



The Emperor's Harem Jump v1.5

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Welcome to Juttun, jumper! This vast empire is the longest-lived continuous nation in this world's history, and it is a gigantic, sprawling country that is over 5,000 years old. This strange, but prosperous and thriving empire has a highly unusual form of imperial government. In it, the emperor has a vast and sweeping harem and their haremetses occupy key positions in the government ranging from being the queens or princesses of key regions to roles as sweeping as being in charge of the armed forces of the country or being one of the key officials in the government's ministry of education. This state of affairs has resulted in a peculiar culture wherein polygamy is normalized among the wealthy and influential.

A new emperor, the child of the last emperor, has recently taken office and is said to be inside the central imperial palace in Jurge; the empire's oldest city and capital. Some eyes and ears in the palace even say that the emperor seems to have fallen ill! We may be on the cusp of living through historic times... Now you must decide who you are, relative to this strange story.

Take **1000 Harem Points** to fund your adventures.

Author's note: This is a CYOA conversion jump. In this case, the conversion in question is of The Emperor's Harem, a two-part NSFW CYOA by Akumakami64. Have links to both parts by clicking [here](#) and [here](#).

Additionally while this CYOAs gendered language makes it clear that the emperor in canon is a man and the harem is comprised of women, this is a jump feel free to ignore and rewire gender and sex stuff to suit your preferences.

Starting Location

Your origin determines your starting location. If you are the emperor or one of the haremets you start off in the Imperial Palace, if not you start Somewhere in Juttun.

Imperial Palace

In this beautiful, massive palace, servants attend to a fallen figure, watching over the unconscious form of a strangely handsome, or perhaps beautiful, individual. Beyond the staff of the palace over four dozen women of distinctive appearances, with unique equipment, physiologies, and in a few cases animal allies are scattered throughout the palace, and some of them are very concerned. Others are not. Are you one of the women? Or are you the other person of note here?

Somewhere in Juttun

Juttun is a gigantic empire. With areas as varied as sprawling ruins of underground cities to dense jungles inhabited by strange monsters and demihumans, there is an incredible variety of places one could be from while still being from Juttun. And you initiate this jump somewhere in the empire. Maybe you're on the Zizing Sea, riding a merchant ship from island to island. You could be an explorer scouting the Mitilan Jungles alongside a pair of Tutfil guides, hoping to find some ancient ruins or a neutral tribe you could recruit to the side of Juttun in the Juttun vs. Bofar conflict. Where in Juttun are you?

To reflect the fact that there are location based perks with discounts based on your starting location, here are basic overviews of each of the central locations in Juttun.

Jurge: The capital of Juttun, this option reflects both the thronelands and the actual capital of Juttun: a large city named Jurge. This place is believed to be the founding city of Juttun, and is the empire's most cosmopolitan location. Every family above a threshold of importance to the empire has property here and this is where various diplomats and merchants call home.

Senden: Once the second most multi-species location in Juttun, Senden was the place where the mountain elves of Kreedlic, the dwarves of Laggran, and the humans of Juttun met, did business, and sometimes waged war. Both the elves and the dwarves have become a part of Juttun in their own various ways. Now it's one of the outermost regions of Juttun excluding islands and the parts of Juttun that are across the waves. This place is surprisingly dangerous, with various monsters and creatures dwelling in the mountains, coupled with the fact that beyond the mountains lie other nations.

Mifelit: The breadbasket of Juttun, this region is where much of Juttun's food is grown and raised. This region is largely separated rural communities that mostly just trade with each other, rather than a more directly connected region with plenty of cities and business, but it's still incredibly important for the empire and keeping it safe and

prosperous is vital work, albeit work that any princess of this place will have a fair deal of support with.

Shirima: This is another surprisingly dangerous place, the remnants of an empire that was once a peer to Juttun before it collapsed into perilous, interspecies conflict with the humans of Northern Shirima facing off against a fractious group of Oni-warlords who united the many demihumans of Shirima and claimed Southern Shirima. The humans of Northern Shirima, at some point, willingly joined Juttun and in exchange Juttun named the leaders of Southern Shirima the rulers of much of Shirima's initial territory, territory that fell into Juttun's hands when the oni-warlords of Southern Shirima shattered their homelands.

