Bishuu Gyakuten Sekai De Chiryoushi Yattemasu

By Complex_Ad_5944

One day, Towa was suddenly transferred to a new world. This world resembles a world from a novel that Towa recently read.
It's been half a year since he came to this world. Towa opened a clinic as a Healer using the ability he received from the Goddess. However, the only ones who come are well-groomed, servile beauties. This is because this was a world where the value of beauty and ugliness was reversed.
He is kind to everyone, no matter how ugly (beautiful in Towa's eyes), and wins the hearts of the ugly beauties in the world.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP, use them as you like.

Location and Time

By default, you will start in Grill Town, the same place where our protagonist lived a quiet life in this world and met the heroines of this story, arriving at the beginning of the story of this series.

Gender and Age

Choose the gender and age you want.

Race

Human (Free)

The most common breed of all. Good at everything and masters of nothing, a breed with a lifespan of at most 100 years.

Elf (100 CP)

Elves are considered one of the "ugliest" races in the world, the equivalent of goblins in fiction. But they compensate for this "disadvantage" with a long lifespan and power superior to that of humans.

Beastkin (100 CP)

A race with physical abilities far superior to those of other races, except for dragons. Another advantage is their ability to transform into beasts or animals; for example, a Catkin can take on a kemonomimi form and a cat form.

Dragonkin (300 CP)

The most powerful race, possessing magical power and physical abilities superior to any other, but with the "disadvantage" of being considered ugly, like elves, having a human form. With a lifespan comparable to elves, they can transform into dragons, greatly increasing their physical attributes and magical power, as well as gaining the ability to fly. They can also use a partial transformation, acquiring some draconic traits, but the power increase is less than that of their full transformation.

Origin

Reincarnate (Free)

You are a person with memories of a past life, in a world like ours. For this reason, you are not affected by this world's beauty standards, allowing you to find a partner or a harem of "ugly" people.

“Ugly” (+100)

You are a "horrifying" being, so "ugly" and with an "unpleasant" appearance. But that's only in this world; in other worlds, your appearance will be considered beautiful.

Local (Free)

You are a person adapted to this world by virtue of being born here. Your sense of beauty is aligned with this world. To be honest, you are a considerate person with normal standards in this world.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

A Fictional Medieval World (Free/100 CP)
Normally, any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven, and dirty.
With this option, the world where you currently are will be a very clean and neat place, free of bad smells and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished, they will not lose their attractiveness, but will give them a more mature appearance in a good way. Even the oldest people will have a very attractive appearance. People will be well endowed, women will have huge breasts (the limit is your desire), and the same will be the case with men, with their penises. People's clothing will be more lascivious; it will not be rare to see women with the famous bikini armor or guys fighting monsters with only boxers, the protection of these being equal to that of traditional armor (porn logic).
It should be clarified that this option will not conform to the standards of this world, so in terms of beauty, in this world, the "ugly" will be more "ugly", and the "beautiful" people will be less "beautiful".
For 100 CP, you can keep this Perk, with its effect normalized to normal (your) beauty standards.

Adept at Magic (100 CP - Free for Elf and Dragonkin)
You have a talent for the magical arts, allowing you to use magic. This is limited to becoming a mage, so you will need to train.
If you already have a Perk that allows you to use magic, this option will double the power of your spells and any magic you use, as well as halve the amount of magical power or mana required to use your spells or magic.

The World is Very Big (200 CP)
The classic crossover option. You can bring characters and storylines from other franchises into this world, as well as in future time jumps. Do you want the ninjas from Naruto to appear in this world, or for the world of One Piece and its characters to be integrated? This option is for you.
The limitation is that these characters will adapt to the world you're in. Therefore, in this world, there won't be Haki or Chakra, but rather magic that adapts to the techniques and abilities of those characters, as well as the lore of their respective worlds. They will also adapt to the world of the jump you're in. So, bringing Dragon Ball characters to a mundane

time jump will make them as powerful as a human can be; even the aliens from that series will only retain their aesthetic appearance.

