

Jobless In Another World

(I've become able to do anything with my Growth Cheat, but I can't seem to get out of being Jobless)

The Otherworld. A place of fantasy and magic, and an institutionalized game-like system which governs growth and power in the world. Everyone here has a job or class of some sort, and usually it is that class which determines what their profession is. A traveling merchant might be a Peddler, a casino boss might be a high rolling Gambler, and to be a member of the Adventurer's Guild at all requires proof that one has some sort of combat related class.

As for the world itself it's pretty standard fare as far as fantasy worlds go. There's a Demon Lord army running around somewhere, though the actual Demon Lord was defeated some twelve years previously, there's a Hero, and there's a potential war on the horizon as these forces may just come to clash again in the near future with the advent of the return of the Demon Lord. Maybe. Suffice to say the situation is a little more complex than that, but honestly it's probably not something you need to worry about unless you go out of your way to get involved, as the worries of Heroes and Demon Lords are far from the mind of the average citizen.

Of course, like any proper Isekai story, the Otherworld isn't the only world in this setting. Modern Earth as we know it also exists, and it is from this place (and more specifically, from Japan) that the various "Wanderers" come, people summoned from Earth and given Blessings by the Goddesses to go out and do... well, usually whatever they want, as the Goddesses don't really seem to care. Daijiro, one of the companions of the current Hero, is herself a Wanderer, as is the protagonist of the canon story.

Of course whether you're a native or not the simple truth is that having a job is a requirement in this world, unless you were some sort of loser that remained Jobless even in a world with a game-like system specifically meant to prevent it. Regardless take these **1000 CP** and spend them as you will.

Age & Gender

You may freely determine your gender, and pick any age within a range of 15 to 30.

Race

Pick any race below for free.

Hume -

Your regular bog standard everyday humans, though technicolor hair does seem to be something common-ish in the Otherworld. They have no outstanding benefits or disadvantages, and tend to be found everywhere.

Mini-hume -

This race might be known as halflings in a different world, but in this one they're known as mini-humes. When they grow to adulthood they tend to appear no physically different from a ten to twelve year old hume child, however they tend to be much longer lived.

Demihuman -

Of the ears and tails variety. Cat-girls, dog-girls, wolf-girls (don't mistake them with the dogs), and similar. Functionally there is no real difference between them and humes physically outside of slightly enhanced senses and the ability to gain demihuman specific classes. However, since all races have race specific classes this isn't exactly out of the ordinary. Notably the white-wolf tribe of demihumans recently had a split in their society, where half supported the former Demon Lord and the other half supported the Hero. Since the Demon Lord was defeated the white-wolf members that sided against the Hero and the other 'good' races have either been largely executed or enslaved.

Optionally you may choose to be an Elf or a Dwarf instead, whom are no different than might be expected for your typical fantasy world.

Cat Sith -

Anthropomorphic cats that walk around on two legs, but can run on all four if they really want to get somewhere in a hurry. They're about the same size as a regular (if somewhat large) housecat as well, so as a race they're actually quite small (a fact reflected in their architecture). They're mostly limited to the Cat Sith kingdom, a relatively small and isolated nation that keeps to itself and doesn't really have 'currency' and instead mostly uses a barter system. Notorious for their Cat Sith Priests, which can forcibly change the class of other people to that of a "cat user", which is generally seen as a practically worthless class. Unfortunately the only way to get rid of the class under normal methods is getting a Cat Sith Priest to remove it, difficult at best considering they're usually the ones that forced it on people in the first place.

Origins

Japanese -

Unlike the natives of the Otherworld (and yes, even the locals call it "Otherworld", don't ask) you are from Earth. Specifically, you are from Japan because that's apparently where all the people that get snatched from Earth come from. It is, in fact, so ubiquitous a fact that the term "Wanderer" (ie: A person from Earth) is sometimes freely interchangeable with "Japanese", to the point even the Otherworlds sometimes refer to them as such. As a result of your origin you may freely select a single Blessing.

You start the jump in a nice furnished and well lit room in a hollowed out tree, with three books that explain some of the particulars of the world you find yourself in on a table in front of you. One is written in English, another in Japanese, and the last in the local dialect. There are also two bags of holding with some money inside of them, alongside a note that will allow you to get a free Class Change from the Priest in the nearby city if you mention the name Daijiro.

There's also a note asking you not to take more than one bag of holding, and to leave the books where they are for the next Japanese person to get dumped here. Judging from the tracks just outside when you leave, it seems another summoned person was probably here only an hour or two before you.

Otherworld Native -

You are a native of Otherworld. Yes, that's what's it's called even if you live here. You've grown up your entire life within the context of the game-like system that governs the world, and you've probably got a few levels under your belt to start with in whatever class you happen to have. Since you're a bit more familiar with the context of this world and the vagaries of the system it operates under you are entitled to an additional discount on any one perk of your choice (that you have not already discounted). Discounting a 100cp perk makes it free, as per usual. Your starting location is the town nearby the hollowed out tree where the Japanese origin starts, you might live here or just be visiting at your discretion.

Perks

Choose one perk from each tier to discount, 100 CP perks that are discounted become free.

Classes & Jobs - Free or 200 CP

This world works via game-like system where everyone has a job or class (the words being effectively interchangeable). It starts at Jobless at birth, but everyone is switched over to being a Commoner (or Noble / Royalty, depending on birth status) shortly afterwards. Common progression past that is into classes such as peddler, farmer, hunter, apprentice swordsman, apprentice spearman, apprentice magician, and so forth. Most classes have certain minimum requirements you must meet before being able to obtain them, such as the Swordsman class requiring you hit at least level 22 as an Apprentice Swordsman, and apprentice swordsman needing at least 5th level in Hunter, and Hunter needing at least fifth level in Commoner (or Noble or Royal, for those of higher status), first.

