
ぼくは異世界で
付与魔法と
召喚魔法を
天秤にかける
4
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NEXT

Boku wa Isekai de Fuyo Mahou to Shoukan Mahou wo Tenbin ni Kakeru

(Version 1.1)

Ostracized and tormented by his peers to the point of breaking, Kazuhisa Kaya set off into the nearby forest atop the mountain with one purpose: to dig a pitfall and bring about the death of the person behind his suffering. However, right when Kazuhisa was about to succeed in his revenge, a sudden earthquake throws his plans out of whack! Caught unaware, all he can do is patiently lie in wait until someone lumbering across the path happens to fall into his trap. Kazuhisa's excitement is short-lived, however, as the corpse at the bottom of his pitfall turns out not to be the bully he was expecting but a grotesque, pig-looking monster, and his confusion only grows as he's suddenly greeted by a pure-white room and a RPG-like status screen.

Strange monsters now wandering the mountain and with newfound powers at his disposal, Kazuhisa is forced to throw all concerns over his tormentor to the wayside as he focuses on a new goal: survival. That's not going to be as easy as it seems, however, as he's not the only one to have been wrapped up in this mess...

You will appear in this world at the same time Kazuhisa is transported, and you will spend the next year there.

Gain 1000 CP

Origin

You may freely choose your age and gender as long as it remains reasonable. By default, your Origin will be Drop-in, with no memories of or relationships with anyone in this world. However, if you wish, you may choose your background to be an unremarkable student attending the same school as Kazuhisa, or a native inhabitant of this world.

Location

Skip this section if you are using this jump as a Supplement.

The Mountain (Free): You appear atop the same mountain as the protagonist. The surrounding area is relatively safe, and all nearby monsters are Level 1.

Residential Area (+100): One of the few remaining settlements of the native inhabitants. It is fairly peaceful (at least for now), and the monsters around this area will not exceed Level 5.

World Tree (+300): One of the three final strongholds of humanity in this world, and also the primary battlefield against the Demon King's army. At present, they are facing tens of thousands of enemies with a force of only around 2,000 soldiers. According to a prophecy they recently received from the Miko, this stronghold will fall in just four more days.

Perks

*You receive **two** discounts per Tier. A 50 CP Perk becomes free after the discount, while Perks from other Tiers are reduced to half their original cost.*

White Room (Free/100/200)

For free, you will receive a copy of the White Room, the leveling system of this world. Each time you level up, your consciousness will be transferred into the White Room. At that moment, time in the outside world will completely stop until you decide to leave the room.

As its name suggests, it is a white room about the size of a classroom. Inside, there is only a set of desks and chairs, and a laptop placed on the desk. On the laptop screen is a "Status Panel" displaying your Level, Stats, and the Skills you possess. Through it, you can upgrade your Skills to become stronger. In addition, you can obtain all information about Levels, Skills, and Magic within the system by typing questions into a small window on the laptop screen.

Each time you level up, your HP and MP increase, but most importantly, you gain 2 Skill Points per level. These Skill Points are used to upgrade Skills.

The basic Skills include:

- Combat Skills: Unarmed Combat, Sword Skill, Spear Skill, Staff Skill, Throwing, Shooting.
- Magic Skills: Earth, Wind, Fire, Water, Summon, Support, Healing.
- Other Skills: Physical, Detection, Movement, Music.

Each Skill is divided into 9 Ranks. Rank 1 requires 1 Skill Point to upgrade, Rank 2 requires 2 Skill Points, and so on. In other words, you need a total of 45 Skill Points to upgrade a single Skill from Rank 1 to Rank 9, meaning you must reach Level 23 to have enough Skill Points to do so.

Once upgraded, Skills are engraved directly into the user's body and soul, allowing them to use their new abilities proficiently right away, and those abilities will not degrade over time. Furthermore, the power gained from the White Room does not affect your appearance, so even if your Physical Skill allows you to lift an entire building, your body will not become bulky or overly muscular.

