Isekai Nonbiri Nouka

During the final years of his life, Hiraku Machio remained confined to a hospital bed with a terminal illness until he finally passed away. Taking pity on the unfair life he lived, a god decides to reincarnate Hiraku in another world where he can live as he pleases. Wanting to try farming in this new life, he is bestowed with an all-in-one "Almighty Farming Tool" that can transform into any useful implement he wishes. Hiraku is then transported to a forest seemingly far from civilization. Here, he plans to build and farm everything from scratch—gradually developing the lifeless area into a thriving new society.

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

You can choose any location you want or roll dice and get +100 extra CP

1 - Taiju Village (If you choose the option “You are the MC”, this location is invalid and cannot be selected)

The lead village of a string of farming communities lying in the center of the Forest of Death. Many of the inhabitants are refugees of various races who were driven from their counties seeking a refuge of last resort. Originally starting from an unremarkable farm, the village would spawn three villages connected by roads along the river running in the center of the village.

2- Shashaato

Human Village residing on the coast. Located directly south of the Forest of Death along the sea. The village's main source is seafood and trade.

3 - Howling Village

A beastkin village, it is a mountain community located east of Taiju Village in the mountains of the Forest of Death. It's neither a poor nor a wealthy village. Children hunt and gather materials while adults work in the mines. They make products from minerals they collect from mining and trade them for food with human villages. They also make glassware and paints. Founded between 500 to 1,000 years ago, it has a population of 500 spread across 5 settlements that are collectively known as Howling Village. The village's beastman are consist of 50% of the dog type breed of people.

4 - Kingdom of Fulhart

Is one of the three major human nations located west of the Demon Kingdom. About 15 years ago, an epidemic that only affected the "fairy wheat" spread, causing a great famine in the country. Since then they have been in a constant war with the Demon Kingdom. The nation maintains a military border with other Human nations simply known as the Frontline, assuming it is a war front vs normal national border.

5 - The Gargard Demon Kingdom is the territory of the Demon King. It extends widely to the east, centering on the royal castle. The country's name comes from the current Demon King, Gargard.

The residents are mainly Demons, and although they look like ordinary humans, they have more magical power, which can be used for life or combat. It is also inhabited by different demi-human races such as Elves, Onis, Vampires, Centaurs and Minotaurs.

6 - Forest of Death

The Forest of Death is a basin surrounded by mountains with an apparently impenetrable forested area.The Forest of Death is known to have some of the most dangerous wildlife in the world, and many of its species are capable of using magic. In this place the ancient Fallen God was sealed by the Creator God, therefore magic in this place is abundant which makes it a natural magnet for monsters. The land is extremely hard due to a hard layer of salt, and the plants that make up the forest have adapted to this harsh environment. Perhaps for this reason, the hardness of the plant exceeds that of iron, and even the powerful High Elves call it "the invincible tree".

Gender and Age

Choose the gender and age you want.

Origin

Summoned/MC (Drop-In)

You've been summoned to this new world, with no connections or anything to back you up, but you can manage on your own. Like a stranger in a distant land, you can use your unique knowledge to your advantage. Buying or occupying land and building a city would not be a bad idea.

Close People (Important Supporting Characters)

You're not just a filler character; you're someone within the main character's group. You can be a lover, a friend, or just someone who hangs out with them.

Friendly Neighbors (Supporting Characters/ Extras)

You're the friendly neighbor (from across the block, another city, or another country). Your role in the story is important, but you're not crucial. However, if you know a certain Hiraku Machio, I suggest you avoid messing with him, much less becoming his enemy.

Race

Human (Free)

In this world, Humans are those who couldn't fully adapt to the magical power that permeated the world after the first failure of the God of Magic. Despite this pervasive magic, only 1 in 10 people have a natural talent for it, and just 1 in 100 can actually use magical abilities. These humans frequently engage in conflicts, both with other races and among themselves, and have a history of being at war with the Demon Kingdom.

Beastmen (100 CP)

Half-human, half-animal humanoids living in mountainous villages, known for their exceptional metalworking skills. Historically, they have faced significant population declines due to wars with humans, leading to their current state but still engage in limited trade. They have higher natural affinity for magic compared to humans, though not all can use it.

Centaurs (100 CP)

Centaurs are a humanoid species with the upper body of a human and the lower body of a horse. They are as large as Minotaurs, with the horse-like lower half being the same size as a real horse. Known for their strength and military prowess, Centaurs make excellent soldiers and are capable of carrying humans if they choose to.

Demons (200 CP)

Beings who resemble Humans in every physical aspect, possess a remarkable affinity for magic that far surpasses that of ordinary humans. This magical prowess allows them to alter their bodies and gain abilities beyond human capabilities. However, they must learn to manage their magic to prevent inadvertent changes. It is suspected that Humans might be degraded versions of Demons.

Devils (300 CP)

Similar in appearance to humans, possess the unique ability to sprout large bat-like wings from their backs, enabling them to fly using their inherent magical powers. They are divided into two main groups: the Devils, who engaged in warfare with the Angels during their time of worship, and the Higher or Ancient Devils, distinguished by their greater lifespan and magical potency.

Dwarves (100 CP)

This race is characterized by their stout, barrel-shaped bodies, robust limbs, and broad faces. Both males and females sport beards, with the absence of one marking an individual as a child in their society.

Dream Demons (200 CP)

Similar to Succubi and Incubi, they mostly dress in light clothing and have exuberant bodies. They feed on the "love in dreams" and have a symbiotic relationship with the Devils inhabiting the Sun Castle, where they feed on their energy in exchange for giving them pleasant dreams.

