I Got a Cheat Ability in a Different World, and Became Extraordinary Even in the Real World 1.0
By **RiverOffers**



Welcome.
Tenjou Yuuya has always been bullied in the past. He lives in the home his beloved grandfather left him. On the way home he receives harsh beating when he saves a women from thugs in an alley way. He takes an extended absence from school to have some time to heal his wounds.

While on this long time of absence, he takes the opportunity to clean his grandfather's house and goes to a room he never went to before, where his grandfather kept many different objects that he gathered from his travels around the world. While he was arranging the objects, he found a door not on a wall among the objects.

Out of curiosity he opens this door, what he found on the other side was another world in his Grandfather's secret room and can go back and forth between Argena and Earth. He became extraordinary in both worlds.

Now as you enter this world you'll need these.

1000 Cheat Points.

Locations:

1. A location on Earth. (Your choce)
2. A location not on Earth. (Your choce)

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Education: Gain all the knowledge equivalent to a Bachelers degree in General Studies with teaching certification with updating credentials. If still in school be accepted into the premier school in the area with a full ride.

System Interface: Gain a game like HUD/Interface granting the ability to track and level up your abilities.

Language Comprehension: Allows you to understand and fluently use any language you come across.

True Martial Arts: Become a expert martial artist capable of wielding swords, spears, whips, and other melee weapons as well as fight people and monsters with your bare hands.

Assimilation: Become one with nature to erase his presence and magic signature..

Instant Experties: Learn any skill the first time trying to use it. Gaining it at a first level of mastery. Capable of becoming an expert cook just trying to cook with some vegtables.

Chick Magnet: Gain fit and attractive appearance that is undeniably attractive. A solid 10/10 with impressive primary and secondary sexual orgains as appropriate.

Peak Athletisism: Gain the ability to be extrodinary at any and all sporting activities.

Leveling up: Instead of starting at level 1, you will start with a level 100 character level. Extra perchesses will increase level by an additonal 100 levels.

The Heir to the Supreme Magic Circuit: Gain the ability to use god-like levels of magic.

The Heir to Ultimate Sorcery: Gain the ability to cast spells via imagination/mental imaging.

Presence Detection: A skill that makes it possible for to detect presences around you.

Tame: The ability to connect and make a beast or monster that you defeat or convince to join you to become part of you party/become a follower.

Items:

Protected House: A modest but comfortable house with a protective barrier so only those with the owners permission may enter. Stays a comftable temperature, remains clean, and has a bed that will fit you and your love interests.

Basic Supplies: Restocking supply of common everyday supplies for a home. From standard ingredients, cleaning supplies, animal feed, and other rutine items that can begotten at most moden day stores.

Wardrobe: A wardrobe full of top of the line outfits. All enchanted to fit perfectly and remain comfortable and clean at all times. Extreamly durable and comes with all accessories while being the peck of fashionable. You are able to give some away but you are unable to sell anything from it. Always full and has outfirts for all occasions.

Basic Income: Starting with a Trust income of $200,000.00 annually inherited from your Grandfather. Every purchase increases amount by 10 fold (move the decimal to the right one place).

Absolute Spear: The one and only spear that exceeds the Divine Spear. This spear can pierce anything. This spear can't be broken. If you throw it, it will always hit the target and will return to your hand.

Deathscythe: The scythe that could even kill the God of Death. Capable of cutting anything the contractor wants. Any existence cut by this scythe, no matter how small is it, will give a fatal wound.

Infinite Gauntlet:(NO NOT THAT ONE) A gauntlet which not only increase striking power, this gauntlet can also be used for protection. One blow is equal to infinite attacks.

Omnisword: The pinnacle of all swords. The blade remains shiny without tarnishing, and the edge is always perfectly sharp. It's capable of cutting anything.

Void Bow: The ultimate bow without physical form. Depending on the contractor's will, it can produce an infinite number of arrows. The arrows are capable of shooting through the world. It will absolutely hit whatever target the contractor desires.

Complete Recovery Herb: This herb can cure all kinds of wounds and diseases, even if you are missing limbs or blinded. In addition, the herb can also function to restore magical power. When picked, it leaves seeds behind to quickly regrow. This herb exceeds any legendary-class herb. You get a garden with 50 plants growing.

Infinite Watering Can: A watering can which contains an infinite spring of water. The water inside is Holy Water, and even a dead or dying plant will quickly become healthy with this water. The water is always perfectly pure and drinkable, and upon imbibing, will not only recover fatigue throughout the body, but also increase magical power.

Bloody Demon War Series Armor: A drop from the Bloody Ogers, made from their strong skin and muscle fivers. This armor can't be scratched by typical attackes. The wearwe's attack power and agility is modified.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: Become Yuuya Tenjou and gain the door and the benifits of passing through. Also gain all the perks and drawbacks while having to handle all the events and attchs he would normaly handle. Also, gain a life time of memories of being hated, abused, and neglected by everyone up until the start of cannon.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Ending Options: *What will you do now? Stay here? Go home? Move on to the next jump?*