When you reach Level 10, a vending machine will appear in the White Room. You can exchange magic stones dropped by monsters for Magic and Special Items. In the worlds of future Jumps, you can use items similar to magic stones to trade with this machine.

When you have at least two Skills at Rank 9, a combined Skill Tree derived from those two Skills will unlock. You can develop Skills beyond Rank 9 by spending Skill Points in these Skill Trees. There are many possible combinations (for example: Sword Skill + Healing = Holy Sword Skill, Sword Skill + Physical = Great Sword Skill, and so on).

The White Room system also allows you to form a party of up to 6 people. EXP is evenly divided among party members. When one member of the party levels up, the entire party will be pulled into the White Room together. Unlike the original version, you can form a party even with people who are Level 0.

For **100 CP**, you gain 4 Skill Points each time you level up instead of 2.

For an additional **100 CP**, you gain 8 Skill Points instead of 4.

You may share any Tier of this Perk with anyone you wish.

Attractiveness (Free)

You will now possess an appearance of at least 8/10, with whatever style you choose (beautiful, cute, cool, etc.). Your body and looks will not degrade regardless of your diet, as long as you don't let yourself starve. You will not get dirty unless you want to. Mud, blood, sweat, and so on will be magically removed, and you will smell good even if you haven't bathed for an entire month. This Perk also keeps your body in a constantly aseptic state. You can share this Perk with anyone you wish.

Healthy (Free)

The greatest challenge in this world is reaching Level 1. It would be extremely embarrassing to bring along a pile of cheat abilities only to die the moment you encounter your first Orc. This Perk removes all physical and mental issues you have suffered from in the past, granting you a sound mind and a robust, athletic body. It may not seem like much, but sometimes that alone is enough to make your survival journey far easier.

Language (Free)

Because people in this world speak languages different from those on Earth, it would be very inconvenient to act without understanding what they are saying. With this Perk, you can learn a new language after hearing just a few words, and you can learn to read and write it within a few hours if someone teaches you.

Combat Instinct (50)

You are a natural-born warrior, able to quickly adapt to and master any weapon or combat technique you come into contact with, and you instinctively know how to use them in the most effective way in battle.

Survival (50)

You possess all the knowledge necessary to survive alone in the wilderness, from finding food and water to identifying poisonous plants and animals, and much more. This Perk also significantly increases your physical endurance and

adaptability to harsh environments. To you, a journey through dense jungles or deserted islands is as comfortable as being at home.

A Will to Move Forward (50)

In a chaotic world standing on the brink of annihilation like this one, sooner or later you will have to face killing - both monsters and other people. This is not something everyone can do. With this Perk, you will always be able to keep a cool head, setting aside fear, confusion, and hesitation in order to do what must be done. This Perk will not make you cruel or strip away your emotions; on the contrary, it enhances your ability for self-reflection and self-understanding. You will never lose the aspects of your humanity that you consider important. In addition, you will always know when it is time to act, and when it is better to stop so you will not regret it later.

Harem Maker (100)

If you enjoy harems, then this Perk is for you, I suppose. Like our protagonist, you possess a strong attraction to those you are fond of, allowing all of you to understand one another more easily. The bonds between you will quickly grow warmer as you spend time together. You will soon become indispensable parts of each other's lives, helping one another overcome every hardship and trial. Your love will never fade, and as long as you remain together, you will never lose the motivation to move forward in life. This applies not only between you and the members of your harem, but also among the members themselves, creating a strong, interconnected web of bonds.

As a bonus, you can adjust your fertility as you wish. You may toggle on/off or fine-tune any aspects of this Perk that make you uncomfortable, at will.

Leadership (100)

You are a natural leader. You possess a special charisma that makes those around you inclined to follow your commands. You have exceptional observational skills, able to discern a person's talents at a glance and know exactly how to assign them tasks that bring out those talents to their fullest. Your presence itself inspires confidence and order. In addition, you have sharp intuition, allowing you to notice even the smallest signs of betrayal at a very early stage and to know what to do to minimize the damage such betrayal might

cause. You also possess the full body of knowledge required to lead a group, along with a mind that remains clear and composed, enabling you to make the best possible decisions for the group according to the situation, knowing when it is necessary to sacrifice the few to save the many, and, more importantly, knowing when you **DO NOT** need to do so.

