are of impressive size (so long as you would find such size to be appealing).

Ragba Beauty (-100 CP):
The Ragba Tribe is said to be the most beautiful of peoples, with bountiful breasts large enough that they'd first think of a small-chested girl as a boy, regardless of how feminine she is. Not only are they beautiful, but their bodies are perfect for pleasuring a partner, their pussies wrapping around any intruder and squeezing with the perfect level of pressure even without any experience on their part.

You don't necessarily need to look like a member of the Ragba Tribe, but you're certainly their equal in attractiveness and innate sexual talent.

Tribe of Women (-100 CP):
The Ragba Tribe is special, mysteriously giving birth to only female children. Perhaps something like this is the reason why? You can decide the sex of your unborn children at any point prior to birth. Furthermore, your children never inherit any disorders the parents possess that may normally be a risk of being passed on to the child, and you can control how much influence each parent has on the appearance of the resulting baby.

Center of the Harem Perks

Just a Number (-100 CP):
Grown women aren't normally attracted to middle-schoolers, but that didn't stop Naoki from attracting the affection of five adult women… to say nothing of the entire tribe of Ragba that decided they wanted his dick enough to follow him all the way back to Japan.

Your age is now a meaningless number in your life. Being too young or too old doesn't disqualify you from anything… at least, not anything you'd consider to be positive. Not from traveling alone, not from getting a job… and certainly not from being seen as attractive by members of your preferred sex(es). This doesn't make people more likely to fuck you than they would someone of their preferred age, but how old you are isn't going to work against you anymore.

Jumper Meets Harem (-200 CP):
You were made for the harem life, Jumper. When people are attracted to you, they will find that they have no objections if other people seek or attain your affections, too, so long as they get a fair share of attention. Not to say they won't get jealous; too much time spent with other people and not with them will still inspire that emotion. But just sharing you with other people will be perfectly fine. Indeed, if you have multiple people attracted to you, having group sex will likely be seen as an optimal solution to them, rather than having you independently having separate relations with everyone.

But that's only one side of the equation. A harem isn't just about being loved by multiple people, but about loving them in turn. And you find that you have an easy time splitting your affections. No matter how many there are, you will never have difficulties loving each one individually for their own person, and will never find that you run emotionally dry when it comes to loving other people.

Furthermore, if you ever affect someone with a perk or ability that inspires love or sexual attraction towards you, you may opt for the ability to affect you as well, ensuring that you will adore them as much as they adore you. None of your affections for other people will ever interfere with one another, either.

The Breadwinner (-400 CP):
Everyone loves someone who can provide for their family, but this goes extra when it comes to you. When you provide for other people, they will find themselves becoming more sexually and romantically attracted to you. This becomes stronger the more reliant on you that they are. If you were trapped on an island with several women, and your survival skills were the main reason they stayed alive, they might decide to share you before the week is out, even if they had a low opinion of you beforehand.

Good Bad Luck (-600 CP):
A school field trip turns into a plane crash, only to result in Naoki gaining a harem. An attempt to go snowboarding gets him caught in a blizzard, only to result in gaining a new best friend and doubling the size of his harem. An attempt at vacationing results in another plane crash, resulting in Naoki breeding an entire tribe, who decided to ignore their normal customs that would kill him in favor of following him to Japan to join his harem. Bad luck follows Naoki like a curse… but while every cloud has a silver lining, for both Naoki and you it's more like the entire cloud is made of gold.

This perk does nothing to protect you from bad luck. To the contrary, it is entirely dependent on you experiencing bad luck. Because, no matter how bad your fortunes turn out to be, there will always, always, be a net positive to be born from your misfortunes. This will often be in the form of romantic and sexual relationships, although you may experience other boons that accompany them (especially in more extreme cases of bad luck).

Unless you die. This does nothing to protect you from death from luck-related causes.