Not all classes are made equal of course. Higher tier classes have substantially superior stat progression than lower tier 'beginner' classes, and oftentimes far superior access to skills and abilities as well. A Master Swordsman for example at level 1 might have a status comparable to a level 40 Apprentice Swordsman, if not even better.

However, short of a special ability (described in the Jobless perk found below) it is only possible to have one Job equipped and/or active at a time, and every job you obtain starts at level one regardless of how high you may have been in other jobs (though you don't lose progress from switching from one job to another). For this reason most people tend to specialize only in one specific path, building on their progression in a slow and steady fashion rather than generalizing or spreading themselves out, since doing so typically is a waste of their time. Additionally not all classes have the same amount of levels. Commoner for example has potentially 99 levels, but Apprentice Swordsman only has 40, and Magician (the upgrade to Apprentice Magician) only has 60.

Everyone receives this perk for free just for showing up, however for an additional 200 CP you may grant this perk to anyone you come across that you desire, potentially up to and including entire settings if you really want to go overboard. Since that doesn't really do anything in this jump (since everyone already has the system) you may also freely switch your active job/class around without needing to visit a Priest.

Steady Nerves - 100 CP

Being dumped into a new world sounds like a grand adventure and a potentially amazing experience... right up until it happens and you start having panic attacks when you suddenly realize that you've been dumped into another world bereft of any support network or guarantee of safety. Good for you then that your stomach is made of iron and your mind as cool as ice. You'll never let your emotions get the better of you and have no problems staying calm and composed even if your entire life just got turned upside down.

Whether it be in combat or dealing with the sudden realization that you can never return to your original home you'll be able to face and confront the problem head on without so much as a moment of hesitation or anguish. This doesn't stop you from reflecting on such things in your own time of course, nor does it prevent you from harnessing the power or strength of your emotions should you have means to take advantage of such things.

Knowledge of Common Language - 100 CP

Being transported to another world and not knowing the local language can suck. A lot. Aside from all sorts of potential misunderstandings it can also just make you feel like an idiot because you can't read simple signs. Thankfully with this skill you no longer need to worry about that issue, as you are capable of reading, writing, understanding, and communicating in any 'common' language you encounter. However, this won't give you any special ability to understand or use languages that are innately magical in and of themselves.

Lifestyle Magic - 100 CP

It can suck living in a mostly pre-modern world without indoor plumbing and other such conveniences, which is why you decided to splurge and get this. You've unlocked Lifestyle Magic, a very rare skill that can only be randomly obtained by praying at the goddess statues at the end of a dungeon. You start knowing up to Lifestyle Magic 4, and will eventually master it all the way up to lifestyle magic 10 over the course of the jump.

For now however the spells you know are Clean, which cleans and sterilizes anything it's used on (and feels quite nice when cast on someone), Silent Room which lets you project a square 'room' construct that renders it impossible for noise to travel in or out, Create Oil which lets you make all sorts of oils (including massage oils, or lantern oil, etc), and the Home spell, which lets you immediately teleport to your "home" or the home of any person (usually of the opposite gender) that feels great affection for you. As a further bonus you can actually teach Lifestyle magic to other people, so long as they have the capacity for casting magic at all.

Beneath Notice - 100 CP

Sometimes it just seems like every time you walk into the adventurers guild some asshole decides to stand up and start shit with you for no reason at all. Thankfully this perk ensures that that's (mostly) a thing of the past. So long as you are not being specifically sought out other people won't bother you or those obviously and directly 'with' you over petty shit, either thinking you're not worth their time or deciding to pick an easier target somewhere else. This only blocks out attempts from those trying to start problems though, so if you actually would have desired to be approached by someone, even if you didn't know it at the time, they may still freely engage with you.

Blue Blood - 100 or 200 CP

You are a Noble. This is important, because in this world there are classes restricted to only the nobility, and as far as is known it is impossible to become a Noble if you are not born as one. Aside from qualifying you for these classes this also ensures you are given the height of discretion and preference by all that deal with you, as only a fool would carelessly treat with such an august personage as yourself.

For an additional undiscounted 100 CP you may instead be Royalty. This unlocks the potential for even stronger unique classes, as even a Noble cannot become a Royal even if they marry into Royalty. Uniquely however you may, as a Royal, elevate anyone else to the status of Nobility, and additionally any children you have will also count as Royals, as will any spouses you take that you decide to confer that status upon.

You may treat this perk as either a 100 CP or 200 CP perk for purposes of tier-based discounting, depending on which version you buy.

Status Forgery - 200 CP

An extremely rare skill that can usually only be randomly obtained by praying to a goddess statue at the end of a dungeon, this improved version allows you to obfuscate your information whenever it is viewed via supernatural methods by others. No matter what method they use or how they might try they will never see anything that you don't want them to see, and you may freely change around what your status displays to others. Even a Demon Lord could masquerade as nothing more than a 'simple' dark magician with this with none the wiser.

Enhanced Senses - 200 CP

Your senses are significantly superhuman in every regard. You have the sense of smell of a bear, the eyes of an eagle, the hearing of a moth, and the sense of touch and taste of a catfish. If that sounds like a weird combination, be informed that those examples represent the best of the (normal) animal kingdom. More than that you never suffer from sensory overload and can easily adapt to any level of sensory input within moments.

Quirky Tagalong - 200 CP

Even if you're a bit (or maybe a lot) dim, even if you fairly constantly make dumb choices, people can't help but like you. Or, at least, not dislike you. They'll acknowledge your quirks and faults of course, and probably even call you out on them, but unless you go out of your way to deliberately antagonize someone or cause problems odds are decent you'll be

tolerated no matter how whacky or idiotic your behavior. And if you don't act like a dense idiot they'll probably like you a great deal more than normal.

