

Striving for the Luxury Liner!!

~Get That Rich Isekai Life With A Ship Summoning Skill~

After a night of partying particularly hard with his friends, Toyoumi Wataru accidentally manages to trip and fall into the ocean, drowning as a result of his drunken state. Thankfully for him, this isn't the end of his story as the God of Creation of an unnamed world would take his now freed soul and bring it to his new world, granting him the special ability to summon ships as a reference to both his method of death and his name.

While finding his unique skill somewhat pathetic at first, he soon learns it is stronger than he thinks, and soon creates a stable life for himself, though the God of Creation seeks more entertainment and dangles a certain prospect before him. The Luxury Liner he had noticed in the catalog of buyable ships is stuffed to the brim with luxuries from his old worlds, from food to media to even appliances. It even has a casino. Motivated more than ever, he sets out on an adventure to gather enough money to buy the luxury liner and live a life of luxury.

While perhaps not selected by the God of Creation himself, you will also be finding yourself in this world for the next ten years, and I hope you find it just as entertaining and fun as Wataru.

+1000 Choice Points

Origins:

Gender is the same as the previous jump, age is 16+2d8. 50CP to change.

Otherworlder

The gods of this world have a bit of a history of bringing otherworlders to this world, and often granting them extremely powerful abilities. Or at least that is how it was. It seems the God of Creation of this world wants something a bit different, as he will soon bring someone with a skill much less overwhelming at first glance. And now you as well, with an equally bizarre skill. Naturally, this origin will be treated as a Drop-In with no extra memories.

Adventurer

This world, like many others, is filled to the brim with monsters that harass the roads between settlements and even the settlements themselves. Standing guard against them is the Adventurer's Guild, an organization of adventurers who venture out on quests to slay monsters and solve various issues. While going solo is possible, it is highly recommended that one join a party if possible.

Merchant

Where civilization blooms, so does trade. You are one of the many merchants of this world, trying to make a profit from either your own hard work as specialized labor or a more general merchant who travels to buy and sell at advantageous prices. Perhaps the rarest among them are magic boat operators, those who have automatic boats powered by magic that can reach distant locales with little effort, though beware sea monsters.

Location:

Roll a 1d6 to determine where you start out in this world, or pay 50CP to choose.

1 - Empty Meadow

A quiet and isolated meadow, only really populated by horned rabbits. Soon a certain otherworlder will appear and end up chased by these horned rabbits, perhaps you might like to lend a hand? Close by is the Western City, so you might wanna head there if you don't wanna stay outside the city walls. Those with the **Otherworlder** origin may start here for free.

2 - Western City, Latina Kingdom

As the name implies, this city is the major city to the west of the capital of the Latina Kingdom, and the seat of the local count. Soon, a young man from another world will stumble into the city and stay here while getting his bearings, hunting horned rabbits all the while which inspires other adventurers to hunt them initially for starting gear, cutting down on injuries as they begin their careers. **Adventurers** may choose to start here for free.

3 - Southern City, Latina Kingdom

Another uncreatively named city, this is a major trading port in the Latina Kingdom, as it faces both the ocean and has a major river that leads to the Royal Capital. There's also an unnamed island nearby with many rare monsters and items on it. This will be a central location for a man summoned from another world thanks to the abundant trade opportunities. Thanks to said opportunities, **Merchants** may choose to start here for free.

4 - Teyvoli, Southern Continent

A city on a continent to the south of the one Wataru starts on, its main claim to fame is the location of pepper. It seems to be vaguely middle eastern inspired, and is home to some very aggressive hagglers. Most important is that soon its leader will pass away, and a civil war will brew between his two sons as to who should inherit the throne. It may be a good idea to leave, though only a few ships survive the trip north.

5 - Grand Cathedral, Palermo

An absolutely massive cathedral dedicated to the gods within the religious state of Palermo, surrounded by a massive halo. It's truly an impressive site and a goal of pilgrims the world over to visit it. Palermo itself is a fairly prosperous kingdom, and in a few months will be visited by a certain merchant to sell quite a large quantity of fresh pepper. Besides this, there is the dangerous Hellwind Cave that may have certain rare materials deep inside, as well as a lonely wind slime.