XX-Schooler Perks

Best Friends with Benefits (-100 CP):

All too often, people who move beyond simple friendship into a sexual or romantic relationship don't consider them to be "friends" anymore. For many people, their spouse is not also their best friend. But you'll never find that to be a problem in your relationships. You, and those you have a sexual or romantic relationship with, will always be able to maintain your friendships with one another. Indeed, a more physical and intimate understanding of one another only helps your friendship flourish.

Quite besides that, you are also eminently approachable as a potential friend, especially to people on their own. You have a disarming and kind way about you that puts people into the mind of having you as a friend—and relating back to the first part of this perk, people who you've formed friendships with will never find your friendship to be a reason not to have a sexual or romantic bond with you.

And this isn't just for casual friendships, either; if you really try bonding with someone, you could form a deep, lifelong companionship with someone after only a single day together.

Haremette's Fortune (-200 CP):
This is a world where group sex is very much a common occurrence, especially oriented around a single person. So it becomes very, very important to have a partner with the stamina to please all of you.

It seems that whenever you have sex focused around one other person—whether that's a one-on-one session or if you're joining with your fellows to pleasure your man—you'll find that your partner's physical and sexual stamina is increased to the point that they can more than adequately please all of their current sexual partners. Of course, if they lack the skills to do so, this won't actually help them satisfy you… it just ensures that they have the endurance to do so.

Safe and Sound (-400 CP):
It takes a good bit of luck to survive a crash that rips the plane into multiple parts, but that's just what Naoki's classmates did. You have a spectacular ability to survive anything that isn't actively trying to kill you. This provides no protection against intentional attempts to kill you, and provides limited protection against injury, but unless you have an actual enemy who is trying to end your life, you are guaranteed to survive any situation you find yourself in, as long as luck, bizarre

circumstance, your own skill, or situational happenings can in any way impact the end result.

For instance, you could survive a plane crash or a blizzard, but you couldn't just fly into the sun and expect this perk to save you.

Open Ears (-600 CP):
Maybe you're sneaking around someplace you aren't supposed to be; maybe people just ignore your presence; maybe it's just a ludicrous degree of luck. Regardless of the cause, you have a way of stumbling upon the plans of those who would be enemies or threats to you or those you care about, and in time for you to do something about it, at that. For instance, if the tribe that captured you was going to execute your friend after he finished breeding the populace, a moment of curiosity might result in you following someone to a secret meeting that revealed their intentions.

You also become astonishingly good at stealth and eavesdropping.

Gainfully Employed Perks

Skills to Pay the Bills (-100 CP):
You aren't just decent at whatever your job is, you're actually good at it. In fact, you're as good as though you had ten years of experience in it, even if you're only in your twenties.

Furthermore, any experience you have in any given job will update when you go to a new jump; in addition to your original knowledge and skills, you will have knowledge and skills appropriate to someone with an equivalent job in the local setting, ensuring that you'll always be good at what you do, even if the world you're in has a different standard than you may be used to.

Isn't It More Exciting with More People? (-200 CP):
More exciting it may be, but it's also more awkward… for other people, at least. When you're involved in group sex, everyone present will find their coordination improving and will have a natural understanding of each other member's positioning and movements, allowing them to easily move around each other or act in unison. Furthermore, everyone finds it easier to cause pleasure to multiple

other people at once, and each person involved will find that the anticipation of waiting their turn will result in increased pleasure when it finally comes.

Irredeemable Shotacon (-400 CP):
At the start of each jump, you can choose a single demographic that is present in that setting. You will be guaranteed to encounter an above-average number of attractive, horny members of that demographic.

An Invitation to Debauchery (-600 CP):
Naoki might be the "Boy" in "Boy Meets Harem", but it was Asami who's responsible for the harem starting in the first place. You have a knack for convincing people to set aside their doubts and try new things, a gift for getting people to put away their inhibitions, and a talent for persuading people to push past their boundaries and into what they might not have originally wanted. Like getting a teacher who's crushing on her student to accept being a part of that student's harem, even if she wants him for herself.

