Takei's Journey

The sound of chirping birds and a spiralling sphere of chakra ring out in the forests of Konohagakure. It has been years since the two fighting were enemies, and to celebrate Sasuke's return they decided to have a friendly spar. Their time in the spotlight has passed, going to their children, particularly Naruto's son Boruto.

But this is not his story.

Right as they were charging towards each other with their attacks, a mysterious person appeared between them. Not an Otsutski, but something… More. Possessing no chakra she quickly immobilizes both of them and sends them to another dimension, before performing a grand ritual that seals away every man in the world. Except one.

In excruciating pain, Koji Takei, the last male of the Takei Clan makes it to an alleyway in Tanzaku Quarters before mysterious symbols surround his arm, and the pain causes him to pass out. The next day, he awakens in Konoha Hospital, the last man alive with a strange mark on his arm. Chiyoko is in actuality a type of being that steals energy from a world's males, and as part of the ritual it results in one male surviving and gaining her cursed mark, which grants extraordinary abilities against females.

Of course, this event wasn't a surprise to everyone. The Takei Clan long had a legend about Chiyoko's arrival, and knew that there were two ways to bring the men back. Kill the host of the mark, or have them defeat Chiyoko. Konoha, deciding the latter is preferable to killing an innocent, begins to train Koji.

This is the story of Takei's Journey, an erotic fangame based on the Boruto series, roughly after the Chuunin Exam arc. As Koji struggles between his lust and his duty, a threat far greater than even the Otsutsuki lurks. But the Takei Clan had secrets of its own, as well as an outside being who seeks revenge against Chiyoko. In the midst of all of this, you will need these if you want to survive:

+1000 Choice Points

Location:

Roll a 1d6 to determine where you start out in this world, or pay 50CP to choose.

1 - Tanzaku Quarters, Land of Fire
The location of the last male of the Takei Clan, as well as his mother. Located close to Konohagakure, and soon like anywhere else will feature men disappearing into the air. There's quite a gambling culture here, and there used to be a famous castle in the area but it was destroyed by shinobi. Upon hearing rumors of a surviving male, a squad of shinobi will quickly be dispatched to bring him and his mother to Konoha.

2 - Konohagakure, Land of Fire
The preeminent shinobi nation after the Fourth War, home to the strongest remaining shinobi left alive. Or, at least it was. While still home to several strong shinobi, the loss of Naruto and Sasuke has resulted in a fairly dramatic loss in prestige for the nation, as well as lessening their pull with other nations. It will also be home to Koji and his mother, his primary base of operations while training and working to kill Chiyoko, and they will do their best to protect him. The Fifth Hokage, Tsunade, will shortly assume control as interim leader.

3 - Iwagakure, Land of Earth
One of the nations that suffered the most by the ending of the Fourth War, Iwagakure would abandon their old village and build a new one on its outskirts, and despite their more hostile nature before the war they have greatly mellowed out in recent years. Unique among Iwa is the fact that they are the only nation that managed to keep their Kage in Chiyoko's visit, as the Fourth Tsuchikage, Kurotsuchi, was the only woman left among them. She soon plans to visit Konoha and work to keep Koji safe, as well as train him.

4 - Kirigakure, Land of Water
Perhaps one of the most changed by the Fourth War, Kirigakure is one of the most technologically advanced cities in the land, and a premier tourist destination thanks to a more cheerful attitude and said technological advancement. While some of the old guard still grumble, it is a great place to be. They also support Konoha in keeping Koji safe, and while the Fifth Mizukage, Mei, is in partial control, she will soon be going on a diplomatic mission to Konoha to help train the last male.

5 - Sunagakure, Land of Wind
Sunagakure was hit hard by Chiyoko's ritual, as they had never been all that populous and stronger shinobi tended to be rare. With the loss of their Kazekage and his brother, they tried to turn to Temari to lead them but she refused due to her loyalty to Konoha. They are one of the only nations that are actively hunting down Koji in order to kill him and bring back the men, sending a number of shinobi on assassination missions against him. If you are a male, this is not a place you should linger.

6 - Free Choice!
Good news, you get to choose where you start! Even those not named here can be chosen, though we don't get much information on how the rest of the nations are doing with the loss of men. Kumogakure and the samurai nations in the Land of Iron are surviving, but we learned little else about them so far.

Origins:

Your age is a minimum of 13, but you can choose higher than that freely. Your gender can stay the same or be swapped to female for free, as being a male besides Koji will bring a LOT of attention to you.

