

Campfire Cooking in Another World with My Absurd Skill

Welcome to a world of magic, with an RPG-like system in the background. Three Summoned Heroes have been called forth in order to aid the Kingdom of Reijseger who are being invaded by the Demon Realm, headed by a fearsome Demon Lord. However, intrigue lurks underneath the surface and things might not be exactly as they seem.

However, all of this is of little consequence, for this is the story of the mistakenly fourth summoned hero, Mukoda. Not given the amazing stats and powers of the others, his only Unique Skill is Online Supermarket. Given a bribe by the Kingdom and thrown out, he will utilize his unique skill to cook amazing food and eventually befriend the terrifying Fenrir, Fel. Working together, they will travel, eating the delicacies of this world and fulfilling Mukoda's dream of exploring all this new world has to offer.

For the next ten years you will spend your life in this world, perhaps summoned from Japan like the others or maybe even a native of this world, free to do whatever you like. Will you take up cooking, or perhaps you will explore the dungeons? Either way, I hope you enjoy your time here Jumper.

+1000 Choice Points

Origins:

Gender is the same as the previous jump, due to the wide variety of potential ages between origins you can freely choose your age.

Otherworlder

You aren't originally from this world, instead you are from a much more mundane and technologically advanced planet (and probably from Japan). You were brought here in a highly forbidden ritual, or just some random cosmic mistake, and your nature of an otherworlder gives you several benefits such as the near-infinite Item Box. You likely also have a 'cheat skill' of some kind, though some of these may seem a bit worthless at first glance.

Native

You're an inhabitant of this world, having grown up with magic and the limited system that all people here live with. While you might not have all the advantages otherworlders have, there is something to be said about knowing how the local world works as well as having experience as an adventurer or merchant. Perhaps you're even grown and experienced enough to have a position of authority somewhere. Natives can choose to be a common fantasy race (Elf, Dwarf, Beastmen) but be aware that some Kingdoms are Human Supremacist.

Monster

You are from this world, but you're no human. Instead you are one of the many monsters that inhabit this world, from slimes to griffons to even dragons. While their forms may be different, nearly all monsters of this world share one thing in common. They are hunted by humans due to either their delicious meat, or for the utility of their organs. Surviving as a monster requires great power and a cunning intellect, with the greatest and oldest of monsters being able to topple kingdoms on their own.

Location:

Roll a 1d6 to determine where you start out in this world, or pay 50CP to choose. **Otherworlders** can choose to stay in the Capital City for free, but will be summoned alongside the other chosen heroes (and Mukoda).

1 - Capital City, Reijseger Kingdom

The capital of the Kingdom of Reijseger, a human supremacist country that will soon start a war with its neighbors. They have also utilized forbidden magic to summon heroes from another world to fight this war on their behalf. **Otherworlders** will start in the summoning chamber with the others who are brought here, **Natives** will begin in the city itself, while **Monsters** will be outside the city limits.

2 - Kiels, Reijseger Kingdom

A small town near the border of the Reijseger Kingdom, this is often where people go to reach the Kingdom of Veenan, one of the few countries that Reijseger won't be at war with soon. Do be aware, as rumors of war spread said travel services may soon be suspended, and walking the path to Veenan isn't advised, for some have reported the legendary Fenrir lurks among the forests.

3 - Large Forest

A large forest that borders several kingdoms, most important Veenan and Leonhart. It is also home to the breeding territories of the Orthros and Griffons, fierce monsters that are more than eager to eat humans. While one can severely cut down on travel time by going through the forest, this is very much not advised. You should probably leave as soon as possible.

4 - Karelina, Leonhart Kingdom

The fifth largest city in the Kingdom of Leonhart, this city is relatively peaceful and nice, and will be the future home of the otherworlder Mukoda. The Kingdom of Leonhart is famous for being both politically stable and home to many dungeons. There's currently a herd of Bloody Hornbulls menacing the nearby fields, but don't think that killing them will be the end of it. The death of so many delicious creatures and the alluring scent of their blood might draw in an even greater threat…

5 - Dolan, Leonhart Kingdom

One of the most famous towns in the Leonhart Kingdoms, it has a dungeon that is thirty levels deep that has yet to be conquered. Unknown to most the 29th level has changed from a forest to an absolutely punishing desert that will require much different preparations to clear. This is also home to the flaky guildmaster Elrand, an elf who is infamous for his obsession with dragons.

6 - Free Choice

Congratulations, you are free to choose where you wish to start in this world, and can even pick options not listed above such as a mine where an extremely rare Mithril Lizard makes its home, or a seaside town menaced by ferocious sea monsters.