Even beyond that however you may choose to 'attach' yourself to another person or group of people you meet, whom will come up with their own reasons for letting you tag along. Even if you get separated from them it's a sure bet that as long as you want to meet up with them again you will, and you can pick up right where you left off.

Advanced Class - 200 CP

Light Magician, Dark Magician, Holy Knight, Four Elements Magician, and more. High tier classes with high tier stats and high tier abilities, the sorts of things many people might spend their entire lives working towards and never achieve unless they were born with an extreme amount of talent or good fortune. Thankfully you can cheat, and via a purchase here you may unlock one of these high tier classes for immediate use. Not only that, you'll also unlock every lower tier class leading up to them. For example a Holy Knight might unlock Great Knight, Knight, Apprentice Practitioner (ie: priest), Swordsman, and Apprentice Swordsman.

A Four Elements Magician on the other hand would unlock the Fire, Earth, Water, and Wind magician classes, alongside the apprentice fire, water, wind, and earth magician classes, the magician class, and the apprentice magician class. All of these classes will start at level 1 however, and you can't have more than one equipped at a time unless you take Jobless, found below. Regardless however this is still a mighty advantage, as the gulf between a low tier class and a high tier class is often extreme enough to be near insurmountable.

Since this is technically something you could just get yourself with a bit of effort, buying it here will ensure you can quickly train others to also gain access to your classes (assuming they have access to the system this world works on), and the stat boosts of your chosen class will be somewhat superior to someone that got the class the normal way. The class you purchased (but not the ones below it that are unlocked) does not count against you for purposes of having a class "equipped", meaning you may have two classes at a time (or more, if you purchase Jobless below).

You may choose whether or not a class purchased with this perk shows up on your Status as your primary class to methods that can determine such things. Your purchased class, but not the ones unlocked below it, will have a level cap of 99 even if they normally would have lower. You may purchase this perk multiple times.

MP Charge - 400 CP

All non-passive abilities in this world, whether it be a warriors skills or a mages spells, require MP (magic points) to use. For this reason in many ways MP is perhaps one of the most critical resources a person might have as it will determine how well they can do their jobs and how long they can go before needing to stop and rest. Some people have the 'fortune' to be able to accumulate MP beyond their regular limit, potentially up to a hundred times their normal capacity, with scaling levels of problems depending on just how far they go, up to near total incapacitation at x100 their normal amount. Problematic, to be sure, when not all such people are blessed with a class that has the ability to actually spend that MP.

You don't have that skill though, lucky you, and instead have something of a bit more immediate and less harmful use. By standing or sitting (mostly) still you may enter a "charging" state whereby your MP and/or other internal energies rapidly replenishes, regaining about 1% of your total reserves per second you spend charging. You may choose not to enter this charging state if for some reason you don't want to, and there is no obvious 'tell' that you are doing this.

Good Fortune - 400 CP

Some people lead hard lives where it seems everything that can go wrong does, and others lead carefree lives of leisure. Where you fall on the spectrum however is definitely the latter. You possess an extreme amount of luck, both in general and especially in regards to games of chance or any event where your life or freedom's on the line, to the point that you could stumble across a hidden labyrinth never before seen and correctly choose the right set of actions to get a hidden treasure all while avoiding a trap with absolutely zero clues to steer you.

If you should then spring that trap anyway you'll be similarly blessed with luck. It could lead down a chute with only a 1 in 16,000 chance of survival thanks to multiple splitting pathways where one wrong move will result in instant death, and yet you can be sure you'll pick the right route every time, or at least fall down the right path in the event it's an uncontrolled slide. You might sometimes experience events where it seems like you've gotten in over your head, but it's usually just the lead up to a bigger payoff. Obviously actual effort on your part will let your luck carry you that much further, though in theory a canny enough opponent aware of your luck might stack the deck far enough that it won't matter.

Stone Body - 400 CP

An upgrade to the "Stone Head" skill, which raises the defense of the head (and only the head) to be equal to that of a stone wall rather than that of a normal person's head. This version, as the name would imply, raises the durability of your entire body to that of a sturdy stone wall without any weak points, allowing you to all but ignore the blows or stabs of regular weapons, people, spells, or monsters. Uniquely no matter how tough or durable you become this effect will scale to retain a roughly equal level of effectiveness, ensuring you're always substantially more durable than you should be.

System Knowledge - 400 CP

The details of the game-like system this world uses is fairly well known, or at least the earlier parts are, assuming you're something like a scholar, sage, or priest educated on the subject. Sadly not all people are. This perk however changes that, giving you an innate and intuitive knowledge of all the possible classes, skills, and abilities that could be gained within the system alongside how to attain them.

However, *knowing* how to obtain them isn't the same thing as being *capable* of obtaining them, for example knowing how to obtain a demihuman specific advanced class won't help you unless you (or someone you know) happens to be a demihuman. You carry this knowledge with you into other worlds, retaining and/or gaining an equivalent level of knowledge of how any similar such game-like systems work, what can be achieved with them, and the exact methods whereby you can gain those advantages for yourself. This information will always be perfectly

accurate and will also cover any warnings or potential dangers inherent within, and you will have no issues recalling it no matter how fallible your memory might normally be.

Hero / Demon Lord - 600 CP

Unique classes that can normally only be obtained by being handed down by the goddesses, or enabled by similar such blessings, and of which you may choose one. Heroes and Demon Lords are, without question, the mightiest classes in the world. Boasting obscene stat growth, powerful special skills and abilities, and many unique powers these two classes represent the pinnacle of what is possible within the System, potentially capable of facing down armies of tens, if not hundreds, of thousands of regular monsters or people (at least once you level up a bit).

