Ataerareta Skill Wo Tsukatte Kasei De Isekai Bijotachi To Ichaicha Shitai

That day, Ichita Yamada was working part-time as usual. When he opened the back door after finishing his part-time job, he found a blank space and a person who called himself God. It was by chance that he was chosen by God to go to another world. He was perplexed, but decided to live anyway. Thinking about how to survive in this other world using the skills he received from God, he tries his best to have a physical relationship with a beautiful woman in this other world.

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

Choose a location or Roll a 1d6 and gain +100 CP

1- Bokinia: The place where our protagonist appeared. Inhabited mainly by humans, it has a strong textile industry, but above all its maritime industry due to its proximity to the ocean.

2- Yangal: Inhabited mostly by different types of beastmen, the place has several dungeons, so it is very frequented by adventurers.

3- Ricinh: Land where elves and dwarves coexist peacefully. It is a land where mines abound. It is famous for its high quality weapons and magical artifacts.

4- Pyroconia: Inhabited by several races of demons, not much is known about it as they are very cautious with their information.

5- Town of Astoria: A peaceful city that excels in the creation of quality wines. Ruled by the daughter of the ancestor of the Vampires.

6- Free choice.

Gender and Age

Choose the gender and age you want.

Race

Human (Free): The predominant race in this world. Humans, despite not having a special characteristic, being in great numbers, can breed talented geniuses. Their life expectancy is 100 years.

Elf (200 CP): A numerically inferior race to the others, but with a great mastery of magic, it is common for their race to have a magician of at least the third circle. They also have an affinity for spiritual magic. Their life expectancy is 2000 years.

Beast People (100 CP): The second most predominant race after the human race. Despite not being strong in magic, their physical abilities are superior to those of the other races. Their life expectancy is 100 years.

Dwarf (100 CP): A race that specializes in manufacturing, these guys are the best blacksmiths you can find. Their life expectancy is 200 years.

Succubus/ Incubi (200 CP): They are a race that is capable of living hundreds of years. They have the particularity that they can absorb the mana and vital energy of their partner during the sexual act, being able to become stronger depending on the power of their partner. Another ability they have is the power to create "Lust Marks", making a master-servant contract, where the servant belongs body and soul to the master. Another effect of this mark is that the person who performs the ritual (be it with them or other people) are unable to feel pleasure with another person other than their master.

Vampire (200 CP):They are a race that is capable of living hundreds of years. Average vampires have strength and magic on par with a B-rank adventurer. These beings can bite their victims and turn them into their kind and make them their loyal servants. Another ability of these beings is that they can emit a bloodlust that affects their targets, leaving them in a state of fear and confusion.

Origin

Summoned
You are not originally from this world, you were summoned by a beautiful goddess to start a new life in a peculiar world. I hope you enjoy your stay in this world. Consider this origin as Drop-In.

Adventurer
You are someone who makes a living by hunting monsters, exploring dungeons and doing other jobs. That doesn't mean your options are limited, so you can exploit your talents in other areas if you want.You can choose between the class of wizard, swordsman, warrior, cleric or thief.

Civilian
You are a person who prefers to have a monotonous but safe job. Risking your life every day is not your thing but you have the ability to earn a living without having to do dangerous things.

Perks

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

General Perks

New World (Free)
This world has a well-defined universal absolute, which is that women are beautiful if they are slender and have small breasts. Women with large breasts are considered ugly, being very unpopular even in brothels. In each jump you start, even this one, you can alter the beauty standards of the world or place you are in, implementing at will certain physical characteristics in particular that are considered attractive as well as those that are considered unattractive. Keep in mind that it is only the standard of beauty, so do not think that you can alter people's common sense.

A Fictional Medieval World - NSFW Version (100 CP)
Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.
With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished they will not lose their attractiveness, but will give them a more mature appearance in a good way, even the oldest people will have a very attractive appearance.
People will be well endowed, women will have huge breasts (the limit is your desire), the same being the case with men with their penises. People's clothing will be more lascivious, it will not be rare to see women with the famous bikini armor or guys fighting monsters with only boxers, the protection of these being equal to that of traditional armor (porn logic).