Elves (200 CP)

Elves are humanoid beings with pointed ears, renowned for their beauty and intellect. Among them, there are two main groups: the High Elves and the Mountain Elves.

The High Elves, once inhabitants of the Rita Forest, have now relocated to Taiju Village after suffering losses in past wars, as their male and child populations were lost. Similarly, the Mountain Elves, distinguished by their dark skin, have also experienced a decline in their male population and typically reside in highland regions such as mountains. A tribe of Mountain Elves relocated to Taiju Village under the direction of the Empress Dragon Raimeiren.

Harpies (100 CP)

A humanoid race distinguished by wings in place of arms. Preferring communal living, they often struggle to assert their individuality and typically do not employ names. Eschewing conventional sleeping arrangements, Harpies rest by perching on tree branches akin to birds or constructing nests for repose. Similar to Lizardmen, they reproduce by laying eggs and many serve as servants to Angels who value purity.

Lamias (100 CP)

A race of half-female, half-snake humanoid beings, possessing the upper body of a human and the lower body of a snake-like lizard. This female-only race is known for their strength and dwell underground, with 50 Lamias residing in the Dungeon south of Hiraku Machio's farm. They were granted control of the dungeon in exchange for assisting in transporting goods through the Forest of Death. Establishing a friendly relationship with Taiju Village, the Lamias agree to wear tops to cover their breasts, partly misunderstanding the wolves investigating their cave as a form of warning against indecency.

Lizard Men (100 CP)

This is a humanoid type race of people who have scales normal lizards, but muscularly similar to humans but stronger. They're intelligent and have both female & male sexes. However, one misnomer of them is that you can't tell a female from a male. They have an affinity for water magic and it is said that their combat power rivals that of 10 humans. They are oviparous, the eggs are laid underwater and the parents take turns guarding them until they hatch to ward off predators. Hatching takes place before winter and the newly hatched begin to swim as their bodies mature at rapid pace. Due to the difference in breeding methods, it is impossible to interbreed with other races, so many of them work as servants for Angels who value purity.

Minotaurs (100 CP)

Race of large humanoids which mainly resemble Humans with bull horns protruding from their heads. Unlike Minotaurs of legend, the Minotaurs are peaceful people who appear to be thin and weak unlike those who do have specialized in war. They measure approximately 2 to 3 meters and those who specialize in combat are decided upon at birth, but will be revealed after they grow to a certain point.

Nyunyu Daphne (Free)

These beings are tree spirits capable of shifting between the form of a human female and that of diminutive, articulate tree stumps whom originated from east of Howling Village. They are similar to Dryads, however the Nyunyu Daphne, in their stump form, must root themselves in soil to nourish and require sunlight to thrive. They use a stump as disguise because it offers them the advantage of going unnoticed, whereas in their full arboreal form, they often face harsher treatment. They heal faster and are resistant to pain while as a tree/stump form. They are good with earth magic.

Titans (200 CP)

Also known as Giants, are a humanoid race characterized by their colossal stature, standing between 3 to 5 meters tall, with their entire bodies covered in a thick coat of hair. Despite their imposing appearance, Titans possess gentle and kind personalities. They inhabit the Northern Dungeon, where they primarily subsist on Bloody Viper hatchlings. The abundant hair covering their bodies serves as a protective measure, allowing them to defend against attacks from the vipers, particularly when swallowed whole.

Oni (200 CP)

Humanoid beings similar to humans but distinguished by the presence of horns adorning their heads, varying in number and style. Oni possess a natural talent for manipulating both fire and water magic. While in their youth, Oni appear as hornless humans, they develop their signature horns as they age. Additionally, they exhibit remarkable physical strength, surpassing that of ordinary humans.

Vampires (300 CP)

A race that can absorb magical power from the blood of other creatures. Unlike the myth, they can stay outdoors during the day with little issue. They are immortal, but since their body is made of magic power, they disappear when the magic power in their body is completely depleted. They can use magic, and they also have physical characteristics such as being able to extend and retract their fangs and to see at night. When they are young they tend to behave like a Chūnibyō. They normally increase their numbers through the act of "blood contract", although they can also have children by conventional means.

Angels (300 CP)

They bear a striking resemblance to Humans but can spread large feathered wings from their backs. They can use magic and were worshiped in the early days of civilization. They are few in number and are mostly nomads, although they have a point of communication

known as the "Village of Angels" located in the Kingdom of Garlet. They are a monogeneric race being only female, so they need to mate with males of other races, usually humans.

Dragons (500 CP)

These majestic creatures, adorned with horns, wings, and tails, stand as towering symbols of power and wonder. They can take a human form, but young individuals cannot become fully human, leaving large horns and tails on display. The scales that shed periodically are light and strong, and are used to craft high-level weapons and armor. Also, because they are extremely difficult to obtain, they trade at a high price, and even a small scale is worth enough to build a mansion in the Demon Kingdom's capital. They are classified into three groups: The Divine Dragon race, the Mixed Dragon race, and the Colored Dragon race.

When conceiving in their dragon form they lay eggs, but if they conceive in human form, they become viviparous, and are unable to transform into a dragon until after birth. Additionally, they are known to experience heightened irritability during pregnancy, leading to the customary practice of assigning an escort from their own dragon kin to safeguard the surrounding area from potential outbursts of their temper.

Perks

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

You can turn on/off any Perk at your will or dial their strength.

General

Mana (Free)
In this world, everyone can use magic, and you are no exception. You are adept at using magic, at the average level for someone of your species. But don't be discouraged; this isn't a limitation. If you train and invest in becoming stronger, you might even be able to defeat Doosu the Emperor Dragon. As for magical power, you have no limits, so get stronger.