Perks:

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

General

System [Free/50 CP] - By entering this world you seem to have the basic system that everyone has, which includes leveling, experience, stats (Strength, Magic, Attack, Defense, and Agility), as well as a job. This also includes the skill system wherein by practicing a certain action enough one can turn it into a skill to make it easier to utilize. Keeping this system post-jump will cost 50 CP, though you will keep any improvements to your stats no matter what. This comes with a basic job like Chef, one that isn't directly suited for combat. This will merge with any existing system you already have, if you desire.

The Joy of Cooking [50 CP] - While Mukoda doesn't necessarily love the massive amounts of cooking he is forced to do for his familiars, he does find satisfaction in how happy it makes them, and also enjoys their praise. Similarly, many people from your original world have a less than positive opinion on cooking, possibly even you. This perk will make it so that you no longer hate doing a single activity, such as cooking, and can even find joy or happiness from seeing others appreciate your work. This can apply to activities that aren't cooking that you also hate, perhaps a maid who derives happiness from keeping a clean house or a carpenter who enjoys the look of joy for a well-built home. Can be purchased multiple times.

Picky Eater No More [50 CP] - Whether it be Fel's distaste for grain-like foods, or Mukoda's own trepidation at eating orc or snake meat, eating food from an entirely different world or that has components you dislike may be a bit hard. In fact, there may actually be things from your original world you don't enjoy. This will effectively make it so you are always willing to try something regardless of any other preconceived notions you would have about it, giving new foods presented to you a fair shot. A near-sentient race of pig monsters? Why, it's just premium pork to you now! Note, this does **not** apply to cannibalism, existing mental blocks holding you back from eating members of your own race(s) will continue to persist.

Magical Affinity [100 CP] - While the **System** perk will grant you the ability to utilize the magic of this world, this one will instead grant you an affinity for a type of magic. An affinity is basically a talent, utilizing magic of this type is cheaper in terms of mana and has a much more potent effect. Elements include, but are not limited to: Fire, Water, Earth, Wind, Ice, Lightning, Barrier, Sacred, and Light. Can be purchased multiple times for more affinities.

God(dess) Blessing [200 CP] - You have been given a minor blessing by one of the Gods or Goddesses of this setting, granting you a potent set of boons. Your general magical ability is enhanced, and you have immunity to all status ailments except for instant death effects and very strong curses. Depending on which God(dess) you have a blessing from it will grant additional effects, such as the Elemental Goddesses enhancing magic of their respective element, or the War God enhancing stats in combat at the cost of making you bloodthirsty. Can be purchased again to obtain a Major Blessing, which further enhances your magical and god-granted abilities, and provides complete immunity to all poisons, sickness, and status ailments. You may instead take a second Minor Blessing, which grants you the same immunities as a Major but allows you to perhaps gain another unique effect.

Otherworlder

Otherworld Basics [100 CP] - You have the twin skills that all Summoned Heroes obtain. Appraisal, the skill that allows you to see the status of items or other people that is only otherwise available via items. And Item Box, the ability to store items in a timeless space of varying sizes. Like all other Otherworlders, your Item Box is infinite and can store just about anything you want in a stasis, keeping food from rotting and going bad.

Sharp Intuition [100 CP] - You're quite sharp and have a good intuition, you tend to notice when things aren't adding up and are adept at knowing when people are lying to you or trying to use you for their own goals. You will have to find a way out of the situation yourself, but this definitely will give you an edge. Be aware this isn't necessarily foolproof.

Wandering Chef Fan [200 CP] - You are a fan of the Wandering Chef online series, which has granted you moderate knowledge of how to cook. While you won't be earning a Michelin Star with this, you have more than enough knowledge to cook good food with a frankly large variety of dishes under your belt. If, instead of cooking, you'd like some other skill you may instead choose that, making you a fan of another online series similar to the Wandering Chef that taught you a moderate level of skill with a wide breadth of 'recipes'.

Favored by Gods [200 CP] - Gods and Goddesses among the worlds you visit will seem to heavily favor you and take great interests in your adventures and life, even using you to enact their will at times. While by itself it doesn't guarantee a Blessing from the Gods, perhaps if you had something unique to offer them. This will continue to work even in future jumps, and you are able to toggle it selectively if you have a certain god whose attention you would rather avoid.