Marked One
As part of her entrance into a world, Chiyoko seals away all but one male, who is instead given a strange mark on their arm. The only way to free the men is for the Marked One to either defeat her, or die. The Mark acts as a general defensive measure to keep them safe, as well as allowing them to use its lewd energy to seduce the women around them. Koji will still have his mark if you do not replace him, meaning that for whatever reason this time two Marked Ones appeared.

Shinobi
You were part of the power structure of the world before Chiyoko arrived, a Shinobi of varying talent from the surviving villages after the Fourth War. You may be a member of a village completely different from the one you start at, perhaps you were away on a mission when she appeared? Either way, you should probably report back to your home village as soon as you can. Despite the loss of men, shinobi are still needed, and perhaps you'll be called upon to train Koji or even join him.

Daughter of Chiyoko

Chiyoko doesn't exactly work alone, she has actually empowered twelve women from the worlds she visits as her 'Daughters' who work together as Sisters to ensure their plans are running smoothly and doing the work of mentally breaking the sealed men. They tend to be more sadistic and evil, though how much of that is from Chiyoko's influence and how much is just learned nature at this point is up in the air. You are either a new recruit from this world, or someone she recruited long ago depending on your age. You also don't need to be a woman, you can be her only 'Son', an entirely unique existence.

Takei Clan

What was once an ancient ninja clan, known for their prophetic visions of the future. They were the ones who foresaw the coming of Chiyoko and their role to play as the host of her mark, and thus her key to staying in this reality. They would leave the shinobi life behind and become a clan of civilians of dwindling numbers, as they practiced ritual killing of any male child born to their clan, as well as the murder of their husbands married into the clan once they had a female child. Today, only two are left, Koji Takei the last man, and his mother Masami Takei. And now, you. But there seems to be more to their prophecies that was initially thought…

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

General

She is your <X> [50 CP] - Similar to how you can specify how Masami is related to Koji, you are now able to select a single person in each new jump you enter and specify their existing relationship to you, assuming you aren't a Drop In at least. This does have to make some level of sense, you can't make someone your mother if they are 18 and you are 14.

Sexual Boost [50 CP] - If there is one thing the main character has in abundance, it is sexual stamina. Enough that he apparently had a 12-hour fuck session with Tsunade which completely wore out her transformation. Also he is blessed with a fairly large penis. While the stamina may be from his mark, the dick sure isn't. And now, with this, you have both insane sexual stamina and a larger than average penis no matter what age you are. If you are female you can instead have large tits much like Tsunade.

Ninja Technique: Full Mouth Talking [50 CP] - Strangely, people carrying on conversations full of dirty talk while their mouth is full or otherwise busy, such as doing something like sucking a dick, commonly happens. While it may just be an abstraction and they are really taking their mouths away to talk, you no longer have to as you have developed an easy to learn technique that allows you to speak no matter how full your mouth may be, unless it is completely obstructed.

Kaguya's Blessing [200 CP] - While struggling with the Gokakyu (Great Fireball) Jutsu for a long time, Koji would eventually catch the notice of the Rabbit Goddess, Kaguya. While still sealed away by Naruto and Sasuke, the unique dimensional traveling nature of his powers allowed him to visit her and for her spirit to visit him, including giving him prodigious amounts of chakra in order to use jutsu. While she may not be visiting you in spirit, you seem to have the same blessing of chakra, giving you absolutely monstrous reserves that far outclass just about everyone in the world.

Marked One

Rapid Learner [100 CP] - Koji is able to rapidly learn the arts of the shinobi, graduating from the academy to Genin in a few months. While some of this can be attributed to his teachers, a greater reason is the fact he seems to absorb knowledge, especially regarding anything to do with Shinobi life, extremely fast. You have this same potential to learn, easily absorbing knowledge much faster than you have before. This speed is further enhanced if your life or the world is in danger.

Better Alive [200 CP] - Despite killing the bearer of the Mark ending the threat of Chiyoko, it doesn't seem to be an option chosen all that often. Sure, certain groups want to kill them and restore things to normal, but as a whole humanity instead rallies around them. Now, even when killing you would vastly simplify things for people, they will be reluctant to do so, coming up with all kinds of excuses as to why you should be kept around. This doesn't work if literally the only way to get past an obstacle is your death.

