

Wholesome Harem Jump

Version 1.0

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Welcome, dear jumper, to a world that on its surface seems quite like one you may hail from or have spent time in. There is a level of validity to this superficial analysis that is worth contemplating. Many folks here will live their entire lives without ever once encountering something truly mystical. *Some* folks, however… Well, some folks are more lucky than that. Perhaps you are one such person? Or maybe you only appear here as a result of the aforementioned mysticism? Or… could you *be* the mysticism in question? *Intriguing.*

If this sounds… *familiar* to you, know that the world you are in is not the same world that may feel like this one. No, you're in a **Wholesome** place, where magic and spirituality are a bit more loving and intimate. Enjoy this warm, fuzzy, whole decade jumper, it's almost guaranteed to be a sweet time.

You now have 1000 Wholesome Points. Use them wisely.

This is an NSFW n147258 CYOA Jump. Specifically it is a jump conversion of the *Wholesome Harem Fantasy* CYOA. **Have a link to the source.** Please note that the source is rife with NSFW images, though the jump lacks them. **The jump is meant to be played collaboratively with the CYOA, meaning that to get the most out of it you should consult both documents concurrently.**

Also, please note that the original CYOA is all about women but this jump is more freeform than that. This jump can easily allow someone to devise a wholesome harem that is all men, or one that is filled with an equal number of both men and women, or even go beyond men and women and include beings that are both or neither.

Origin:

All three origins can be taken as drop-ins. You can decide your age and gender for free in this jump, so long as you're an adult (due to the fact that this is an NSFW jump). **Please note: some text is gendered, such as the name for the *Wholesome Haremette* origin. This is to reflect the original CYOA and is simple flavor text. Anyone of any gender can be of any origin, and this applies equally to perks and items. All origins, perks, and items work regardless of any flavor text, and can be applied with as few edits as possible to people of any and all genders and sexes.**

88,888,888,888th Good Human Soul (200 WP): You are a human being, one who lacks innately mystical powers or some sort of secret heritage. What you are, instead, is hilariously fortunate, as well as good-natured. This adventure begins, for you, with a dream. A dream of an angel, and of fortunate news.

Wholesome Haremette (+200 WP): You are a harem member. Some lucky, and benevolent, human pulled you from across space and time, maybe even reaching into the multiverse to do so, to pull you to their side. Thankfully, they are kind and at least a little attractive. Now, as for who you are, and what you do, well… that's to be decided. You could be a human, or not, as per the *History* perk.

In future jumps, if you happen to not be human for the duration of your time here, you may retain the form you have in this jump and use it as an alt-form in future jumps.

Angel (Free): Ah, so in this jump you've decided to be a servant? A fascinating take for a jumper, but hey there's plenty of stuff to do. You're an angel! This means you can fly and use minor holy magic to cure wounds, heal people, and you are skilled at using magic related to positive emotions, due to your goddess's domain of love. You should definitely do your job though, Inanna tries to be gentle with her rules, and uses her angelic servants thoughtfully and skillfully to subtly spread her worship so she can accrue more power to help spread love,

beauty, security, equity, peace, and various other benevolent domains throughout the sum total of reality.

In future jumps you can use this form as an alt-form.

Starting Location:

Your starting location is determined by your origin.

1. **Earth**

Earth. And a mundane version of Earth, at that. This place is not a place of magic but a world of science. Superstition still exists, and people find both comfort and purpose in faith, but if any gods other than Inanna are real beings, they have not made themselves known to mortals. This world is where *Wholesome Haremettes* begin this jump, and they find themselves waking up in the room of the 88,888,888th good human soul.

2. **Inanna's Afterlife**

Inanna's paradisiacal afterlife is a place of beauty, splendor, and plenty. This place of bliss is also a place where Inanna's celestial bureaucracy of angelic servants and followers are hard at work. Angels begin here.

3. **A Dream**

This is a good dream. In this dream, you meet Veda, a younger but still adult angel and servant of Inanna: a goddess of sex, beauty, romance, and security. She tells you that you are the 88,888,888,888th good human soul (and this is where those who opt for that origin begin their jump), and you are qualified to receive a special reward: a harem of people who are romantically and sexually compatible with you, and in most cases with each other as well. In the early moments of your time in this jump you will select your harem, which will appear to you as soon as you have selected who all will join your harem.

Perks:

All appropriate perks are innately toggleable. All origin perks are discounted to the appropriate origins, and 100 WP perks are free for their affiliated origins.