Familiar Contract [400 CP] - You are well-read in how to tame Familiars, both in the way Mukoda does and in the traditional way. Regardless you will find it easier to find unique and strong familiars. Mukoda's method involves them willingly joining with him, granting them greater freedom at the cost of him not needing to best them in combat first and allowing him to make contracts with monsters much stronger than himself, though he usually has to entice them with something (it's food). The traditional method of obtaining a familiar is to subjugate it in combat first, at which point you can bend it to your will and obtain a completely loyal ally. These familiars are less willful and must be something you can beat, but as a bonus any EXP they earn is shared with you.

Cozy Adventures [400 CP] - Wanting to just have some cozy adventures for a bit? With this perk, you definitely can. As long as you don't actively wish it to be otherwise your adventures will never really be all that stressful or intense. Certainly nothing world-ending. You might get dragged into a dungeon or a fight by your friends but at the end of the day it is well within your capabilities to defeat it and with basically no injury to your person. These peaceful days will go on for as long as you wish.

Online Supermarket [600 CP] - It seems Mukoda isn't the only abnormal existence around here. Like him, you have access to the Unique Skill Online Supermarket, an extension of your status screen that is seemingly connected to a supermarket in Japan. The items available are all of those commonly available in a Japanese supermarket, and the prices, while set in the local currency, would be the equivalent of how much these items cost in 2016. As your level increases you will unlock further specialty shops such as Confectionaries, Liquor Stores, and Pharmacies. While you will eventually unlock every store if you level up, if you would like to start out with a different store besides the general 'supermarket' that is fine, as long as it is a store that would be in 2016 Japan. Items purchased from this store will be buffed in some manner, with food offering direct stat buffs while things like lamps may last longer or burn brighter. In future jumps this will update to allow you to unlock common stores in that world, unless you already have something equivalent.

Summoned Hero [600 CP] - Ah, you share a similar blessing to the other summoned heroes then. Your stats are absolutely top of the line, over ten times more than a normal person's at your level, and you have access to the extremely powerful Job Warrior From Another World that provides further insane stat growths. In addition to this you are provided a bevy of extremely powerful skills to start off with, such as Holy Swordsmanship, Holy Spearmanship, or even skilled use in half a dozen magical abilities. You are at the top of the metaphorical pyramid, and people will likely seek to use your strength for their own goals.

Native

Advanced Job [100 CP] - Instead of a basic job, your own job in the system is quite a bit better. From something like Wizard to Scout or even something far beyond them, this grants you access to better skills as you level up as well as enhanced stats. If you do not wish for a combat job you may instead take a civilian job but at a much higher potency, such as having a Chef with the same stats as a Warrior.

Native Knowledge [100 CP] - As a local to this world, you know your way around so to speak. Exchange rates, what things are worth, common monsters that can be found, local legends, even customs of the major countries are all known to you. In future jumps you will gain knowledge equal to this about every world you enter into, so that you never find yourself not knowing the basics of a new place. This even includes language, if you somehow don't know it.

Expert Dismantler [200 CP] - You're an expert at dismantling monsters, or to put it more simply you know how to chop up their dead bodies in order to extract the most usable material you can from them. This applies to all monsters you encounter in this world, though you might need specialized tools for some of them. In future jumps you can still utilize this as long as you either take apart one monster first for practice, after which you will never waste parts again from it, or by reading/being taught how to do it from another. This applies to anything a future Jump considers monsters.

Survival Skills [200 CP] - You're well adapted to a life on the road in this world. You know how to travel, set up camp, and otherwise survive in a wide variety of environments from jungles to deserts to regular roadways. You know how to prepare basic meals and can easily fall asleep even without bedding. Your skill at keeping watch has also been enhanced, as long as you do not wish it you will never accidentally fall asleep (though you will still pass out if you go without sleep for too long) and your attention will never waver. You will also rapidly learn how to survive in new environments in the future.

Party Leader [400 CP] - You are a natural at leading a party of adventurers (or other similar group), able to manage your party and keep everyone happy. This includes utilizing everyone's abilities to their most effective and coming up with combination attacks or strategies that will allow you all to go against threats far greater than you normally could. This also includes excellent interpersonal skills so that you can keep your party members from fighting or otherwise having problems with each other.

Dungeoneer [400 CP] - Dungeons are a natural part of this world's life. Mana accumulates in an area and a dungeon forms, with monsters forming inside. The dungeon is nearly a living thing that offers treasure, for every monster or person slain within is absorbed by the dungeon and used to grow. You are an expert at exploring these dungeons, able to handle a wide variety of monsters. This marks you as a seasoned Adventurer and your level is likely quite high, though not outright ridiculous. While in a dungeon you have a sixth-sense for when a monster might be too much for you, or a particular level of the dungeon will outlast your supplies. Applies to dungeon-like structures in future Jumps.