Pushing Boundaries [400 CP] - Much like a certain protagonist, you can be quite pushy when you want something that someone doesn't want to give you. While normally this would be annoying, instead they will view your suggestions with fond exasperation, and you will slowly whittle down their resistance against doing what you want them to do by seemingly randomly hitting upon arguments that will tempt them most. Strangely, this oddly pushy behavior translates into making someone want to train harder, pushing them further than they would push themselves all for your sake, perhaps even beyond what their limits once were.

Mark of Lust [600 CP] - A strange black marking over the back of your right wrist, this is the evidence that you are the chosen ‘counter’ to Chiyoko. Though, in truth, the power originally comes from her for her own reasons and she is nearly entirely immune to it. However, with this perk the power is entirely your own. The Mark of Lust has numerous abilities, all of which activate it and cause its black ink to turn pink and glow slightly depending on how much energy you use. The most basic use is causing those you touch to become hornier and more devoted to you, advanced uses include things like healing, de-aging someone, erasing short term memories, and calling back the souls of the deceased to a kind of lucid dream space where they must serve you sexually. You can also only use these powers on the opposite sex, and a person’s willpower may be enough to overcome them somewhat. Though it would require power far beyond anything available here to completely resist it. Additionally, you can imbue its energy into jutsu you use to give them erotic effects, such as making a fireball jutsu only burn a person’s clothing. Finally, it acts as an automatic defense against mind-influencing powers from others, and instead reflects it back with a lewd twist or is rendered ineffective.

Shinobi

Full-Fledged Genin [100 CP] - Congratulations, you are marginally above the absolute bottom barrel of the shinobi totem pole. You are equal to the level of a generalist Genin in terms of raw abilities, including knowledge of Henge and Kawarimi as well as other foundational skills like basic taijutsu. Instead of learning the normal Clone jutsu you have instead learned the Shadow Clone, though you only have enough chakra to produce one now. As a bonus, these jutsu are better when used for lewd purposes, a Henge that changes your age for sexual purposes will last longer and feel more real, while a Shadow Clone used in a gangbang will cause less harmful feedback when it ‘pops’ and lasts longer.

Ninja Specialty [200 CP] - Many Shinobi choose to specialize in a single discipline, that can range from taijutsu specialists like Hanabi all the way to medical-nin like Sakura, even a specialist in Scientific Ninja Tools or Shinobi-Ware is applicable similar to Akita and Amado. With this, you may select something to become your specialty. This can be as broad as taijutsu or genjutsu, to smaller groupings like ‘Akimichi Jutsu’ or ‘mednin’, all the way to just a single technique. The more specialized the stronger you’ve managed to make this specialty, but regardless you are at least on par with a Chunin now.

Remember Yourself [400 CP] - Similar to several of the girls in the protagonist's journey, you are able to make a person just... Better, by having sex with them. Not only do they see minor increases in power and skill, but they also slowly become a better person and are better able to throw off any mental influences or possessions in the future. This protection against influences spikes when you perform sexual activities with them, almost always allowing them to return to normal once they 'finish'.

Top-Tier Shinobi [600 CP] - You are no longer just an average shinobi anymore, you're one of the elite. Perhaps not on the level of Sasuke or Naruto, but on the tier of people just below them. Of course, this still makes you dramatically weaker than Chiyoko, so training is definitely on the menu if you want to contribute. You have a wide skill base in the shinobi arts, including nature transformation training of your primary element and the ability to perform jutsu outside of that element. You are also blessed with a kekkei genkai (bloodline limit) of your choice, which is quite developed and just a bit stronger than average. This bloodline limit cannot be the Eternal Mangekyo Sharingan, the Rinnegan, Eida's Omnipotence, or any Otsutsuki-clan exclusive ability. Instead of a bloodline, you may choose to have Shinobi-Ware on the level of the top tier powerhouses of Kara installed inside of you.

Daughter of Chiyoko

Chiyoko's Blessing [100 CP] - As one of her daughters (or perhaps her first son), you have been blessed by Chiyoko the maneater. A fraction of her enormous power has been given to you, making you far stronger than a normal person from this world, with potential to grow even stronger by training or gaining more favor from your 'mother'. This also grants you a greatly increased lifespan, with Natsumi being around 15,000 years old and still youthful. You are also naturally more dominant and commanding, able to easily order others. Finally, you can create 'slaves' by imparting a portion of your power into them though they aren't exactly expressive and can be easily found. Unlike normal daughters, your power cannot be taken from you, but you might not want to let your new mother know that.