University Student Perks

Major Studies (-100 CP):
Graduation is still a long way away, but at least you have the guarantee that you'll never fail your courses as long as you put in even a miniscule amount of effort. You pick up information and refine your existing knowledge and skills at five times your normal rate. What's more, you have an easy time focusing when it comes to lectures, and can read entire pages the instant that you see them.

Inebriated Idiocy (-200 CP):
Shouko would never have gotten with Naoki if Noriko hadn't gotten her drunk first. But getting someone drunk for a specific purpose is generally sort of iffy—some people turn maudlin when they drink, others get uppity and energetic, and still others turn angry. But when in your vicinity, people who get drunk tend to be the sort of drunkard that you want them to be, and you have a ridiculously easy time convincing people who are inebriated (or otherwise not in their right mind due to various substances) to do what you want them to.

Crashing Into Something Fun (-400 CP):
By sheer happenstance, the most interesting people seem to keep running into you. People who you would like to know (or rather, that you *would have* liked to

know, if you knew about them already), and who can in some manner contribute to your life and/or your goals. These people are always compatible with you, and you can rely on them being willing to hop into bed with you if given the chance.

Note: “Running into you” isn’t always literal, but sometimes it is.

Rescuing Yourself (-600 CP):
When they realized the potential costs involved with mobilizing a rescue group after a blizzard stranded them in the mountains, Shouko & co. decided that getting down the mountain themselves would be a better option than waiting for rescue. While that decision is of… questionable rationality, it wouldn’t be if you were the one making that choice. Obstacles in the way of you escaping from a location or situation have a strange way of not manifesting. This won’t help you get out of physical bindings, but anything less than that? Avalanches won’t happen, the snow won’t give way under you, your escape will just happen to coincide with a gap in enemy patrols, and people won’t ask pointed questions regarding why you suddenly want to get out of whatever event you’re “escaping” from.

Housespouse Perks

Nothing’s Wrong, Honey (-100 CP):
Everyone lies to each other, even if it’s just in small ways like how they present themselves, or saying that nothing’s wrong even if they’re annoyed. Honest is important in a relationship, but sometimes the little lies you tell are more so. After all, wouldn’t your spouse hate to learn that the reason you were late is because your younger, more potent lover was taking care of what they were too busy to do?

You have a fantastic ability to make excuses. Not only does your mind quickly and easily come up with good, reasonable excuses for your mistakes or wrongdoings, but when making an excuse you have no tells to give away that you’re lying. What’s more, the closer your relationship is to someone (or more accurately, the closer it’s *supposed* to be), the more believable that person will find your excuses to be.

Bigger Than My Husband (-200 CP):
Ah, the tragedy of the housewife in hentai, cursed never to marry a partner capable of satisfying them. Oh well, that just means you need to look for fun

outside of your marriage, right? When you favorably compare someone to your past experiences, their skill and passion at whatever their current task is will mysteriously increase by a significant degree. Telling your new lover how much better they are than your husband will certainly fuel them with vigor!

Do note that you don't have to actually be honest. Maaaybe they aren't the best you've ever had, but they don't need to know that, now do they?

A Phone Call Away (-400 CP):
There's not much that's quite as debauched as talking to your significant other while being fucked by someone else, but it's also an incredible risk. But what are you going to do, *not* get railed decently for once when you tell your husband that you won't be able to make it home for dinner? Fortunately for you, while on the phone (or other form of communication device), sounds and images other than yourself are muffled and indistinct to whoever you're talking to. Even if you were getting pounded into the bed, the air thick with the sound of flesh slapping against flesh and the creak of the bedframe, nothing but your voice would be perceptible to anyone on the other end of the line.

You can disable this perk, however, if you happen to want to be caught… or if you happen to have found a way to exploit that part of this perk for whatever non-lewd purposes you can imagine.