6 - Free Choice!

Good news, you get to choose where you start!

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

General

System [Free or 50 CP] - While rarely brought up, it seems that most people in this world have a system of some sort, though it is incredibly basic. It keeps track of a person's level and skills, with the level growing as a person fights stronger monsters. It also has stats divided into six categories (Stamina, Intellect, Magic, Dexterity, Strength, and Luck), though points in these are seemingly automatically assigned or given as you level up. While here you will get the system for free, as well as the ability to show your status, but if you wish to keep it it will cost 50 CP. Will integrate seamlessly into any other system you have.

Skills [50 CP each purchase] - The system of this world allows a person to learn skills with sufficient practice, as shown on a person's status screen. The more common skills are things like Fire Magic, Swordsmanship, Martial Arts, Presence Detection, Physical Enhancement, and things of that nature. Each skill is ranked from 1 to 5, with 1 being a novice and 5 being mastery. Purchasing this perk will allow you to obtain a skill and the appropriate level of knowledge to utilize it at rank 1, while additional purchases may be used to either upgrade skills to higher ranks or buy new skills. Existing skills and abilities you have will be classified and ranked like this within your **System**, so an expert Fire Mage may end up with Fire Magic 3 or 4.

Otherworlder

Language Understanding [100 CP] - A basic blessing granted to you by the gods, this allows you to effortlessly speak and write in any language that exists, without any extra thought of effort from yourself to the point you will be shocked if someone points out that you are speaking another language. Continues to work on all languages in future jumps.

Messages from God [200 CP] - Sometimes a god or other equally powerful being needs to have a word with you, but you are in the middle of something. Or maybe you have potent mental defenses and don't wanna lower them. Now you can easily communicate with them through a simple method, messages! Okay, it's kind of low-tech, but these messages can't be intercepted by others no matter what, even trying to read over your shoulder would show nothing. If you have a system of some kind, you instead have a 'message inbox' where these messages go, with the same ability to prevent others from peeking.

The Luck of God's Favor [400 CP] - Wataru, despite being a vaguely ordinary person, seems to be blessed by the gods themselves, or at least one particular god. As he would later learn, this is actually true, as the God of Creation has been manipulating events behind the scenes to make his journey a bit more exciting, by doing things like putting two beautiful slaves in his way when he decided to finally buy some, or even putting Mythical Dragon parts in a cave he was exploring. This won't help you with gods themselves, but it gives you a level of luck as if they had blessed you. You will find lucky encounters happening much more often, encounter rare creatures like a holy-elemental slime or odd-colored sabertooth tiger, or even finding rare monster drops such as the before mentioned mythical dragon pieces.

Ship Summoning [600 CP] - The Unique Skill of Wataru Toyoumi, and now you. It allows you to purchase various boats utilizing money you gain in this world and future worlds, these boats range from the basic rowboat you start with to things such as yachts, floating islands, and even the titular luxury liner. It also keeps the ships in optimal conditions, never requiring gas or maintenance, and allows you to 'pilot' these ships by yourself even if it should require a greater crew. These boats are also unsinkable, and cannot be boarded by others unless you allow it. There are more abilities to discover as you level up the skill, which can be done by buying more ships. There are a few things of note, however. You can only summon one ship of a given type per purchase, so if you want multiple life rafts you will have to buy more. Second, these ships cannot have weapons on them, so no battleships for you. Finally, you may change this to work with either land vehicles or air vehicles instead of ships if you like, though navigation may be harder without roads or landing strips. As a bonus, as you go to new worlds and encounter new ships (or other vehicles, if you chose that option), they will be added to your catalogue for purchase.