General Perks:

Favor (200 WP): You have the ability to understand other people's approval of you. This manifests as a number that appears next to them, and the higher the number is the more they approve of you. You intuitively understand how people will react to decisions you make, and people are more likely to ask you to help them, particularly if they are attracted to you. This also lets you know, unerringly, if people find you attractive.

88,888,888,888th Good Human Soul Perks:

Romantic Right Hand (100 WP): You are curiously skilled at picking up vestiges of the skills of your lovers. This is especially good at making you an adept second to them in their areas of passion and professions but you are so capable when it comes to this kind of mimicry that you can actually gain adeptness with supernatural skills such as some forms of magic with it. This becomes stronger when it applies to those you are especially close to, but even just one date is enough to allow it to work, and it can give you surprising depth of knowledge when an application of it is tied to someone you love. This dramatically improves the skill of your partners when it comes to teaching you (and making them better teachers to those attracted to them!).

Relational Evolution (100 WP): Being in a relationship with you tends to cause others to evolve. Somehow you enter people's lives and they find their lives changing and they themselves grow in ways they could have never anticipated but always needed. The same thing occurs for you as well: relationships tend to propel your life forward in exciting and positive ways. This isn't just limited to when you start new relationships either, as your relationships evolve so too will your non-romantic life.

Good Soul Good Looking (200 WP): Deep within your soul, there's an unusual font of charisma. This wellspring of personality and willpower is tied to your goodness. The more kind you are, and kindness is different from niceness or politeness: being something altogether different, more difficult to do, and indeed stronger than mere niceness or politeness, the greater this font of charisma grows. This wellspring does more than make you attractive; it bolsters every facet of charisma, from raw magnetism to willpower and social intuition. If you put your best, kindest foot forward you'll find that your charisma will be a powerful thing you can rely on.

It's A Family Matter (200 WP): Families love to share right? Well if you had this perk you'd certainly think so. This curious perk makes you extremely attractive to relatives (and to a lesser extent to friends) of your preferred gender of those you date. This also noticeably increases the open-mindedness of your partners when it comes to sharing you with their family and friends, making it easier for them to think about it and even give it a trial run. With this perk you can also far more easily navigate such dynamics and do so with striking grace and skill, allowing you to bring families together. Around you.

Ethical Non-Mongamist (400 WP): You have the natural temperament and skillset of a harem protagonist. You are able to navigate the waters of jealousy and possessiveness with genuinely supernatural skill. This skillset includes knowledge of concepts tied to non-monogamy (such as compersion, polyamory, polycules, etc.), as well as the ability to navigate all sorts of worlds while being in ethically non-monogamist relationships. Curiously, this also grants you massively improved luck when it comes to acquiring the essentials for such relationships such as appropriate housing, friends who can handle the news that you are non-monogamous, and jobs that allow you to effectively manage these relationships. You find that you are naturally talented at maintaining healthy non-mongamist relationships, giving your partners what they need and being immune to jealousy yourself. How this manifests will differ from relationship to relationship but so long as you intend to be a kind and loving partner things are far more inclined to work out. This also protects you from persecution due to your relationship though this is a passive

protection that causes people to simply not question your relationships allowing you to introduce friends to your many wives and boyfriends and makes it so that people have the same attitude towards that as they do towards finding out you have a pool in your backyard. This is also the *You can successfully interbreed with anything and have perfect control over your fertility* perk, though if you wish to breed with someone this does require that such a coupling would be desired by both parties.

Healing Handholding (400 WP): Time spent with you is a powerful, curative thing. You have a naturally soothing presence, and even as you have sex with others they feel a subtle introspection that naturally, if slowly, allows them to heal from anything and everything aside from death. Now this is much, much stronger when it comes to healing mental hangups and other things therapy is meant to address, but as a perk this is buffed such that it works on anything and everything negative (and negative is defined as anything the sufferer wouldn't want to suffer from). It takes longer for this to heal things like direct physical wounds, or non-mental illnesses but it works on them as readily as it works on things like depression or other such mental illnesses. Sexual intimacy radically speeds up the rate at which this heals physical injuries and sicknesses, while non-sexual intimacy radically speeds up the rate at which this works on mental illnesses and the like. This can and will cure anything short of death given enough time, and can work on non-romantic friends (though it is slower on them) if you wish for it to. This effect is also amplified by how much you care about someone and how much they care about you.