They are also, as might be imagined, exceedingly famous (or infamous) because of it. Being known to possess the Hero class will instantly result in gaining the interest of the Church, and likely no small number of other factions that will want to use you, while being known for having the Demon Lord class will result in no small amount of enemies. In future worlds that have similar unique classes you automatically have them as well, even if they would otherwise be unique. If you desire you may purchase the class you didn't pick for an additional 300 CP.

Not unlike the Advanced Class perk found above purchasing the Hero or Demon Lord classes (or both) don't count against your 'equipped' job, meaning you may have them equipped alongside your 'normal' primary profession, and may choose whether or not they show up on your Status as your primary class to any methods that could determine such information. Both Hero and Demon Lord have a normal level cap of 99.

Jobless - 600 CP

Normally a useless class that everyone is born with and which is swapped out to commoner immediately afterwards, thanks to it offering no skills or abilities and no stat increases. That would be the normal case, you however are an altogether different sort of Jobless. As you level up you will gain several unique skills, including the ability to set (potentially) up to five separate Classes for yourself, up to two classes for anyone in the same group as you, the ability to freely change jobs without needing to visit a temple, the ability to view the jobs of others, alongside other unique abilities which may be unlocked given time and leveling up.

The tradeoff is that your primary job, and the only one others can see (should they possess the ability to inspect your class), is Jobless... which will be an oddity at absolute best, and in this world will prevent you from holding any sort of actual profession as all guilds and trades require certified proof from a temple that you have a class suitable for the profession. Barring some significant effort it is likely that you'll be almost entirely reliant on companions or fellow party members in order to get by in civilized society.

Or at least that's how it would normally be. Since you're paying a premium here your Jobless class doesn't actually take up a class slot at all, and your primary profession will read as whatever class you have and qualify for that you want it to be detected as.

Future Knowledge - 600 CP

A special power born from outside of the game-like system that the Otherworld works on, and which won't show up on your status sheet even should you or someone else check it. You have the ability to roughly determine the outcome of a future action. You can determine whether something will be a failure, a success, or a great success, though that's the limit of your details, according to how you would characterize those things. For example you could predict what stocks to invest in or where the ball will fall in a game of roulette. However you can only focus on one thing at a time with this power, so you could predict the outcome of something you're about to do, or the outcome of something someone else is about to do, but not both at the same time.

Limit Breaker - 600 CP

Normally the result of a special medicine that can only be made with a 0.01% chance by someone with the goddess granted Blessing of Medicine (and thus effectively non-existent in the Otherworld) this is a power that allows you to exceed by ten times the normal level limit of a given class. Unlike the medicine however this applies to any such numerical limit you may have.

This allows you to increase by an order of magnitude the limit of any number based statistic you may have whether from this world or others. For example if you had a class that was limited to only 99 levels in total (such as the Commoner and Demon Lord classes of this world) this would allow you to instead reach up to 990 levels in that class. Obviously this is primarily effective for systems where hard numerical values and limits are already a thing.

Blessings

Divine blessings handed down by the Goddesses, and which are usually impossible to obtain otherwise. Each one of these Blessings costs 300 CP to gain, and as a reminder anyone with the Japanese origin may purchase one of these for free.

x20 Experience - 300 CP

Perhaps as straightforward a blessing as it gets, you automatically receive twenty times the normal experience points whenever you perform an action that would gain you XP. This blessing will apply to any system or action whereby you gain or utilize XP.

1/20th Experience - 300 CP

Another straightforward blessing. In any system that uses experience you require only one twentieth the normal amount of XP in order to 'level up'. For example if it normally would take 100xp for someone to raise their level it would only take 5xp for you. This blessing will apply to any system whereby you gain or utilize XP.

Blessing of Medicine - 300 CP

You possess an absolute, innate, and intuitive knowledge of all plants and other organic compounds and what they can be used for in terms of making medicines, poultices, potions,

remedies, and so forth. Additionally you automatically qualify as being able to make those things regardless of whether or not you possess the normal class requirements for doing so, and further possess the skills needed to actually make them no matter how complex.

Even beyond that you can make things that would otherwise be normally impossible, such as elixirs of immortality (of the agelessness variety) or things like the Limit Breaker potion which would allow you to expand the level limit of a class by up to ten times its normal amount. In future worlds you will easily be able to adapt any recipes you've already discovered to use local ingredients.

Protagonist Correction - 300 CP

Ever wanted to be the protagonist of your own isekai story? Well with this you can be... for both good and ill. You will regularly come across plots whereby your intervention will dramatically affect things (usually in grand ways), rapidly gain in strength, be blessed with seemingly contrived coincidence to further your goals, meet all sorts of allies and possibly lifelong companions, and otherwise be living the life of a typical isekai protagonist.

If you survive, of course, because there are no brakes on this train. Events will continue to occur which will pull you in, you'll increasingly come across things or get involved in problems which you cannot ignore, and can expect a fairly steady escalation in the overall stakes of your life. You wanted the life and now you have it, regardless of your feelings on the matter. On average you won't be able to go more than three days without *something* happening, though thankfully the events won't pile up so high or so quickly that you have no chance to address them. Despite the risks the rewards are equally abundant, as this Blessing represents the idea of the 'high risk high reward scenario' perhaps in its purest form. Post-jump you may toggle the effect, however while off you lose out on the benefits as well. Buyer beware.

Items

Everyone gets 200 CP to spend as a stipend in the item section only. Additionally you may freely import any items you have into items purchased, so long as they're at least somewhat similar (weapon to weapon, property to property, etc). You may take one 100 CP item for free and discount one item of each tier above that.