Adventurer

Adventurer Basics [100 CP] - You wouldn't be much of an adventurer if you didn't know what you were doing, now would you? Thanks to much trial and error, or just an exceptionally good teacher, you know how to handle yourself in the world outside of city walls, able to fight monsters with a level closer to your own, and how to escape from those who are much higher as long as you aren't dumb about it. While this won't make your insanely skilled, you also won't die to goblins or, gods forbid, horned rabbits.

Fame Precedes You [200 CP] - Adventuring parties or solo adventurers tend to attract a bit of attention in this world, while many are famous for their strength, beauty, or both, even Wataru himself became locally well-regarded for his steady hunting of horned rabbits. For it allowed numerous restaurants to rely on a steady supply of incoming monster meat, as well as inspired his fellow adventurers to start hunting them first in order to build up money. Similar to this, even if you aren't strong or beautiful, you tend to develop a reputation much easier depending on how you act, such as a dependable low-level adventurer or maybe a trustworthy merchant who always gets the job done. This reputation will spread much faster than it otherwise would, to the point people of other towns might recognize you. If you build up enough of a reputation in a jump, said reputation might travel with you into the next jump… Just don't try to track down where exactly those rumors came from.

Unique Skill [400 CP] - Unique Skills are often the domain of those brought from another world, but that isn't always the case. A certain man will appear during an upcoming war with a fearsome ability granted by the gods called Laser Beam, which allows him to fire off a large laser of magical energy that can pierce (nearly) any defense that he encounters, with the only drawback being a recharge timer between uses. Similar to him, you have a Unique Skill of your own even if you are a native of this world, and can customize it as you please, as long as it is weaker than **Ship Summoning** overall.

Top Tier Beauty [600 CP] - For reasons that are best left up to question, nearly all of the top tier adventurers Wataru encounters in his travels are exceptionally beautiful women. This blessing, at least in part, now seems to extend to you. While you don't have to be a woman, whatever your gender you are exceptionally attractive, easily a 9 out of 10 to most people. Since that is only half of the equation, your strength will also scale to your beauty, the more attractive you are the higher your stats will be, regardless of your level. These are just raw stats however, you won't necessarily get more per level up unless you somehow get more attractive each level, and your skills also won't increase with strength with just this.

Merchant

Skills of the Trade [100 CP] - Some merchants don't necessarily travel between towns, making a profit from buying and selling various goods. Instead they have a particular skill or trade they are good at, and merely sell either the work they generate from it or work off of commission for those who wish to make use of those skills. Now, you have about a dozen years of experience in a tradeskill that might belong to a medieval craftsman, such as carpentry, masonry, or even a more rare or specialized skill such as glassmaking. It's still up to you in order to market this skill correctly in order to make money. If you don't want to be a craftsman, you can instead take the equivalent of a dozen years experience as a merchant traveling between towns.

Important Business [200 CP] - Why is it whenever you are trying to get something done that is important and discreet, people do their damndest to block you from accomplishing your goal? Similar to a certain vice-guild master of the Merchant's Guild and his attempts to visit an official of the church. Thankfully, with this you will no longer suffer from such interruptions, as long as you are actually there for a legitimate reason people will innately understand when you say that you need to speak with someone as soon as possible, and will do their best to facilitate that if they are able to. Again, this only works if you have a legitimate reason to be visiting that particular person, such as warning a local leader about an incoming attack, or reporting something of religious significance to the local religious leader.

Haggling [400 CP] - One of the most important skills for any merchant is the ability to haggle, and this is a skill that those of the southern continent are extremely good at. Utilizing various forms of flattery, extortion, fear of missing out, pity, or even just speaking so fast a person can't really get a word in edgewise, all of these skills and more are now part of your repertoire. You could sell items for far more than they are really worth, and are great at managing to do so even if a person might be able to find it cheaper in the same city, though you might not want to stick around if you abuse this too much. Alternatively you can just use this to get better prices when handling particularly tricky traders, but where's the profit in that?