Cosmic Fortune (600 WP): You have a strange, incredibly specific sort of luck. When it comes to love, romance, and sex, you are comically, supernaturally lucky. Something about you draws those compatible to you quite easily, naturally, and intensely. Beyond this, this perk allows those in your harem (including non-canon characters who join it and future members of your harem) to follow you along your chain for free. Every member of your harem, which can be people you sleep with casually but is usually meant for more meaningful relationships, can freely become a follower that can accompany you into future jumps for free. This notion is especially exciting to the wholesome haremettes as it means that they know that you'll get to experience what they experienced coming here, or potentially have already experienced it if this is not your first jump. Finally this also massively improves your skill at sex, and makes you capable of adapting with lightning speed to someone's fetishes, kinks, and sexual needs, guaranteeing your sexual compatibility with a shocking range of people.

Special Soul (600 WP): This is neat! You have a *Special Soul*. You are innately tied to the concepts of love and romance in ways that synergize you with the love and romance you experience and make others experience. This makes you impossibly attractive to other such beings, such as gods, goddesses, and angels of romance and also allows you to become stronger the more love and romance you experience. The buffs you get from this perk are keyed to things oriented towards life, such as making you a better healer and creator of magical shields and wards, but they are comprehensive and holistic, meaning that the more successful dates you go on the stronger, sexier, and luckier you become. When you are loved by someone, even non-romantically, you get a mini-perk keyed to them and the sort of love they feel for you,

such as a singer's romantic love manifesting as a perk that makes you better at singing in general and especially heightens your ability to sing love songs. This also makes you stunningly easy to empower by those who love you, making you more able to benefit from their healing magic, supportive superpowers, and even divine augmentation which could make you immortal or otherwise grant you new powers and abilities. The more you love and are loved by someone the stronger these effects are, including both platonic and familial love.

Wholesome Haremette Perks:

History (Free) (Exclusive to Wholesome Haremette): Several of the canon wholesome haremettes are non-human and every single one of them has a solid history back in their home realities. This perk allows you to devise the specifics of your pre-jump life in this setting, allowing you to decide your species, your career, and various facets of your personality. The options available for this are as diverse as the backstories of the maidens in the source material allowing you to pretty freely decide your backstory. You could be a kindly vampire who only ever dined on donated blood and also worked as a ghostwriter. Or you could be a kindergarten teacher who is a human who really likes fixing up cars. This even allows you to be impressively, if indirectly, powerful as one of the figures in the CYOA is a goddess who lost many of her worshipers and became more akin to a friendly, affectionate witch than a literal deity, and another option is a dominatrix demoness with her heart in the right place but with a few toxic traits. If you wish to be non-human this is the perk that allows you to do so (unless you are an angel, in which case the angel physiology perk is what you're looking for) and your non-human nature follows you into future jumps as an alt-form.

Insertion (100 WP): All jumpers experience insertion in some respect or another. Even drop-ins are inserted into worlds that are promptly changed by them being in them. This perk smooths over various bits of insertion-based drama, guaranteeing a smooth, stress-free insertion into a setting and seamlessly giving you the ability to enter jumps in states similar to how you left previous jumps: giving you quick access to jobs similar to ones you worked previously, similar friends, and also giving you a minor SEP field that protects you from inconvenient questions about basic facets of your identity such as people wondering why you have bunny ears, or people wondering where this law practice came from when a few days ago the building that it was in was abandoned. This effect is focused on passive things like your appearance or career, not big stuff like why you can use telekinesis if you openly use telekinesis to, for example, put the Statue of Liberty in Central Park, so use your head when you interact with others. This comes with a guarantee that at the start of every jump you'll be able to take a little break from your job for a few days to acclimate to your new surroundings and spend time with your loved one(s). This also doesn't transfer you and replicate your exact situation in a past jump 1 to 1, such as making you an immortal goddess-queen of a new kingdom in this jump if you were one in the jump you took before this but it helps start you off on the right foot if you are beyond a certain level of power and comes with a guarantee that you'll have a period of peace during which you can adjust to your new circumstances.

New Kid Effect (200 WP): Everyone loves the new kid, right? Well this perk certainly suggests that that's the case. Whenever you start a new jump, and to a lesser extent whenever you undergo a significant change like starting a new job or moving to a new place, you gain a buff to your charisma and luck that slowly tapers off. The bigger the change the bigger the buff to your charisma and luck, but any meaningful change triggers this to some extent. This handy boost is reminiscent of the buff that all of the wholesome haremettes get to their careers in the wake of their move to the Earth where the good human soul lives.