Favored Daughter [200 CP] - The Daughters are expected to work together, at least to some extent, but there seems to be some jockeying for position among them with the unofficial title of 'favorite daughter' being incredibly coveted. This means they often scheme behind the scenes to try to impress their mother and work on their own objectives, which she allows as long as they don't interfere with the ultimate goal. You are much better at maneuvering through these plots and making your own with the intent to impress the one you work for. Any successful plans will also see them favor you much more than they should for that idea's success. You truly are her favorite now.

Power Drain [400 CP] - You now have favored power of Chiyoko, that of draining energy from others. You have the choice to either draw it all away, permanently killing someone for a permanent boost for yourself, or drain it over time as they regenerate it so that you can use them as a battery, complimenting your own stores of energy. This even converts local energy systems like mana or chakra into a universal energy you can use to power any of your skills. Additionally, you can put some of your powers in others, stacking with **Chiyoko's Blessing** allowing you to create 'daughters' of your own with enough given energy who get a lesser version of said perk as well as enhanced strength depending on how strong you are. These daughters retain more of their original minds, though they can be drawn to certain emotions more if you want, and they are completely loyal to you and anyone you are loyal to.

True Demon [600 CP] - You are no longer merely a Daughter (or Son) of Chiyoko. Inside you resides a power, significant power. The true origin of Chiyoko's strength, and the source of the hidden potential inside of Koji. Demonic power that causes markings to appear on your forehead and another random location on your body, as well as turning the whites of your eyes black. Initially you can only utilize this energy in small bursts, but with practice you may be able to stay in the energy-enhanced form permanently. Unfortunately this does have a significant downside, it clouds your mind to some extent making you more dominating and merciless, though as you adapt to the power and learn to control it this drawback can be lessened and even eliminated. The power offered by this is stronger than just about anything else in this world, and can even pierce through dimensions when fully unleashed. Though you are limited to local dimensions until you Spark, at which point you can travel freely.

Takei Clan

What Must Be Done [100 CP] - After learning of their future fate, the Takei Clan hardened their hearts and decided to do what must be done. For generations they have killed any male child without fail in order to keep Chiyoko from their world, at least until the latest generation. Masami Takei refused to murder her son, and is implied to have brought down the rest of the clan during the confrontation over it with help from Koji's inner self. And possibly you, now. This same level of conviction fills you, able to either kill those you must in order to protect the world no matter how important they are to you, or to protect what matters no matter what the world throws at you. When you set your mind to something, as long as it is necessary in your opinion, you will not be deterred.

Prophets [200 CP] - The ancient members of the Takei Clan had an odd ability to see the future most others couldn't even fathom, potentially not even the Otsutsuki. The coming of Chiyoko was long predicted by them, as well as their own part to play in keeping her out or taking her down. Additionally, they even managed to predict the potential of a Child of Balance/Destruction if two members of the Takei who had demonic and angelic powers had a child. Now you share this gift of incredible foresight, able to see potential world-ending threats and solutions to them, and unlike the original prophecies these won't be for events thousands of years into the future (unless you want them to be). You, as well as those you sleep with frequently, will also get short flashes to a few years into the future every once in a while, though these future visions are subject to change depending on what you do.

Power of Incest [400 CP] - Separate entirely from their foresight, the clan has a very... odd ability. When having sex with their mothers, their powers increase. How, exactly, this was discovered is best left unanswered. Now you benefit from a greater form of this, though with a few limitations. It will apply to every family member, not just your mother, but the closer they are genetically the stronger the boost. Even still, fucking an exact clone of yourself would be a relatively miniscule boost. But this increase in power is added each time you fuck them, not just once, which means that with enough time and effort you will see appreciable gains in strength.

Angel Eyes [600 CP] - Another secret of the Takei, one that was thought as a myth until the manifestation of it by Lady Takei in her youth. An entirely new power similar to that of the demons, but of a different nature. Manifesting as a glowing yellow dojutsu, this allows her access to angelic power and blasts of light that seem to greatly harm any demonic entities such as Chiyoko and her daughters. These eyes are comforting to all non-demonic people who view them, and give you an aura of safety for those you care for. These eyes also allow you to view the memories of those important to you, and while within the memories you can wipe away the influence of demons or the Mark of Lust. The light energy it manifests can also be used to alter your own age, but controlling it is quite difficult at first. There is also an enhanced stage to it that you can initially access in times of great stress and need, fully healing you if needed and further changing you physically turning your hair pure white and granting you marks along your head and body. Your previous powers are dramatically enhanced, and it is further boosted if you have had sex with someone you truly love recently.