Commerce God's Contract [600 CP] - The Merchant's Guild is quite fond of contracts enforced by the God of Commerce, and for good reason. Anyone who breaches the contract will be punished by the God of Commerce, and contract discussions under his auspices are completely shielded from being overheard. Additionally, registering a patent with him will result in a share of every sale in the future magically going to you, even from distant locations. With this perk, you have the ability to create contracts under the God of Commerce's aegis just as is common in this world, with his wrath being inflicted upon those who break it even in future jumps, and his patents always working even in magic-less worlds. Though said patents will not work if someone else already holds a patent or equivalent for it. Just…try not to break the contracts yourself, Jumper.

Items:

All Origins receive discounts on their items, with their 100CP purchases being free.

General

Adventurer/Merchant Card [Free or 50 CP] - When entering a new city, one is often asked to present a form of ID in this world to curtail criminals from entering, and Adventurers and Merchants have their own form of guild card in order to show their affiliation. For the duration of this jump you have one as well, with an Adventurer Card showing an overview of your status though you can conceal what you'd like besides your class name, and both cards can be used to take small loans or even utilized as a bank, with any bank in future jumps recognizing your card as a valid ID. Merchant Cards also allow a person to take larger loans if you are interested in such a feature. If you wish to keep this card post-jump, you must pay 50 CP, but as a bonus these cards will count as a valid form of ID in any future jump you go to, and will work on future Adventurer or Merchant guilds to show you are a member. Can be purchased twice for a combination card.

Elemental Slime [50 CP] - Wataru has a bit of an odd like of slimes, much to the confusion of others around him. He is eventually gifted a Holy Slime that was found by the adventuring party Girasole, and through a coincidence unlocked the Taming skill. Thanks to this slime's cute behavior his like of slime would soon spread to Girasole itself, who would hunt for a Wind Slime with his help. Now you too have a Slime of an elemental variety that is considered to be your familiar or pet, even if you lack the Taming Skill. You may freely choose an element, though nothing too abstract like space or time, but Holy or Dark aligned slimes are perfectly fine. These creatures aren't too likely to be that powerful unless you feed them EXP somehow.

Pepper [50 CP] - The original black gold, pepper was historically a rare spice that is now common. Unfortunately for the world Wataru finds himself in, it's only produced on the Southern Continent across a vast ocean filled with dangerous monsters, making it one of the most expensive items a merchant could ever sell. Though only a scant few survive the trip. With each purchase of this you have an inflatable life raft worth of pepper in perfect condition as long as it stays in the life raft. This can be traded for massive monetary gain or favor from nobility. Or you can just use it yourself, but that is kind of a waste?

Magical Boat [50 CP] - Magical Boats are something quite rare here, and those who own them are able to earn quite a bit of money by ferrying people or items across large distances due to a lack of technology. Magical boats work as if they were motorized boats, though far quieter and run off of a miniscule amount of the captain's magical power. They are largely excavated or found, and it is unknown where they come from but they are certainly something people would kill for. This gives you a basic magical boat, essentially a small motorboat in size and design with no top. It cannot be boarded unless you allow it, and never requires maintenance. While it isn't invincible, if it is destroyed it will appear in the nearest harbor or beach the next day.

Otherworlder

Chest of Bathing Suits [100 CP] - Much to Wataru's frustration, due to the large number of monsters both in the ocean and in rivers there isn't a swimming culture in the world he finds himself in, so his plans to get a certain female party of adventurers into bikinis was doomed to failure. Thanks to this chest, you will no longer have to worry about such a thing. It is filled with an ever-replenishing stock of bathing suits of a variety of styles, colors, and sizes, and if you open it with a specific person in mind it will be filled with swimsuits perfectly suited to them. As a bonus, you will never have trouble convincing someone to wear these, even if the world they are from doesn't really have bathing suits of any kind.

Guard Slaves [200 CP] - Those who own magical boats are frequently targets for assassination, muggings, and other such behavior due to the amount of money they cost and how valuable the boats are. As a result, many captains will buy guard slaves, though they are more like debtors who are bound by a contract of secrecy instead of true slaves and you are expected to keep a certain standard of living for them. Since chances are you are going to be getting a magical boat or other special ability that others will covet, you might also need them. Buying this will give you two slaves of around level 80, with several skills in the two to four level range. You are free to customize their looks, personality, and anything else about them you'd like, and they will never betray you.

