

**OIDEYO! KUNOICHI NO SATO KIWAMI ~FUUMA
KUNOICHI SOUTOUJOU NO MAKI~JUMP**

by
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Welcome Back, Jumper to Earth, Japan , it remarkably similar to your old world at first glance, save that the women are remarkably more beautiful and erotic, if you were to look deeper, you would notice the presence of a hidden war between shinobi Villages dating back all the way from the Sengoku Period, but you're not here for that, eh? So, take these **1000 Choice Points**.

Starting Location

Fuuma Hidden Village

The currently Dominating and proheminant Hidden village, known to have perhaps given birth to the famous shinobi Kotaro Fuuma, it is perhaps the only surviving one if we count it is the only one that is an actual village rather than just some base in a cave, you arrive not too far from the village, away from any patrol, it is up to you if you want to enter, if you turn left, you will end up straight to the Fuuma's Rival the Onimeshuu .

Origins

ALL origins can be taken as a Drop-in, Age and Gender are up to you.

Young Master

You Believed you were just a regular Salary man until you received a letter from you're your Grand Parents who lived in the Mountains until It was revealed you were descended from a line Shinobi dating back to the Sengoku Period, of course you may not need to become one, but your grandparents insist you spread your seed and birth a male heir. You may take the place of Fuuma Kojuurou for free.

Kunoichi [200 CP]

By virtue of Birth or adoption, you have lived in a secluded village full of Shinobi, naturally this unique lifestyle mean your body has been conditioned to naturally be far superior to a regular human, and that is without training or technique, of course as masters of infiltration and seduction you are quite the catch in term of looks and your body don't deteriorate like they should, making you age much slower, half as much in fact. You may not be necessarily a kunoichi from the Fuuma Clan or a female at all, you may take the Place of Iyo or any canon kunoichi or become a version Of Kojuurou who at least conditioned his body like a Shinobi for Free.

Perks

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

General [Undiscounted]

A Skewed ratio [100 CP]

This story couldn't have been possible without a unique quirk of the location, or perhaps the Bloodline, you see it is remarkably difficult for male to be born, in exchange the male that do be born are exceptional enough to be considered chief material, so here and in future jump, any offspring and descendant you have, any location you own, any organization you lead, you may decide the gender ratio, of course in exchange the rarer gender is more exceptional, at its worst the ratio is equivalent to those in the village, you may also skewer the ratio worldwide, but not to that level, you may not delete a gender with that perk however, you may also increase the level of beauty to match this world, or enhance it if its already the case, as well as increase the chance of your lover being virgins. Toggleable.

Young Master

Virility [100 CP]

The one thing asked of you as a young Master is birthing an heir, so here is the essential, you are very virile and fertile, capable of impregnating even the most barren woman, your cum is also enhanced, needing much less to impregnate, lastly you may decide if you shoot "blanks" or not. Toggleable. As a woman it's the opposite, but the result is the same. Lastly you may decide that all your future descendants may be as virile as you are.

All days, Every days [200 CP]

Spreading your seed take stamina, outfucking a kunoichi take stamina, being the young master of a kunoichi village take legendary amount of stamina, with this perk, your stamina is the stuff of legend, capable of fucking an entire village of kunoichi for one week straight with no break, and needing only a day break between to go back to your peak, your semen production have also been enhanced to make sure every thirst is capable of generating generous creampiees .

A Chief's Blood [400 CP]

Within your veins flow the blood of a lineage of legendary ninja, and that blood is valuable, even if they don't know it. Anyone who attack you would rather capture you than kill you, and any who find you attractive will want to fuck you (consensually, mostly), you may also control the fruits of your loins and those from it, deciding their genders, perks and talents, as a base, they all possess the body of a trained ninjas as discusses in the kunoichi origin and have large talent in ninjutsu. These effect compound and are exponential if your attackers are shinobis/kunoichi.

The Young Master [600 CP]

You truly have the attribute to be called THE Young Master, first of all your Rod is exceptionally pleasurable, and your very self is indeed very seductive, this is critically more effective against any Kunoichi and any other ninja/rogue type women(or men if your attracted to them, I don't judge) and even more on kunoichi under your command. In fact, the more sex you do with your kunoichi, the more devoted, servile and loyal they become, and even then any ninja under your employ or allied to you are more loyal and submissive they are toward you, as a bonus sex with you for any ninja can't compare to any other sex no matter how good.

Those effects compound, lastly any child you have will have an incredible talent toward ninjutsu and the shinobi arts. Toggleable.

Kunoichi

Kunoichi Training [100 CP]

No matter how diverse kunoichi are, they all have one thing in common, they all have lewd bodies and like to do erotic things, you possess the knowledge and training of a full kunoichi, a master of seduction, you know how to arouse one's lust, wrung them dry and take them out sexually. be it acting as shy as a virgin or as dirty a whore, you will take down your target, it is just a matter of time and technique.