A Loving Father (-600 CP):
There's little reason to be scared of a surprise pregnancy when you know your husband will love and take care of the child… even if it's not his. Should you give birth to the child of someone else, your spouse will believe it to be their own despite any and all evidence to the contrary, other than you explicitly telling them that the child isn't theirs. They will love and dote on them as though they were their own flesh and blood.

That's the effect if you're the one impregnated. If you're the one doing the extramarital impregnation, then you have the guarantee that your spouse will encounter and come to adore the children you sired, and will love them as though they were their own child. Unless you explicitly tell them, your spouse will ignore even the most obvious signs that these children born out of wedlock are your own.

In the event that you have more than one spouse, you can apply the effects of this perk to any of them… or even all of them, if you so wanted. The particulars of how this works with a harem of spouses can vary. Does it affect each spouse's thoughts about each other's children, or does it affect all of your spouses' opinions regarding any children born from your extramarital affairs, instead? The details, as always, are up to you.

Tribesperson Perks

Armed and Dangerous (-100 CP):
Guns? In my hentai? More likely than you think! The Ragba Tribe is ready for conflict and armed with automatic weaponry. Despite using them to take Naoki and Haru hostage, Naoki's nerves didn't keep him from being able to perform at all.

You are highly proficient in the use of guns, able to hit a bullseye 99 times out of a hundred at any distance at which you can still clearly see, and are even better at gun maintenance; regardless of the environment or how badly the gun is damaged, you will always be able to find a way to keep the gun functional.

Also, threatening people does nothing to inhibit their libido, and your partner's nervousness or fear won't get in the way of them getting wet or hard when the time comes to perform.

Slaves Obey Their Betters (-200 CP):
It would suck if you claimed some guy as a slave, only for him to fuck you and your tribemates so hard that you all happily joined his harem. That would never happen to you; when you claim a subdued or otherwise unresisting individual as your slave, they are completely incapable of "getting the better of you" in any way. They might be better at sex than you, but they'll never fuck you into submission; you might fall in love with them, but they'll never be any sort of superior in the relationship. Furthermore, people who you've successfully claimed as your slaves will be incapable of disobeying you.

Cultural Acceptance (-400 CP):
Murder is pretty much universally agreed to be a bad thing by all nations, but the ethnologists are too busy studying the Ragba culture to get in the way of their

tribal customs, including the murderous ones, and the nation they reside in doesn't seem to do anything to curb their actions.

You can create your own code of morals and ethics; as long as you follow these "laws", any action that your laws permit you to do is considered to be legally permissible in all nations. You can only be punished if you break your own laws, which will be treated with the same severity as breaking a law in whatever nation you're in.

This does nothing to prevent people from personally objecting or taking vigilante justice on you, but as far as the law is concerned your actions are perfectly acceptable.

Can't Escape the Harem (-600 CP):
The Ragba tribe is insular, doesn't typically leave their home territory, and has little exposure to the technology of the outside world beyond weaponry. This didn't prevent the tribe from not only moving to Japan, but tracking down the house Naoki lived in so he could keep impregnating them.

You can find anyone, anywhere. As long as you know they exist, and have a distinct individual in mind, you can track down anybody, no matter how far away they may be or how little information you have to work with.

Items

You receive one discount of 50% for each price tier of 100, 200, 400, and 600 CP, and the discounted 100 CP item is free. If you possess a similar item already, you can import that item into any of your purchases here to take on these new traits in addition to its existing ones. Any item that is lost, destroyed, used up, or stolen is replaced within 1 week, retaining any modifications that you have made to it.

A Gun! (-100 CP):
You have a gun meant for serious combat, something along the lines of an uzi or an assault rifle. This gun mysteriously never runs out of bullets; you do need to "reload", but you will always find a new magazine whenever you reach for one, even if there was nothing there beforehand. When threatened with this gun, people will be more inclined to go with your orders and not make any brave or

stupid decisions, even if they would lean towards making those sorts of foolish decisions.