Personal Paradise (400 CP)
It would be great to arrive in a world that suits your tastes, like one where the male-to-female ratio is 1:100, or one where beauty standards are inverted and "ugly" people make up 95% of the population, where chastity roles are reversed (with women seeking out men), where there is a greater variety of species and races, or any other parameter you like (focused on aesthetic tastes, so if you put elves in a mundane world, they will only be attractive and have the physical characteristics of that species, no magic). This is more geared towards your perverted tastes.

With this Perk, you can modify these aspects in the world/universe of the jump you're in, making them completely customizable to your desires (your imagination is the limit). But there are things this Perk cannot change, such as power systems, the past history of the place you are in, the personalities and backgrounds of the inhabitants of this world, etc.

Classic Harem Protagonist (600 CP - discount only for Reincarnate and Human, you have to have chosen both.)
The classic harem perk. You have a knack for attracting people who match your preferences (both physical and personality-based). You also have a knack for making them fall in love with you quickly; at most, it will take them a day to be head over heels for you. The best part is that you won't have to try hard to win them over; they'll fall in love with you simply because you're you. They'll even be more focused on pleasing you than on satisfying their own needs (sexual or emotional), so you'll be their number one priority.
You're someone who can easily manage a harem, avoiding jealousy or fights among its members. On the contrary, they'll support each other like a family, remaining loyal to you and to one another.

Reincarnate

Your Girlfriends Are Uglies (100 CP)
No one will be attracted to your partners. They'll be seen as people who don't fit their tastes, and no one will feel any sexual attraction towards them. Therefore, you won't be at risk of being NTR'd.

My New Life In An Isekai (200 CP)
A new opportunity awaits you in this new world. First, you have perfect comprehension of the local language. Second, you can retain your Pre-Jump appearance, or your appearance before becoming a jumper. Finally, you gain a 1-Up.

MC Luck (400 CP)
You're incredibly lucky, jumper. So lucky that even isolated in a clinic outside the city, an elf who's your type will appear, eager to have sex with you.
It doesn't matter if it's a life-or-death situation, your daily life, or any situation where you find people you like, people who will be of great help to you; everything will turn out in your favor

or whatever benefits you most. Basically, the classic plot armor of any main character in a vanilla harem or hentai.

My New Cheat Power (600 CP)
Upon arriving in this world, you gained a very convenient ability. To begin with, you are an extraordinary healer, able to heal any wound as long as the target is not dead. You are essentially a perfect healer.
The other ability, which is the most deceptive, is the ability to increase all your skills and stats (magic power, strength, etc.) by one hundred for ten minutes. There are no side effects from using this ability, but you can only use it once per day.

“Ugly”

“Horrifying” appearance (100 CP)
You are a "horrifying" being, a -5/10 by the standards of this world. The good thing is that in other worlds, you would be considered a 15/10.

Veteran Adventurer (200 CP)
You are a seasoned adventurer with years of experience in this profession and the knowledge of an expert. You know the tricks of the trade: how to treat clients, which missions are worthwhile, where to go to obtain rare materials, and how to fight different types of monsters.

They Are Like Me (400 CP)
It's easy for you to find people with similar circumstances, morals, etc., to yourself. You can quickly empathize with these people and form lasting and loyal friendships.

Monster (600 CP - Free for Dragonkin)
You're a monster, and not just because of your "appearance." Your power rivals that of the Silver Wing members. Whether it's your magic, physical strength, or any other attribute, it's on par with these walking disasters. We're talking about power so immense that a single member of this group could easily destroy a city.
As a bonus, your rank as an adventurer will be boosted to the highest level, making you at least an S-rank adventurer or equivalent.

Local

Perfectly Adapted (100 CP)
You are a person who adapts perfectly to any place you're in, from the customs and language to your general knowledge. You'll never have trouble integrating into the community like any other resident, nor will you feel like a fish out of water.

A Golden Friend (200 CP)
You're a great friend. People see you as reliable, even as a counselor. As a good friend, you know how to listen and give helpful advice, understanding the person's situation.
As a bonus, Post-Jump lets you join the main group of protagonists in the world you're in. For example, if you go to the world of One Piece, you'll meet the Straw Hats and become one of their crewmates.