Guildmaster [600 CP] - While you might not hold the rank yet, you are perfectly suited to be a Guildmaster of the Adventurer's Guild or even the leader of your own company. You are skilled at the organization of large groups, the logistics for said large groups, the training of new recruits, and all the paperwork that comes with all of this work. You are easily able to train others to do these things if you should perhaps have passions that would take your attention elsewhere. Additionally, your level is higher than it otherwise would be to reflect your greater experiences.

Merchant's Luck [600 CP] - Your luck is honestly off the charts, similar to someone like Lambert or Wilhelm. Get ambushed by bandits? Someone will stumble upon you and save the day. A flock of deadly S-class creatures heading directly towards your town? Turns out there is someone there who can easily handle the monsters. Someone is trying to sell otherworldly beauty products that have literally no equal? Guess who's store they want to sell it out of.

Monster

Monster Shape [100 CP and exclusive to **Monster** origins] - A monster should be in the shape of a monster. You are now a member of any race of common fantasy monster you wish, with all the innate abilities they should come with. However, your level will still be low (unless you take other perks in this document) so even something super rare like an Earth Dragon or Griffon will still be fairly weak. Post-jump this becomes an alt form.

Human Speech [100 CP] - Similar to several top-tier monsters in this world, you have learned how to speak human even while you are a monster. This applies to any non-human forms you have, you will be able to speak flawlessly no matter how little sense it makes. Even an inanimate object could speak if you had this. You must actually know the language if you want someone to understand you, though.

Superior Scent [200 CP] - You give off a scent that seems to make monsters weaker than you far more wary of engaging you in combat, making travel far less bothersome once you've reached the upper limits of power. This isn't perfect, the foolhardy and brave may still challenge you to fights, but making an example of one should be enough to send the rest running. Doesn't apply if you attack a monster first, and won't work on a pack or herd if you attack one of them. Can be turned off if you wish to fight weaker monsters.

Growth [200 CP] - A rare magical skill you've learned that allows you to grow to a larger size that enhances your stats for a time. How large you grow will largely depend on your level of magic, and the degree of stat enhancement this gives you will depend on how skilled you are at utilizing this ability but it will ultimately cap out at around +50% or so of your existing stats.

Unique Talent [400 CP] - Unlike other monsters of your species, you have a talent that separates you from others of your kind. This could be like Fel's innate magical understanding, the acid shooting ability of Sui, or Sui's Medicine Creation after eating a large amount of healing mushrooms. You may freely choose one of these, or an ability on par with them, and this can be purchased multiple times at a discount for **Monsters** to obtain multiple if desired.

Split [400 CP] - A special skill you've learned, this allows you to split into multiple smaller copies of yourself who all function as a hive mind. This allows you to attack a multitude of enemies or work in combination for a problem that can't be solved by just one person. Your power will also be reduced by a bit, though this should be made up for by the sheer number of attacks. By utilizing **Growth** before this skill the copies summoned will be your normal size, and much more numerous than before.

Walking Calamity [600 CP] - Similar to Fel, you are a walking calamity. What this means is that your strength far surpasses most others in this world, able to tear down even kingdoms. Your level is in the hundreds, and your stats are truly absurd. About the only things on your level are ancient dragons or fenrir. In addition, your reputation precedes you, with legends abounding about your terrible wrath and strength that will make others much more reluctant to try to mess with you, with these legends spreading even further if you wreck further havoc. These legends even spread in future jumps, though this can be toggled.

Pack Leader [600 CP] - You are the uncontested alpha of any group of animals or monsters you find, with them nearly always deferring to you in every situation. Even upon meeting an entirely new group of monsters you will find yourself in a position of authority and leadership. You are also quite knowledgeable about how best to utilize your group's size and skills to their best in both fights and hunts. This perk doesn't work for humans, or races of equivalent status.

Items:

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

General

Meat Supply [50 CP] - Have a taste for a certain kind of monster from this world and don't wanna run out in the future? No worries! Each purchase of this will let you select a type of monster that exists in this world, and at the beginning of each future jump you will receive a large pile of meat of that monster that will never go bad, even if you hadn't fully eaten your last 'supply' of the meat. How much meat you get from this depends on the rarity of the monster, while you might get a few herds of Bloody Hornbulls you would only get a single dragon's worth of any type of dragon. To let you sample all that is available you don't have to select the specific type of meat until the end of your time here.