Creative Professional (200 WP): You are an impressively creative professional. There's something about you that finds an innovative way to blend creative expression and some necessary bit of professional life, and the more artistic you are the more professional you can become and vice versa. You are a balanced person and balance means having a healthy mix of artistic and professional traits.

Supernatural Soul (400 WP): Similar to several of the wholesome haremettes, you have an affinity with some degree of supernatural power. This is a supernatural power and skillset of your choice and could be something as basic as psychic powers giving you some level of telepathy and telekinesis or could be a striking level of skill with a specific magical discipline, or anything in between those two ends of a spectrum. The more specific it is, the higher your level of starting proficiency with it can be. There's an important secondary bit to this as well: the more you love and are loved the stronger your affinity with your chosen supernatural skill grows. If you wish you can pair this ability with two mundane skills and/or abilities instead, but this is a permanent decision. This perk can be purchased more than and each time you purchase it you get to select a new skill or skills. Once you've purchased this perk you can purchase it at a discounted rate even if you didn't have a discount on it the first time you bought it.

Affectionate Alliances (400 WP): You are strikingly attuned to the skills and abilities of the people you're dating and the people they're dating. This awareness guarantees that you properly respect the people in your romantic and sexual orbit. This also grants them a heightened awareness of your skills and abilities (to the extent that you'd want them to be properly aware of what you can do). Finally this perk gives you a sharply enhanced ability to work with those you love, smoothing over tension that may otherwise exist and encouraging all of you to bring out the best in each other. The more you love someone the greater the results of teamwork with them, and this effect also benefits from how much they love you, and how much both/all of you love each other's loved ones. Family affairs, assuming loving and healthy relationships abound, are gonna be spectacularly potent with this.

Soothing Soulmate (600 WP): Even in a harem there is something distinctive about you that ensures that you always give your loved ones something important that no one else quite gives them. You are especially good at motivating your loved ones and at providing an emotional anchor for them that grounds them and keeps them from sinking into despair. You are fully capable of becoming a harem's protagonist's central partner and even entering a pink and fuzzy world where everything else melts away. This special world amplifies the romance, love, and pleasure, you and anyone you permit to enter this world feels and is something out of a

romance novel. Any powers tied to romance and the like are amplified in this world, be it your own powers or those of your partner.

Love Sustains (600 WP): Different lovers have different physiological needs. Some of the haremettes don't need to eat at all, deriving sustenance from things other than food or water (or outright not needing food or water altogether). Wouldn't it be good if there were some way of universalizing all of this? Well this perk allows you to do just that. With this perk you are sustained by love itself, meaning that the love you feel and the love others feel towards you is enough to fuel you, allowing you to eschew food and drink and with enough love even sleep! You can share this ability with others, and it has an even stronger effect as well. If you have this perk then you derive a direct buff from the sexual fluids of others, with the nature of the buff depending on your relationship with the person who gave you the fluids and the amount of fluids in question.

<u>Angel Perks:</u>

Angelic Physiology (Free & Mandatory for Angels, Exclusive to Angels): You are an angel. By default you are a messenger/errand angel though with the right perks you can eventually ascend to higher echelons of power and responsibility. You are keyed to the domains of love, beauty, sex, and security, and the more in-tune with those domains someone is the easier it is for you to use your angelic abilities on them which primarily include blessing them, caring for them, and communicating with them, through telepathy, dreams, and other supernatural forms of communication. You are also capable of keying yourself to new deities in future jumps and gaining power over their domains, though how much power you gain depends on how much they decide to invest in you.

Purity & Piety (100 WP): You are a living symbol of your deity and/or domains. You are naturally beautiful and alluring, and on every level you embody beauty, love, sex, and security, allowing you to use abilities conceptually tied to these areas, that grow in power and scale as you grow in power and scale. These abilities include minor magic related to these domains, which unsurprisingly includes healing magic and repairing magic, as well as basic sex magic (contraception spells and the like).

Your Favor (200 WP): You are an incredibly persuasive person, and can easily convince people to do things that help you, or your bosses, in exchange for "your favor". This becomes even more powerful if you provide other boons in exchange for the work you're asking or expecting people to perform.