Cure Mind (100)

Although it shares its name with a spell from the Healing Magic branch, this Perk goes far beyond that spell. You can easily perceive the psychological issues of those around you, combined with a special intuition that tells you what you should do to help them overcome those problems. As long as you are willing to put in the effort, you can ignite a spark of hope even in the most broken of souls, helping them move forward with their lives once more. Prolonged exposure to the suffering of others will never negatively affect you, and you know how to regulate your own mental state, allowing you to easily overcome any psychological issues you may encounter yourself.

Greater Ninja (200)

Like Keiko, you are a Greater Ninja. You possess a physique and senses far beyond those of ordinary people, along with perfect bodily control and extraordinary reaction speed. You are highly proficient in traditional ninja techniques such as stealth, assassination, infiltration, acrobatics, and more, and are skilled in a wide variety of combat techniques using both unarmed combat and weapons. This allows you to easily eliminate level 1 monsters even before you gain your first level. Your body adapts effortlessly to increases in power; no matter how much stronger or faster you become, your senses will always keep pace, and your level of control will never deteriorate.

Spatial Teleportation (200)

The ability to use teleportation magic is extremely rare, possessed only by the Miko of this world. With this Perk, you gain a similar power. You can teleport yourself and/or anything within a 30-meter radius to a location you have previously visited with a single thought. This ability requires no MP to activate, but it has a 60-minute cooldown.

Plot Armor of Love (200)

In just six days after the mountain was transported to the other world, countless people lost their lives to the overwhelming power of the monsters. It would be unbearably painful if those important to you were to meet the same fate. This Perk grants the people you cherish a form of plot armor, greatly increasing their luck in dangerous situations and ensuring that there is always an escape route they can readily seize, even in the most dire circumstances. Remember, this Perk does not make them invincible, so do not abuse it.

Level-Up Delay (300)

With this Perk, you gain an upgraded version of Lucia's Level-Up Delay ability. Whenever you obtain EXP from systems, you may choose to store it instead of receiving it immediately, and you can release the stored EXP at any time you wish.

The unique feature of this Perk is its EXP multiplication upon release. If the stored EXP is enough to gain one Level or less, releasing it applies a ×1 multiplier. If it is enough to gain two Levels, it applies a ×2 multiplier. If it is enough to gain three Levels, it applies a ×3 multiplier, and so on. In other words, the more EXP you store, the greater the bonus you receive when you release it.

As a bonus, this Perk also removes any unwanted side effects (if any) associated with leveling up through systems, so you do not need to worry about negative consequences from gaining multiple Levels at once.

Magic Boost (300)

All spells you cast are enhanced 30-fold in either quantity or quality (depend on your choice each time), while keeping the same MP cost. A spell that summons a single wolf can now summon 30 wolves, or summon one wolf that is 30 times stronger. A single-target healing spell can now heal 30 people at once, or heal one person for 30 times the effect. You may choose whether or not to activate this Perk each time you cast a spell.

We Only Have 4 Days to Save the World! (300)

Normally, powerful abilities require a very long time to activate. However, time is not always on our side. This Perk helps you overcome that problem. You can instantly activate any Perks, powers, or abilities you possess, bypassing their activation or charging time. A ritual that requires a year of power accumulation to take effect? You can trigger it instantly. A spell that summons a meteor and normally needs time for the meteor to travel from space? You can make the meteor crash down on your enemy the moment you finish the chant. An ability that restores you over time? With this Perk, all that recovery is applied to you immediately.

However, remember that the only thing this Perk shortens is time. If an ability requires chanting or a specific action to activate, you must still perform it as usual, the only difference is that the effect occurs instantly once the action is completed.

True Gamer (500)

The system of this world already has many RPG-like elements, so why not take it all the way? With this Perk, your body and mind will function like those of a game character.