Nefer: Nefer is both beautiful and harsh, a vast desert region that was once independent of Juttun but was annexed into it during the reign of the grandfather of the current emperor. This place has oasis cities, vast and magically powerful pyramids, and the rulers of Nefer are venerated as mortal deities by the Neferians.

Zizing Sea: This vast body of water is ruled, at least in part, by Juttun. It is home to many different groups, though the most prominent are the Cimilite people who are very friendly and peaceful with each other, and have a long history of friendly interactions with Juttun, in no small part because they actually descend from Juttun's attempts to colonize the region. This place is governed by a *Queen* rather than a *Princess* due to the curious nature of the region's size and the innate difficulties that come with ruling such a place.

Mitilan Jungles: The newest territory to enter Juttun somewhat formally, Mitilan was technically conquered by the father of the newly crowned emperor, by the emperor's own mother. This vast region is suffering from its own civil war, much like Shirima, with the faction known as the Tutfils being loyal to Juttun while the faction known as the Bofars resist Juttun's rule. Countless tribes worship various gods, and many different kinds of powerful demihumans dwell in the unmapped depths of the Mitilan Jungles, with one of the more prominent being an all-female species of snake-like demihumans with long lifespans that, at the end of their lives, age incredibly rapidly and perish in a single day. A famous member of this race is a known haremte in the imperial palace.

Other: There are various other regions in this world. Even in Juttun itself, there are the cold northern reaches of Juttun as well as Apothenia: an island in one of Juttun's largest great lakes. Beyond that there are other nations as well with the one that receives the most detail being the nation of Kelri, a nation invaded by a neighbor. Kelri's princess was able to escape and find peace in Juttun's imperial palace and the arms and hopefully love of Juttun's emperor, though this is a state secret.

Age and Gender

You can determine your own age yourself, so long as you are an adult.

By default your gender is determined by your origins; citizens can choose any gender, emperors are by default men, while haremtes are women by default, but

if you wish you can change this for free, and if your origin is that of a haremte or an emperor you can also change the gendered composition of the harem for free.

Origins

Citizen [+200 HP]

You are a mundane citizen of Juttun. There is a hilarious amount of versatility and freedom that comes with this, as Juttun is a multicultural, multiethnic, multi-species empire where some entire regions such as Shirima are filled with inhuman communities of demihumans and other, stranger sapient beings. This doesn't mean you can't be a person of influence either, this simply means that you are, at most a noble or something like a general. This lets you enjoy the culture of Juttun without making you spend the next decade constantly dealing with politics unless of course, you wish to deal with politics. This is the jump's drop-in option.

Haremte [Free]

You are a haremte, one of the members of the imperial harem. This is a position of great honor, social and political power, and in many ways profound privilege. The women in this faction come from a litany of backgrounds. Some are women of noble birth, the daughters of privileged bloodlines and well-to-do clans. Others are unique members of magically gifted species, or are singularly unique women. This origin is every bit as versatile as that of the citizen, as far as it's background goes. Some haremtes are simply women that the emperor or his kin found amusing, while others are women of exceptional talent (even if such women come from poor or unremarkable backgrounds) while others still are the women chosen by influential bodies to be sent to the emperor to serve as their voice in his administration.

You can choose to insert as one of the haremtes, which would give you their memories, skill set, and qualify you for the positions they are listed as eligible for, or you can create a whole new position and insert with an appropriate backstory which will make you a shoe-in for that position.

Emperor [200 HP]

Oh? How fascinating! You're the emperor. You have only just taken office as little as six months ago, and you are the head of both Juttun and your vast harem. There is one little wrinkle, though; you're recovering from a strange curse. One that seems to have stripped you of your memories. You initiate your time in this jump waking up in front of a woman who quickly identifies herself as "Stool" and begins to help you to your feet, while summarizing the situation; you are the newly crowned (newly crowned being relative) emperor, who recently collapsed. You were found to be cursed, and it turns out that memory loss is a common enough after-effect of curses that this is well within the expectations of individuals qualified to speak on your health. Now that you are awake, it is time for you to get to work on regaining your memories so you can get up to the important work of running the empire.