I understand your language (Free)
You are fluent in the language of your current location. You can understand, write, and read this new language without any problem. This only covers the language of the territory or country you are currently in, as long as it is used solely as a means of communication. No magical or reality-altering languages.

A Fictional Medieval World (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 are will be a very clean and neat place, free of bad smell 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

Mana Control (100 CP)
You have a talent in the use of mana or magic. Any magic you cast will cost half as much and be twice as effective and powerful as normal. A good choice for someone who wants to specialize in magic.

Transformation (200 CP)
You have the ability to change your appearance at any age, allowing you to adopt a more childlike or adult appearance. This is intended to conserve your magical or mana power, so if you transform into a more childlike version, you'll be able to conserve more magical power than your base form, useful for quickly recovering your energy source. This also includes stamina recovery, as well as accelerating natural wound regeneration.
If you take a more adult form, it will not affect your recovery rate, unless your physical appearance is younger than your adult transformation, although the cost will only be 1% greater than your base form.

Emperator/Empress¨ Authority (200 CP)
You have the most coveted support ability for an adventuring party. This ability allows you to increase all of your allies' stats by 200% (including the power and effectiveness of their spells and skills), while decreasing all of those you consider enemies by 50% (including the power and effectiveness of their spells and skills), all within a 100 square meter area.

On the right side (400 CP)
This is a survival option, as it allows you to know which faction or side in a conflict is most likely to lose and which of the two will hurt you the most if you join them. You have a good sense of which ally will be most convenient or which person or group is best to form an alliance with.
This will ensure you don't mess with the wrong people, but it doesn't guarantee that they'll accept your alliance or see you as an enemy. So you'll have to play your cards right to win their sympathy or be seen as a good ally.

Crossover (400 CP)
If you're the type who prefers to combine series franchises and have your favorite characters in one place, this option is for you. You can combine worlds from different series (as long as they're compatible, such as two series set in medieval fantasy worlds with similar power systems) into a single one. This will blend their entire story while prioritizing the story of the current jump. If you only want to bring a group or a single character, you can incorporate them into the world, giving them a background similar to that of their series. You can combine as many series as you want, but always respect the coherence of the jump you're

currently in. If you bring very powerful beings, like Rimuru Tempest, into this jump, they will be severely limited, their power nerfed to the level of an average dragon.

The Laid-back Life In Another World (600 CP)
The idealized life depicted in vanilla isekai is too fanciful. A world filled with powerful beings and a social system that disrespects people's rights isn't an ideal place to restart your life and have a harem. Luckily, this perk will solve this problem.
Basically, this option will transform any world or universe you're in into a more vanilla or peaceful version. Wars, that stopped a long time ago. Corruption, people have learned that it only brings trouble. Even the most evil or dangerous people will behave like villains in children's TV shows, being more harmless and innocent.
The plot of the series you're in will still be present, but it will be more vanilla and suitable for all audiences.

Unity is strength (600 CP)
There are many powerful beings out there, and if they want to squash you like an insect, there's nothing you can do if you don't have the strength to defend yourself.
For some reason, those powerful beings won't do anything to you as long as they don't have any hostility toward you. Dragons and powerful beings will ignore you even when they attack the city you're in.
If you're strong or it would be beneficial to have you as an ally, they'll be inclined to befriend you, even start a romantic relationship, or even have their relatives become your partner. As allies, they'll be willing to help you with anything you need, making them ideal allies.
But it's important to clarify that they don't have any hostility toward you, so I suggest you don't make too many enemies. If this hostility stems from a misunderstanding or confusion, the effect of this Perk will be applied once the misunderstanding is resolved.

Summoned/MC

Healthy Body (100 CP)
As its name indicates, it is a healthy body immune to all kinds of diseases, it also gives you almost unlimited stamina.

It's better not to mess with him/her (100 CP)
People will always choose to avoid any type of conflict with you as long as they know you're stronger than them, choosing, in the worst case, to maintain a more cordial and neutral relationship. This effect isn't useful against people who are deeply hostile toward you.

Monster Tamer (200 CP)
You have a talent for taming and befriending monsters and animals. You can quickly establish friendships by offering them food and shelter. They will become your loyal companions and will be completely obedient to you.

This effect doesn't work on very violent or hostile monsters or animals, so it's best if you try to tame them as young animals or monsters.

As a reward, you can take me (200 CP)
Your rewards won't be limited to material possessions or titles; you can also have people loyal to you. This isn't slavery, but rather vassalage. Every action or job that earns you a reward can offer you the loyalty of a talented person. Depending on the reward, you can gain a talented person as a loyal and obedient follower. It's up to you whether you later want to transform that relationship into something more, such as a friend or a lover.
Don't worry about the people around them; they won't resist; on the contrary, they'll prefer that option. If the queen (who is an expert mage) offers herself to you, the king won't have a problem, as he'd rather spend more time with his concubine. The nobles of the palace will also agree, as it's a political problem to be solved.

Mr./Miss Popular (400 CP)
You're a popular guy with people of your chosen gender (or both). You're a magnet for people you see as potential partners or who attract you. In simple terms, you're the typical protagonist who attracts a large group of attractive people to form their harem. The best part is that you don't need to put in much effort to make them fall in love with you; two or three days is enough for them to be completely in love with you. And they'll have no problem sharing you.
If this seems like little, no matter how cold they are with those people or how absent you are, they will always love you, being totally faithful and devoted to you. And by loving you so much, they will see each other as family; even the children of your other partners will see you as their own.
As for your children, don't worry; they will see your partners as their parents and your other children as siblings, representing a pure and genuine love.