Laid-back world (200 CP)
This world is very peaceful, there are no wars or conflicts, the only concern of our protagonist is to have fun and get money.
Every jump or place you visit, regardless of its situation or if there is a veil conflict in the area, will never affect you as such. Unless you seek to actively get involved, your life in the place will be quite peaceful, even the places where you are will be free of conflict and will not suffer the consequences of them such as overpricing or a general concern in the population. If you are in the Warhammer 40K universe, I assure you that you will not even notice that you are there due to the peaceful life, free of the grimdark tone that the franchise offers, that you will have during your stay.

Making money is very easy (400 CP)
Money is what makes the world go round and you have a talent or luck to generate it. You have an innate talent to determine what kind of business or what kind of mission, if you are adventurous, will give you more profits.
You also have lady luck on your side, it is very common that you find several opportunities to generate a lot of wealth. That dungeon that you conquered by chance was considered a new dungeon, so you were given a reward of 100 red gold coins. Or that product originating from your world or created by you that you start to market, is a popular trend that will make you amass a fortune during the first weeks of sale.
With this Perk, I assure you that the lack of money will not be a problem for you, the problem will be how you are going to manage such a fortune.

Blue Blood (600 CP)
You are not a simple nobody, you are someone who belongs to royalty or a renowned noble family if you want something less flashy. In each world you are in, you can choose the country you want and become part of the royalty of the same, you will not be the crown prince or someone of great importance, but that does not mean that you cannot achieve it with your own means.
Another effect is that if the royal or noble family to which you belong has some special ability or something else that makes them stand out from the rest, you will have those same abilities or talents. That includes the species they have.
In the case that your origin is “Summoned”, this will be a reincarnation Isekai, so it will transmigrate to the body of someone who belongs to royalty or a noble family.

Summoned

They don't know how to appreciate their beauty (100 CP)
The sense of beauty is in each one, so for you a person may seem attractive, for another may seem ugly. When you are interested in a person, this will be perceived by others as unattractive or they will not feel any kind of attraction towards them, reaching the point that if this person is married or has children, they are in the process of divorce with their partner.
Clarify that this is perspective, so it is not that your sense of beauty will be altered or you will alter the common sense of people, you will only make those people who are attractive to you and you want to have a relationship with not be considered attractive or of sexual or romantic interest by other people.

Basic Kit Isekai MC (200 CP)
The basic package for most Isekai MCs. You will gain the following abilities:
Language Comprehension, allows the user to comprehend and understand any language or form of communication in existence (as long as they are at a mundane level, no ancient language or anything else broken).
Storage: Allows the user to store an infinite amount of items in a pocket dimension, where they are left in a state of stasis or with time stopped. You cannot store living beings or

objects attached to the ground. If you want to take something out, just imagine it and you will get it out of your pocket dimension.
Appraisal: You can see the level, class, and stats of people, as well as information such as age and gender. As for objects, you can know the information about them, such as if they are fake or original.
Cleaning: You can remove any dirt or stains attached to people or objects, that includes bad smells.

Average Isekai MC Luck (400 CP)
You have a lot of luck, jumper, or rather Plot Armor. Your luck will make your stay anywhere a paradise at best or decent at worst. If you go adventuring, you will find rare treasures very easily, as well as rare objects of great value. If you open a business, it will have a large number of loyal and paying clientele, selling out your stock in a day. If you seek a harem, people you find attractive will be people you meet frequently, and they will be interested in you as a good partner, even allowing themselves to share you with others. In a battle with an opponent who greatly overpower you, you will be able to come out alive in one piece with no permanent damage.
Do not confuse this with miracles, so if you go alone to face an enemy army, you will very likely die.

Potion Master (600 CP)
It's common in any Isekai for the MC to have one or more broken skills or skills that are too convenient for their stay in their new life. Like them, you have a cheat skill to make potions. Your ability to make potions is at a level that surpasses common sense. You can make potions that cure deadly diseases in a matter of seconds, that remove high-level curses in an instant or elixirs that heal any wound, even regrow limbs in the blink of an eye. The best thing is that you can create potions that permanently increase your stats, although you will have to consume several to take them to the maximum. Your repertoire of potions is vast, so you will always have something in mind for most situations.
The creation of these potions is magical, so you just have to imagine what effect you want that potion to have and how powerful that effect will be, appearing in a bottle that you will customize to your desire. Although the cost of creating them is the use of mana, so D-Rank potions will have a lower cost, while S-Rank potions will have to use a large amount of mana.