Angelic Advisor (200 WP): Spiritual council is something you are uniquely good at providing. Perhaps it's your nature as an angel, a being innately tied to the divine, but you are astoundingly astute when it comes to spiritual matters and you are capable of casual piety that is wholesome and not zealous, as well as appealing to people in need of guidance and direction.

Angelic Appeal (400 WP): You are spectacularly attractive, in a range of meanings, to gods and other divine beings. Divine beings of all sorts find something about you positively irresistible and work to appeal to you to get you to be their employee/underling, or even just their friend. You can expect such beings to be friendly, responsive to you, and to try and understand you, though not all divine beings can easily understand other creatures and while their efforts will be in good faith, something like a gift from a god of insanity will not always be something you want. Thankfully this offsets that and makes it so you can always extract some benefit from the gifts you get, even if not intentional ones, and this protects you from being unintentionally harmed by such efforts at courting and recruiting.

Perks (400 WP): Like Veda you have an unusual propensity to get really odd, but thematically appropriate benefits for your work. Your bosses are clever and will try to reward you for good work in ways that are heart-warming and amusingly in-line with your job and your boss's personality. You can reliably count on getting fitting but strange rewards, particularly for jobs well done.

Essential Matchmaker (600 WP): You are an angel of a goddess of love. It is only fitting that you have some sort of cosmic matchmaker abilities right? This perk allows you to sense compatibility between any two people you have met with a thought, and while for it to be extremely precise you'd have to know both people well even first impressions and passing glances give you enough knowledge to sense underlying romantic and sexual potential between two people. When you successfully matchmake two people you gain a mini-perk keyed to the sort of relationship they will have such that a relationship between two teachers will manifest as a perk that makes you better at teaching.

Angelic Apotheosis (600 WP): This is exciting! This perk removes barriers for you in jobs, allowing you to ascend any corporate or otherwise work-related hierarchy with laughable ease. This perk also allows you to ascend up a more curious hierarchy: that of angels. This unlocks your potential, allowing you to be refined and ascend up a subtle ladder of celestial bureaucracy that allows you to evolve and gain new powers related to love, beauty, sex, and security (the domains of Inanna). This also fiat-backs your ties to Inanna, allowing her to infuse you with divine power even in future jumps (though if you wish this can instead fiat-back your ties to her domains instead). Eventually, after many full evolutions (each of which grants you new powers related to individual types of angels) you'll become a full-on deity in your own right, which will not only magnify your powers but also allow you to derive additional power from worship. Unlike the fact of a certain character in this setting, if you ascend to full divinity status you cannot lose enough of your power to stop being a full deity once you've become one through this perk.

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 WP 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.

88,888,888,888th Good Human Soul Items:

Divine Dreamcatcher (100 WP): This mystical trinket is a wonderful device. It allows you to dream of past loves and other people significant to you, and even converse with them, as well as connects your dreams to gods and goddesses of your choosing, allowing them to converse with you or speak to you through angels and visions. You can also sacrifice this item once a jump to call on angels or other servants and allies of gods or goddesses who like you, and when you do you'll receive a new copy of it at the start of the next jump (or at the start of the next decade, whichever happens first).

Lucky Ticket (200 WP): This handy ticket is something a little strange. Perhaps a tiny gift from Inanna or something Veda slipped in your pocket, this is some sort of notable cash prize. How much it's worth will always differ from setting to setting, but it's always a decent amount at least enough for even a large harem to go on an all-expense paid vacation or take some time off from work for necessary time together. This ticket is always cashable in some way, and if you are in a setting where money has no value this gives you something else that is meaningfully profitable, such as food. You get one of these tickets a year, assuming you cash and/or otherwise meaningfully use them, even if you stockpile the resources they give you. What this gives you scales higher the more people in your harem.

Harem Housing (400 WP): This is a curious device, something you can stick to the wall with ease. When you stick it to the wall of a living space, even a living space you're renting like a hotel or motel room, and you flip it on something miraculous happens. The space expands, supernaturally (and does not expand them externally, meaning they take up the same amount of space from the outside that they did before the expansion, even if you internally triple a room's size), and creates spaces curated for you and anyone else with you intend to let stay with you. These spaces include private bedrooms and bathrooms, as well as common areas like a kitchen and living room. The personalized spaces will vary in quality and size based on how close you are to the person to whom they are attuned, and become better as you grow closer to them. This item can also be put on the ground and touched to create a small, externally speaking, home, and this item comes with all the amenities that modern homes provide, even if doing so should be logically impossible in a given place. You will never have to pay for anything in this home, including paying to keep its kitchen(s) stocked or for maintenance. You can return the home to its portable state by unsticking it from a wall in an existing living space, or by willing it to return to its portable state. Anyone inside of it will be safely shunted out.