Items:

You get a single discount for each price tier of item, with 50 CP and 100 CP items being free.

General

High-Quality Sake [50 CP] - What you have here is a bottle of sake of exceptional quality, anyone who knows anything about sake will realize that from just a single taste. If you offer someone a drink, they will be honored and accept it, no questions asked as long as you aren't actively fighting. The sake has a bit of a special effect in that people who drink it get drunk quite fast, barring you (though you can if you want), and their inhibitions are lowered. On top of that, it makes women slightly more amorous and willing to engage in threesomes.

Bag of Panties [50 CP] - It's a bag. Filled with panties. Theoretically, at least. Opening this large duffel bag while thinking about a girl will fill it with panties she owns, or a collection that would be in her taste if she doesn't have any (somehow). Alternatively, if you open it while thinking about saving people, you can also have it be filled with the panties of missing girls with their scents still on them. Though why exactly would you want that?

Fat Stacks of Ryo [50 CP] - The local currency of the ninja world, it works off of yen rules but even with the number inflation you have a metric ton of cash hanging around. You could easily buy yourself a house in prime real estate in Konohagakure, or even a small clan compound and still have some leftover after for whatever you want. If you have any leftover at the end of the jump, you can convert it into the local currency of your next jump.

Twin Potions [100 CP] - A set of two special chemical mixtures that appear in the game, dubbed potions. The first is the Truth-Telling Potion, while originally a scam to trick idiots by Akita, you actually have a real one that forces a person to tell the truth when they speak for the next thirty minutes. They can decline to answer but sometimes that is enough. Be warned, it is bright green so getting someone to drink it may be hard. The second is a Sleep Potion, used by Wasabi's mother Mazuma in order to force her daughter to sleep for a long period of time. Whoever drinks it will fall into an unwaking slumber for several hours, you could have sex right over them and they'd be none the wiser. These are restored, if used, daily.

Madoka's Gifts [100 CP] - Madoka and her daughter Kei are traveling saleswomen, who after a scare with the Daughters of Chiyoko settle in Konoha while Koji is still in town. They sell quite a few odds and ends, but most relevant to you are their selection of gifts. You have access to a vast array of gifts for all the girls you are interested in, not only will they love receiving them, they will also be more tempted if you ask for something from them afterwards, such as a threesome. Or something more vanilla, we don't judge. In every new jump you will receive a large selection of gifts for all the girls you may be interested in, but you'll have to figure out who gets which gift yourself.

New World Grimoire [100 CP] - Chiyoko surprisingly doesn't know everything about a world she enters for the first time, only sensing the general level of energy. Thankfully she has a very special book that tells her things about the current world she has ended up in. Such as the name of the local energy variant (assuming it has them), a general overview of its history, and more that an average person living in that world would know. You now have your own copy of this book, if you ever find yourself in an unknown dimension you can find out quite a bit with it. It even works for variant worlds, telling you what all is different between the world you are currently in versus the main one. Such as telling you that this version of the world has an interdimensional invader and has magic in addition to chakra.

Love Cabin [200 CP] - Near Konoha is a quiet and cozy one-room log cabin all by its lonesome, near a lovely field and lake. Sakura and Sasuke used to spend time there, and it may even have been where Sarada was conceived. Nowadays it is mostly used as an isolated training ground for Koji. You have your own private cabin by a lake, anyone you don't show the location to will be unable to find it making it great for weekend getaways. As a bonus, conception is also guaranteed if you make love on the bed inside, as long as you want to have a child.

Hyuuga Maids [200 CP] - Wait, how'd you manage this? You have somehow gained the service of two of the Hyuuga clan as maids, similar to Hanabi's. One is introverted and shy around new people, while the other is outgoing and peppy, though both are completely loyal to you even above their clan. Thanks to the abolishment of the Caged Bird Seal they are completely free and are willing to follow any order you give, and are excellent at housework. Sadly they haven't been trained to fight at all so you'll have to train them yourself if you want them to fight. They can also be imported as a companion in the future, either taking one slot together but splitting powers in half or as separate companions.

Jumper's Fanclub [200 CP] - Well, aren't you lucky? Similar to Koji, you have your own fan club of local academy students who look up to you and view with varying levels of admiration and devotion. While they obviously aren't going to be much help fighting anyone (at least for now, they may grow into strong shinobi), they will do just about anything you ask them to, from spying to working as proxies for you. In future worlds you will start with a fan club as a non-drop in, and if you are a drop in one will form after you perform some notable feat. They'll still be academy student age, though they will grow up over the course of the jump thankfully.