Perks

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

General [Undiscounted]

Polyamorous [Free]

Everyone of wealth and influence in Juttun can emulate the emperor and have a harem of their own. Though in canon the harems we get to see are from the perspectives of men, there is no reason why women can't have harems. With this you're able to live a polyamorous lifestyle in future jumps with ease, with no one questioning you or your spouses, and your marriages (so long as everyone is an adult and consents) are all considered legal and socially on the up and up, even if no one else around you is polygamous.

Location Perks

All of these perks are discounted based on your chosen starting location, with the 200 HP perk being free, and the 400 HP perk costing 200 HP. Emperors get both of the imperial palace perks free. **It's important to note that Haremets can actually select their discount, despite starting off in the imperial palace. This is to reflect their narrative diversity and to give Haremets jumpers more freedom in their builds.**

Security [200 HP, Free for Imperial Palace Starting Location]

You are a master of staying wary and keeping your guard up. You passively watch your surroundings and are skilled at not only keeping yourself safe but also protecting others. You can even detect subtle supernatural alterations to a place if you are familiar with it, and can sense normally invisible attacks such as magical curses if you are in a place you can meaningfully call home.

Political Titan [400 HP, Discounted for Imperial Palace Starting Location]

You are a frighteningly skilled master of politics, keenly aware of the subtle machinations of others around you and constantly making political strategies to achieve your goals. You can size up the political weight of those around you with a moment to study them, even if you don't know them or understand the precise specifics of their titles. With this you'll never mistakenly think a princess is a maid or vice-versa.

Cultured [200 HP, Free for Jurge Starting Location]

You are a classy individual, cognizant of the latest fashions, of high-class gossip, and of the arts (and in future jumps, you remain cognizant of these trends, even if you start a jump as a drop-in). It makes sense for this to be the case since you live in the capital of one of the most influential nations in the world, that you'd be a cultured person. This also guarantees that you can speak and read and write in the most common languages of this and future jumps, thus allowing you to more easily absorb more elements of culture in the future.

Trend Setter [400 HP, Discounted for Jurge Starting Location]

You have a remarkable ability to set trends. When you do something that is really cool, or stylish, or otherwise remarkable in a positive way, people will be influenced by it and seek to mimic and emulate you, turning your actions into trend-setting things that move

people to be more like you. Each trend you set is also a subtle charisma boost for you, causing more people to like you and want to be like you.

Multicultural [200 HP, Free for Senden Starting Location]

You have a handy ability to get along well with people from different cultures. You are a testament to the attitude of Senden's original human inhabitants, the one that allowed them to settle Senden successfully and persist even when the long-lived mountain elves began to die off and to charm and cooperate with the dwarves well enough to interbreed with them and create something long-lasting together. People from different places find you likeable and welcome you into their homes and lives.

Explorer [400 HP, Discounted for Senden Starting Location]

Talented explorers often visit Senden in hopes of coming across a forgotten treasure somewhere or unearthing mysteries lost to the inescapable foe that is time. Truly talented explorers, however, are rare. You are one such person, blessed with a memory that makes exploration a breeze for you, as well as a wellspring of luck that pushes you in the directions you seek, always bringing you closer to the sort of discoveries you want to make and giving you chances to attain fame, wealth, influence, and even friendships and romances if you wish for such things.

Farmer's Jumper [200 HP, Free for Mifelit Starting Location]

You are a skilled farmer. Even on a purely theoretical scale and level, you understand what it takes to successfully farm and you even know little magical tricks to boost the effectiveness and speed of your farming. These boosts aren't massive, but they allow you to harvest faster and to harvest more, and you know how to scale them up so that many different farmers can benefit from them. These magical tricks also extend to animals on and around farms, allowing you to make creatures like sheep, chickens, dogs, even wolves, cows, and snakes, into familiars, as well as do other small things with them like communicate and infuse them with messages and memories for other people.