Guess What I Found (-100 CP):
Whenever you encounter any stash of supplies, such as emergency provisions in a hut on a mountain, you will always find at least a single bottle of drinkable alcohol included in it. Furthermore, whenever you unpack your purchases from any shopping trip, you will find an excellent bottle of alcohol tucked away within it, courtesy of your Benefactor.

Snowboard (-100 CP):
Well, it would be fine if you want to switch this out for a pair of skis and poles, but why would you want to? This snowboard is an unbreakable, perfect example of a snowboard, and you'll find yourself capable of supernatural feats of balance while riding on this board. Indeed, you wouldn't even need to bind yourself onto it, and could function just fine by standing on it normally, without any risk of slipping off.

Dating Site (-200 CP):
This is a website that will follow you on your chain, and it serves to enable sexual or romantic hookups for people looking for a partner. Whenever you use this site, you will always be able to find someone who matches a goodly number of your preferences, and for whom you match theirs. On worlds without any form of internet, you will instead simply find that attempts on your part to find partners are simply more successful than they would otherwise be.

Ragba Love Potion (-200 CP):
You have an ever-replenishing supply of the special aphrodisiac of the Ragba Tribe. It doesn't actually induce love, despite the name; instead, it makes you horny, and imbues you with a supernatural degree of stamina; an ordinary boy could cum in an entire tribe of women over the course of a single night.

A Lot of Guns (-400 CP):
You receive guns. Tons of guns. So many guns that you could arm every member of every organization that you are in control of. And they're good guns, too, not just handguns or hunting rifles. These guns never run out of ammunition.

"Unlucky" Plane Ticket (-400 CP):

This is a ticket that guarantees you a seat (or its equivalent) in any form of transport you desire, not merely planes. But it comes with a small, itty-bitty, teensy-weensy caveat; your transport is guaranteed to crash. Everyone will miraculously survive the crash without appreciable injuries, and you are guaranteed to have a pleasant and sexually exciting adventure as a result. If you don't get yourself out of this adventure within seven days, then after a week (or an equivalent period of time) you and the other passengers will be rescued and reimbursed for whatever material losses you may have sustained.

Do note that this crash will occur regardless of whether you are actually on the flight or not; activating this ticket is all that's required to ensure the transport crashes.

A Native Tribe (-600 CP):
Native to where? Shhhh, don't think too hard about it. This is a tribe of about 60 individuals, all of whom are completely loyal to you and willing to carry out your commands, whatever they may be. This is a mono-sex tribe, and any attempt on their part to reproduce will result in more members of that sex, forcing them to look outside to find partners if they want to have children. You are free to design the customs and rituals of your new people.

Regardless of the environment, they seem to be able to supply and feed themselves just fine.

Rescue Helicopter (-600 CP):
This doesn't actually give you a helicopter; instead, it ensures that a helicopter (and its pilots) will always appear whenever you are in need of rescue. Now, this doesn't guarantee they'll actually be able to help you, as a helicopter isn't conductive to all rescue operations, but they'll be there and they'll do their best to help.

Companions

Jumper Meets Companions (-100 CP):
Okay, maybe "meets" is the wrong word. You can either create or import up to 8 companions, each of which gains an origin, discounts, and 600 CP to spend on perks and items.

Canon Recruitment (Free):
If you met any characters you'd like to join you on your journey across the myriad forms of existence, you may invite them to join you as companions.

Rogue Ragba (Free):
This woman has abandoned the ways of her tribe, and traveled to Japan to try to find the man who sired her. But it's been a couple of years since then, and she is no closer to finding him than she was when she started. She's started to lose hope. Fortunately, she has largely adapted to life in such an urbanized environment—a far cry from the lost, unsure person she was when she first moved to the city.