Adventurer

Total Babe (100 CP)
You are not just a skilled person, you are a total beauty.
You are a beauty that only the most beautiful princess could compete with. You have a perfect body and a beautiful face. If you study a little etiquette you could be mistaken for a princess, and rest assured that members of royalty will be tempted to ask you to marry them.

Wisdom and experience (200 CP)
Dungeons are not a safe place, and so the job of an adventurer is not just about physical strength. You have a great deal of knowledge when it comes to exploring dungeons, being

very competent at identifying traps, locating enemies, and knowing if a dungeon is worth invading.
You are knowledgeable about various types of monsters, their ecosystems, attack patterns, and weaknesses. You also know where you can collect or acquire certain items, and if there are multiple places to obtain them, you will know which is the safest or least dangerous place to get them.

Skilled (400 CP)
Depending on the class you choose, be it mage, swordsman, etc. You are very talented at what you do, being your ability and power that of an A-Rank adventurer. You can attack a beginner dungeon by yourself and do record time without a scratch.
As an extra you can choose a special ability within your class that makes you stand out from the rest, not one that is broken but rare and convenient like the power to tame monsters, control of spatial magic, great speed, etc.

Great Sage (600 CP)
You are not a regular wizard, you are a legendary wizard who has reached the pinnacle of magic. You have in your arsenal a wide variety of offensive, defensive, barrier, healing, teleportation, etc. spells. You are an expert in handling basic spells to advanced spells, having a mastery in the control of them.
Your magical power is worthy of your title, having an amount of mana one hundred times greater than that of an average wizard. You can cast spells without holding back and you will not feel that your mana is depleted since it regenerates faster than the average.
If you choose another class, you can have this one as a secondary class, benefiting from both.

Civilian

Multifunction (100 CP)
Life is difficult, if you don't have some talent or knowledge in something, it will be difficult for you to earn a living. Luckily, you have general knowledge in several areas, such as commerce, law, mathematics, administration, manufacturing, etc. Your knowledge will be basic, but by having knowledge in several areas, you will have no problems finding a job, a simple but stable one.

I know someone (200 CP)
One of the disadvantages of a non-adventurer is that they depend on others to get items or other things for their business or other personal things. Luckily, whenever you need a specific material, a meeting with a person, a specific place to go, or a certain job to be done, you will find a person who can help you with that. They will be very fair when it comes to negotiating and will not try to rip you off, and will fulfill the order you give them to perfection. Keep in mind that this has limits, do not expect that in a mundane world without magic you will find someone who will sell you the Philosopher's Stone.

The Right Person (400 CP)
No matter what business you're in, it's good to have someone competent as a subordinate or coworker. You're lucky that when you're looking for someone to hire in your business or when you walk into a place as an employee, the people who work for you or with you are very competent at the job they do.
If these are your subordinates, they'll be honest, upright, and loyal. If they're your colleagues, they'll be good coworkers, there to help you or cover up for your mistakes.
But keep in mind that this has its limits. If you're an exploitative boss or a bad coworker, they'll quit and report you or do everything they can to get you fired.

Trader (600 CP)
You are not just another Joe, you are a talented trader, so talented that you are able to turn a simple startup into one of the most important international companies. Your negotiation, management, administration, social and business skills are at a level superior to those of veteran traders.
As an added bonus, you have a talent for choosing skilled and loyal staff, so you won't have to worry about internal threats.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.

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

General

Documents (Free)

Your stay in this world will be easier if you have your papers up to date. You have all the necessary identification documents to be considered a legal citizen in the place where you are. You also have your identification card in both the adventurer's guild and the merchant's guild, registered as a newcomer obviously.

Red Gold Coin (100 CP)

This option is simple, you receive five thousand red gold coins (1 red gold coin=10 million yen), an amount to live comfortably for a lifetime. In future jumps you will receive an amount of money from the world where you are equivalent to one hundred million dollars.