Training Droid [400 CP] - A copy of the training android created by Katasuke before his disappearance, entirely for your use only. Made of a grey metal, it also features a working vagina, for whatever reason. It can't talk and lacks any kind of a personality, but as the name suggests it is a fantastic training partner. It can control its power anywhere from academy student all the way to elite Jonin, though despite its strength it will refuse to do more than spar with you or people you tell it to spar with. It also can't do jutsu, thanks to lacking chakra. Sparring with it will also increase your ability to take hits, separate entirely from your skill rising. Someone skilled may be able to reprogram it or otherwise change the robot's aspects like its features or somehow grant it chakra, which will persist.

Private Pools [400 CP] - Within Konoha lay an absolutely massive pool that is quite popular among the populace, and has private rentals. Rumor is the Hokage's family was planning a visit. Now you are the owner of this proud facility, you can keep it to yourself or open it up as a business. Not only is there a massive pool complete with a walkway over the middle, there are two smaller pools with lower depths for inexperienced swimmers, and around the edge there's a lovely privacy hedge to keep out perverts. As a bonus, you also get a small hot springs facility that you can rent out as well, though they aren't that large

Sex Toy Store [400 CP] - You are now the (maybe not so) proud owner of your own sex toy business! Considering the near complete loss of men, business is absolutely booming! You sell everything from dildos to egg vibes to 'personal massagers' and more. But your most popular toy is the 'super realistic dildo', a sex toy formed from the mold of your own dick! People love it, and if they learn that you were the model they might be interested in giving the real thing a try. In future worlds, this store will do brisk business, and even if you are in medieval times no one will ever wonder things like how a vibe works or what the hell silicon is. While not really all that great in this world, you can also change your shop once per jump to cater instead to males, or to a mix. Complete with changing the 'super realistic dildo' to a 'super realistic onahole' if you are a woman! Or a 'super realistic fleshlight' if you wanna give out copies of your butthole.

Bodyguard Cyborg [600 CP] - Delta is one of the few remaining members of Kara after Chiyoko's visit, and under orders from Amado who found out ancient records she attacks Konoha in order to defeat Koji, but is instead defeated. Then she has her mind wiped and later becomes dedicated to defending Koji. Now, you too have your own version of Delta to act as your bodyguard. Her strength is enough to easily defeat most of the female Konoha, complete with her Hakai Kosen which is critically effective on those that can regenerate. She is completely dedicated to you and is more than happy to train or otherwise relax with you, but will not hesitate to defend you. Instead of her being based on a clone of Akebi Sanzu, you can instead have her be a clone of someone else in the Naruto world, though this is purely aesthetic. She will retain any training you put her through, or any upgrades you make to her Shinobi-Ware.

Ninja Academy [600 CP] - Have a passion for teaching? Or maybe you just want to train your own hired killers in the future. Now you have your own copy of the Konoha Shinobi Academy complete with a full female staff of varying specialties. This Academy is dedicated to raising civilians to the level of an average Genin, teaching them the way of the shinobi as well as the basic techniques. Does your new world lack chakra? No worries, they are able to unlock it for people in future jumps with their starting size being essentially random. This also includes a Mission Desk where you can assign missions to your graduates, or do missions yourself. The Mission Desk will automatically collect mercenary contracts or the closest equivalent in the world you are currently in. These contracts will always feature at least a monetary reward and performing them will make you famous.

Jumper's Daughters [600 CP] - Feeling inspired by Chiyoko, are you? You now have a set of 12 followers, with their designs and history customized by you, though their power cannot be greater than your own. You can instead just have twelve empty 'slots' to fill in the future, or fill these places with your companions. Your daughters (or sons, you can choose any gender) share in your power, while they will never eclipse you with just this they will grow as you go with no effort, with enough personal strength you can have them handle everything for you. Though they do not share in your perks or get perks (unless they are companions), unless you have **Power Drain**. If you have it, you are able to imbue your perks into your daughters, albeit at a severely reduced level.

Companions:

Import/Create [50 CP, 300 CP for 8] - Don't wanna try this challenge alone? Fair enough. You can import any companions you have into this world with a fitting background, and even if their gender would make them vulnerable to Chiyoko's ritual they will be safe. They each get their own 600 CP to spend on perks and items, though it may be awkward if you somehow end up on entirely separate sides. You can instead have it be so that they have the benefits of an origin without having it, such as not actually being a Daughter of Chiyoko. Alternatively you can create a custom companion of your own design to be a native in this world.