Noble (400 CP)
You are not a commoner like most; you belong to that elite minority, the group of nobles. Your rank will be that of a Baron, but that doesn't limit your ability to climb the hierarchy, even becoming king if you play your cards right.
Post-Jump, you can occupy positions of power equivalent to that of a Baron.

Premonition (600 CP)
You have the ability to clearly see the distant future, specifically ten years into the future. Unlike in canon, using this ability won't cause side effects like shortening your lifespan, so you can use it as many times as you want, but you'll only see one future. Therefore, you won't see multiple futures like Doctor Strange.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.
You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Bishuu Gyakuten Sekai De Chiryoushi Yattemasu Series (Free)
You have the printed version of both the manga and the light novel of this series. An entertaining and useful read for your stay.

ID card (100 CP)
Whether it's your adventurer card or any other form of identification, this document will be sufficient to prove your legal citizenship in your current location. It will also serve as a visa for travel to other countries.

Money (200 CP)
Each year, you will receive the equivalent of $100,000 in the currency of the place where you are.

Debt To Be Collected (400 CP)
In the past, you did a favor or helped someone very important, and that person swore that the favor would be repaid in the future. Once per jump, you can choose any person or being to grant you a wish or request. This request will be fulfilled, or in the worst-case scenario, they will tell you to ask for something else that is within their power.
Basically, you can choose any person or being and ask them for whatever you want (in theory). This applies to people with great political power, wealthy merchants, or even gods.

Kingdom (600 CP)
You reign supreme over a magnificent kingdom of unparalleled scale, spanning 17.1 million km², an area comparable to Russia. This nation operates at a first-class level across all major domains, including technology, culture, military strength, economics, and scientific research, securing its position as a dominant global power in the world you inhabit. The kingdom boasts a robust population of 70 million intensely loyal subjects. This loyalty is universal, extending to every inhabitant, and is complemented by highly competent personnel strategically placed in all key governmental and professional positions. Furthermore, any individual choosing to settle within your borders automatically pledges allegiance and is considered a devoted follower of your reign.

Reincarnate

Rings (100 CP)
Rings for you and your special someone (partner or spouse). These rings are custom-made for the recipient and adorned with precious stones of their choosing. Another advantage is that the wearers can communicate with each other, regardless of distance or any other interference.
You will receive one ring per person, as well as one for yourself.

Clinic (200 CP)
Your own clinic. Although small, it's equipped with everything you need for your work. It also has an attached house for a single person to live comfortably.

Powerful Support (400 CP)
Someone of great power has your back, Jumper, whether it's a group of powerful adventurers, a highly influential nobleman, or a wealthy merchant. This person (or group) will be your shield, protecting you from any danger behind you, be it organizations that want to exploit you or beings with impure intentions. Once per jump, you can choose a group, organization, or individual to protect you; this will be their only assistance, provided you weren't the one who started the fight.

Harem Palace (600 CP)
Your own palace to house all the members of your harem. The place will have everything you need to live comfortably, as well as ample space for various facilities such as training fields, swimming pools, etc.
As you gain more members in your harem, there will be more rooms to accommodate them, and these will be quite luxurious. Although there is no staff, you can use members of your harem as servants/butlers, guards, etc.
Every person who lives in this palace will be considered a follower.

“Ugly”

Adventurer's Basic Pack (100 CP)
Basic equipment for any adventurer. Basic battle gear, rations, and water for a week, and other useful items for camping outdoors. These items will be restocked once a week.

Carriage (200 CP)
A large carriage to carry several people. The interior is spacious and comfortable. You'll also have very healthy and hardy horses to pull this carriage.
After the jump, you can change this option to something more modern, like a car, truck, or any similar type of vehicle. With unlimited fuel, you can travel from place to place in maximum comfort and at a top speed of 300 km/h.

Base (400 CP)
A mansion to accommodate your entire team of adventurers. It has several bedrooms for each member of your team (a maximum of twenty). The mansion is comfortable and will be equipped with all the amenities for a pleasant stay.