Free Brothel Pass (200 CP)
After a long day at work, everyone deserves a reward. This pass will be good for any brothel you visit, all on the house. And don't worry about any venereal disease that the people providing the service may have, they will be free of any kind of disease and will give you a VIP service.
But remember that this service is only free for you, so don't try to take any kind of advantage or invite someone.

Dragon (400 CP)
A powerful dragon that has the power to easily wipe out a group of A-Rank adventurers. It has the ability to control any element you want (water, fire, earth, air, light, darkness, or lightning). It can fly and is very easy on you.
But that's not all, you can use this dragon to travel from one point to another, which is more efficient than traveling by wagon.
You can customize the dragon to your liking.

Dungeon (600 CP)
Your own dungeon. You own this peculiar fifty-floor dungeon. It is full of monsters, and their strength increases as you go down, so the first floors will be weak monsters, but in the last ten floors you will encounter powerful monsters that can eliminate S-rank adventurers. When

you defeat them, important parts of their body, which are commonly used for the creation of weapons or potions and other things, will appear as drop items.
Another advantage of this dungeon is that it will have several hidden treasures, such as elemental magic crystals, consumables that increase statistics permanently, precious metals of great value such as orichalcum and adamantite among others, etc.
As its legitimate owner, you can charge fees to adventurers who want to explore your dungeon, being able to kick out anyone who has not paid their entrance fee.

Summoned

Sexy Wardrobe (100 CP)
There are a variety of sexy outfits available for your harem to wear. This ranges from maid outfits, dancer outfits, swimsuits, etc. If you want more variety, there are also more modest and casual clothes.
There are clothes for you too, but they are more of the casual variety, so don't expect anything fancy.

Magic Gun (200 CP)
A magic gun that uses your magic power or mana as a source. You can change the firepower (or regulate your mana) depending on the opponent or target you have, you can change it to maximum power releasing all your mana to destroy powerful targets or decrease it to minimum for weaker opponents and in the process not destroy half the forest.
This gun has several elemental magic crystals, so you can use different attacks with various attributes, if you want, you can combine them to enhance them or use attacks with new attributes such as steam, magma, etc.
This gun is indestructible and has a self-maintenance and cleaning system.

Shop (400 CP)
You will need a place to sell your potions and any other products you have in your inventory. This shop has everything you need to run your business. Despite being a two-story house where the first floor will be used for sales and the upper floor for other uses, its decoration and design will be up to par with a serious and trustworthy business.
The shop has all the paperwork and taxes up to date, so don't worry.

Mansion (600 CP)
If you're going to have a harem, you're not going to let them sleep outside. You're going to have a place to stay for you and your precious lovers. The best thing is that this mansion is tax-free and has all the papers in order so that you don't have any problems with the government.
This mansion is within a 200,000 m² plot of land, having several amenities such as swimming pools, playing fields, gardens, etc. The mansion itself is 50,000 m² in size, being equipped with all the amenities that would make a king feel envious of all the luxuries you have, with kitchens, private offices, a library, etc. Of course, it has rooms to accommodate both your companions and your followers, increasing their number as you increase your members.

Regardless of how many people it houses, it will have, in appearance, a five-story mansion. Anything that defies the law of space is due to space magic.
This mansion has a powerful magic barrier that protects against any attack, making it impossible to destroy it or enter without the owner's permission. The barrier also has a self-cleaning and repair function, so all objects, as well as the mansion and the surroundings of your land, will be as good as new.

Adventurer

Comfortable underwear (100CP)
Extremely comfortable women's underwear (or men's underwear). Adjustable to any body type and the wearer will look very sexy wearing it. Self-repairing and self-cleaning.

Basic Equipment (200 CP)
The basic equipment of every adventurer, equipment and weapons of your specialty (mage, warrior, etc.). Includes a set of twelve D-Rank, eight C-Rank, four B-Rank, and two A-Rank potions.
As an extra, an outdoor camping kit as well as supplies for a week. Includes all the necessary equipment for maintenance of your weapons and equipment.