First, you no longer need to eat or drink to survive (though you still can if you wish), and using the toilet becomes a thing of the past. You can recover from all negative statuses (poisoning, illness, etc.) and all injuries (including the loss of limbs) after just a single long 6-hour sleep (You can sleep at will). You will never age past your prime. Your physical condition will never degrade, your appearance will not change unless you want it to, and any skills you have learned will never rust, no matter how long you go without using them.

You possess astonishing endurance. So long as your body can still move, you can continue acting as normal, regardless of pain, injuries, or negative conditions you are suffering from. Remember, this does not make you invincible, so be careful not to push yourself too far.

Not only your body, but your mind will also be transformed to match. You will have perfect memory and exceptional information-organization abilities, allowing you to easily access your memories whenever needed. You are also

immune to the mental issues that can arise from living for an excessively long time.

You can share this Perk with anyone you wish.

Growth Boost (500)

This world's story progression is insanely fast, giving you only days to prepare for facing the strongest beings in this world. Rapid growth is therefore essential. This Perk grants you 20 times the normal EXP whenever you level up through systems. Not only EXP, your learning speed and growth rate outside of systems are also increased by 20 times. This Perk also removes all limits on your growth.

Rewind After Death (500)

You gain the ability to create and delete save slots at any point in time. When you die, instead of dying permanently, you may choose to load one of your existing save slots and return to that moment. You can use this ability up to 20 times; after that, this Perk will be temporarily disabled until its uses are restored.

The number of uses is fully restored every 10 years, or at the moment you begin a new Jump, whichever comes first. This Perk does not create parallel timelines, so you do not need to worry about leaving behind alternate timelines when using it.

Items

*Everyone has **400 CP** to spend in this section only.*

Bamboo Spear and Uniform (Free)

A long bamboo pole sharpened at the tip, surprisingly sturdy, along with a school uniform tailored to fit you. It's hard to call them proper equipment, but it's better than nothing, right?

Food (50)

A magic scroll containing the Summon Feast spell from Summon Magic Rank 7. When activated, it creates food according to your wishes, in an amount sufficient to feed up to 100 people. It does not require MP to use, but it has a 12-hour cooldown.

Exclusive Contract (50/100/300)

A scroll of an Exclusive Contract that allows you to form a lifelong pact with a being from the Spirit Realm, even if you do not possess Summon Magic. You may design the creature's race, appearance, and personality as you wish. This Item can be purchased multiple times.

For **50 CP**: The contracted being will be a Maid/Butler, similar to those summoned by the Summon Servant spell at Summon Magic Rank 7. They are slightly stronger than an average human and possess all the skills necessary to serve you.

For **100 CP**: The contracted being will be an elite creature with several Rank 5 Skills and extensive combat experience, capable of adapting easily to unexpected situations on the battlefield.

For **300 CP**: The contracted being will be a legendary creature whose power is classified at the Divine Soldier tier, possessing several Rank 9 Skills, exceptional combat ability, and a special sense that allows it to see through all forms of illusions or invisibility. It also wields a magic weapon specifically designed for it. Such a being can handle most threats directed at you, unless your opponent is a Demon General or Demon King.

Regardless of the tier you choose, the contracted being will be absolutely loyal to you. It will be treated as a follower and will not age over time. If the creature is killed, you may resummon it after 12 hours, rather than losing it permanently as with a normal Exclusive Contract.

Magic Weapon (100)

An indestructible weapon custom-made for you, imbued with a simple supportive enchantment. This could be a sword that releases wind blades at the wielder's will, a bow that fires arrows formed from magic, or a spear whose length can be freely adjusted, and so on. You must spend MP to activate the enchantment on the weapon, and you may increase the amount of MP channeled into it to further enhance its effects. As a bonus, you can summon the weapon directly into your hand or dismiss it at will, so you don't have to worry about carrying it with you throughout your journey. This Item can be purchased multiple times.