Perfect President (Free):
A teenaged student in Naoki's class who was elected the student council president for their school, this individual seems to excel at everything they try. Their intellect is prodigious, their physical skills rival those of Olympic athletes, their beauty enchants the school to the point that they've developed a fan club, and their knowledge base is more suited to a college student than someone in middle school. But for all their seeming perfection, they feel hollow; although filled with natural talent, their parents have been responsible for pushing them to continually try to improve themself, at the expense of any sort of social life or personal hobbies. They are in desperate need of someone to teach them to slow down and enjoy life, although that isn't something they're aware of.

Hungry Housespouse (Free):
Although their spouse is usually home for weekends, they nonetheless travel frequently as part of their job. And this housespouse's needs have largely gone unaddressed; they might be in their late twenties, but their sexual appetites are closer in line to that of a particularly horny high schooler. And while many people might be content to wait or make due with less, they are not. They already gave up their dream job to wed, and they don't like the idea of giving up more in this relationship… so they've started to consider looking outside the home for satisfaction. They haven't found anyone that fits their criteria yet, but what do you know! You seem to tick off all their boxes.

Meet-Up Harem (Free):

Huh. This isn't from Naoki's story… these characters are from an extra story by the same author, included in the same volume as *Boy Meets Harem*. Aizawa Yuu, a high school student; Takamine Aya, an office lady; and Fujishima Shizuka, a housewife. These three women (well, two women and a girl) will join you as your companions, sharing a single slot. You may optionally choose to also include Nakajima Tooru, or take him with you instead of the girls. You can also exclude any of these characters from this companion option, if you so desire.

Drawbacks

You may take as many drawbacks as you like.

Insertion (0 CP):
Why would you go to a world that focuses on someone else getting a harem, and not around yourself? Well, there are plenty of reasons, but if you're picking this toggle you don't particularly care about those, now do you? You may insert into the role and life of any given character in this story to take their place in the events to come.

Early End (0 CP):
The events of this story *maybe* take place over the course of a year, but are more likely only half that. Of course, there are plenty of things to do, but maybe you're someone who doesn't care about the rest of the world beyond what is shown in the main story? If so, then once the incident with the Ragba Tribe is resolved (or, should you have changed events enough so that they happen differently, once the time passes when the Ragba Tribe WOULD have followed Naoki home), you are free to leave this world and move on to the next.

Motion Sickness (+100 CP):
You're afflicted like Naoki is, it seems. Whenever you're in a swiftly-moving vehicle, or one that rocks around a lot, you will start to feel nauseous.

Androgyny (+100 CP):
Alright, maybe it's the clothes you wear, maybe it's actually your appearance, or maybe everyone experiences a curious shared hallucination of you, but everyone you meet will initially assume you are a member of a different sex than you really are.

Subject of Mockery (+100 CP):
Unfortunate rumors about you have a tendency to spread, and people tend to tease and mock you about it, and not in a friendly manner. For **+100 CP**, this has outright grown into full-fledged bullying.

Peeper (+100 CP):
When desire to peep on people whom you find attractive when they're underdressed is almost overwhelmingly powerful, and it is unlikely that you will always be able to resist.

Seriously, Did She Not Have Taste Buds? (+100 CP):
You are incapable of telling the difference between water and alcohol. Or, to be a bit clearer, all alcoholic beverages look, smell, and taste like water to you—but you will still get drunk, even if you have perks that prevent that.

Stupid Drunk (+100 CP):
When you get alcohol in your system, you make the dumbest decisions. Now, alcohol already does this to some extent, but not only are you worse than most at making good decisions while drunk, you also get inebriated incredibly swiftly. It would only take a few sips of alcohol to make you tipsy, and you'd be roaring drunk after anything more than that.

Triple Booking (+100 CP):
You are incapable of having a sexual or romantic event with only a single partner. If you have a wedding, it will be to at least two spouses; if you have a date, you might get three different people showing up. Sex outside of orgies and threesomes is something you'll never experience here.

