Douyara Boku no Hanayome wa Onna Kishidan na you de

Jump

by

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Welcome back, Jumper, to Earth: a normal world with normal problems, except it is also connected to another world, Ardenvalk. In Ardenvalk, the nation Dranika—founded by the hero who slayed the demon lord—is in a succession crisis. To resolve it, they came to Earth to retrieve the Hero's son; the race of his bride will gain hegemony over the other five races of Ardenvalk. So, take these **1000 Choice Points.**

Starting Location

It's Japan, anywhere really, if you want; you could also go to Ardenvalk if you want.

Race

Regular human

You are a regular human. What more could you possibly ask for?

The Five Races

You can be a member of the 5 races of Ardenvalk instead or a hybrid of them; the races are: phoenix, bicorn, thunder Beast, dragon, and Bison—each with their own specialties, but all undeniably superior.

In terms of stats, humans (and bisons) have 1 power and one mana, phoenixes have 2 power and 2 mana alongside fire magic, lightning Beats have 3 power and 1 mana alongside lightning magic, bicorns have 1 power and 3 mana alongside shadow magic, and dragons have 3 power and 3 mana but no innate magic. They share the same lifespan as humans, if a bit longer, and stay youthful during their entire lifespan.

Origins

ALL Origins can be taken as a drop-in; age and gender are up to you.

Hero

You are a Hero, well, more the Son of one, and are a candidate to become one. If you wish, you may take the place of the MC.

Knight Candidate [200 CP]

Not a knight in training or a candidate to be a knight, but an elite knight chosen to represent a race of Dranika. As an elite knight from the country of heroes, you are among the strongest and can easily destroy an entire city block with a single spell.

Perks

Origins get their 100CP perks for free, and the rest are discounted to 50%. All Perks are toggleable.

General [Undiscounted]

An echi Essential [Free]

This is a basic package, immunity to STDs and such, no refractory period, a body more durable during sex, no chaffing, and fertility control. You're welcome.

Preference [Free]

This allows you to change the gender of the mc in future worlds as well as up to four other characters, make those who might be virgins guaranteed to be, and have a beautifying effect for you and everyone else, in whatever style or preference you like.

Hero

Unassuming [100 CP]

As a hero, you seem rather weak and unassuming, so in a fight, you are usually overlooked as they focus on your comrades.

Insurmountable Kindness [200 CP]

You are a well of bottomless kindness, the type that sees past the physical into the scars of loved ones. You can push through temptation to see how much she dislikes it and have a way with words to soothe their heart and inflame them with love, rather than just lust.

You ARE a man [200 CP]

Somehow, despite your looks, you are always considered “manly” even if you are but thin, almost delicate boy, so long as you display a single attractive trait such as kindness, you pass all physical.

Still Count [400 CP]

When people can crush you with ease and ask for a duel, there is a way to trick them. Now, anytime someone asks for a fight, you can challenge them at other things, like video games, and it's still considered defeating them and forcing them to honor their words.

The Holy Seal [600 CP]

As a child beloved by the world, you carry on your chest the holy seal, a mark that absorbs mana from all around you, be it the atmosphere, enemy spells, or their very bodies.

This confers on you an inexhaustible supply of mana, to be used or transferred to a companion; with time and training, the rate of absorption increases.

Knight Candidate

Housewife Training [100 CP]

As a candidate, you have been trained to be an ideal housewife, trained in cooking (even with foreign ingredients) and cleaning, even laundry, and the bedroom arts. You can also use any skill you have and give it a domestic bent. You also have an inventory.

As Punishment! [200 CP]

Leveraging your sexuality, whenever someone commits an act that can be perceived as bad, perverted, or dishonorable, you can extort favors and punishment based on the severity of the act.

Nice Trick [200 CP]

As long as it is nothing too outrageous and destructive, people will rationalize magic and inhuman traits as tricks, props, or illusions.

Seduction Magic [400 CP]

A special type of magic that invade the mind and remove any rationality, removing the target inhibitions while also making them compliant to the caster's whims, naturally this magic can be cast at a distance, but is more effective with skin contact, the more the better; condensing your mana into a liquid form to be ingested is so potent even the most iron-willed will be little more than horny monkey thrusting wildly and obeying you uncaringly because it feel too good.

The Great Mage [600 CP]

Your powers as a mage are legendary. Besides having a much larger reserve and experience in elementary magic including that of other races, you specialize more in Barriers and restoration, particularly the destruction and repair of objects and clothes. You also know how to break spells with less mana than your reserve and know the world gate spell to travel to adjacent worlds like Earth.

Items

Salamander Meat [100 CP]

Nutritious meat that is rare even for nobles, very nutritious and rich in mana and taste.

The manual for your complete conquest [200 CP]

A book that contains the full information to seduce and conquer one character in each world, having notes about preferences, likes and dislikes, habits, personality, and kinks, etc.

Strange lotion [400 CP]

A bottle of slimming lotions that act as an aphrodisiac and muscle relaxant. The more mana an individual has, the more effective it is. Channeling mana consciously will result in the slime sticking to you.

The house [600 CP]

The only house you will ever need. Bigger on the inside, **its** space will grow and shift to accommodate any new resident. It comes with infinite water and electricity, and whatever appliance you can imagine.

Companions

Companion Import [100 CP]

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

Your Harem [Free]

So, you want to bring your significant others? Had someone catch your heart, just this once its free.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. Only the first 6 give you points.

Dead end job [+200 CP]

As an earthling, you have a shitty job that you must do; that or school is crap for whatever reason, same for those in Ardenvalk.

Overwhelmed lust [+200 CP]

For whatever reason, whenever something steamy is going on, blood flow down your nose and you start to act like a pervert.

For your duty [+300]

A sense of duty is engraved in you, stifling you so you act as befitting your House and are willing to do any act, for the sake of your House.

Only strength matter [+400]

You are psychologically conditioned to love only those who are strong, whatever that means.

Weak [+600]

Your strength is a fraction of what it should be, so you will probably act as a damnsel most of the time.

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? Take this and go home.

Change Log

v1.0

Initial Template Creation