Shinobi training [200 CP]

Even though kunoichi specialize in seduction and infiltration, that doesn't mean they didn't take the same training as their male counterparts and vice versa. You have completed the teachings relating to shinobi training, from stealth to poison to assassination to taijutsu and anything a shinobi might need, including bukijutsu and kunai and shuriken accuracy, you have mastered all of them.

Miraculous recovery [400 CP]

Sex with you isn't just for pleasure or procreation, it is a divine miracle, not only your body feels like heaven on earth but it also have healing and rejuvenating properties, capable of bringing someone from the brink of death to capable of fucking you for days, if you really wanted, you could fuck someone forever, having only break for food and drink.

Ninpo [600 CP]

The Ninjas of this world aren't as mundane as one would expect, for the particularly talented among them can utilize their Chi, or life force to perform supernatural technique called ninjutsu or ninja arts.

At its base it allows them to reinforce their bodies and perform like ninjas in movies such as enhancing strength and speed, vanishing their presence, disappearing and moving invisibly through the trees, sticking to the walls and more.

More advanced forms allow you to change the properties of your milk into lotion, sweet honey or poison, or reinforce the vitality of an individual for an hour using your saliva.

The highest level is much more blatantly supernatural like the shadow clone jutsu (create only two additional clones) or spewing fireballs.

You yourself are the pinnacle in terms of talent in anything related to ninja and ninjutsu, achieving the peak in a fraction of the time, you also naturally know the shadow clone jutsu and have mastered the basics. Your reserves are also ten times that of those your level and any descendants you have share that level of enormous chi reserve.

Items

You get 300 CP for this section only.

Young Master

Essential massage scent [100 CP]

This pot contains an infinite supply of incense that relaxes the body and removes fatigue.

Shinobi scrolls [200 CP]

This handy book contains all the secret techniques in the world and lessons/teachings needed to be an exceptional if not legendary shinobi, it depends on the user's talent. it updates itself in future jumps.

Hidden cabin [400 CP]

This remote, somewhat shabby-looking cabin cannot be tracked or located and cannot be entered while you are having sex here, particularly if it's with a kunoichi.

Hidden Village [600 CP]

You are now the head and owner of this (or another equally powerful) village, your grandparents, if you had, having left their will that your word is god as they left, so now you have more than dozens of fanatically devoted and loyal kunoichi, you may also decide the gender ratio and sexual experience of the village, and its inhabitant/descendant, from being complete virgins to having bloodlines that only birth girls, you may also chose if they are related to you, distantly or not, if you want diversity, and incest and polygamy will never be a problem here, and they may share as many kinks as you desire, lastly the village can automatically grow and expend as births happen. You may decide it become a pocket dimension or be in a remote place after.

Kunoichi

ninja uniform [100 CP]

sets of different ninja uniforms sized for you, for all terrains and situations (including erotic ones or for cosplay).

Magical pouch [200 CP]

This small pouch which can turn invisible can generate every shinobi tool you can think off (including lewd one as well) infinitely, and act as a subspace that has a volume of 5 cubic meters of stuff.

Sperm-Killing pills [400 CP]

Exactly what it says, inhale one and for 24 hours, you can't impregnate or be impregnated no matter how supernaturally or conceptually potent the seeds are. Get 10 pills every day.

Pole toppling competitions [600 CP]

An underground Facility where you can organize an annual tournament that attracts kunoichi from all over the world. all participants have their talent and mastery of ninjutsu, and ninja-related arts enhanced, and even just spectators can benefit from this. The winners get teleported to a hot spring station that enhance sexuality and fertility and rejuvenate the body completely, you may decide the rules of the competitions are up to you and may join as the "pole" if you wish.

Companions

Companion Import [100]

Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [100]

So, you want to take any other existing character from this world. Well then, this option is for you.

Your Harem [Free and exclusive with "The Young Master" Perk]

So, you want to bring your harem with you? Ok, just make sure you creamed her three times and made her swear love/allegiance to you (or your dick) and you can take her. You may take Iyo by default.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. After The first 12 you gain nothing.

Mandatory Training [+200 CP]

Before you were supposed to just father an heir, now you must train 3 hours every day.

Hell of Flesh [+200 CP]

Every time you are not eating, sleeping, or something vital or mandatory, you will be presented with a sex situation which you will enjoy, even if it starts to feel tedious.

Kidnapper Bait [+200]

Any time you get out of sight or out of the village, you will be kidnapped by the Onimeshoo or other kunoichi villages, and pass at least an hour or two of sex.

The Mission [+400]

Normally the villages are pretty peaceful beside territory dispute and rivalries, now the government rarely employ the villages for missions, meaning you may face rival clans.

The Clan Politics [+400]

You know how the imperial palace was a den of vipers, now the village is much stricter in term of hierarchy, status and protocol, as such the kunoichi can be as conniving as a concubine .

Stamina Problem [+600]

Any perk which enhance stamina to supernatural levels are made null and void.

Lockdown [+600]

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

Decisions

You have three choices ...

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired of all that horror? Take this and go home.

Change Log

v1.0

Initial Template Creation