Shop System (400 CP)
This ability allows you to interact with Shangri-La. This interface allows you to purchase various types of tradable items (not illegal worldwide or living beings, but you can buy weapons and items that require prior authorization) in our world until the year 2024.
The listed items can be purchased with Japanese Yen, but you can obtain this currency by selling items you own in the shop. Regardless of what they are, they will be valued at the retail value of the world they are in, and that value will be converted to Japanese Yen, which you can use to purchase products from the shop.
You cannot acquire magical or rare items, only mundane items from our world, but you can sell them to earn Japanese Yen and buy items from the shop.
As a bonus, you will have the Item Box ability, with a capacity of 10,000 cubic meters.

Master of Supremacy (600 CP)
This ability is simple but powerful. Every skill, technique, weapon, tool, etc. you use will have its power or effectiveness increased tenfold. For example, if you throw a fireball, it will increase its power tenfold. If you cultivate a field, a task that would take ten months to cultivate and harvest, the time will be reduced to just one month, and the harvest will be of high quality.
But don't be confused, it's not your stats that increase, only the power and effectiveness of the skills and items you use.

Home Garden (600 CP)
This ability is very unique. You can select an area of up to one square kilometer to assign a growing location. The assigned area will be divided into one-square-meter slots where a specific crop will be planted and harvested.
The main advantage is that it will grow different types of crops of the highest quality, all natural, delicious, and nutritious. But that's just the beginning, as you can grow other items such as meat (which will grow on trees), milk and other types of liquids (which will grow on coconut trees, with the contents inside them), among other things that are not processed products. You can plant both organic and inorganic materials.
If this seems crazy to you, you can also grow items with magical properties, such as rare plants for making elixirs, magical minerals like adamantite and mithril, and precious stones like rubies. You can even grow monster eggs to hatch into powerful monsters like dragons, mighty beasts, and so on. The farming method will be like a video game: a menu screen will display all the options, and you'll select the one you like to grow it in an empty slot within the selected territory. Everything you harvest will be of high quality and non-perishable, so you can store food without risk of rotting. You can harvest everything automatically by selecting those "crops" ready to harvest, saving you the work of doing everything manually.
Harvesting time depends on the rarity of the crop; therefore, an apple will take a week to harvest, a rare herb for making high-quality potions will take at most two weeks, and magical minerals like adamantite will take a month to be suitable for harvesting. You don't need to use magic to use this Perk; the cost is zero (at least for the cultivation and harvesting).
To protect your crops, you can summon guardian golems. Depending on the amount of magical power you use, these can be as strong as an average demon or as strong as a dragon. But they aren't indestructible and can't regenerate. You can summon as many as you want. Another option is the ability to hide your growing area, making it accessible only to you and those you grant permission to, to prevent theft. It'll basically be in a separate dimension, and since your growing is magical, it doesn't require things like water or light.
For an extra 200 CP (not discountable), you can grow crafted items like magic swords, elixirs, etc., as long as they're not fiat-backed and aren't attached to the ground. Larger items will take up a certain number of slots based on their size. This follows the same rule as harvesting times, so the rarer and more powerful the item, it will take a month to be ready for harvest..

Close People

Beautiful/Cute (100 CP)
On a scale of 1 to 10, you are a 15. Your beauty rivals the most beautiful people in this world, even at your worst you will be at least a 10. You can choose between being a gorgeous beauty (mature or youthful) or a lovable and cute beauty.

I can't be angry with him/her (100 CP)

People are more forgiving of your bad habits (non-violent or harmful to others). You can be lazy or spoiled, and people won't reprimand you for it. As long as you don't harm or damage others, your actions or bad habits will usually be forgiven or ignored.

Super Maid (200 CP)
You're not just a maid/butler; you're the butler. Your cleaning, cooking, and childcare skills are at the level required for working in the royal palace itself.

Super Secretary (200 CP)
You are highly competent in everything related to the administration and management of a town/city or a small/medium-sized business. You have a talent for leading people and assigning them to the most optimal workplace based on their skills. Basically, you are more of a manager or right-hand person.

Merchant (400 CP)
You have a talent for business. You have a sixth sense for finding opportunities that will challenge you, as well as knowing when a business is bad or detrimental. Your talent for predicting how the market will move and staying ahead of the competition (the less astute ones) is what will turn a small store into a large company in just a couple of years.
As an added bonus, you have a good eye for selecting competent and honest staff, as well as managing your business in terms of logistics, administration and business vision, public relations with clients, and leadership of your staff.

Extraordinary Apothecary (400 CP)
Your skills in creating different types of potions surpass even Rurushi Ru herself. You can create different types of potions, medicines, and pharmaceutics as long as you have the necessary ingredients. Your great knowledge and precision put you above average apothecaries, creating higher-quality potions using the same ingredients. Creating an elixir that regenerates lost limbs is not a challenge for you (as long as you have the ingredients).
As a bonus, you have a talent for identifying different types of materials for creating potions, as well as the quality of the potions, pharmaceutics, or medicines you see, just as if you had an appraisal skill, but limited to that area.

Beautiful but powerful (600 CP)
You are a very powerful person, on par with the female protagonists in this series. If you are a human or a member of a race other than vampires, demons, angels, or dragons, you will have powers similar to those of Gran Maria or Bulga, moderately powerful beings. If you are a demon, angel, or vampire, you will have powers similar to those of Rurushi Ru or Tia. If you are a dragon, you will have powers similar to those of Hakuren.
If this seems like little, you are compatible with any type of magic (as long as it is not a unique type or reserved for certain species or bloodlines). You are also adept at learning different combat styles, making you a formidable mage and fighter.
As a bonus, you have a talent for learning both magic and combat styles with weapons or hand-to-hand combat. You can learn five times faster than the average person, so you are not a genius, but you are certainly talented.

