

ARAFO OTOKO NO
ISEKAI TSUHAN SEIKATSU

アラフォー男の 異世界 通販生活

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Arafoo Otoko no Isekai Tsuhan Seikatsu

Kenichi, a single man in his 40s, is transported into another world for no apparent reason. As he tries to escape a dangerous forest teeming with monsters, he realizes he has the power to access to a huge online store. By using this power to exchange goods he found in this new world for cash, and then buying modern ones off the internet, he was able to quickly create a very popular business.

You will appear in this world at the same time Kenichi is transported, and you will spend the next 10 years there.

Gain 1000 CP

Origin

*You may freely choose your **age** and **gender** as long as it remains reasonable. You will appear in a random forest near a populated area along with your equipment. As a bonus, you will receive a starter knowledge package that includes common sense and the local language of this world.*

Drop-in

You suddenly appear in this world with no memories or connections here. By default, you are human, though you may choose to retain the race you had in the Jump you just left.

Native

You are a native inhabitant of this world. By default, you are human, but if you wish, you may choose another race from this world, such as a Catkin or Tigerkin.

Perks

*Each Origin receives their 100 CP Perk for **Free** and a **50% Discount** on others of their Origin.*

General

Anime Beauty (Free)

In reality, the medieval era is far from an ideal time to live, with poor sanitation and countless diseases constantly threatening your life. With this Perk, you won't need to worry about that. Somehow, the level of hygiene in this world is comparable to that of the modern age, and people here are unnaturally attractive. Even guards who stand on the walls for hours every day or farm girls who work in the fields from morning till night still look appealing despite their harsh working conditions, and they can easily clean off any dirt or unpleasant smells just by washing themselves with a bucket of water. Naturally, all of the above also applies to you, and you may extend this Perk to any worlds you visit in the future.

A Grown Adult (Free)

You are a reliable, fully grown adult. Your body has been tempered by years of experience, allowing you to perform hard physical labor all day without growing tired. Your mind has sharpened with age, enabling you to remain calm in any situation, and your will is strong enough to overcome fear or hesitation in order to do what must be done. The knowledge you have accumulated throughout your life allows you to handle most problems you encounter. You know how to farm, raise livestock, cook, repair houses, use and fix household appliances, and even operate heavy construction machinery.

Be proud, Jumper, for now you are someone others can rely on.

Kindness Will Be Repaid (100)

When you help someone, your kindness will be remembered, and they will certainly do their best to help you in return when you are in trouble. This perk also makes it easier for you to befriend others.

Online Shop (200/400)

Like Kenichi, you receive three Skills to start your new life.

The first is **Item Box**, an infinite space that allows you to store almost anything (except living beings). You can put items into the Item Box with a single thought, as long as they are not fixed in place in any way; however, items larger than 10 meters in any dimension (length, width, or height) cannot be stored. Everything inside is kept in a static state, so you do not need to worry about food spoiling. You always know exactly what is inside your Item Box and can retrieve items from it with a single thought.

The second is **Trash**, a Skill that allows you to delete anything currently stored in your **Item Box**.

The third is **Shangri La**, an online shopping interface that lets you purchase almost any item from Earth, except for weapons, military vehicles, or anything illegal. You can buy items using a virtual currency account, and this Skill also allows you to convert valuable things in your **Item Box** into virtual currency to top up this account (including local currency, minerals, herbs, and many other things).

If you pay an additional **200 CP**, this shop will connect to every world you have ever visited, and will continuously update each time you arrive in a new world, allowing you to purchase items from those worlds as well (again excluding weapons, military vehicles, or anything illegal).

Regardless of which tier you buy, you may choose to allow other people to see the **Shangri La** shopping interface.

A Peaceful Life (400)

If you just want a peaceful and carefree life, this is the Perk for you. From now on, your life will become remarkably stable and safe. As long as you do not go looking for trouble, trouble will not come looking for you, and any difficulties you encounter will always remain within your ability to handle. Even if war breaks out across the entire world you are living in, fate will somehow still ensure that you can live quietly, tending vegetables on your farm.

This Perk can also be applied to people you care about, and you can toggle it on or off at will.

Drop-in

Easy to Fit In (100)

You can easily integrate into the communities wherever you go. People will tend to overlook your differences, so you don't need to worry about standing out just because you're wearing office clothes in a fantasy world.

Mayonnaise Magic? (200)

Like the otherworlder in The Empire, you possess a Skill that allows you to create mayonnaise anywhere within your line of sight with just a thought, with a maximum amount sufficient to fill a swimming pool with each activation. You also have another Skill that lets you extract oil from the mayonnaise, and for some reason, this oil burns extremely well when exposed to fire. Don't worry, you can still eat the mayonnaise created by this Skill without any problems.