Canon [50 CP] - Oh, you have a favorite? Perhaps the feisty yet driven Sarada, or the kind and helpful Sumire. Maybe your tastes lean older and you're into the surprisingly shy Tenten, or the hidden pervert Mirai. Either way, this guarantees a faithful encounter with the person you choose, as well as several more encounters and allows you to ask them to join you on your journey. This will also make it so Koji is not interested in pursuing this particular person, with appropriate changes in the story.

Harem [300 CP] - Let's face it, you are probably coming here to do more than sleep with a single girl. With this, when you leave everyone who is in a relationship with you can be taken along as a companion as long as they know of each other. They can all share a single companion slot (somehow), or be individual companions if you are insane. If they do share a companion slot, perks they have are divided in power among them. Unlike the **Canon** option this does not guarantee you a favorable first meeting with them, nor does it mean Koji will ignore them. You gotta put in the work, Jumper.

Drawbacks:

Only Man Left [0] - Well, I kind of expected this. Not much point of being here if you are in some kind of weird NTR competition with Koji. Now you are replacing him, though you don't automatically get the Mark of Lust. You have to buy it here. Also you must be a male unless you take **Only Woman Left**. Your starting location is automatically adjusted to Tanzaku Quarters, though you will be brought to Konoha.

Only Woman Left [0] - Gender swap the whole thing, the last scion of the Takei clan is female and all the women are locked away by an interdimensional traveling man. She (and maybe you) are the only women left. This may or may not be a good thing, as while characters like Naruto and Sasuke are still around.. They were weaker than Chiyoko in canon, and most of the villains of Boruto are also male who are now around.

Bad Translation [+100 CP] - Much like the game itself, it seems the way people talk here in reality is… off. Like someone who wasn't fluent in a language was writing their dialogue. While you can get the general gist of a conversation and there may be long stretches of conversation where things seem normal, they will sometimes slip. The most common is calling something nasty instead of dirty (in the lewd way).

Lusty [+100 CP] - The Mark of Lust on the protagonist's arm makes him way hornier than he was before, to the point he has trouble focusing on other things. While you might not be that bad, you are significantly hornier than you were before you came here, even in times when you really shouldn't be.

Powered by Panties [+100 CP] - For whatever reason, unless you have access to a steady supply of panties, your motivation will fall off a cliff and you will find it hard to do anything. You can choose if you are motivated by just looking at them, touching them, or even smelling them. Or all three. Either way this is kind of embarrassing

Whiny [+100 CP] - Understandably, at least somewhat, for some random early teenager who was thrown into a fight to the death Koji spends quite a bit of time whining about his fate. Even after deciding he wants to man up and defeat Chiyoko he still has moments of weakness where he complains about everything. He also tends to bitch about how he abuses his Mark to make people lust for him and throws a tantrum when someone points it out. Now you are like him, you frequently lament your lot in life even if it is pretty damn good, throw a tantrum when people point out bad things you do, and find it hard to see the positive in things when you are in a certain kind of mood.

Tormented by Chiyoko [+200 CP] - Chiyoko has the habit of visiting and testing her 'counterpart' in the world, such as pitting her daughters against them and visiting them to mess with them in dreams. Never to the point of killing, but just to twist the knife mentally. Now she'll do the same to you. Treating you as a unique specimen and being absolutely fascinated by you if you are male and not replacing Koji. Beware, her fascination is dangerous.

Assassin Target [+200 CP] - Konoha, even without Danzo, has information leak problems. You see, they let it be known that there are two ways to bring back the men. Either defeat Chiyoko, or kill Koji. Naturally, many people wanted to kill Koji and he is frequently the target of assassination attempts. For whatever reason, maybe someone just really hates you, you have an equally large target on your back. These assassins will often be recruited by the Daughters if you are of interest to them. If you are replacing Koji then assassination attempts against you are increased even more.

Gullible [+200 CP] - Despite his vulnerable position and lack of skills, at least at first, Koji is frequently lured into traps or ambushes by people who want to kill him. He actually nearly dies fairly frequently thanks to this, even when he should know any better. Now you're as gullible as he is. A love confession in a back alley despite you being targeted for assassination? Better go alone and tell no one! They obviously don't mean you any harm.