Wholesome Haremette Items:

Universal Licensure & Imported ID (100 WP): This is an incredibly handy item that is a briefcase filled with local equivalents of all of the licenses and forms of identification you'd qualify for had you been raised in this world. This includes things like college degrees, and social security cards, and it updates in future jumps. You do need to qualify for something that awards a license or other sort of identifying document, but once you do the document becomes fiat-backed and will update to always be relevant in future worlds. "Qualifying" for something does include perks and the like, so if you have a perk that gives you the knowledge and skills of a doctor that will count for the purposes of this.

Family Heirloom (200 WP): It can be difficult to leave the world of your birth behind, especially if that comes with leaving those you love (and all of your stuff). This item is a supernatural trinket that is filled with memories, heart, and a touch of power. This souvenir of your life before the events of the jump has a special power related to the nature of your pre-harem life. In each jump you will acquire a new one of these with a power related to the life you led before the jump or to your perks and build if you dropped in. These items are also useful for staying human and reminding you of what truly matters.

Status Synchronizer (400 WP): This item is a symbol of your status in some way (such as a license to practice medicine, a crown, or even a magical wand). This item not only improves your skill with whatever it is tied to, such as a wand improving your skill, it also protects your status in a way of your choosing as you move from jump to jump, allowing a queen in one jump to be one in the next, or a doctor in one setting to remain one in their next jump. This is a powerful effect, and you can modify the exact nature of the item between jumps, so that it picks something else to focus on and preserves across jumps.

<u>Angel Items:</u>

Angel's Wings (100 WP): These are not your wings. Assuming you are an angel, you can already fly on your own. No this is a pair of wings that anyone, whom you permit, can don and subsequently fly. With this, you can share the power of flight with those you love. If you are not an angel and have this item you can use it to pull off a passable impression of one.

Inanna's Symbol (200 WP): This beautiful piece of jewelry is an eight-sided star made of a stunning metal. It is a powerful relic that passively radiates an aura of beauty, life, and love, healing those in its presence and it is a strikingly powerful magical focus for those who seek to use it to advance Inanna's life-affirming agenda. This symbol also makes your efforts to persuade people to come to ideals closer to yours much more effective, especially if you have used the jewelry to help heal or protect someone in their presence.

Heaven Sent (400 WP): A beautiful paradisiacal afterlife fit for both good, kind souls, and those who worship Inanna, and doubly so for those who are both good, kind people and also worship her. In this place all know peace and tranquility and this item is a small slice of that place that grows as you become more powerful. You have control over this slice of paradise and you can

mark souls, guaranteeing them entry into this place (and those you love are automatically marked for entry, unless you'd prefer for them not to be). With this people don't have to fear death.

Companions & Followers

Import (50 WP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 WP to spend themselves on perks, and items. Companions cannot take drawbacks.

New Friends (50 WP): 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 WP here gives you a new token. Each unspent token is refunded at the end of the jump.

Harem (Cost Varies): This option is only available for people who take the **88,888,888,888 Good Human Soul** origin. If you do, you can go into the base CYOA and select up to 10 harem members (though you can also create original people for this harem, and/or gender/sex swap, including to futa, existing individuals in the base CYOA) **for free** to become companions. If you wish for more, you can select 15 total for 100 WP, 30 total for 200 WP, or all 40 of the base heroines (or 40 people in total) for 400 WP. If you have the *It's A Family Matter* perk then anyone you select who has a relevant familial incest option can also come along without counting as one of your choices (and if you don't have the perk but take this option then you can add them to the harem anyway but they do count as part of your total). If you are curious about the interactions of this option and the *Cosmic Fortune* perk, this option is what allows you to select who from the base CYOA is on Earth so while it'd be possible for a powerful enough jumper to explore the multiverse in search of options they didn't pick, this is what will allow many jumpers who come here to select their harem.

88,888,888,888th Good Human Soul (Cost Varies): So long as you are not the good human soul yourself, you can potentially bring them along the rest of your jump. This person will be, in many real ways, an incredibly kind and supportive partner who loves you deeply and is almost by design meant to be your reward in much the same way as you are theirs, even if you are an angel and not a wholesome haremette. They have the perks of their origin, and can potentially find the items over the course of the jump, at which point the items gain fiat-backing. So long as you can find them, and convince them to come along with you on your chain they can do so for free. It only costs 50 WP for them to bring along the rest of the harem. Their harem is something they decide and is thus left up to your benefactor to decide (which is a way of saying fanwank responsibly).