Shelter (300)

This item takes the form of a silver key. By holding it and focusing your mind, you can open a spatial gate to a special shelter. The shelter exists within a pocket dimension and is spacious enough, and fully furnished, to comfortably house up to 100 people. It has unlimited electricity, water, and gas, and can automatically clean, maintain, and repair itself. When you leave the shelter, the exit will reappear at the location where you first entered. You can create copies of this item and give them to others, allowing them to freely enter and exit the Shelter just as you can.

"Wedge" (500)

A gem of the same type as the six "Wedges" that support the continents of this world. When dropped into the sea, it will create a continent roughly the size of Australia, with land fertile enough to support all kinds of flora and fauna. This continent cannot be submerged no matter how high sea levels rise. You may also retrieve it at any time.

Companions

*Everyone 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 600 CP and the same discounts as you.

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

OC Companions: If you choose any of them, you will meet them shortly after arriving in this world. By default, they will appear at the same location as you. These companions tend to get along well with one another and with your other companions.

Your Ally (50)

A girl you saved from a group of Orcs in the forest, who has followed you ever since. Possessing astonishing physical prowess and mobility, she quickly adapts to the new situation and becomes a reliable companion by your side. She is sweet, gentle, and modest, always showing care and concern for those around her, especially you - the person for whom she secretly harbors feelings. She possesses the Perks "**Attractiveness**", "**Combat Instinct**", "**A Will to Move Forward**" and "**Survival**".

Your Tactician (50)

You encountered and rescued this girl while she was trying to escape from a group of Orcs. Deciding that staying close to you was the best choice for survival, she has accompanied you ever since. She maintains a cheerful and lively attitude, frequently teasing you whenever she gets the chance, yet she also shows a serious and rational side when facing more critical situations. Although she constantly talks about efficiency and practicality, she still does her best to help others whenever circumstances allow. Perhaps due to witnessing her friends being abused by the Orcs, or because of past psychological trauma, she is deeply afraid of men. But for some reason, she appears comfortable around you. She

possesses the Perks "**Attractiveness**", "**A Will to Move Forward**" and "**Leadership**".

Your Princess (100)

An exiled princess of a kingdom that no longer exists. From a young age, she was subjected to experiments modeled after those of the ancient Elven kingdom, with the goal of turning her into a weapon against the Demon King's army. However, her kingdom was destroyed before they could realize that ambition. Having lost both her family and her homeland, she wandered aimlessly until she met you, after which she decided to accompany you in search of a new purpose in life. She has **500 CP** to spend on the **Perk** and **Item** sections, representing the legacies she retained from her fallen kingdom (however, she does not receive any discounts and cannot take any **Drawbacks**).

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): Can be purchased multiple times. Each purchase doubles the amount of time you must remain in this world (1 year → 2 years → 4 years → 8 years).

Mental Trauma (+100): Whether due to mental wounds from the past or other reasons, you have become someone who struggles to trust others. This issue can be improved, but it will take a great deal of effort for you to return to normal.

Isekai Obsession (+100): You are a full-fledged isekai fanatic, often becoming excessively fascinated by otherworldly elements you encounter. 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.

Hunted (+400): All monsters within a 5 km radius of your position will sense you and frantically rush toward you. Good luck to you (or to them, if you already possess overpowered abilities from previous Jumps).

End

1 year have passed. What will you do next?

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

Note

About the Timeline:

The period from the moment the mountain is summoned into the other world until the end of the story spans only 6 days. On the 3rd day, one of the four Demon Generals will lead thousands of troops in a direct assault on the mountain where the protagonist is located. On the 6th day, the Demon King will be defeated by the protagonist's group. However, the monsters under the Demon King's command and wild monsters will still remain on the continents, so you can continue to enjoy your adventure.

About the Other World:

This world stands on the brink of annihilation due to the Demon King's army, leaving humanity nearly extinct and driven back to the last three fortresses. The strongest elite warriors and mages of this world are roughly equivalent to Skill Rank 3, while the Demon King's side possesses tens of thousands of monsters at that level. The main force of the Demon King's army consists of Divine Soldier, mythical monsters with several Rank 9 Skills, capable of destroying an entire city on their own. Above them are the four Demon Generals, whose power surpasses Rank 9. At the top stands the Demon King, an entity from another dimension who cannot be destroyed without assistance from beings similar to himself.