No Privacy (+200 CP):
People have an unfortunate tendency of coming across you while you're doing sexual things, which will always make you uncomfortable, and will likely disrupt whatever you're doing.

Preserving Friendship (+200 CP):
Your friends are precious to you, and you don't want to jeopardize that relationship. You are mentally incapable of (intentionally) having sex with someone you consider a friend. It's fine if you're in a sexual relationship first and

THEN they become your friend, but evolving from a friend to a friend with benefits, or even a romantic relationship? It's just impossible for you. Pre-existing relationships with companions are unaffected by this.

All My Fault (+200 CP):
You have a tendency to mope over your every little mistake—and you are now guaranteed to make mistakes. Not big ones, honestly it just guarantees that you have normal human fallibility. But your guilt over your flaws or mistakes will be out of proportion to how bad it really is.

Naoki's Curse (+200 CP):
Whenever you get on a plane, that vehicle is guaranteed to crash before your flight is over. Passengers actually have a very high likelihood of surviving, including you, but crashing is inevitable. For another **+200 CP**, this applies to any vehicle you're in.

She Is a Shotacon (+200 CP):
You have developed a sexual attraction to a type of person that society deems is not acceptable to be attracted to. You are under no obligation to act on these desires. For an additional **+200 CP**, you have no sexual interest in anyone outside of this demographic. You are not actually required to be a shotacon.

Clumsy (+200 CP):
Your bodily coordination and ability to not bump into things is awful. You're the type of person who would fall flat on their face just by trying to stand on a snowboard.

Expert Course (+300 CP):
You have a tendency to accidentally make things much more difficult than they need to be—for instance, in trying to reach the beginner course on a ski resort, you might end up riding the lift up to the expert course instead.

The Blizzard (+300 CP):
Haru and Naoki were lucky enough to have been caught in a normal blizzard, but not you. At least once a year, you will be caught up in a truly dangerous storm, such as a blizzard that lasts for ten days.

Not Considered Human (+300 CP):
Select one of the two most common genders; members of this gender do not see you as a human being; instead, you're little more than a sex toy, or a method of reproducing without a "real" partner, as far as they're concerned. You will be punished for acting out or trying to be independent, although you can expect the basic level of decency offered to animals. Not that you rate as highly in people's opinions to be considered a full-fledged pet. Maybe a slave, at best.

Captured (+300 CP):
You've been captured by a tribal culture; they don't have much technology, but they do have an awful lot of guns. You are required to stay within the tribe at all times; attempting to run off will result in one of the ever-present guards shooting you.

Vacation Jump (+600 CP):
You don't need all those extraordinary powers and abilities here, do you? All of your out-of-jump perks and items are sealed away for the duration, along with your Warehouse access. An exception will be made for any abilities that help you with harem maintenance and/or sexual performance, but only if it doesn't give you a substantial advantage in non-ecchi activities too.

Ending

Your story here has concluded, and the final pages of this chapter have been penned. All drawbacks fall away, and regardless of your next choice, you will bring everything you've purchased so far with you into the future.

Stay Here:
There's plenty to love, at least.

Go Home:
Was it similar enough to your home world to make you yearn for the real thing?

Continue On:
Or did it only inspire you to move on to new worlds and new sights?

Notes

Thanks to the people on QQ for their suggestions, including the “Vacation Jump” drawback.

Changelog:

- Version 1.0:
    - Spelling and grammar corrections
    - Added Vacation Jump drawback
    - Moved Guess What I Found to items rather than perks
    - Added Nothing’s Wrong, Honey perk to the Housespouse perkline
    - Clarified that Bigger Than My Husband doesn’t need to be honest
    - Clarified that A Loving Father can apply to any and/or all of your spouses… although it’s up to you to fanwank how that works
    - Added Insertion toggle
    - Added Early End toggle
- Version 0.5:
    - Created jump