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the… *Wholesome Harem Fantasy-verse* will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause you to fail a scenario, a scenario fail does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant/applicable you can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

All completed scenarios also grant an additional 200 WP for you to use freely when you complete them unless otherwise stated.

Jumper's Multi-Universal Adventure

Oh? Well this is something. Now instead of immediately meeting with all of the haremettes in the wake of receiving a wonderful dream the adventure beings with the Good Human Soul, be that you or someone else, being asked to go on a journey across the multiverse in search of their soul mates. How many people this is depends on the good human soul themself, and if you are not them then you are either the first of the haremettes or Veda/Veda's replacement tasked with aiding them. The danger and scope of this scenario largely depends on who the good human soul chooses to be a part of their harem. Some people are incredibly easy to find and get to join you, such as Gianna and Ilia. Others, such as Lich, Whitney, Cara, or Juno, have contrived circumstances that rescuing them from or otherwise disentangling them from will be challenging. One way or another this scenario is completed when the harem the good human soul selected is completed. This also serves as a jump extender if necessary, and for large enough harems it might well be necessary.

Reward:

The first reward here is the *Meet Cute* perk reward. This perk always guarantees you meet potential romantic partners: people you'd be attracted to and would actually consider as prospective partners for a long-term romantic relationship, under optimal circumstances.

The second reward is a bit trickier. This reward is initially just a WP reward, scaled to how many people are in the harem. If the number is 10 or less the total is 100 WP (50 if it's less than 5). For each 5 people you add after 10 you tack on an extra 50 points. When you get to 20 people,

you get to try and recruit Veda as an extra reward. If you recruit 30 people you can try and recruit Inanna. In both cases these special companions will judge you as an individual before deciding if they want to become your companions. Additionally by taking this scenario you lose access to the conveniences and guarantees of the *Harem* companion option, but in exchange can take anyone who joins your harem, or the harem of the good human soul (if you are taking this scenario but aren't them) as free companions in future jumps. This does mean that you can potentially get up to 400 points from this scenario.

Invoking Inanna

This scenario requires that you make belief in and worship of Inanna a major world religion. How you do this is up to you, though Inanna favors peace and love and strongly rewards adherents of hers who love each other, protect themselves and others, and who create beauty. By "Major World Religion" this means that the faith must become as significant as Buddhism in terms of influence and numbers.

Reward:

This scenario is a way to secure Veda as a companion, and depending on how you completed this scenario Inanna may also ask to join you.

In addition to them as companions you also receive the *Blessed By Love* perk which gives you a shield of true love that wards off misfortune, dark magic, and grants you immunity to curses and killing spells and supernatural effects. This shield grows stronger the more loved you are, particularly if you are loved by deities or other conceptually linked beings of love.

Drawbacks:

Another Universe [0 WP]
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 WP. 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.

Native Drawbacks [Varies]
The base CYOA has a number of drawbacks (*Flaws*, *Negatives, Deals*) that can be found on page 6. This particular drawback encompasses them all. The conversion formula for converting the values of these drawbacks into points for this jump is pretty simple: multiply the number by 10 and if anything is not a clean 50, 100, 150, 200, 250, or 300, then round it up. For example *Messy Lifestyle* awards you 100 points instead of 8. If these drawbacks are keyed to haremettes and you are a haremette then they hit you particularly hard, and if it's a drawback keyed to the good human soul and that's you, then you are hit particularly hard by them as well. Anything that is overcomeable in the base CYOA is potentially overcomeable in the jump as well. If there are any benefits to a specific native drawback you also get to keep that benefit, such as *Deal of Safety & Comfort's* aura of comfort and security.

Realism [200 WP]
This drawback removes a lot of the subtle softening perks can have on real-world concerns and issues. With this you'll have an altogether more realistic experience here, such as needing a job to pay for goods, your home getting dirty, and even fights and tension in relationships. This doesn't necessarily guarantee you or anyone else has a bad time, but a jumper can easily get a thousand small QOL perks and items that make life a dream and this drawback strongly curtails their effectiveness.