Refugee Island [400 CP] - Wataru made a promise to the Dark Elf Felicia when he purchased her as a slave, to save her people from humans who hunted them illegally. Utilizing his boats, he was able to find an isolated island to ferry them too, giving them a new chance at life. Now you also have such an island, far off from any common sea routes and impossible to find for anyone you don't guide to it. Anyone who shelters on this island will continue to stay on this island through jumps as if a follower, and those who live here will find it much easier to get along with others also on the island. If you want, instead of being empty aside from nature, you can instead have a small settlement of dark elves to start off with.

Mythical Dragon Parts [600 CP] - The Mythical Dragons are six legendary dragons for each of the elements (Light, Dark, Fire, Water, Wind, and Earth) that take the shape of 'eastern' dragons, long and serpentine. Unlike ordinary dragons they possess intelligence and are highly revered as messengers of the gods, and it is basically impossible to subjugate or destroy them normally. The only way their parts have ever been given have been as rewards to great heroes and kept by countries. That makes this stash of scales, claws, and teeth insanely valuable, with such things having never been sold on a market before. You may sell these as you wish, donate them to a church, or even have them forged into incredibly strong weapons. You may choose a specific element for each scale, claw, or tooth to have come from if you wish. There's about nine of each here, and they will not be restocked if used.

Adventurer

Starter Gear [100 CP] - Wataru's behavior in initially killing horned rabbits would eventually start a bit of a revolution in how adventuring worked, at least in the Western City. New adventurers would instead hunt Horned Rabbits initially for money to buy starting gear instead of trying to hunt more dangerous monsters like goblins, dramatically cutting down on injury rates. Similar to these adventurers you now have a set of relatively cheap but still sturdy adventuring gear, as well as a decent weapon of your choice. This armor will automatically repair itself, always be clean, and is surprisingly comfortable to wear. If you go to a jump where the minimum gear expected of a profession you are a part of is different, such as a spacesuit and a gun, this gear will automatically turn into that if you so wish.

Card Creation Machine [200 CP] - A special machine with an orb atop it, by placing one's hand on it it will link to their status screen and print out an Adventurer's Card showing their stats, skills, and other information. Thankfully, you can conceal information you don't want to show others with a thought on this card. What makes this particular machine special is that it will grant people in future jumps the **System** perk from this setting, with their abilities being categorized as an appropriate level, stats, and skills for them. Similar to the **Adventurer Card** item, these cards will work as appropriate identification in future worlds with Adventurer's Guilds.

Speedboat [400 CP] - One of Wataru's later boats is the Speedboat, which doesn't really have a space for people to rest or sleep, and can only seat around five people. What it does have, as the name implies, is raw speed. It reaches 210 km/h at top speed, and is near impossible for someone to hit, though you might need practice to attack other things from atop its deck. Your boat has infinite gas, never requires maintenance, and can only be driven by those you allow, but it can be destroyed if hit by a sufficiently powerful attack. If destroyed, it will reappear in the nearest friendly harbor or beach the next day. You may instead opt to make it into a magical boat, cutting out a lot of the noise the speedboat makes at the cost of it slowly draining your mana.

Treacherous Island [600 CP] - Near the Southern City, there is an exceptionally hard to reach island, that only a scant few magical boats can reach. The waters around it are filled with rocks and dangerous corals, as well as treacherous waves. What makes this specific island so special is the variety of extremely rare items and monsters that live on it, making it a very in-demand spot for adventurers to hunt at, assuming they can afford the price. Now you have your own island with these characteristics, except that only you and those you show can figure out how to navigate to the island. In future jumps it can either offer rare monsters and items from this jump, or from your current jump.

Merchant

Appraisal Crystal [100 CP] - A small crystal that can scan a person's status card in order to determine if they are a criminal or not, or at least that is its use in this world. Your own crystal doesn't rely on the system, instead seemingly reading their memories or some other method, but the result is that even in future jumps it will change color to show if someone is a criminal. You get a single one of these for each town, city, or other equivalent you own.