Beginner Equipment - Free

A set of equipment suitable for a beginner. You've got a serviceable suit of leather armor, a well made reinforced club and buckler shield, enough money to stay in an inn for about a month, and a backpack filled with misc items suitable for a very low level adventurer such as a small healing potion, some rope, some chalk, some extra boots and several days worth of clothing, and so forth.

Tit and Tat from Japan - 100 CP

A smartphone loaded with various apps on it, alongside a bunch of technical manuals and how-to guides. It can take pictures and videos, doesn't need to be recharged, and if lost or damaged will reappear on your person a short while later good as new. You've also got other things, such as some modern clothing and shoes, a can opener, a modern compass, a towel, modern soaps and shampoo, toilet paper, a comfortable folding chair, an umbrella, and a bunch of misc other things you'd find in an average Japanese household.

Consumable items will be replaced shortly after use so long as they're not sold so you should always have enough on hand for yourself and maybe a few others. If you do sell this stuff though it won't be replaced until a month after the fact. This might not sound like much, but people tend not to realize just how much they miss modern convenience items until they don't have them anymore. You always seem to just have this stuff on hand when you want it, and it's conveniently not around when you don't need it.

Bag of Money - 100 CP

A bag of money, like what it says on the tin. No matter where you are or what kind of currency the locals use it will always have enough in it to support you and potentially a small group of others (no more than eight, not including you). Not enough to be luxurious or anything like that, but you won't starve and you won't need to worry about not having a roof over your head because you lacked the cash to pay for a meal or a night at an inn. It will also cover spending cash for small incidental purchases, such as common clothing or items used in daily living and so forth.

You can potentially take out even more money from the pouch for a single large luxurious purchase (such as a fine horse and cart, or some luxury goods such as rare spices), but if you do so it will stop generating money for a month. The bag is curiously immune to thievery, as the eyes of thieves just seem to skip over it. If lost you'll find it on your person a day later.

Cart and Horse - 100 CP

A extremely fine horse that is curiously much smarter and more aware than you'd expect from such an animal. While its stamina isn't infinite it can go much further than a normal horse, can understand spoken commands, and doesn't seem to need to eat or drink, simply requiring a short period of rest should it get tired. It will never throw a horseshoe, doesn't smell bad, and somehow seems to stay perfectly clean and groomed all on its own. Also it won't listen to anyone but you or those that you give permission to order it. Anyone else that tries to force it to go anywhere will quickly get kicked in the face by a very very angry horse that is much MUCH stronger than it has any right to be.

The reason for this strength is because it has eaten ten Rare Medals, items dropped only from 'rare monsters' and which when eaten by animals (or other monsters) increases the status and overall strength of the creature. It wouldn't be an exaggeration to say that this horse is probably a better fighter than most low to intermediate level adventurer parties by a fairly wide margin.

Also, obviously, as the name implies you've got a cart. Well, more of a covered wagon really. It'll never get stuck in a rut, is self repairing and cleaning, and is oddly comfortable to ride

in even on the roughest of roads. It's more than large enough that a few people could lay down in the back and go to sleep even while on the move.

Fake Identities - 100

You've got a set of fake identification papers for yourself, and any Companions should you have them. These ID's are impossible to prove as fake via simple inspection, and will allow you to pass yourself off as having pretty much class or identity you please, though in this world someone that claims to be a specific Class without being able to actually perform those class skills will quickly be found out as duplicitous. It also isn't advised to claim you're someone with a specific history or background linked to people that the guys/gals looking at your ID can go and talk to to confirm your identity. Once a month you can change the information displayed on these ID's. In future worlds they'll update to be relevant to whatever setting you find yourself in, and again will be impossible to prove as fake via inspection.

Rare Medal - 100

These are small golden coins normally only dropped by "rare" monsters, typified by being somewhat stronger than the normal breed and a different color (and, obviously, very rare by comparison). What makes them useful is that when fed to an animal (or a monster for that matter) it will grant a comprehensive, if static in value, boost to the overall statistics of that creature. A simple donkey having eaten seven or eight rare medals was strong enough to literally run roughshod over entire groups of low-tier monsters, tossing them about with abandon and largely ignoring their attacks.

Normally there would be a limit to how many a single animal could benefit from a Rare Medal (usually no more than four, outside of the truly exceptional), but this purchased version of the Rare Medal has no upper limit on how many can be applied to the same creature.

You'll get one of these a month by purchasing this item. Additionally they seem to be quite tasty to animals, monsters, etc, and you'll have no trouble convincing one to eat it, which they will manage without issue. These medals don't work on people though, for some unexplained reason.

Magic Equipment - 200

A reasonably powerful magic weapon capable of cutting (or piercing or smashing) through steel with a bit of effort and lesser materials with a shocking ease. Aside from being unbreakable and requiring no maintenance or sharpening it also possesses the "Bane" property. Once a day you may speak the name of a specific species or person while holding the weapon. For the next twenty four hours any damage dealt by that weapon to members of that species will be three times as severe as normal, however until that 24 hour period is over you will not be able to switch the Bane property to a different enemy type. If you choose a specific individual then the damage will be three times as severe as normal *and* will more readily pierce through any resistances or armor your target has. The "name" can be as simple as "this thing/guy I'm fighting right now" if you don't actually know their proper name.