Your Own Manga [50 CP] - You're getting your own manga, Jumper! It will be drawn in your favorite style, that reflects your adventures across your chain. You will continue to find new volumes in your warehouse or equivalent as you continue to adventure, and it will only show the most important or relevant bits so you don't end up with every other chapter being you sleeping. Can be purchased additional times to apply to your companions or followers in order to get spinoffs from their points of view.

Otherworlder

Stylish Satchel [100 CP] - An amazingly stylish satchel of the finest leather, as if Lambert himself designed it. This is a great over-the-shoulder bag and seems to hold more than it should, though not as much as a magical bag. As a bonus the interior of it is extremely comfortable, enough so that smaller animals wouldn't be upset to ride inside of it. Will never deteriorate or tear.

Hush Money [100 CP] - A small bag of twenty gold coins, you were likely given this in order to encourage you to keep quiet about something. While not really a huge sum of money, with frugal spending this should be enough to get you onto your feet and make something of yourself. Will be refilled with the equivalent of local currency in each jump you go to.

Mithril Knife [200 CP] - Your own short blade, made entirely of mithril. While it would normally make for an exceptional weapon, the fact this is a knife means that it doesn't make for a good primary weapon unless you have specialized extensively into knife fighting. Makes for a fantastic backup weapon, though, and has a variety of utility uses. Never requires sharpening.

Clean-up Slime [200 CP] - You've managed to contract with a familiar, even if you are lacking in that specific perk. It's just a fairly basic slime that will follow your commands, it's best use is to eat any and all trash that you produce, which seems to level it up though it's still just a slime at the end of the day. You've also taught it how to eat leftover food and grime in order to clean off plates and pans. It doesn't really have its own personality or special ability unless you turn it into a Companion.

Cozy Campsite [400 CP] - An exceptionally comfortable campsite, with several quality of life features that would make others jealous. Includes a magical tub that produces an infinite supply of heated water and has a shower attachment, a large magical oven that can automatically cook whatever is placed inside to perfection (as well as offering plenty of stovetop space), a nice bedding made by stacking flattened cardboard boxes on the ground and putting blankets atop, and several electrical lamps that provide light and never run out of power. This camp can be dismissed and resummoned at will, as long as there is space for it in the area. Keeps small pests away, but does nothing against larger monsters.

Exchange Counter [400 CP] - A warehouse attachment that's basically just a counter manned by a bald guy with an apron. Bringing a dead monster to it will have him dismantle it for you with the skill of an expert. You can choose to either keep all of the parts of the monster if you would like, or have him sell them in which case the sold parts will disappear while you will be given local currency equal to its value in this world. You can instead attach this to a building you own if you don't want it in your warehouse.

Box Altar [600 CP] - An altar you made out of an overturned cardboard box, while normally this would be incredibly disrespectful and a surefire way to annoy who you pray to, any god you make an offering to from it will instead not mind and will be greatly pleased by whatever you offer. This will be further magnified if you offer them something they would personally like. This is also great at getting a god's attention in the first place.

Writ of Freedom [600 CP] - This special writ that states that, so long as you do not involve yourself in politics, those in politics shall leave you be. While normally this shouldn't apply outside of the country it was granted in, you will find that with this item you are permanently given this freedom from politics as long as you keep up your end of the bargain. This exemption is instantly sacrificed the moment you purposefully intervene in politics, and regaining your neutrality will likely require sacrifices from you.

Native

Appraisal Monocle [100 CP] - A lovely golden monocle whose design you can customize. It can be used to cast the 'Appraisal' skill on people and items, giving you information about them including their stats, skills, and even blessings from the gods. These items are extremely rare and largely controlled by countries in this world so perhaps keep it a secret. Other people using appraisal will not be able to tell that this monocle can utilize the skill. Can instead be glasses if you don't wanna have class.

Basic Equipment [100 CP] - What could be considered the essentials of this world, a set of beginner's adventuring equipment, travel gear, a set of spare clothes, and a normal weapon of your choice. This equipment can be damaged and destroyed if you are not careful. This will also include a basic Adventurer's Card or Merchant's Card if you wish. In future jumps you will get the equivalent of this that will fit in with the local world perfectly.

Jumper's Stand [200 CP] - You are now the owner of your own roadside stall of some kind, suited for selling whatever you want from it. This stall can be quickly assembled and disassembled for travel to bring it to a new town if you need, but it can't be carried on the road and will have to be put in a cart or a magical bag. Instead you may choose to take this as a traveling merchant's cart with a side opening you can sell items out of, but you will have to obtain an animal to pull it on your own.