Blessing (600 CP)

You have the ability to grant blessings to people you choose. These blessings are actually your Perks or Powers (even non-fiat-backed abilities). You can lend these blessings to people you choose, at the cost of which you won't be able to use them, but you can claim them back for yourself if you wish. You can lend as many blessings as you like to anyone you choose.
You can choose any type of ritual you want, such as giving them a kiss or just a handshake. But be careful who you lend your power to. If you give power to the wrong person and let your guard down, it could kill you.

Friendly Neighbors

Friendly Aura (100 CP)
Your power and appearance may intimidate anyone, but you have such a friendly aura that hides those traits. You are easy to socialize with, regardless of your position or power. However, if you have a bad reputation backed by violent acts, the effects of this Perk won't help.

Competent Worker (100 CP)
Choose some type of office work, such as administration, sales, etc. You'll have decent skills in that area. It's not surprising, but it will help you get a job with your skills.

Four Heavenly Kings (200 CP)
The Four Heavenly Kings are not powerful demons, but rather highly talented public officials in their respective fields. Even their leader is in that position due to his administrative skills. Like the Four Heavenly Kings, you are an expert in one of the following areas: administration and territorial management, military logistics and tactics, foreign diplomacy and policing, or national economics and finance. Your skills in one of these areas will make you suitable for a minister or high-ranking official in any kingdom or nation.

Aura (200 CP)
You have the ability to unleash a powerful aura that will paralyze opponents with fear or make weaker ones faint. This is useful for intimidating your enemies. It's similar to the King's Haki from One Piece.

Divine Craftsman (400 CP)
Your crafting skills are almost divine, comparable to those of Elder Dwarves. Your most mediocre works will be at least top-tier pieces.
Choose any discipline—blacksmithing, tailoring, etc.—and any creation you make will be ten times superior to what an average craftsman could create. If a blacksmith creates a steel sword, you can, with the same materials and in less time, create a superior steel sword that cuts through rock like butter.

You can also work with any type of material, so if you choose blacksmithing, working with rare stones like mithril or orichalcum will be child's play for you.

The Great "Insert Title" King (400 CP)
You have a reputation that intimidates even the Demon King himself. It doesn't matter if you're a weak human with zero aptitude for magic; you have a title that will publicize you as one of the strongest or most important beings in the world.
This is useful for those who are already powerful and don't want to waste time building a reputation, but for weaker ones, it's useful for intimidating less-than-clever opponents and using cunning to get out of trouble.
It doesn't matter if you're defeated by several people or humiliated to the point that your title seems ironic, your fame won't be affected by such events.
If you're not a fan of having this effect always active, you can activate/deactivate it at any time.

Great Sage (600 CP)
You are a person who has lived for several millennia, four thousand years to be exact. This has its advantages. For starters, your mind and body are immune to the passage of time. No matter how long you live, the weight of age and seeing loved ones die will not affect you mentally. Your body is at its peak; no matter how much time passes, the passage of time will not degrade it. You can even choose the appearance you want to have (your physical age); you can look like you're in your twenties, or even older if you want to have a more mature or venerable appearance.
The other advantage is that you have an unlimited memory, so no matter how much information you learn, your mind will not collapse. You are also immune to any disease or effect that causes memory loss, allowing you to clearly recall the moments you want to remember and erase those you want to forget.
Last but not least, the jewel of this option is that any skill you have or learn, you will have about four thousand years of experience mastering. This means that any skill you possess will be enhanced by four thousand years of experience spent training and learning. This applies, for example, to types of magic, fighting styles, or sword skills, and non-combat skills such as the study of a science.

Too Powerful (600 CP)
You are not an average person of your species; you are someone special. Whatever race you have chosen, you are ten times stronger than the average person of your species. For example, if you choose to be a demon, you are at the level of the Demon King.
In future jumps, all your stats such as Strength, Power, Intelligence, etc. will be multiplied by ten.

Items

All origins receive their 100 CP Item for free. The rest of the itemss of origin are discounted.

You can connect all your properties and facilities to your Warehouse if you want.

General

Isekai Starter Pack (Free)
The basic package to start your new life in the new world: a set of clothing appropriate for the location, identification papers to become a legal citizen within the territory where you are located, and finally, a budget equivalent to 10,000 dollars to cover your expenses.
For each jump you start, you will receive this package to begin your adventure.

Isekai Nonbiri Nouka Manga (Free)
All the volumes of the Manga or Light Novels of this series, quite useful to use the information of this world to your advantage.

Board Games (100 CP)
A set of board games for you to play with anyone. These include chess, shogi, and more. I include a rulebook for each game.

Supplies (100 CP)
A wide variety of non-perishable food and water supplies to last one person for a year. This includes camping supplies and other outdoor survival gear.

Slave Contract (200 CP)
A contract where one party (master = you) has absolute control over the other party (any person). Basically, the person who signs the contract becomes your obedient slave, bound by an unbreakable magical contract.
You cannot force someone to sign the contract; it must be consensual, so using violence or your status won't work. The only way for it to be valid is if they offer to pay a debt or do so voluntarily (without the Charisma Perk involved).
Each jump you begin, even this one, you will receive forty contracts in your possession to use. One limitation is that beings more powerful than you are not affected by the effect of this contract.

Elixir (200 CP)
A miraculous potion that can cure any abnormal condition, as well as any wound (including blood loss and limb loss), even fatal ones.
For every jump you start, including this one, you'll have a dozen of these potions.