Overconfident [+200 CP] - Despite his lack of initial talent, Koji is often confident in his 'skills' and frequently gets into bad situations or otherwise fuck up. Now, you are similar in that your estimation of yourself is far better than your actual talent. Yeah, you can totally defeat Chiyoko as a fresh Genin, no worries! If you have also taken **Whiny** you will be confident one moment and then complain about your life the next, making you come across as wishy-washy.

Greed and Envy [+300 CP] - In truth, in many of the worlds she has visited Chiyoko has had the potential to be defeated by the last remaining native male. However, they refused to strike her down as doing so would bring the rest of the men back, and they had begun to enjoy their role as the last man, not wanting the wives of other men they had seduced to leave them. Now, this same affliction has hit you. You may be able to overcome this with great willpower, but maybe there's another way? Is there a way to win without freeing the other males, and is it worth doing so for your greed?

Stolen Power [+300 CP] - Well, this isn't good. Chiyoko's entrance into this world has somehow stolen the perks and powers you had before entering here, into her dimension where she drains energy. Thankfully they are protected and won't be breached and drained for the full time you are here, but if you don't defeat her and reclaim them before the ten years are up you will fail your chain. You might also find a way to free them from her prison dimension and restore them to yourself, but that might be even harder.

Jealous Lovers [+300 CP] - For whatever reason, women you get intimate with don't really appreciate you sleeping around, even if you are the last dude on earth. This drawback will crank the existing jealousy of women you sleep with way up, they will be suspicious of your friendships with other girls and will be very jealous if they so much as hint you two are close. This can be worked through, by telling them you value them equally if you are convincing enough, but it will be hard work and any hint of favoritism will have them spiral in anger or despair. For obvious reasons this will make a certain companion option much harder to use.

True to Source [+300 CP] - Despite primarily being a visual novel, the game has dating sim and combat elements in it, and both are famous for how long it takes to get the required stats for them. Now you too will have to toil and grind away for hours on end just to improve yourself in minor ways, or improve a relationship with someone else. Strangely this will get easier over time as you discover more methods to train yourself or to spend time with others, allowing you to make greater progress than before. The quality of your teachers for training, and how much the other person cares for you for relationships, also has an impact on the speed it grows.

Ending:

Well, it's been ten years. Hopefully you managed to do something about Chiyoko, or help Chiyoko achieve her goals depending on which side you are on. Regardless if you did or not, you are now free to go as long as you didn't take a certain drawback.

Go Back

Satisfied with what you have? Fair enough, you can return home with everything you've gained up until this point.

Stay

Oh, enjoy this world do you? Perhaps you made your own paradise here. Either way, you can stay here with everything you've gained until now, and gain an additional **+1000 CP** to spend here.

Continue

No matter if you were decadent or if you were focused, it is time to continue your chain now. Good luck in the next one!

Notes

The game this is based on is incomplete so certain things from this document may no longer be correct. The version used for this document was v0.33.

Thanks to the random anon who helped me with ideas.

Item imports?
You may freely import any item you own into any similar item in this jump.

Mark of Lust and Power Drain
Anyone you utilize the Mark of Lust on in order to make them devoted to you can be brought along as a follower. With Power Drain, anyone you empower as a 'Daughter' or 'Slave' can be brought along as a Follower as well, as are those you put in a perpetual state of draining.

Marked One clarifications
Despite the origin name, you aren't considered to be someone Chiyoko marked unless you take the Mark of Lust perk. If you take it without that origin, you can flavor it in some other way or have yourself be one of the Marked Ones regardless. Freeing the men would require both of you to die.

Chiyoko's actual plan
While the game isn't complete, from what I've been able to gather her goal is to leave her Marked One alive so that she can use them to seduce a number of critical women in order to break the spirits of men she captures, which she then keeps alive for eternity while constantly draining their energy for her own uses. How the entity inside Koji fits into things is up in the air.

Angel/Demonic
These are terms from the game itself, and the respective chakra/energy types do seem to be different from normal chakra. Mixing them is potentially a bad idea, as Koji breeding his mother (mixing Angel and Demonic blood) is supposed to bring forth a Child of Balance or a Child of Destruction. It also allows things like time travel that doesn't fuck up the present, as Koji has a plan to impregnate his mother in the past then bring forward the pregnancy into his present day mother.

Lucid Dreaming
While I initially assumed the Lucid Dreaming came from the Mark, it is up in the air in the game as the Demonic side seems to be able to enter the space. Either way, for the purposes of the jump I gave the power to the Mark of Lust.