In theory, this world would be destroyed four days after the summoning incident, when the Demon King's army would sink the continents into the sea by destroying the "Wedges" that support them. But don't worry, even if you do nothing, the protagonist's group will still manage to prevent this.

About the White Room:

The White Room you receive is a copy, since the original White Room was created by ***someone*** specifically for Kazuhisa's group. As such, it will continue to function normally in future Jumps.

Each time you level up, your HP and MP increase. HP enhances your durability (around Level 40, you could be shot directly and still move normally; with appropriate Skills, your durability can be even higher). Your maximum MP is

always ten times your Level, and 10% of your maximum MP is restored every 10 minutes.

The White Room system has no level cap, so in principle, you can max out all Skills through leveling.

Regarding **EXP**: Each monster grants EXP equal to 60 × its Level (for example, a Level 1 Orc grants 60 EXP, while a Level 4 Elite Orc grants 240 EXP, and so on). You start at Level 0, and to level up you must accumulate EXP equal to 60 × the next Level (you need 60 EXP to reach Level 1, 120 EXP to reach Level 2, 180 EXP to reach Level 3, and so on).

In future Jumps, the EXP you gain from a creature will depend on its relative strength compared to the Level 1 monsters of this world (for example, a monster that is half as strong as an Orc will grant 30 EXP, while a monster as strong as ten Orcs will grant 600 EXP).

Most system-related details are explained in Chapter 2 of the Web Novel, which you can check if you want more information.

About Skill Power:

Combat Skills greatly increase the user's technique, speed, strength, and senses with each Rank. The amount of improvement appears to depend on the user's base attributes, as those who are already strong (such as Keiko) can draw out power from their Skills that exceeds the average for their current Rank.

Magic Skills do not increase the user's physical stats, but instead offer extremely high versatility.

Other Skills both enhance the user's attributes and grant special abilities. For example, Detection not only strengthens the senses but also provides scouting and stealth-related capabilities.

Some examples of Skill abilities:

- With Spear Skill Rank 1, Alice has enough physical ability and technique to defeat an Orc, which is far stronger than adult humans.
- With Sword Skill Rank 2 and Physical Skill Rank 1, Tamaki can easily wield a greatsword as large as her own body and fight like a master swordsman.

- With several Combat Skills at Rank 5, a Centaur Knight can easily take down several 4-meter-tall Giants.
- With Sword Skill Rank 8, Tamaki's movements are so fast that ordinary people cannot even see them.
- At low Ranks of Summon Magic, Kazuhisa can only summon ordinary animals like ravens or wolves. At Rank 5, he can summon Elementals and other powerful beings, and at Rank 9, he gains absurdly strong spells such as Summon Legion (summons 1,000 soldiers, each with a combat skill at Rank 1) or Summon Fortress (literally creates a fortress if sufficient MP is available).
- Skills beyond Rank 9 essentially turn you into a one-man-army.

Q: How does the "**Growth Boost**" Perk affect EXP gained when you are in a party?

A: Since the Perk only affects you, other party members do not benefit from it. For example, if you are in a party of six and the party gains 60 EXP, the others each receive 60/6 = 10 EXP, while you receive (60/6) × 20 = 200 EXP.

Q: Can the item "**Exclusive Contract**" be purchased multiple times at the same tier?

A: Yes. You can purchase the 100 CP tier multiple times to obtain a team of maids/butlers, or purchase the 400 CP tier multiple times to command several Divine Soldier-class beings.

Q: How exactly does the "**Level-Up Delay"** Perk work?

A: For example, if you are at Level 2 and have stored 720 EXP (enough to reach Level 5) using this Perk, then when you release the stored EXP, you will receive 720 × 3 = 2160 EXP.

Changelog

Version 1.0: Created the Jump.

Version 1.1: Revised some terminology, added more Perks, added more Companions, and reduced the CP cost of Perks and Items.