Dragon Scales (400 CP)

Dragon scales are extremely rare and valuable items. One scale can be equivalent to a luxurious mansion in the capital of any kingdom.
These items are valuable because they can be used to create powerful weapons or strong and durable armor. Being an item compatible with magic, any creation made with it can be imbued with magic, increasing the power of attacks or increasing defense/resistance to attacks.
For each jump you enter, including this one, you will receive twenty adult dragon scales (one scale is about one meter high and one meter wide).

Treaty (400 CP)
A document that establishes a treaty of peace and non-aggression between the parties that sign it. Any organization, kingdom, country, etc. that signs this agreement cannot harm you directly or indirectly. Therefore, if the treaty is signed by a kingdom, it cannot declare war on you or use indirect means to attack you or any organization or nation you administer or govern.
The treaty is unbreakable, creating a magical union that will prevent any of the parties from violating it. This treaty can include multiple parts, so the number can vary. Remember that you are also bound by it, so since they cannot attack you, you cannot attack them either.
Every time you make an agreement, a contract will magically appear with the terms and conditions written down. So, you can make as many agreements as you want.

Dungeon (600 CP)
A 300-square-meter dungeon that you can customize to your liking. It has ten levels, and can be above ground or underground. You can designate monster areas and rest areas. But the most important thing about this place is that it's a mine of magical minerals, orichalcum, mithril, and adamantite. Each year, you can extract about ten tons of these minerals to do whatever you want, without the worry of running out of resources, as they will replenish when their quantity reaches zero.
Monsters in your dungeon will respawn once they are eliminated within a certain period of time after they die, so the stronger they are, the longer it will take for another one to appear. You can even designate floor guardians, which can be superior to their species or more powerful monsters.
This is an excellent investment to obtain magical minerals and earn money from adventurers who want to obtain materials from the monsters in your dungeon.

Church (600 CP)
A large church comparable to St. Peter's Basilica in the Vatican that you can customize to your liking. This church will be the main church of your new religion or a religion you already practice, and you can place it in the kingdom of your choice.
You can attract new followers and expand your beliefs by being the central figure. Since it's a religion that will be accepted as one of the common beliefs in the world you live in, you won't have to deal with religious or political repercussions or conflicts. Many powerful figures will even convert to your faith, making it possible to make it the official religion of the kingdom you live in.
The greatest advantage of this is that you'll have very devoted followers you can recruit as followers, as well as the donations you'll receive from members of your religion. As well as any advantages a religious cult would have, such as being exempt from taxes and other benefits. Since you're the main figure, it's logical that you have absolute power. Try not to

implement illogical and abusive dogmas that have some logic in the world they are in or that are at least acceptable.

Summoned/MC

Multipurpose Manual (100 CP)
A manual containing instructions on how to build different types of buildings, including houses, installations, furniture, and so on. It also covers farming and animal husbandry methods. This manual focuses on more artisanal methods, so don't expect to find instructions on building machinery or things that run on electricity or modern energy sources. Live a traditional Amish lifestyle.

Seeds (100 CP)
A variety of different types of seeds for different crops, including fruits, legumes, grains, vegetables, and any other crop found in our world (mundane, non-magical, or supernatural). Each jump start, including this one, will give you one kilogram of each type of seed to grow.

“Pet” Paradise (200 CP)
You must have a place for your pets or tamed beasts to rest. This one-hectare facility is the ideal place for your "pets." It has places for them to sleep, equipped places for them to feed, and a space for them to move freely. It has everything necessary for any type of species (as long as they are no taller than ten meters) to live comfortably.
The maximum number of animals you can house in this place will depend on their size, but creatures the size of a lion could fit up to 300.
I suggest you don't bring anything too large, as the facility cannot accommodate colossal beings like adult dragons or other gigantic creatures.

My currency (200 CP)
This is something a bit special: you will receive a document authorizing you to issue your own currency. This includes a model of the currency (coin or paper), just like a machine will produce it.
Its use will be restricted to your territory (unless you authorize its use outside the country or if people use it as a means of exchange). The value and quantity of your currency will depend on the wealth you have in your coffers (such as gold, other precious metals and stones, other coins, etc.).
You won't need to use your own resources to produce your currency; the machine will "magically" create it. It is impossible to counterfeit, adulterate, or reproduce by other means.

Protective Altar (400 CP)
At first glance, it looks like a simple, small altar with the figure of a faceless god, but this sanctuary is more powerful and useful than it seems.
In each territory you have, be it a village, city, kingdom, etc., you will have a simple altar that will bless the place(s) you rule. These blessings include good harvest seasons, protection against any natural disaster (even those of a supernatural or magical nature), repelling any type of dangerous monsters (those driven more by instinct and of low intelligence) from any

populated or inhabited area, eliminating any type of curse or similar that threatens your territory or the people within it. Finally, the people within it will be in a state of calm and with complete control of their emotions. Even the most stressed person entering your territory will have that stress eliminated.

"AFT" (All-Purpose Farming Tool) (400 CP)
Resides in your body and can be freely picked up and taken out, and even if thrown it instantly returns to you. You can transform it into various tools at your will. When the land is cultivated with it, the land itself becomes suitable for agriculture, and the plants the cultivator thinks of will remain cultivated. The growth rate of the plant grown with this method is 3 to 4 times the normal rate. When the hoe blade hits a living thing, it turns into fertilizer. The edge of the ax is good enough to cut a tree in the Forest of Death, and the tree after cutting it can be used without drying it.

The transformation is basically limited to farming tools, but it can transform into a spear as a holdover from the time when it was the "Replica of Holy Lance Gryme." It has the power to pierce a 3-layer barrier and hit vital parts, leaving a large hole. The power when used as a weapon is enough to defeat Dragons. This weapon is so powerful that it drains all of the user's energy with a single use, but if you have "healthy body" or similar, instantly restores the depleted energy from you.