In addition to this weapon you also have a suit of armor of some sort, which is heavily enchanted for protection, strong enough in protective value it could easily stand up to the above

mentioned weapon. Aside from this it is also temperature controlled, keeping you warm when it's cold and cool when it's hot, dry when it's wet, and it also maintains itself and is perpetually clean. It always fits you perfectly no matter your size or shape. Curiously it also has a final enchantment that allows for its protection to cover even areas that look like they're unarmored, meaning the particularly daring could even pull off the "chainmail bikini" look if they wanted without sacrificing their defense while doing so.

If somehow lost or stolen your magical equipment will appear near your person in the nearest convenient location should you go to reach for it. If you choose a ranged weapon you may instead have it grant its properties to the ammunition it fires.

Area Map - 200

A magical map that shows the area you are in. It has an easy to read legend and will helpfully point out known allies in green and known enemies in red. Individuals you're aware of but are neither allies nor enemies are marked in blue. The map is topographically accurate and it will also list out the known names of locations you're aware of, alongside cultural or national borders or similar. You can "zoom" in or out on the map from as small as the room you're currently in to as far as about a thousand miles around yourself. It updates in real time, helpfully tells you what direction you are facing, and even has an "optimal route planner" feature which will plot out in helpful lines the best route, according to the map, to a known location you're trying to get to. It will appear in your hand when you need it and disappear when you don't.

A House - 200

A reasonable house, denoting you as a person of some means and solidly upper middle class. It has five bedrooms and quarters for a pair of servants, a nice kitchen, a small stable for a few horses, and is generally a nice place to live. The kitchen is stocked with fresh ingredients for food regularly, enough for everyone that lives there, and it is largely maintenance free. You don't need to pay taxes on it and you own the land its sitting on as well as a small plot around it.

Curiously your house is always seemingly close by to wherever you are. If you travel to a different city you will, if you go looking for it, find your house there. If you travel to another city, you'll find it there too. Even on a deserted island in the middle of the ocean you'll find your house if you go looking for it. For some unexplained reason no one ever really seems to pick up on that, though you could point it out to them if you felt like it. Thieves, brigands and solicitors, alongside other incidents such as house fires and similar, will never target this house on accident. If something happens to the house you can be absolutely certain it was because you and yours were being targeted directly.

In the event something happens to the house to damage it or render it uninhabitable it will recover to full functionality a week later, alongside whatever property was stored inside at the time of its destruction. It will update itself in future jumps to maintain the upper-middle class status, obtaining whatever features are required for such. It does not downgrade however, unless for some reason you want it to, and it doesn't attract any more attention than a house normally would even if its architectural style doesn't fit in with the buildings around it. If you bought the Tit & Tat From Japan item earlier then this house starts out automatically enjoying

the benefits you'd expect of modern convenience such as air conditioning, refrigeration, indoor plumbing, electric sockets and lights, and so forth.

A Grand Ship - 400

A massive ship, the same size as a war galleon or similarly large vessel. Somehow it can be piloted by just a single person despite how absurd that seems. It's incredibly well made, has cargo holds *far* in excess of even what its large size would suggest, and is significantly tougher than any normal ship would be. It will never be stuck without wind in its sails, never run aground or onto a reef unless deliberately piloted there, and will never capsize to wave or storm.

It has luxury quarters for the captain (and a few VIP guest rooms) and well appointed quarters for the important officers. The regular crew have a barracks which is still quite nice considering the normal constraints of a ship. The ship itself will remain free of vermin, barnacles, and other such ship related issues, and is self cleaning and maintaining.

However the real draw of the ship is a special trick it can perform. Once per day it can teleport to any place within a hundred miles of its current location. Typically this would be used to teleport into a secret hidden cove which a ship its size would normally never be able to reach, but it is also quite useful for a quick getaway or a surprise ambush as might be expected.

The Dungeon - 400

Dungeons in this world were artificially created in order to purify the "miasma" that would occasional pool in the world. This was done because miasma can cause monsters to spawn, and it was decided by the Goddesses that it would be better to control and guide the creation of these monsters in ways that the locals could deal with.

This specific dungeon has a few odd properties. The first is that it's attached to your warehouse (or if you don't have a warehouse currently, a location in jump known only to you). The second is that the floor layout and monsters within can change depending on what sort of challenge you're looking for. It could go from a beginner dungeon with kobolds that a grown man with a sharp rock could reasonably kill in safety, to the sorts of danger that only a true Hero could even hope to survive in.

The third is that the depth of the dungeon can also vary, from a mere 10 floors to as many as a hundred. The end of the dungeon, like all dungeons, has a statue of a goddess in it (a nameless and unknown goddess, in this specific case) which you may pray to in order to receive a random reward. This could be an item or a skill, and you and your companions will never need to worry about getting a 'dud' reward like a sponge or something equally worthless.

The more dangerous the dungeon and the monsters within, and the deeper it is, the more powerful the rewards will be that the Goddess Statue will hand out. Unlike other dungeons you and your Companions may clear through this dungeon and pray to the Goddess Statue at the end for a reward as many times as you want. Also, in case it needed to be said, the creatures within can also drop loot suitable for their nature, and are always a good source of guilt-free XP. The monsters themselves could be like those found from this world, or those found from other worlds you've been to at your discretion. You may change the 'difficulty' and layout of the dungeon whenever you want so long as there's no one (aside from the monsters spawned from it) inside of it.

High End Store - 400 CP

A general store under your ownership. You own both the store itself as well as the land it's sitting on. It is run by a competent staff of Followers that can manage and operate it without your input, and will make you quite a sizable profit. The shelves always seem to be stocked with items that would be in demand in its location and are always slightly higher quality than your potential competitors without being any higher in price. No one ever seems to question where the stock comes from, thankfully, and neither do you need to pay taxes on the store, the land, or anything else related to it.

For an extra undiscounted 200 CP, you seem to have a store like this in just about every major city you come across, giving you a franchise of successful businesses and no doubt no small amount of influence thanks to the wealth they bring you.