Otherworlder's Luck (400)

With this Perk, your luck will be greatly improved. Whenever you want to do something, fate will support you and make things go more smoothly. Want to open a shop? You'll meet potential customers with strong interest in what you sell on the very first day. Want to find something? You'll quickly come across clues that lead you to what you're looking for. Want to escape from a noble who has his eyes on you? Evidence of his crimes will conveniently fall into your hands, and you'll coincidentally meet someone willing to use those clues to bring him down.

Your luck with women will also improve. When you take the initiative to flirt with a woman, you'll find that things go more smoothly, and fate will quickly guide her into falling for you (of course, you still need to make an effort, this Perk is not mind control). And if you want to build a harem, the girls involved won't have objections or internal conflicts with each other, as long as they receive your love. Fate will also help you maintain and improve your relationships with your harem smoothly.

Finally, remember that this Perk only activates when you actively desire something, so you don't need to worry about unwanted trouble caused by your luck. And keep in mind, this luck only makes things go more favorably, it doesn't make you invincible, so be careful with your actions.

Native

Merchant (100)

You have a natural talent for trade and commerce. You can quickly grasp the characteristics of the market in which you live, intuitively identify goods with strong sales potential, and recognize as well as seize promising business opportunities. As long as there are people, you will always find a way to make money, Jumper.

Mighty Knight (200)

You are a skilled warrior, proficient in using all common types of weapons as well as in unarmed combat. In particular, you are highly adept with one type of melee weapon of your choice. In addition, your physical condition is greatly enhanced, allowing you to single-handedly wipe out an entire bandit camp without breaking a sweat. With the right weapon, you might even be able to fight a dragon.

Greatest Mage (400)

You are a natural born mage. You possess extraordinary magical talent, able to learn any type of magic you encounter at a speed comparable to the greatest prodigies in that field (whether in this world or in any worlds you visit in the future).

You also possess a general magical energy pool, which can be used as fuel for all supernatural abilities you have. Your energy pool initially has a capacity comparable to the top mages of this world; however, it will grow without limit through time and training. Finally, this energy pool will always fully regenerate within one hour, no matter how large it becomes.

Items

Jumper has 300 CP to spend in this section only.

General

Basic Equipment (Free): A set of explorer's clothing and a pouch of coins enough to sustain you for a week. The clothing will repair themselves overnight if they are damaged or destroyed.

Gold (100): A pouch of gold coins enough for a family of ten to live comfortably for 10 years.

Monster Contract (200): Although it looks like an ordinary badge on the surface, this item is actually a contract that allows you to become the master of a dragon or a monster of comparable power. You may freely design the monster to your liking. You can recall it back into the badge or summon it forth with a single thought.

This monster will be intelligent enough to understand your commands, absolutely loyal to you, and if it is killed, it will automatically revive after 24 hours.

Drop-in

Vehicle (100): A six-seater vehicle that can operate without fuel. It is enchanted to travel smoothly even over the roughest terrain, and can automatically repair any damage within a single night.

Housing (200): A house large enough for a family of ten to live comfortably. It comes with unlimited electricity, water, and gas, and can automatically clean, maintain, and repair itself. It also includes basic furniture.

The special feature of this house is that you can store it in a special pocket dimension at will (any living creatures inside will be expelled), and summon it anywhere, as long as there is enough space. When summoned, it will "take root" firmly in the ground, and if you wish, it will terraform the land within a 500-meter radius, making the soil fertile and suitable for growing any kind of crops.

Excavator Robot (400): At first glance, it is basically just a normal excavator, with all the functions it should have, except that it does not require fuel to operate, and you can control it purely with your thoughts.

However, if you press the single button in the cockpit, it can transform into a robot with enough power to defeat a dragon. Just like in its excavator form, you can control the robot form with your mind, and you can revert it back to its original form by pressing the button again. When not in use, you can store it in a special space, and all damage will be instantly repaired, ready for the next time you summon it.

Native

Reliable Weapon (100): A melee weapon designed specifically for you. It cannot be destroyed, and is powerful enough to pierce through any kind of mundane armor in this world.

Ultra Grimoire (200): Inside this old book is a list containing the names of every spell ever known in this world. When you place your fingertip on the name of a spell and channel mana into it, the book will transform into a grimoire that teaches that spell. You can revert the book to its original state with a single thought. In other words, you can learn every spell in this world using this book alone.