My Land (600 CP)
A territory that encompasses one square kilometer of fertile land that is not depleted by cultivation. These lands can grow any type of crop, regardless of the climatic or territorial characteristics it requires. The best part is that you can grow different types of crops on the same surface and they will not negatively affect each other, so you can grow corn and soybeans on the same hectare without any problems.
This territory can even grow crops with magical or supernatural characteristics, without having to meet very specific requirements for their growth.
Finally, the time it takes for your crop to be ready for harvest will be reduced by one-tenth of the normal time, so if a particular crop takes ten months to be ready for harvest, on this land it will only take one month.

My Pets (600 CP)
A group of very powerful monsters under your command. This group is made up of 10 Inferno Wolves and 10 Demon Spiders. To give a glimpse into their power, two Inferno Wolves can easily defeat an Angel, and the same goes for the Demon Spiders.
These are completely loyal to you and will obey any command you give them. The only downside is that they cannot reproduce, so you won't be able to obtain more of these "pets" for free unless you search for them in this world.

Close People

Perfect Attire (100 CP)

The perfect outfit for any occasion: casual, a fight, a formal event, etc. This garment will fit your measurements perfectly, as well as being indestructible and repellent to any type of dirt or stain.

Cooking Recipes (100 CP)
This book contains a wide variety of recipes from both our world and the world you're currently in. Each section is divided into different types of food.
This book will be updated with each new jump you start.

Quality Furniture (200 CP)
A set of furniture (bed, wardrobe, sofa, etc.) to decorate your room. These are made by the world's finest artisans using quality materials. If you're looking for luxury, comfort, and class, this option is for you.
The furniture is indestructible and can be removed from any stain or dirt that may stain it.

Great Bath (200 CP)
A large bathroom that can easily accommodate ten people. This bathroom is equipped with everything you need for a relaxing and clean experience. For some reason, those who bathe in this bath's waters experience rejuvenation of their skin (giving you the healthy skin of a twenty-year-old) and cleansing of their hair.
The bathroom has a self-cleaning and repairing system, so all you have to do is enjoy it. You can install this room anywhere you like, within your home or as a separate facility.

Group of Maids (400 CP)
Five competent maids who will care for and serve you. From the Oni race, these powerful yet competent maids have top-notch skills in cooking, cleaning, housekeeping, security (they are strong), and childcare.
You can customize them to your liking. They will be completely loyal and obedient to you. They won't need a salary as they will work for you for free, although you will be responsible for their food and housing.

Office (400 CP)
An office for holding work (or social) meetings. This room is 10 meters long and 10 meters wide. It is equipped with meeting furniture (table, chairs, etc.). The best thing about this space is that it increases the analytical skills, perception, logic, and comprehension of the people inside by about 10 times. Ideal for organizational or government tasks. Brainstorming in this place will generate excellent proposals to implement in your government or company.
You can install this office anywhere you like, within your home or as a separate facility.

Bodyguards (600 CP)
An escort of seven powerful angels. Although the series mocks them for always losing to the Demon Spiders and the Inferno Hounds, the angel race is one of the most powerful in the world. They are talented in the use of light magic and powerful melee combatants who can fly.
You can customize them however you wish. They will be completely loyal and obedient to you. The angels in this series are female, but you can make them male if you wish.

My Powerful Weapon (600 CP)

A powerful and indestructible weapon capable of slicing through dragons like butter. This weapon is linked to your soul, so you can summon it whenever you need. You can transform it into any type of weapon you want—a sword, an axe, etc.—you can even infuse it with magic to make your attacks more powerful.
Since it's a special weapon, no matter how much you dirty it, once you remove it and summon it again, it will appear as if it were new and unused. Summoning it has no cost. The only limitation is that it's a weapon, so you can't transform it into armor or work tools.

Friendly Neighbors

Quality Wine (100 CP)
A box of approximately twenty bottles of 100-year-old wine. Produced with the highest quality ingredients, this wine is perfect for discerning wine tasters. You can choose the type of wine you want.
Each jump you start, including this one, will receive a box of the same wine.

Flying Carpet (100 CP)
A three-square-meter carpet, capable of carrying a maximum weight of one ton and flying at a speed of 100 kph. Very useful for transporting people or goods. It can create a magical shield around it to protect passengers or cargo from air pressure and other inconveniences.

Dungeon Stone (200 CP)
This stone, when imbued with a bit of magic, allows you to reorganize the space of a dungeon. This means that by using it in a dungeon, you can expand or reduce its space, giving you complete territorial control over it. If you wish, you can relocate monsters within it.

Workshop (200 CP)
A workplace for a specific activity, such as a wine distillery, a blacksmith's shop, etc. You'll have all the necessary equipment to carry out your work without problems. This building has the capacity for a dozen workers, each with their own designated workstation. A good option if you want to start your own business.

Title of Nobility (400 CP)
This noble title of marquis rank (or lesser if you prefer) will grant you all the privileges it provides. This means you'll have all the benefits of this title, such as land, a fixed income, rights to certain products within your territory, having an army, etc. You can choose any kingdom you want to validate your title there. If there isn't a noble system, you'll be the owner of a significant company or corporation within the country or territory you're currently in.
Keep in mind that territories, companies, etc. are not fiat-backed, so you can't export them to future jumps. You'll start over for each jump you begin.

Servants (400 CP)
Three servants of the devil race, actually two of that race and one of the Ancient Devil race. These races are powerful, on par with angels and surpassed only by dragons (and in the

future by other monster races). These guys are the ultimate butlers/maids; they're perfect at cleaning, security, etc.
You can customize them to your liking. They will be completely loyal and obedient to you. They won't need a salary as they will work for you for free, although you will be responsible for their food and housing.