Homesickness [200 WP]
This drawback is… nasty, potentially. The more adventures you've been on, the more settings you've visited, the worse this extreme case of homesickness hits you. Being in this world reminds you of your own home reality, even if you are not actually from an Earth-like world. This melancholy is powerful but it can be dealt with either with the right OCP, time spent with your loved ones, or even creating things that remind you both of home and the beauty of your new home can be strikingly handy.

Tension [400 WP]
This whole world is a lot more tense than you'd think. People argue more and fights are more intense. Not necessarily actually more violent but words are more heated, people are more combative, and it takes longer for cooler heads to prevail (due in part to every head being less cool overall).This can be particularly bad for supernatural beings, due to the multiple ways supernatural beings can be really messy and even temporary conflicts can leave scars.

Culture Shock [400 WP]
The name of this drawback might just be, possibly, underselling it. This affects all extraplanar/extrauniversal peeps (such as the wholesome haremettes). This makes them incredibly vulnerable to both culture shock and to being discovered for what they are, which would be… it wouldn't be good. This drawback also weakens their abilities to hide their

supernatural natures, though this can be mitigated somewhat. This also affects every extraplanar (for example Veda would be extraplanar) and extrauniversal person, including you, though obviously as a jumper you might be better at hiding your extrauniversal nature than most.

Hell [600 WP]
Did you or your iteration of the good human soul take Cara into your harem? If you did, well… Someone didn't like that. If you didn't, well… Cara didn't like that. One way or another someone in Hell is pissed. This drawback means that you have to deal with perpetual harassment from demons and the dwellers of the unpleasant afterlife Cara and Ilia come from. This starts off small, and will gradually escalate but as you and your harem will discover the denizens of Hell (there's more than one, but this particular Hell is *Your* Hell, the Hell of this reality) are a varied bunch. Some of the demons, both weaker and stronger, will be befriendable. Some will not. By the end of the jump you should expect to have faced off against reasonably powerful demons, but thankfully the power of Inanna is no joke and her blessings can go a long way towards overcoming even mighty demons. And of course there are other gods and goddesses you can befriend as well…

Annanl [600 WP]
Oh well this is not pleasant. Say hello to Annanl: Inanna's twin sister. And also, almost fittingly given her name, the polar opposite of Inanna. It should come as no surprise that Annanl, a god that is diametrically opposed to Inanna's whole deal, does not want her twin to be happy. She is your fervent foe and wants to see you denied what might be your destiny, which could be to be Inanna's lover and soulmate. She's also just a massive dickhead in general and wants to see you be broadly unhappy. She'll fight tooth and nail to make you unhappy and send her own angels to disrupt your life. One minor upside is that her angels are unsurprisingly susceptible to kindness and empathy. And in all honesty… She sometimes seems susceptible to kindness and empathy! That could be a point of weakness in her grouchy shell that can be exploited, or just worth noting if your kindness is genuine.

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.
Stay Here:
Take another 500 WP and add any final bits to your build you wish, in exchange for making the WHF-verse your new home. OTHER worlds are a fully canonical part of this setting so maybe you'll be able to find some way to journey to new places here even without jumping.
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

-This jump document was started in October of 2024. Life has a funny habit of getting in the way for some jumps so sometimes they take a while.
-This jump hit 0.3 status with the completion of the 88,888,888,888th Good Human Soul origin's perk line on September 8th, 2025. As a result, it was shared in WIP status to various spaces.
-On September 11th, 2025, the perks and items were completed and the version number for this jump was updated to 1.0 after the additional completion of the companion, scenario, and drawback sections. It was then published to appropriate spaces across the web.
-I believe I got all of the unintended references to Cartoon Kings but that's the jump that this jump was created using as a template so if you see a lingering bit of seemingly nonsensical text that references remotes and the like, that's what that is.
-Relational Evolution is, at its core, a perkified ability to push the wholesome haremettes towards the "perks" you can get in the base CYOA. If you want to figure out how to get a specific haremette to attain an upgrade keyed to her in the base CYOA, Relational Evolution is how though it may take a while to manifest.
-Is this a vacation jump? This feels like a vacation jump. And that's good. That feels like its purpose.
-I skipped the 100 WP drawbacks because the native drawbacks had enough low cost stuff. If you want points, it's well worth checking out the base CYOA.
-Yes AnnanI is Inanna's name backwards. And is an original idea I added to the CYOA to give anyone who wants it a fitting capstone enemy, but one that makes some level of sense within the base context of the setting.