Trader Jumper [400 HP, Discounted for Mifelit Starting Location]

You are a logistical ace, capable of easily creating trade routes and of helping people coordinate expeditions and the like. You are also remarkably good at numbers and math and can easily run even a massive trading company, provided you have enough hands to do so. Even on a scale of different parts of Juttun trading with each other you have the knowledge needed to make routes more efficient and to help coordinate the transition from existing routes to new ones. This also has obvious and helpful applications for military purposes.

Demihuman Expert [200 HP, Free for Shirima Starting Location]

Shirima is a place that is divided between humans and demi-humans, As such it is important for those native to Shirima to understand the different kinds of demihumans. With this you have the knowledge needed to not only identify different types of demihumans, you can also effectively fight against them or more easily befriend them as you are quite knowledgeable when it comes to their tactics and history.

Shirima Sorcery [400 HP, Discounted for Shirima Starting Location]

This perk gives you great knowledge of the magic of Shirima, making you an incredibly skilled miko, as well as allowing you to see spirits. Beyond this you are also the sort of

person who can easily befriend Longs: a local type of dragon that sometimes takes on riders. This further improves your ability to befriend dragons in general and other mythical beasts.

Piety [200 HP, Free for Nefer Starting Location]

The people of Nefer are casually religious, revering their pharaohs as living deities. You are quite pious, and gifted with a great deal of knowledge when it comes to the gods. In the eyes of the gods you are also just a bit more worthy, your worship a bit more valuable, and the gods are just a bit more inclined to help you or seek you out for tests of worthiness and the like.

Imiermesha [400 HP, Discounted for Nefer Starting Location]

Nefarian for "General". You are a naturally skilled tactician, able to expertly strategize and determine where and when enemies are most likely to strike, as well as study your foes and learn from them. This also makes you a skilled interrogator, able to extract the truth from even hated foes.

Watery Warrior [200 HP, Free for Zizing Sea Starting Location]

You are a talented swimmer and a proficient sailor. It's only fitting that you be one given the nature of the Zizing Sea. You're also far more likeable in the eyes of aquatic deities and sea monsters, including sirens and aquatic or amphibious dragons, making them more likely to spare you and ships you're on, or even give you favors if they think it might result in you giving them a chance or "favors" of your own.

Pirate Plunderer [400 HP, Discounted for Zizing Sea Starting Location]

Pirates. One of the most annoying facets of living in the Zizing Sea is how those watery bandits abound and are right menaces. You are quite skilled at dealing with the unorganized and unruly bandits of the seas, being able to spot them from miles away and having the combat-sailing skills needed to outmaneuver and outgun them. Somehow pirates that you'd want to face are emboldened by this, eager to fight you and more prone to overestimating themselves and thus making silly mistakes including not withdrawing when you reveal your real proficiency in aquatic skirmishes. These skills transfer, to an extent at least, to other types of lawless warriors such as bandits as you leave this jump, though they remain strongest against pirates. You're also always able to find people eager to imprison bandits, pirates, and the like, that you defeat, incentivizing you to go and hunt down forces of anarchy.

Jungle Medicine [200 HP, Free for Mitilan Jungles Starting Location]

It seems you were trained by some highly skilled poisoners, jumper. You have a powerful, nearly supernatural, understanding of poisons and herbal medicine, as well as of jungle plants in general. You are well-versed in the usage of such things and you know how to expertly apply poisons to weapons, as well as how to identify specific poisons, allowing you to use these skills to protect people such as by preparing medicines which counter them.

Mityka's Chosen [400 HP, Discounted for Mitilan Jungles Starting Location]

It seems that Mityka, the Mitilan goddess of death, war, night, a panther goddess, has a special fondness for you, jumper. You are a creature of stealth, shadows, and war. You can lead a guerilla war with striking effectiveness, even against a vastly superior force,

and you are altogether better at things that involve stealth and subterfuge. People also treat you like a cat, when it benefits you, and/or if you'd prefer for them to do so (and you can communicate with cats, though this is easier if they are big cats like tigers, panthers, and jaguars).

Cold Resistance [200 HP, Free for Other Starting Location]

Ah the frozen north. The least hospitable part of Juttun. This place is home to bone-chilling cold, the sort that can lull someone to a sleep they never wake from. Thankfully your blood, and body, are seemingly impervious to the cold and even the coldest places in the world do nothing to you. This resistance is so strong it dulls the sting of supernatural frost, giving you resistance to frost magic and the like, even if it's not full on immunity to ice magic.