Mukoda Meal [200 CP] - Once a day you get a ready-made meal when you desire it, that will fit what you want to eat most at that moment. Want rice? It'll involve rice. Really desiring fish? It'll be fish related. This meal will be delicious as if Mukoda cooked it himself, and will fill you with the comfort of home. In addition it will function as otherworldly food and give you status buffs for two hours after eating it.

Dismantling Tools [400 CP] - A set of tools for processing monster carcasses, from simple blades to clamps and more. They are all made of mithril and crafted by one who was blessed by the Forge God, meaning they can even pierce the skin of a dragon. Despite being made of Mithril due to their specialized nature they don't make for very good weapons.

Mithril Blade [400 CP] - You have your own custom weapon forged from Mithril Ore, by one blessed by the Forge God. Mithril is light and hard, works to diffuse magic so you can do crazy things like cutting an incoming fireball. This makes a fantastic weapon, and is quite the marker of status in this world. Instead of a sword, you may choose another melee weapon if you would prefer something else.

Jumper's Guild [600 CP] - Your own organization, either a branch of the Adventurer's Guild or a Merchant Company under your control. Both will grant you a large building to function as a headquarters as well as several permanent employee followers. The Merchant Company will be famous for its wares and will attract people from across the land to buy from it, as well as traveling merchants who will sell you materials from around the land at affordable prices. The Adventurer's Guild will draw in adventurers who can be sent on quests you decide on, or just utilized to keep the surrounding area relatively safe from monsters or bandits. Can be placed where you wish in future jumps.

Mithril Mine [600 CP] - Mithril is an ore that is light, hard, and quite compatible with magic. It can easily absorb and diffuse magic, meaning magical attacks against Mithril armor are basically halved in effectiveness. While normally Mines like these are under the control of the Kingdom itself, you have your own mine that either no one else knows of or that you (or your family) have a special dispensation to mine for yourselves. This can be used to make fantastic gear for soldiers and adventurers, or simply sold in order to fill up your coffers if need be. Will never actually run out of Mithril, and comes with a few dozen miners as followers.

Monster

Comfortable Den [100 CP] - A very comfortable place to lay your head, it's in a nice warm cave with a small river running through it for drinking. There's also some absurdly soft moss to sleep on. Other creatures will seem to avoid it and detrimental conditions like heat waves or extreme cold will reach far into the cave. You will find a similar location to this in future jumps, with the same properties.

Fizzy 'Water' Bowl [100 CP] - A very special bowl, whenever you are thirsty it is filled with a strange fizzy liquid that will replenish endlessly. It tastes absolutely delicious at the expense of making you burp quite a bit, you might only wanna drink it when you're gonna be alone. It's actually just Pepsi from another world but if you desire a different drink you may choose another at the time of purchase, as long as it is fizzy. You can even pick carbonated water, if you wanna be boring.

Lake of Fish [200 CP] - A beautiful scenic lake that is absolutely filled to the brim with delicious fish. You will honestly never run out of food eating out of this. No matter how many of these fish you eat they will never seem to avoid you. If you aren't much of a fish person you can instead make this into a field of weak animals such as a weaker cousin of the Bloody Hornbull that will provide plenty of meat and will have similar properties of not avoiding you like the fish.

Griffon's Feather [200 CP] - During their travels through the Great Forest, Mukoda and his familiars encountered a noble griffon. After doing battle with it and saving it, he gave them a feather as thanks with the promise that as long as he and his descendants held onto it, they would never be eaten by a griffon. With this, you have a similar protection, a single piece of a monster which you can choose to change at the start of each jump. While holding onto it, you nor any of those who share your blood will come under attack from a member of that species unless you were to attack them first.

Hidden Grove [400 CP] - A hidden grove deep in the forest that is nearly overgrown with healing mushrooms growing from the trees, that you can consume for quick healing or sell if you can find a way to do that. These mushrooms will regrow rapidly as you pick them. Nearby is a craggy area with natural hot springs that, thanks to the influence of the healing mushrooms, has slight healing properties.

Contracted Servant [400 CP] - It seems you aren't a free monster after all. You've made a familiar contract with a human, while you should be under their control it is honestly more like the other way around, with the human serving your whims as long as you offer them protection. He's competent at cooking, cleaning, bathing your royal countenance, and is a deft hand at building things as well if you can find a use for that, though he is held back by his lack of otherworldly materials and knowledge. Counts as a follower unless you companion him.