Companions

Canon companion - 50 CP

You may select anyone from canon to become a Companion, so long as you can convince them to come with you. Choosing this option guarantees you'll meet them and make a good first impression, alongside a few more meetings beyond that to ensure you've got the opportunity you need to make your case.

Some Good Friends - 50 or 200 CP

You may import an existing companion or create a new one at your discretion. They've got 800 CP to spend on whatever they'd like and may choose an origin and race freely. 200 CP will net you eight of them.

Devoted Sibling - 100 CP

A sibling that's probably devoted to you a *bit* more than would be reasonable. They're of whatever gender you prefer, and may either be older or younger than you at your discretion. They share your Origin and get 1000 CP to spend, alongside a single blessing. They may or may not be obsessed with you, but without doubt they will have your back no matter what. If you were to die and reincarnate into another world and they found out about it then it would be no exaggeration to say that they would kill themselves so that they could reincarnate alongside you. For some inexplicable reason that sort of thing will actually work for them, if them alone.

Legendary Mount - 100 or 200 CP

A powerful Wyvern that is immensely strong, tough, and fast. It has eaten ten Rare Medals and has the sort of power and strength that could route small armies of low level monsters or adventurers, and is a fairly high level creature itself. It can also fly, is smart enough to generally understand you when you speak to it, and is unflinching in the face of combat. It is

entirely loyal to you and will basically do whatever you tell it to do. It doesn't need to eat or drink or rest, doesn't smell bad, and is perfectly capable of looking after itself. Additionally there is no limit to the number of Rare Medals it can eat and benefit from, a feature probably unique to it.

For 200 CP however you may instead upgrade from a Wyvern to a young dragon. Much more powerful and intelligent and capable of breathing fire and casting magic. They consider you their partner and superior and will follow your orders to the best of their ability. Once they get a bit older (or gain a few levels) they'll gain a transformation ability that will give them a human(oid) form.

The Wyvern counts as a Follower and does not take up a Companion slot until and unless you import it into another jump as it's not quite intelligent enough to make the cut for full Companion status, being 'merely' a very clever animal. The Dragon however does count as a Companion, and is fully sapient and sentient. Additionally the Dragon gets 800 CP to spend on perks (but no item stipend), however it must take the Otherworld Native origin.

Drawbacks

You may take up to 1000cp in drawbacks.

Constant Harassment - +100 CP

Prepare to be bullied, nerd. In every city, town, village, or similar that you go you'll inevitably run into one or two guys (or gals) that will attempt to either swindle you, insist you give them your stuff / hard won earnings, or tell you that you better hand over your waifu for them to have their way with "or else". This is especially true if you ever enter an Adventurer's Guild outpost, as there will almost certainly be such a person (or group of persons) inside, and the official line of the Guild is that so long as trouble isn't started in the actual guild building then it isn't their problem to resolve. So get ready to either part with your stuff or punch some faces, because that's pretty much the only way these things are going to get resolved.

Frequent Misunderstandings - +100 CP

You will regularly get involved in situations where people seem to just assume the worst of you for whatever reason, and will have to deal with the fallout. Maybe they see you have some slaves in your party and they assume you're mistreating them, when in reality you simply don't know how to free them from the slave collars (or said slaves are insistent on keeping them for some reason). Maybe they think you're some sort of deviant or misanthrope that's disturbing the public order, or something else entirely. Either way you'll need to sort your way through these situations, usually popping up at least once or twice a month while you're here, because this isn't the sort of attention that you can just ignore.

Bandits - +100 CP

Bandit's are one of the so called "illegal" jobs, alongside other classes such as thieves, pirates, death warriors, and similar. Worst of the worst scum that genuinely did something to deserve the job they now have, as gaining them happens automatically when you commit a deed worthy of having your class changed to these jobs by the Goddesses, no matter where you are or how you try to prevent it. Oftentimes the worst of scum, murderers, and so forth, these people can't even openly enter major towns or cities because the gates have magic items specifically meant to detect these classes, and it's impossible to change class to something else without visiting a job-changing Priest, whom will almost certainly refuse to provide the job-change service.

Got it? Good, because you're going to be coming across these sorts of people constantly in your time here. Whether you're in a civilized area or not the odds of you running into these sordid sorts skyrockets, and you can be virtually certain you'll come across a group of them at least once a month while traveling, and a small handful of individuals in the time between groups. This doesn't cause them to spawn out of nowhere, it simply ensures that any that are in the area get drawn towards you. If nothing else you'll probably be able to cash in on the standing bounty all such individuals have on their heads.

No ability to get a job - +100 CP

In order to get a job beyond the most menial of labor in this world you must have a certification from a temple verifying that you actually possess the correct Job or Class for the profession you are seeking to enter. A merchant's guild won't accept someone that doesn't have a merchant type class (such as peddler), the Adventurer's Guild won't accept someone that doesn't have a combat class, and so forth.

Unfortunately for you no means of verification will convince any Guild that you are qualified to join them, not even if you straight up use a bunch of class specific skills right in front of them, assuming you're somehow "cheating" or using some other method of subterfuge to try and trick them. For the entirety of your stay you will never be able to get an official job with any organization, meaning you will either need to secure means of payment and employment through intermediaries (such as fellow party members acting on your behalf with the adventurers guild) or settle for being hired "off the books".

Bound by the System - +200 CP

Normally in this world you are restricted in what you can and can't do according to what classes and skills you have. If you don't have the apprentice swordsman class for example then you can't draw a sword from a sheath no matter how hard you try or how strong you are, and if you don't have a class that lets you "equip" a bow then it doesn't matter how accurate your arrows are because they'll just plink off of targets doing no virtually zero damage.