Nomadic [400 HP, Discounted for Other Starting Location]

It shouldn't come as a surprise that some of this empire's finest figures are nomadic. Wandering folk heroes exist even contemporarily. You are one such figure: you travel light, and you have an ability to get up to a good sort of trouble. This has made you knowledgeable, adaptable, and able to improvise with the best of them. It's even gotten you into some silliness. Your adventures have made you the best kind of worldly and given you plenty of opportunities to get to know all sorts. You have a way about you that lets you get to know some of the best figures in any given community, which you are impressively capable of learning from. A wise emperor could surely find some use for you, and if the emperor is wise they'll undoubtedly work to get to know you. And if you are an emperor or otherwise a leader, people will appreciate your down-to-Earth nature.

Citizen

Career [100 HP]

You are a citizen of the empire, and as such you have to work for a living. Even nobles handle governing on a local level and skilled nobles govern quite effectively. With this, you have a career of some sort that is tied to your background on some level, and you have the skills needed to be exceptional in your chosen career.

Charming [200 HP]

You are a regular person, a citizen of what might well be the greatest country in the world. You are also quite charming and friendly, able to make new friends and contacts quite easily. This also subtly boosts your ability to seduce those you are attracted to.

Upper Class [400 HP]

You were raised in an upper class, locally influential home. This afforded you a great many opportunities, and you have the skills to show for it. You are a talented businessperson with a great many networks and sources of income, and in future jumps you remain quite adept at accruing and leveraging influence to your advantage.

Unique [600 HP]

Unique individuals abound throughout the empire of Juttun. In the seas there lurks an immensely powerful sea serpent named Tashar who is so strong that when he steals a bride from the emperor the government accepts this (though this is helped somewhat

by an informal agreement he has with the government, but still). There are, or have been, mighty liches in the Senden Mountain Range. In the region of Shirima there are immensely powerful Oni Lords who are mighty enough to be waging a civil war with Juttun's forces and they still retain power and influence in the area. This is a vast empire, and now even in its immensity you are a unique being.

You can freely determine the nature of your uniqueness, though it should be something suitably impressive to suit the capstone price of this perk. You could be the half-dragon heir of a powerful dragon dwelling in the ruins of the fallen Eredlen civilization, the half-spirit offspring of a nature spirit's affair with a druid, or an alchemical experiment come to life in the wake of a nearby magical mishap with properties and abilities that blend the two disparate parts of your origins together, or any other appropriately fantastic origin you can devise so long as it makes sense within this magical historical fantasy playground. No matter your precise backstory, you'll be afforded both appropriate powers and status with this perk.

Haremette

Tutored [100 HP]

You have incredibly specific training related to the reason you were selected to be sent to the Imperial Harem. Whatever your method of meeting the Emperor or one of his close allies, you will quickly prove remarkably adept at the thing that catches the Emperor's eye about you.

Diplomatic [200 HP]

You are a natural fit in a harem. You are diplomatic and even-keeled, skillful at talking down fights and can get people to more easily work together. You are also quite skilled at getting the attention, amorous or otherwise, of those you're attracted to.

Flexibility [400 HP]

The unique composition of the empire's imperial government often requires a certain... adaptability in those at its upper tier. You are quite flexible and can easily bend yourself, in terms of work, in ways that allow you (with the right resources and institutional support) to handle all sorts of tasks adeptly and easily.

Deserving [600 HP]

You deserve your place in the imperial harem. Not only are you a positive and loving member of the harem, easily able to choose kindness and gentleness in relation to your fellow haremettes, but you are also incredibly talented at the job you've been chosen to perform.

When the emperor, and in future jumps other bosses, appoints you to a position you quickly learn and demonstrate incredible skill about the job you've been asked to do. You will find ways to excel at your jobs in ways that blend your perks, personality, and origins in any given jump, but regardless you will show the world that you are not just a pretty face.