Sexy Legendary Armor (400 CP)
The most important thing for an adventurer is their life, so protection is a priority. This armor, which doesn't leave much to the imagination, is made entirely of adamantite. This armor has several protective enchantments as well as mana recovery, stamina recovery, HP recovery, and stat boosts.
Even though you'll be showing a lot of flesh, all attacks you receive will go straight to the armor, even area attacks or those that cover your entire body.
This one is indestructible and has a self-maintenance and cleaning system.

Powerful weapon (600 CP)
A powerful weapon of your choice that has an affinity to your class. This weapon is made of arichalcum, adamantite, dragon parts and other extremely rare and powerful materials. It is made of various elemental magic crystals, so you can launch fire or water attacks (to give an example), as well as imbue the weapon with those elements to enhance its attack or do more damage to enemies weak to those elements. It is also infused with various enchantments that greatly increase the user's attack power and magic attack power. It has such power that with just one attack you can easily kill a dragon.
This one is indestructible and has a self-maintenance and cleaning system.

Civilian

High quality wine collection (100 CP)
A great variety of high quality wines, in total there are about a hundred bottles. Each year you will receive another hundred bottles for your enjoyment or sale. The quality of these is such that if you sell them you can get at least fifty gold coins.

House (200 CP)
A modest house where you can live comfortably. It is equipped with everything you need for your daily life, it will update its furniture and other things when you enter to have a more advanced level of technology. It is tax-free and has a self-cleaning and repair system.

Brothel (400 CP)
You are the owner of a high-class brothel, the establishment being worthy of one of its categories due to its decoration, equipment and workers.
It will have twenty workers (of any gender you want) who will be very beautiful, skilled in their work and loyal to you. You can customize them to your liking. You will also have a staff that takes care of everything else for its operation, being loyal and very competent.

City (600 CP)
You own one of the most important cities in the world wherever you are. This city is prosperous, having a wide variety of products and services in its local commerce, as well as a wide variety of cultural centers of general interest and centers of academic studies and research. Of course, these will be your property.
This city will have a very efficient and well-equipped local security force, being these competent and incorruptible. Insecurity and shady dealings are things you will not have to worry about. This force is loyal to you, so you are the one giving the orders.
The residential area is your property, so people will be renting their houses.

Companions

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

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover +0
Are there any hentai manga that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy hentai. You can add as many series as you want. In case they have different power systems, these will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement +0
If you are not in the mood to spend 10 years on this jump for a Perk, Item or Power, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended time +100 CP
If you want you can spend an additional 10 years in this jump. It can be taken multiple times.

Not my preference +100 CP
Remember the "New World" perk, this option is the opposite. Any physical feature that you don't like or that doesn't fall into the category of what you consider attractive will be the predominant one in this world. This doesn't mean that people will be ugly, but if you are a person who likes big breasts, most people will have flat chests.

Sex Addict +200 CP
You have a problem jumper, you are a guy/gal who is horny all the time. Your libido is at its maximum, so you will need at least to have sex twice a day or masturbate twice a day.

Ugly +200 CP
You are an ugly person, or rather that is how people perceive you. No matter how many beauty perks you have, people will judge you as a 2/10 in terms of appearance. It is not impossible for you to have a partner or form a harem, but you will have to put in the effort.

No Isekai Filter +400 CP
Remember those isekai where all the people in the new world are beautiful, well this place is different. All the people in this world will be ugly (by your standards), even the most beautiful will be at most a 5/10.

Impotent +400 CP
What's the point of going into a world where 99% of the population are beautiful and sexy people if you can't have fun? Unfortunately that's your case, if you're a man your friend won't work, if you're a woman you won't feel anything.

Dark Fantasy +600 CP
This series shows us a more optimistic side of an Isekai, kind people, convenient script and a harem of beautiful women. But this is not your case. This world is no longer a place where you can live carefree, the monsters and people in this world are more ruthless than you imagine.
This world is one that fits into a dark fantasy, uncontrolled monsters, war between species, most people are evil-intentioned and resources are very scarce (a simple meat stew being a luxury). Prepare to spend your stay in nightmare mode.

Cursed +600 CP
Apparently someone cursed you as soon as you entered this jump, being a very powerful spell. Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home

Stay

Continue

Special thanks to ABI (Olyforgius) and everyone for fixing my grammar and helping me make this jump.