High-End Equipment (600 CP)
A complete adventurer's set. This set adapts to your fighting style or class (mage, swordsman, etc.). Each piece is legendary, on par with a national treasure. To make it even better, it will adapt to you, becoming more powerful as your power increases, ensuring it won't become obsolete in the future.

Local

Useful Contact (100 CP)
You know someone who can help you without asking for anything in return. The help won't be anything extraordinary, but it will get you out of a tight spot, like getting you out of jail or finding you a job. Something simple, but useful.

Business (200 CP)
Your own business will be a source of income. You can choose any type of business that isn't luxury or high-value, such as selling rare items. Your net monthly income after expenses will be equivalent to $10,000. Everything is above board, and you're not required to pay taxes. The downside is that you'll have to work yourself or hire staff.

Adventurers' Guild (400 CP)
Congratulations, jumper! You are now the owner of your own adventurers' guild. This place will be frequented by people who want to work in the profession, as well as key figures in your jump.
The greatest benefit of this place is that it will be an excellent location to recruit followers, since anyone registered as a guild member will become one of your followers.

Village (600 CP)
A hidden village with a population of 300. Completely loyal to you, these people are of the Dragonkin race, so you'll have inhabitants who individually have the level of a high-ranking adventurer (if there's a rank classification from F to S, they would be at least rank A).

Companions

Import (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into a friendship.

Healer (100 CP)
A healer you can customize to your liking (both appearance and personality). They'll have average healing abilities, but with training and effort, they'll become a top-tier healer. Their race is Human, and they are completely loyal to you.

Bro/Sis (200 CP)
A trustworthy friend who will help you in any way they can. This person is loyal to you and will be your friend, advisor, and adventure partner. He/She has the "**Veteran Adventurer**" Perk. You can customize them as you like, both in appearance and personality.

My Harem (400 CP)
Anyone who falls in love with you and still feels that way after the jump will become your companion. They will all share the same companion slot.

S-Rank Companion (600 CP)
A powerful adventurer who has reached the highest rank. This person is completely loyal and obedient to you.He/She has the "**Monster**" Perk and gains +600 CP to spend on this jump. You can customize them as you like, both in appearance and personality.

DRAWBACKS

You may take any number of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game or novels that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Manga Appearance (+100 CP)
Everyone in this world, both the "ugly" ones and everyone else, will have bodies similar to those in the manga. If you've read the manga or seen the images, you'll understand why this is a drawback. But if you like those appearances, consider the CP a gift from me.

Ugly (+200 CP)
You're ugly by the standards of this world. While this might seem like an advantage, "ugly" people will also consider you an eyesore, at best an attainable option rather than a decent candidate.

Pervert (+200 CP)
You're a horny person, wanting to have sex every day if you could. At the very least, alone or with someone, you'd satisfy your sexual desire twice a day.

Chaste until marriage (+400 CP)
If you were hoping for some fun, I'm afraid it won't be that easy. When you entered into this arrangement, you made a promise to only have sex with your spouse, so no extramarital sex. When you get married, you can enjoy the pleasures of the flesh with your wife/husband.

Yandere (+400 CP)
It seems there's someone who sees you as their destined mate. This person is quite beautiful by your standards and has a pleasant personality. That would be great if it weren't

for the fact that they're jealous yandere. I suggest you be careful about having any contact or conversation with other potential partners, as they'll become targets for this yandere to eliminate. The good news is that you can convince them to accept your harem, but you'll need their approval every time you want to add a new member.

Harem Protagonist (+600 CP)
You're incredibly popular in this world, and the most "beautiful" people (by this world's standards) will instantly fall for you. Imagine all those "beauties" chasing after you, trying to be part of your harem, flirting with you every chance they get, or even kidnapping you for some "action." Prepare to be stalked by countless "beautiful" women, perverted stalkers who will be after you, and their numbers will only keep growing.

Power Loss (+600 CP)
Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Special thanks to L “Blackscorp98”, Ethan Vincent and everyone for fixing my grammar and helping me make this jump.