Emperor

Blue Blooded [100 HP]

You are the emperor and as such even the term “Blue blood” doesn’t feel adequate to describe you. You have been raised in the imperial palace, though you still got to see plenty of the empire growing up, and you have been well-trained in diplomacy, history, policy, and even things like military tactics and self-defense. You have an education befitting an emperor and a keen mind and body able to fully use those talents. In this and future jumps you have both a skill booster when it comes time to leverage these abilities and a learning boost that makes it much easier for you to continue to learn and hone these skills.

Harem Physique [200 HP]

You have the physique, and knowledge, necessary to fully enjoy yourself (and satisfy your partners) when it comes to harem activities. You are a talented and energetic lover, with the experience and skill of an in-demand courtesan and are naturally in sync with lovers in a range of capacities. You are also in control of your fertility and virility, and when you and a partner both desire children you are guaranteed to impregnate or get impregnated by them following a completed bout of lovemaking. Lastly this makes it easier for you to befriend and romance people by a good deal, as well as get them to accept your circumstances (such as if you are the head of a vast imperial harem and thus by being your lover they would become a part of this harem).

Remembering The Past [400 HP]

Memory loss is no longer an issue for you, though if it is convenient you can still act like it is and this boosts your capacity for such deception. Beyond that, though, is the fact that this perk perfects your memory, making it flawless. If memory loss is an obligatory part of a scenario (but NOT a drawback itself) you do lose your memories, but you will regain them at a breathtaking pace, oftentimes remembering everything you knew about someone with as little as an introductory meeting!

This perk also allows you to edit facets of your past in terms of your origins, letting you personalize how you’ve met individuals and the initial nature of your relationships with people, with “you” and “your” referring to the person you’ve become but BEFORE your time in a jump initiated (essentially you can more specifically edit the backstory of future origins you take). In this jump, for example, if you had this perk, you could customize how you met a haremte. You can, if you wish, have met Krydal the *Former Lich* by rescuing her from a mob about to inflict vigilante “justice” on her. You could have met Rear Admiral Marazine in the middle of a pitched battle in the Ziziang Sea where a ship she was on was attacked by pirates.

This is strongest and easiest to do when done at the start of a jump, especially if combined with meta-knowledge and done during the build-making part of a jump, however that works within your chain.

Visualizing The Future [600 HP]

This perk gives you detailed visions of the future when you are about to give someone a job or position. This vision lets you see how they’ll do and details some of the uniqueness of their take on a position or job. You can also think of specific jobs in the abstract and you’ll get to compare how different, qualified, people you know of who you could hire or appoint to it would do if they were given the job in question. This can’t be

used to predict specific dangers, but can be used to plan and coordinate more effectively across government agencies and other such things as far as long term goals go.

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 100HP 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.

Citizen

Essentials [100 HP]

You have the essentials for whatever job you have. This also includes a small budgetary stipend for things like meals and any expensive materials you may require for your job. With this you'll always be able to do some work related to your job whenever necessary.

Contacts [200 HP]

You have contacts up and down Juttun. These individuals will be friends who always know who they can contact to do work related to your chosen career and background, and are always willing to recommend you to friends as well as help you out with things related to their backgrounds. These individuals will, for the most part, be commoners but there'll be some nobles and an imperial or two. In the future this set of contacts will ensure you always have reliable allies somewhere in a given setting.

An Appropriate Home [400 HP]

You have a luxurious home that follows you in some way that is customized to innately suit your backstory in this setting. This home retains changes, but also updates automatically to reflect future origins, gaining new rooms and aesthetics that suit the local setting and your chosen origin in future jumps. People you care about can be invited into your home at the end of a jump, and when the jump ends such individuals will be asked if they want to join your chain as followers. If they say yes they actually become followers of yours.

Haremte

A Momento [100 HP]

This is an item of some sort tied to your backstory. If you inserted as a specific haremte this item will be tied to their backstory in some way, but if not then this will be an item that is tailored to your backstory. It will have a minor benefit, such as being a shield that can protect you of its own volition or being a special member of an animal

species such as one of Hacer's mystical animal friends or Xipilli's golden jaguar companion Chelzin.