Dungeon (400): This item takes the form of a card. When pressed against any surface and activated, the card will transform into a stable spatial gate on that surface, leading to a 50-floor dungeon located in a separate dimension. Inside the dungeon, you can find all kinds of minerals and monsters from this world, making it an ideal place for training, farming monster materials, and mining.

The strength of the monsters and the value of the minerals increase with each deeper floor. On Floor 1, you will only find common ores such as copper and iron, and the monsters are only about as strong as wild dogs. However, by Floor 50, you can easily encounter dragons and various magic-infused ores.

All monsters inside the dungeon will always be hostile toward you, and they cannot leave the dungeon. Slain monsters and mined ores will continuously regenerate without limit. When outside the dungeon, you can revert the dungeon gate back into its card form to store it away.

Companions

Jumper has 100 CP to spend in this section only.

Import (50 CP per): You can import one of your companions or create a new companion for 50 CP. They will receive an Origin and 400 CP to buy Perks and Items.

Canon (Free): You can take any character from this world as a companion, as long as you can persuade them to join you.

The Cat (50)

A wild cat with unusual fur coloration that you happened to save. Since then, it has been constantly attached to you. It seems intelligent enough to understand what you say, and for some reason, the Catfolk you encounter appear to treat it with great reverence.

The Bard (50)

A young woman working as a bard, with brown hair and green clothes, whom you encounter on the road. She has wandered from place to place, making a living with her singing and musical skills. No one knows her name or where she comes from. There are only two things for certain: she has no special powers, and she truly wants to travel alongside you.

OC Companions: If you choose any of them, you will meet them shortly after arriving in this world. You may freely design their gender, appearance, and personality. These companions tend to get along well with each other and with your other companions. You may purchase the same option multiple times to obtain different individuals with the same role.

Wandering Merchant (50)

A traveling merchant who moves between cities to sell goods. After a chance encounter in which you help them, they become interested in you and decide to

accompany you. This person possesses remarkable talent and luck in business, and is more than willing to use their skills to help you make money.

Bodyguard (50)

A freelance swordsman or a wandering mage, your choice. They no longer have a homeland, nor any ties to a nation or organization. Tired of a drifting life, they decide to choose you as their employer, protecting you in exchange for food and shelter. They possess skills good enough to handle most ordinary dangers along the journey. Their professional ethics are also remarkably high, ensuring that they will always place your safety above their own.

Exiled Noble (50)

An heir of a noble family who was driven out of their territory after losing a power struggle. For some reason, you decide to let them accompany you and take care of them, and they are deeply grateful for this. This person possesses a sharp intellect and a vast store of knowledge gained from a noble upbringing. Their talents will help you avoid troubles related to law and politics in this world.

Otherworlder (50)

A human from another world whom you happen to encounter. Feeling lost in this unfamiliar world, they decide to travel alongside you. They possess no special powers, but their luck is surprisingly high.

Drawbacks

Supplement (Free): You can use this Jump as a supplement for another Jump, or use another Jump as a supplement for this one.

Extended Stay (+100): You will remain in this world for an additional 10 years. Can be purchased multiple times.

Weapon Obsession (+100): Like a certain knight, you are extremely obsessed with weapons. You become overly excited whenever you see high-quality weapons or rare forging materials. Hopefully, you are mentally prepared to be seen as a weirdo by everyone around you.

Battle Maniac (+200): You crave combat and are always ready to throw yourself into a fight without much consideration. Once in battle, you will not stop until all enemies are destroyed. At the very least, you can still distinguish friend from foe.

Power Loss (+300): You will not be able to use any powers or items from outside this Jump while staying here. You also cannot access your Warehouse.

Bandits Magnet (+400): During your time in this world, you will frequently run into bands of bandits, at least once a week. They are not particularly strong, but no matter how many you defeat, more will always appear to take their place.

End

10 years have passed. What will you do next?

- **Proceed to the next Jump**
- **Stay here**
- **Go home**

Note

This Jump is based on the anime version, but you may also choose the manga or light novel version if you prefer.

The world of this Jump is generally quite safe. There are no spells like Nuclear Blast or anything similar. Monsters are usually just larger and stronger creatures than normal, and even dragons can be taken down if they are hit by an excavator enough times.

*Q: Who is **The Bard**?*

A: I'm not sure, I only know that she is everywhere. There is a theory that she is an incarnation of a goddess or something like that. It's up to you to decide.

*Q: Why is there an **Excavator Robot** in the Item section?*

A: I don't know, for some reason it appears in the anime's Opening.

*Q: Is the **Otherworlder** Companion a person from Earth?*

A: Not necessarily. If you like, you can choose any fictional character you want, but they will now just be an ordinary person, without any special powers.