Sealing Stone (600 CP)
This stone can seal any being, even beings as powerful as gods. This effective and inescapable prison is ideal for those beings you can't kill or don't want to kill and prefer to lock them away.
The procedure is simple: you bring the black stone close to it so it absorbs them, regardless of whether they are corporeal or incorporeal beings. If an evil spirit possesses a person, you can absorb the spirit into this stone and free the person from the possession.
The only limitation is that you can only seal one being in a stone, and you'll only receive five stones, so use them wisely. However, you can release those you've locked away to lock others away. Think of them as reusable Pokeballs. Very powerful beings, like cosmic entities, will be harder to seal away, so I recommend you become stronger and weaken them.

Castle (600 CP)
Someone of your status can't live in just any house; at the very least, you deserve a castle, living like a king in your fortress. You own an imposing castle that could extend the length of a village. You can choose the style you prefer, whether more Western or Eastern.
The castle is equipped with all the comforts and luxuries that even a king would envy. It has several rooms, accommodating up to a thousand guests, quarters for all the staff, kitchens, a library, studies, workshops, a throne room, a conference room, and so on. There are also various areas such as gardens, training grounds, orchards, and so on to cater to your every whim.
Don't worry about maintenance; through magic, the castle will repair any damage, as well as a self-cleaning system. As for security, an indestructible magical barrier will protect your property, allowing only authorized personnel to enter.
The only downside is that you'll have to find the castle staff yourself, but the upside is that it's an incentive to find loyal followers.

Companions

Import (free/100 CP per or 400 CP for eight)

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 friendship.

Drawbacks

You may take any amount of drawbacks you like.

You are the MC (+0 CP)
Instead of Hiraku Machio, you'll be the one summoned and entering the new world. You're not obligated to follow in his footsteps, so do as you wish.

Crossover (+0 CP)
Are there any manga, anime, game or novel 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.

Lazy (+100 CP)
You're the type of person who prefers to slack off or do jobs that take less time to complete. You prefer to delegate responsibilities if you're in a position of power, or if you're a subordinate, you'll pretend to work or pass off your workload to a coworker.

Everyone is afraid of the jumper (+200 CP)
No matter how harmless you appear or how peaceful your lifestyle may be, people will feel intimidated in your presence. The distorted view of you will give the impression that you are more dangerous than a dragon, even comparing you to a walking calamity.
In most cases, people will avoid you or treat you with distant cordiality, but in the worst cases, they will try to destroy you.
You can lessen this effect by making yourself known to correct the misunderstanding, but it will take some time, as long as the other party is not hostile to you from the start. The good news is that your companions and followers from previous jumps will not be affected.

We must repopulate (+200 CP)
You can consider this a blessing or a curse. It seems that anyone who is romantically involved with you or is attracted to you will want to spend "quality time" with you.
This would be great if it were just one person, or at most five, but the problem is that there will be several people who will want to spend "quality time" with you, whether they are colleagues, followers, acquaintances, etc.
The positive side is that this will only affect people you are attracted to or who are your partners (even those who will have no problem sharing you). But if you don't have much stamina, you'll be very tired after a marathon of "quality time" with many people.

Monsters Lure (+400 CP)
You're a monster magnet. Every time you leave habitable areas or enter wooded or remote areas, you're guaranteed to be attacked by a monster or group of them. At best, they'll be weak, but at your worst, you'll encounter dangerous creatures like adult Bloody Vipers. I advise you to become stronger or find yourself a good escort.

Problem Magnet (+400 CP)
Whether you like it or not, you'll be a magnet for trouble, or rather, you're a magnet for powerful beings with peculiar personalities. Rest assured that at least once a week you'll have to deal with a visit from a dragon who wants to stay in your home, or a group of angels who want to test you to see if you're worthy of being their partner.
Some of these visits will be harmless, even anecdotal, but others will be more problematic, like the invasion of a dragon who thinks his father is unfaithful to his mother, wanting to eliminate you, thinking you're the cause of the problem.
The positive side is that you won't be bored during your stay.

War everywhere (+600 CP)
Don't let the MC's peaceful life fool you; this world isn't as peaceful as the manga portrays it to be. Wars between the Demon King's army and humans are a constant, attacks from uncontrolled monsters aren't uncommon, and the threat of the release of an Evil God is a ticking time bomb.
Unlike Hiraku Machio, you'll start in a more conflict-ridden world, with even wars between factions within the same kingdom or race present.
Your mission is to stop all this madness and bring peace to this world. Basically, you have to fight powerful beings like the Vampire Ancestor or the Dragon King, or form an alliance with them. And defeating your opponents won't be enough; you'll have to take on the post-war work to unify all the races and kingdoms and achieve world peace.
You have up to the duration of your jump to complete it; if you fail, it's Game Over. I suggest you start as soon as possible, because the longer you procrastinate, the worse the world situation will be. At the beginning of your leap, there won't be conflict per se, but rather a cold war. But as time goes on, the wars will become more direct and destructive.

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 shadow fox, Person Person and everyone for fixing my grammar and helping me make this jump.

Some series concepts used to make this jump

-Isekai de Tochi o Katte Noujou o Tsukurou

-Isekai Nonbiri Nouka

-Saibai Cheat de Saikyou Saien E, Tada no Katei Saiendesu kedo?

-Yuru Fuwa Noka No Moji Bake Skill

-THE DAILY LIFE OF A MIDDLE-AGED ONLINE SHOPPER IN ANOTHER WORLD

-Inaka no Home Center Otoko no Jiyuu na Isekai Seikatsu