Government Agency [200 HP]

You get to keep the government agency you were assigned as part of your time here. If you take this and are not a Haremte then you get to select a government agency that will follow you along your chain and will work for you. This agency adapts to new technologies and magics as appropriate, and will never lose access to such things as they traverse the multiverse with you.

Odah [400 HP]

This is a luxurious odah, the part of a harem where a haremte lives that is perfectly suited to your interests and needs. It is also large, luxurious, and comes with servants who live and work here, entirely devoted to serving you specifically. By default this is a part of your warehouse that you can temporarily impose over a place in the jump you're in, placing it there for as long as you need before reclaiming it and returning it to your warehouse.

Emperor

Imperial Tutors [100 HP]

In this and all future jumps you have access to a list of loyal tutors who are among the foremost experts in their fields and who are eager to tutor you in their disciplines. All of them are exceptional educators and you'll quickly grow in skill and knowledge under their tutelage.

Harem Constitution [200 HP]

This is a copy of the constitution of Juttun. You can use this when you gain leadership over a place to quickly and instantly make its legal system a copy of Juttun's, letting you gain a new harem of lovely and skilled individuals to place throughout the government, whose children will be loyal to you first and foremost.

Army [400 HP]

This is an army, one of a large size relative to the setting, which in this case is several tens of thousands of people situated throughout the empire. This army is loyal to you, and is eager to be put to use in a variety of ways. In future jumps this army updates to gain the best non-unique abilities, skills, and technology related to combat in the setting, and will never lose what it's previously gained or go through downsizing. Slain units respawn half a year later. This comes complete with engineers, magicians, scientists, and generals as appropriate to its size in this jump and it will always get some boost in future settings, such as incorporating *Minecraft* crafting or *Marvel* robotics in appropriate jumps.

Companions

Companion Import/Companion Creation [50-200]

With this, you can spend HP to import companions into this jump, giving them 600 HP and the ability to pick and choose origins, perks, and items of their own. You can also

create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 HP per person you do this for, or you can spend 200 HP and create or import 8 such individuals.

New Friend [50]

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 HP here gives you a new token. Each unspent token is refunded at the end of the jump.

Scenarios

All scenarios reward 200 HP upon completion.

Be The Emperor (Requires The Emperor Origin)

The classic *Do the CYOA* scenario. You awaken, have lost your memories, and need to go through and meet the haremetses, as well as begin the process of selecting what positions each haremetses in your harem has in the imperial bureaucracy. History will be minorly edited to ensure you are correct, unless you'd rather that not take place for whatever reason. The scenario is considered complete a year after the start of your jump so long as nothing such as the dissolution of the empire has happened as far as the budget reward goes.

Reward

This scenario's true reward, in addition to the 200 HP you get from completing it, is something a bit unique. At the end of your stay in this jump the citizens of your empire get to decide whether or not they'd like to follow you along your chain. Those who say yes will become followers. This includes members of your harem. People who say no will be replaced by generic followers. Whatever is part of Juttun in terms of land and stuff will follow you as well, and you can import Juttun into future jumps at the start of a jump, which will award you the social status of an emperor and any related global benefits and privileges are a part of that in the setting.

Haremetses Life (Requires Haremetses Origin)

Oh, now you're in the harem. As a haremetses. This scenario requires that you be a member of the imperial harem and that you be a positive and beloved member of it, by both the emperor and your sisters. In order to clear this you must resolve a number of fights in the harem and help the Emperor overcome three different difficult situations out of the harem.

Reward

You can take the emperor and the harem with you on your chain as followers for free. The Emperor gets the perks of the origin, as well as the first item, as fiat-backed parts of their build. You also get to take the city of Jurge with you as well!

Empire Building (Requires Citizen or Emperor Origin)

This is something of an *Alt-Start* scenario that sets you back in time and has you exist as the lord and ruler of Jurge before it was even part of *The Thronelands*. It is now your job to expand Jurge and to begin to unify the surrounding regions into the sprawling empire that Juttun will one day become. This scenario lasts for the duration of the jump and ends when you finish your time here. If you wish, over the course of this adventure you can meet the ancestors of various haremets, who'll even look like and have similar personalities and interests to the descents of theirs you'd have met had you done the jump as normal.