Grand Dungeon [600 CP] - A dungeon that only you have discovered, as of now. It's deep, real deep. Honestly you aren't really sure how deep it goes. As is normal for dungeons, the lower level you go the harder the challenge, including environment challenges like overgrown jungles or empty deserts, and all monsters slain inside of it are absorbed and unable to be dismantled. Luckily they seem to drop loot, and the dungeon itself offers treasures that will be useful to you with the quality of this loot getting better the deeper you go in the dungeon. Your progress is reset each jump you make, and in future jumps the dungeon will offer enemies from that world (if applicable) as well as loot suited for it.

Hunting Grounds [600 CP] - A land untouched by human hands, that features many major environments such as rivers, sea access, mountains, and grasslands. The variety of monsters that can be found here is truly astounding, and all of them are very edible (and delicious). No matter how many of these monsters you hunt, their permanent populations will never be wiped out, and will be just as populous as when you first bought this.

Companions:

Import [50 CP, 300 CP for 8] - Have some friends you wanna bring along on this cozy adventure? That's simple with this! Each person imported gets an origin as well as 600 CP to spend on Perks and Items.You are able to slightly customize the backstory of each person you bring into the world with this, depending on their origin. An Otherworlder might have arrived with you or just appeared in front of you one day, while a Monster may be your familiar you met one day.

Canon [50 CP] - Have a favorite character from this world that you want to take with you? With each purchase of this you are guaranteed a favorable meeting with them, as well as several future meetings. Come the end of the jump you will be able to take them on your journey, assuming they agree. Perhaps feeding them some really good food would work?

Empowered Follower [50 CP] - If you have taken either the **Clean-up Slime** or **Contracted Servant** item in this jump, you may utilize this to upgrade them to a full on Companion for this jump, granting them an appropriate origin (your slime can't be an **Otherworlder**) as well as 600 CP to empower them.

The Shadow Wolf [100 CP, free to Otherworlder] - A creature of absolute death and destruction, long wandering and killing all that crossed her path. At least, until she smelled food you were cooking. The scent of a meal so foreign and delicious cut through the murderous haze of her mind and drew her to you. She is completely devoted to the one who drew her from her clouded mind, and desires to stay with you until either of you rots away to nothing. She's an incredibly powerful monster nearly on par with Fenrir, and has the ability to shapeshift into a near human form. She's a bit of a masochist as well, thanks to never being hurt before.

The Brutal Fighter [100 CP, free to Native] - A famous gladiator from a far-off nation, she recently visited your nation and you two got into a bit of a scuffle. One which, by legitimate strength or perhaps some crafty trick, you won. Thanks to a misplaced bet beforehand you two had a bit of fun afterwards, and it turns out this gladiatrix is incredibly weak to pleasure. After you overwhelmed her with it she now follows you like a lost puppy, eagerly wanting to work beside you no matter what you are doing. Outside of the bedroom she's an absolute monster of a bare-handed fighter, and is a bit of a sadist as well since she's known for shattering all the bones in a person's body. She also doesn't wear a lot of clothes, for some reason.

The Traveling ‘Saint’ [100 CP, free to Monster] - Looks like someone high in a religious organization found the summoning ritual, and tried to bring forth a Saint to lead their organization. Unfortunately, they got this older Japanese woman with the skills ‘Survival’ and ‘Trailer’. Deeming her as useless, they left her in the wilderness where you found her. Her abilities allow her to summon a strange otherworldly vehicle with such fascinating things such as ‘air conditioning’ and ‘electric lighting’. Since she wants to wander the wilderness anyways you’ve decided to keep her around as a servant, as long as she lets you sleep inside the trailer at least. If you have **Contracted Servant** she may be your contractor, and thus you her familiar.

Drawbacks:

Mukoda-san [0 CP] - Hopefully you're skilled at cooking, because you're gonna be taking the place of Mukoda, at least at the start. Where your adventure goes from there is up to you, better hope you don't have a valuable skill. Only available to the **Otherworlder** origin.

Perfect Beer Forever [+100 CP] - The only thing you can drink during your entire time in this Jump is Perfect Beer. Trying to drink anything else will always result in some shenanigans that will result in you not drinking it, from it being stolen to just dropping it. You will be given a constant supply of it for the duration of this jump at the very least, with no cost to you. Hopefully you can hold your liquor.

Hungry, Hungry Companions [+100 CP] - Any friends you make in this jump, from Companions to Familiars, even randoms you just stay with for a bit, will seem to have an unending appetite and will beg you to cook for them, and you will find it hard to say no. Satisfying their large appetites will require quite a lot of exhausting cooking, if you have a limited supply of something it is entirely possible you will run out of food before you can eat.