Foxy Receptionist [200 CP] - A sort of bizarre coincidence happens to Wataru, in that every Merchant's Guild receptionist he comes across in the Northern Continent are a combination of extremely friendly, helpful, and beautiful fox girls. Naturally, this makes his interactions with the guild much, much better. With this, you will have the benefit of the same for anyone coming into your businesses. For every business, company, etc. you are in charge of, you will have an exceptionally beautiful and competent receptionist who is fantastic with customers and people seeking information. They will also all be fox girls, and in settings where such a thing would be weird no one will notice the ears or tails. If your preferences lean the other way, you may instead have handsome fox boys (men?) instead.

Magical Klugo [400 CP] - The Klugo is Wataru's main ship for a time, a small cruiser yacht with a boarding capacity of 15 people, complete with bathrooms and three bedrooms. This is your own copy of the ship, with an external appearance to match magical boats in this world while the interior retains the same modern luxuries the Klugo has undisguised such as a microwave, refrigerator, shower, and modern beds. As a magical ship it will run by draining a miniscule amount of magic from you, including all the interior amenities. Additionally, while you cannot disguise the interior, people who see it will not remember anything odd about it once they leave your boat if you don't want them to recall it. This will never require maintenance, and if destroyed will reappear unharmed the next day in the closest harbor or beach.

Reversi Contract [600 CP] - Perhaps one of the most common things introduced by isekai'd people into new worlds, perhaps because of its simplicity. In a few months Wataru will introduce Reversi into this world himself, unless you take this of course. A simple and fun board game, you now have a contract bound by the God of Commerce as the creator or patent holder of the idea of Reversi now, and 3% of every sale of the same in all future jumps will magically be deducted and sent to your bank account, even if there is no magic and Reversi was invented hundreds of years before you ever came. In jumps without Reversi or an equivalent, you will be able to introduce it and spread it much more rapidly than it should.

Companions:

Import [50 CP, 300 CP for 8] - Have certain friends you'd like to bring with you on this adventure? Maybe get some sun, or just relax on some luxurious boats? With this you may import a companion for 50 CP, or 8 at once for a price of 300 CP. These companions get an origin, as well as 600 CP to spend on perks and items. They will appear near you, and if they are an Adventurer or Merchant they will have an appropriate background in this world that you may slightly customize.

Canon [50 CP] - Someone catch your eye, eh? Each purchase of this you will be guaranteed a fateful encounter with a person you specify, perhaps a god interferes in theGod of Creation's plans to get Wataru the two beautiful slaves he gets in canon and you find them first instead? Or maybe you just really attract a certain foxy receptionist, or a special adventuring party. They won't instantly be your best friend, but they will be predisposed to like you, and if you convince them at the end of your adventure they will join you as a companion.

The Mermaid Princess [100 CP, free to Otherworlder] - A peculiar young mermaid lady who you happened to fish up shortly after you arrived in this world. She insists that this means you must marry her, and now she refuses to leave you alone. She's actually an incredibly skilled alchemist and has a potion that can give her legs so that she can walk on the ground, and she's actually well connected to the hidden Mermaid kingdom since she's their princess. Oh, yeah, they also think you kidnapped her so have fun dealing with that.

The Ice Mage [100 CP, free to Adventurer] - An adventurer you recently met and decided to team up with, she's quite skilled though stuck at a relatively lower rank than she should be for her level of power. She's more than happy to show you the ropes of adventuring and when shit hits the fan she is quite capable with her ice magic. In truth she's the daughter of a famous adventurer and is lonely and desires someone to see her for who she is instead of her father. She's quite cold natured and is weak to warm things like blankets.

The Lucky Jester [100 CP, free to Merchant] - A strange girl you met after she was kicked out of her adventuring party. While she's not the best at fighting there's something about her that seems to bring you luck. Your business dealings seem to go smoother and result in greater profits, rare monsters show up when you go out hunting, and you stumble across treasures more than before. The Jester herself dresses like a stereotypical court jester, and has pretty poor self-esteem but is more than happy to stick by you since she's often been kicked out of groups all her life.