Reward

You get to take what you have built and become Juttun's *One True Emperor*. This is the name of a new perk that makes you inspire loyalty, boosts your leadership skills, and makes those loyal to you unwilling to stomach betraying you.

Empire In Crisis

Over the course of your time here multiple crises will emerge. From the Oni Lords of Shirima getting smarter and realizing that they'll never win this war on their own so they go and recruit foreign allies, to the *Belensites* being outed as the source of the curse placed on the Emperor for the sake of commencing a revenge plot and to get Atima Kelri into their clutches, to the Bofars successfully rousing mystical beings from the depths of the Mitilan Jungles for the sake of unleashing them upon the Tutfils and regaining Militan independence at the costs of thousands of lives, this empire will be busy. Now, regardless of your chosen origin, you will invariably be swept up in politics and in crises, and how they resolve themselves will depend on you. Resolve five major crises in the empire to mark this scenario as complete. If you take appropriate drawbacks, they will be folded into this scenario.

Reward

The Juttun-ian *Medal of Freedom* is a relic and now an *Item* in your possession. It strengthens your most defining personality traits and abilities, and also enhances your charisma, when worn. You can also give it out to someone to mark them as your champion, which will enhance their reputation and charisma among your allies and servants and will enhance their strength and intelligence.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 HP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. This is a supplement toggle.

Plot is King [+0 HP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Canon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Juttun-verse you're about to enter.

Extended Stay [+100 HP]

For each purchase of this your time here is extended 10 years. You can purchase this three times for points, but after that it only extends the duration of your stay.

Public Perceptions [+100]

People will quickly get the wrong impression of you. What "Wrong" means here is the opposite of your intended impression. This is constant, but it's also something you can overcome and people will not be steadfastly attached to the impression you give off. This can still be quite annoying, and can, at times, be quite inconvenient.

Busy [+200]

This may be a harem jump, but it won't always feel like that. You're constantly having to deal with the realities of life here, which will vary from origin to origin.

Machinations [+200]

This emboldens the different political groups throughout Juttun and beyond. Other governments are now more interested in getting what they can from Juttun, and other, more subversive groups are also more active. This will find ways to affect you, but if you are a citizen or a haremte this will be more visible as a setting shifter than as a personal challenge to deal with.

Deific Activity [+400]

Gods and spirits are not exceedingly active by default, but now they seem fascinated by you. This is a more personal change than **Machinations** is, even for citizens and haremtes, but it also subtly energizes even mighty divinities like Perandor and *The Devil*, though it won't make them hostile. This simply makes them more conceptual and appropriately energizes them. Nature spirits will interact more with humans, demanding tributes or otherwise frolicking, gods will more regularly answer prayers, and other mighty spirits will make their existence and intentions known. Such individuals can and will demand proper respect, and if they feel disrespected they'll let you know in ways that are often unpleasant.

Historically Folkloric [+400]

Certain places, such as the Senden Mountain Range and the northern half of Shirima are places with profoundly mystical histories. Now those histories are not... *in the past*, but fully present and active. Expect to see many more monsters, yokai, and other sorts of fantastic beasts and creatures in appropriate places, as well as in less appropriate places

using their skills to achieve a range of ends. Your foes will definitely plan to use the increased supernatural-ism of this world to their advantage.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse. You can piecemeal this drawback, weakening it but also reducing how many points it grants you. If you only lock out one of the three options here you get 200 points, if you do two of the three then you get 400 points, and obviously if you lock out all three then you get the full 600 points.

War on the Horizon [+600]

The enemies of Juttun, of which there's a fair few, are banding together. This can be a nasty drawback, as these forces will coordinate skillfully and will collaborate to take down Juttun in ways that are, at times, dangerously effective. This makes life in this jump considerably more complicated, unless of course you're a warmongering juggernaut already.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

This jump was completed and published on November 7th, 2024.

v1.5

On June 10th, 2025, the process to massively update this jump with new perks as well as expansions in various sections of the jump document was initiated.

The location perks, all of them, are part of the new additions.

Future updates are planned as well, including one which gives each origin a new perkline and more distinct items.

This update was published on September 5th, 2025.