Needy Goddess [+100 CP] - You've managed to get the attention of Ninrir, Goddess of Wind. For whatever reason you seem to be the only source of something that she desperately wants (no, nothing lewd, get your mind out of the gutter) and she expects weekly offerings of whatever it is. While you can miss it expect her to pout and whine at you telepathically, which will increase in frequency as you miss more.

Failure at Magic [+200 CP] - There's no other way to put it Jumper, you are just really, really bad at using Magic. While you should still be able to activate magic stoves, tubs, and the like any kind of offensive or utility spells outside of that is likely impossible. You might be able to perform some weak attacking spells if you manage to get a blessing from a Goddess, but higher levels of magic will be beyond you. Applies to magic from other settings as well.

Unruly Companions [+200 CP] - Those who you travel with in this world will always seem to have goals and desires contrary to your own. This includes followers, companions, familiars, or even just friends you meet. If you want to have a comfy life they will constantly push you to get you involved in adventure, fighting, or even politics depending on their own personalities. While you may be able to temper these expectations and desires somewhat, you will likely still spend a lot of your time going along with their demands.

Coward's Heart [+200 CP] - You're a coward at heart, Jumper. For the duration of the jump you are abnormally scared of this world. Even if you have phenomenal cosmic power that could overwhelm it or even just an unbreakable barrier, you will cringe at the thought of fighting enemies and freak out over even fighting a goblin. With enough willpower, psyching yourself up, and aid from your friends you may temporarily overcome this affliction, but you will always go back to your cowardly ways after.

Bland Food [+300 CP] - Why would you do this to yourself? No matter what kind of food you eat it will always taste of hardtack and dried jerky, while any drink will just be water. Your years in this world will be cursed with the blandest of food. Is power really worth ten years of low-quality food to you?

Combat Growth [+300 CP] - Your growth in this world will be stunted, for lack of a better world. The only way for you to grow your skills in an appreciable manner will be to utilize these skills in combat, otherwise your progress will be glacial. Yes, this counts for every skill. Trying to improve your cooking won't work unless you do something like flambé a porkchop while a Goblin is attacking you. Thankfully things you are already skilled at (including those granted by perks in this jump) won't degrade if you take this.

Desired Pawn [+300 CP] - Something about you seems to draw those in power like a moth to a flame, and they want to utilize you in some way to accomplish their goals. No matter where you go you will likely encounter people trying to use you in various ways, about the only way to be free from this is to wander until you find a set of conditions you think are agreeable, flee to a land without others, or take the land itself for your own.

The Final Meal:

Your time in this bountiful world is at its end, hopefully you've eaten your fill and accomplished all you've set out to do. All that is left is one final choice.

Go Back
It seems like a waste to go back to your normal world after this, but if that is what you desire, you may return home with everything you have gathered on your journey.

Stay
Understandable, really. For all of its flaws this world is really quite nice, especially in the more friendly kingdoms. You stop your chain and stay here for the rest of your days, enjoying the tranquility and excellent food. All your drawbacks are removed.

Continue
Had enough of a break, huh? That's fair, it's time to continue on.

Notes

Item imports?
You may freely import any item you own into any similar item in this jump.

Where is <x>?
This jump is based on the manga and anime, not the LN. Future plot developments are not included.

What level do the perks in Native take you to?
Dungeoneer would put you about on par with Iron Will, while Guildmaster would make you about half as strong over that. Taking both would make you as strong as Guildmaster Elrand.

Land purchases
All land purchases either become warehouse attachments post-jump or you can place them in locations of your choice in future Jumps. All **Monster** item lands will be unknown and hard to find for the natives.

Who can I receive a blessing from?
The revealed gods and goddesses so far are:
Goddess of Wind, Ninrir
Goddess of Fire, Agni
Goddess of Water, Rusalka
Goddess of Earth, Kisharle
God of Smithing, Hephaestos
God of War, Vahagn

What is available in a Japanese Supermarket?
Common grocery items, prepared food, and some odd and ends like cleaning materials and the like. Think of it like a Publix or Kroger.

Custom companion information
You can freely turn them into a male if you swing that way and can modify how you met if it makes no sense with your build. They are expies based on other isekai characters:

The Shadow Wolf is Anko from The Former Top 1's Sub-Character Training Diary: A Dedicated Player is Currently Conquering Another World!

The Brutal Fighter is Marl Baroque from Reincarnation Colosseum

The Traveling 'Saint' is Rin Takanashi from The Forsaken Saintess and Her Foodie Roadtrip in Another World

Changelog
-1.1
Formatting changes
Added custom companions
-1.1.1
Fixed something I forgot to add in **Online Supermarket**