Drawbacks:

Fall into the Ocean [0] - You will be replacing Toyoumi Wataru as the protagonist, forcing your starting location to the **Empty Meadow** and putting you in a sort of debt to the God of Creation, who will want you to generally go out and be entertaining.

Horned Rabbit Bait [+100 CP] - Something about you really drives the local horned rabbits wild, and not in a fun way. They absolutely hate your guts and will often go out of their way to attack you if at all possible. Thankfully they aren't very dangerous except in exceptionally large groups, and there are places where they won't go such as water or a city.

A Small Debt [+100 CP] - Did you buy something without having the funds for it? It seems you have a history in this world, even as a Drop-In or fresh Otherworlder, and you owe someone a bit of money. While it isn't impossible to pay it as long as you put in some level of work, it will hang over your head and trying to put it off is ill-advised as it has an active interest rate. You cannot utilize money obtained from other Jumps to clear this debt.

Overactive Imagination [+100 CP] - Much like a certain protagonist, your imagination is a bit…overactive, or eager shall we say. If you are talking to an exceptionally beautiful woman there is a chance that you will begin to fantasize about them and forget to pay attention, or if you are reading something you might imagine it as a particularly attractive woman telling you the words you are reading. While not exactly crippling since you can control it with enough willpower, people will be annoyed if you space out and you may miss vital pieces of information.

Inconvenient Start [+200 CP] - For whatever reason, the gods saw fit to grant Wataru the ability to summon boats, and then place him in a field in the middle of a country instead of somewhere close to a river or even the ocean. You will find your entrance similarly bizarre, overriding your location choice above. If you lack the ability to fly, you might find yourself atop a tall plateau or mountain, while someone without a boat item may end up on an island. Or maybe you'll just get thrown in the middle of a battle somewhere. This naturally only applies at the start of your adventure, but it's hardly an auspicious start.

Coward [+200 CP] - Despite his boats essentially granting him invincibility, Wataru tends to be scared of monsters that attack him at first, and when he is without a boat he is downright cowardly, even when surrounded by others and hunting a creature for a specific purpose. While not as bad as other isekai protagonists, it is quite an annoying personality trait. Now you are like him, a bit afraid of things at first even if you should be completely fine, though this will thankfully wear off the more you encounter a specific monster or situation.

Gambling Addiction [+200 CP] - Like a certain girl who had to resort to slavery, you have a bit of a gambling problem, Jumper. You find it hard to resist spending quite a lot of money gambling, which could severely set back any other plans you have. While you won't tend to gamble more than a dedicated adventurer or merchant couldn't make back with some effort, you should be careful as external factors may prevent you from earning that money, from lost cargo or even an injury to your own person.

Entertain the Gods [+300 CP] - The reason the gods bring people into this world is quite simple, they want to be entertained. While they have drawn back a bit on giving people exceptionally strong abilities in order to not completely ruin their world, they do still bring more people over and continue to hand out unique skills to others in order to make it more exciting. Now, the gods have their eyes on you, and they expect to be entertained. If you aren't entertaining enough, they will start to complain at you in subtle but obvious ways. Then, if you continue to not be entertaining, they will manipulate events behind the scenes to put things in your path to make you entertaining, and if you keep staying boring, well… They'll just have to bring in another Otherworlder with an exceptionally strong skill who might be able to challenge you.

Noble's Pawn [+300 CP] - Later on in his adventures, Wataru's consistent ability to cross the ocean as well as the staggering size of some of his boats draws the attention of several nobles, who seek to either take what he owns or bring him under their thumb to the point he has to take on a fake identity. Now, no matter what you do, nobles will seem to think you are valuable to them and will try to bring you under their control, steal from you, or even kill you in order to deny you the ability to aid their enemies. You might be able to avoid notice for a little while by changing identities, but sooner or later local nobility will find their attention drawn to you. Hopefully you don't mind not having a permanent home, or serving someone else.

No Overpowered Heroes [+300 CP] - While the gods seek entertainment, they have long gotten over how much change an overpowered hero brings to their world. As a result, they have been summoning heroes like Wataru with lesser powers for their fun. Since you are coming here, it's only fair you are placed under the same restrictions isn't it? Any powers or perks you have that would surpass **Ship Summoning** in power is restricted from you, as are any items that could cause large amounts of devastation.

Scenario:
Striving for your own Luxury Liner

(Requires **Ship Summoning**)

As obvious by the name, the goal of the entire journey Wataru goes on is to get a Luxury Liner, he just tends to get distracted by other things in the process like helping incredibly hot girls. Perhaps you'd like to go on the same journey, Jumper? If so, then feel free to take this scenario. In order to complete it, you must obtain a Luxury Liner of your own from the **Ship Summoning** skill, or an equivalent from the Car/Plane variant (a luxury RV and a luxury zeppelin or jumbo jet) at the same cost. This is roughly 500 platinum coins or 500 billion Japanese yen. However, there are some restrictions on this. You may not use money from sources outside this jump, or businesses you owned before entering this jump. You may also not utilize anything that would allow you to sell items infinitely to a single source without changing the price, we abide by supply and demand here!

Your reward, should you accomplish this goal, is an upgrade of your skill into **Vehicle Summoning**. This allows you to purchase all three of the vehicle types instead of just one, as well as adding every vehicle you obtain with CP to the summoning menu and granting all of the associated bonuses summoned ships have if they do not already have them. This includes never requiring refueling or maintenance, vehicle disguises, the autopilot ability, denial to board, passenger tickets, and more. There is no penalty to failing to achieve this goal other than whatever sadness you'd feel for failing to accomplish something.

Final Voyage:

I hope you enjoyed your time in this wonderful world and got to ride plenty of interesting boats, or had other fun adventures. But it's time to make a choice, Jumper.

Go Back

Nostalgic for your original world after tasting their luxuries aboard ships, or maybe you're just tired of the chain? Regardless, you are free to return to your original reality with everything you've gathered thus far.

Stay

Something about this place calls to you, does it? I'm not surprised. A certain kind of person could definitely shake it up, or maybe you just find it exceptionally relaxing? You are free to stay with everything you have gathered for the rest of your life.

Continue

It's not really the end, is it? There's always another voyage to go on. I hope the seas treat you well, Jumper.

Notes

Additional Abilities of Ship Summoning
So far the additional abilities seem to be things like disguising the ships to better fit in to whatever world he is in, either just the exterior giving him access to futuristic things like fridges or baths, or he can also disguise the interior. He can also grant boarding passes that allow people access to his ships for a set duration, with the skill suggesting taking a payment, the ability to hire staff for stores, and an autopilot ability that lets the boats automatically go to a destination he has been to before, leaving him free to do other things. Items stored inside the boats are also kept in stasis when they are dismissed, with them reappearing once the appropriate boat is resummoned.

Why no weapons with Ship Summoning?
As far as I can tell, the boats Wataru can summon are purely civilian in nature. If, at some point he busts out a battleship or something feel free to ignore that part of the perk. If you desperately want it, a way to make your perks stronger should let you eventually ignore that 'drawback'.

Spaceships?
Not in this jump, but both the Ship and Plane variants of **Ship Summoning** will let you buy them after the jump is over, though the costs are extremely high. The car variant would only grant one if you go to a setting that had space worthy cars.

OC Companions
You can freely turn them into a male if you swing that way, and they are expies based on other isekai characters:

The Mermaid Princess is Plati/Plattie from Let's Buy the Land and Cultivate It in a Different World

The Ice Mage is Liz from Another World Craft Life: The Heartwarming Slow Life of a Free-spirited Production Worker

The Lucky Jester is Luce Rubis from The Exiled Heavy Knight Knows How to Game the System

Changelog
-1.1
Formatting changes
Added custom companions