Normally we'd just ignore that since you're a Jumper and coming into this from places that aren't bound by those sorts of somewhat arbitrary rules. By taking this complication however that is no longer the case, for the remainder of the jump you are stuck working with the confines of the system in regards to what you can and can't use and do. Don't have a class that can equip swords? Then you can't use swords for shit. Don't have a class that can use healing

magic? Then you can't use magic to heal people. Don't have a class for utilizing and creating technological devices? Then you better not expect to be expanding your tech base until you do.

Random Encounters - +200 CP

The Otherworld is filled with all sorts of creatures big and small, many of them quite dangerous, though few could truly say that they've seen even a significant portion of them much less all. How fortunate for you then that you'll be getting to see every single type of monster and creature in the world. Repeatedly, in most cases. Any time you go into a dungeon or leave civilized areas (such as cities and towns) you're pretty much certain to run into a bunch of monsters, typically of whatever variety could normally be found in the area. If need be they will, literally, spawn out of nowhere in the event over-hunting has somehow cleared an area of them just so that you can encounter them. In your time here you are guaranteed to run into at least one of every single type of monster and creature in the world, including the really nasty and powerful stuff. Hopefully you'll be pretty high leveled from killing all the mook monsters by the time the really strong ones start showing up.

Introvert / Extrovert - +200 CP

Your capacity for interacting with other people has tanked to such abysmal levels that even just being in the general vicinity of others is enough to make you stutter uncontrollably. Hiding behind the coat-tails of what few companions you feel comfortable with (if you even have any), barely able to speak above a whisper... good lord but you are a hot mess. At least you don't have this problem with animals, and curiously enough you can interact with Cait Sith just fine as well.

But rejoice! You can avoid this issue by donning a mask (you will be given a free, if poorly made and entirely non-magical, mask for this purpose) at which point you may take on the personality of an ultra extreme extrovert. Loud, bombastic, and everything your introverted personality isn't. Your extroverted personality wants what's best for the introvert personality but they can only come out when the mask is on your face. It will require finding some trustworthy, caring, and considerate friends to bring your introverted self out of its shell.

With hard work and effort you may eventually reach some sort of emotional equilibrium, at which point the personalities will once again merge together and leave you as functional as you were to start with. This process will likely take years of effort though. Once this issue is resolved, or after the jump ends if you don't fix it before then, you can keep both the Introverted and Extroverted personalities as voices in your head to guide and advise you on things. Since they're you, if with very different personalities, there is no need to worry about issues like "loyalty"... unless you're the type that would betray even yourself, of course.

Somewhat Dim - +200 CP

You're dumb. No two ways about it, you're stupid. Unarguably so. You will routinely make poor choices, fail to prepare for things as thoroughly as you should (assuming you prepare at all), and will regularly run into more opportunities to make dumb decisions. Hope you're lucky enough that your stupidity doesn't get you killed, and likeable enough that you don't

drive everyone around you away. If nothing else you're the good-natured and funny sort of dumb, rather than the drooling retard sort.

Church Attention - +300 CP

You have, for some reason, come to the attention of The Church. This is probably not a good thing. This group doesn't like things that are powerful or potential threats to them not being under their thumb, and they're riding high both on popular support and influence thanks to the relatively recent defeat of the Demon Lord twelve years ago, spearheaded by the current Hero whom works on behalf of the Church (abet begrudgingly).

They will be watching you and tracking you, to assess whether you can be a useful asset or whether they need to do a bit of pre-emptive purging, and have vast resources to bring to bear for the task, at least one covert task force capable of group teleportation, and no small amount of secrets. Good luck.

Blessed With Suck - +300 CP

Congratulations, you've got a unique class known as the Temptress! It even comes with an extremely unique skill, one that's highly sought after by all sorts of people! The skill in question causes you to emit a pheromone that attracts monsters within several miles of you to your position, regardless of what they were doing. It's even powerful enough to overcome the control of magic casters that might have summoned or otherwise be directing said monsters.

Unfortunately you have no control over this skill currently, and it activates automatically at night time or any time you are underground. The only way to prevent monsters from swarming the area you are in is to be in a room that is completely air-tight during the night, and to never venture down into a dungeon or similar underground structure. This skill is so powerful that it can literally cause swarms of monsters to assault a city just to get at you, and even cause monsters from inside a dungeon to swarm out of it (something they almost never do normally) in order to find you.

But don't worry young Temptress, because as part of the package deal of this special skill the peremones you emit pacify the monsters, so they won't attack you (though the same is not true of anyone around you). The bad news though is that it drives them into a mating frenzy instead when they get near you, so they'll want to rape you instead.

You start at level 1 in this class, and you can't swap this class to something else (should you possess such abilities, or try to find a job-change Priest in jump to do it). However if you gain enough levels in the class (level 99, to be specific) you will learn the upgrade to the skill that will let you control its effect, and be able to turn it off or on as you desire. Once you have leveled up to this point, assuming you ever do, the Temptress job becomes "slotless", not unlike a class purchased via the Advanced Class perk, letting you have it equipped without taking up your active job slot(s).

A word of warning, knowledge that you have this class will cause a LOT of people a LOT of concern, and they will either want you very VERY far away from any civilized areas or at the very least under strict monitoring and control. The odds of people trying to forcibly enslave you in order to make use of your skill are very high should it be discovered you have this class.

Companions may take this drawback.

Slave Collar - +300 CP

You have been enslaved. This means that you are property, and must do as your master commands. You don't get a say in who your master is, and by default you are owned by someone that doesn't particularly care about you but doesn't particularly feel the need to demean you or abuse you, instead preferring a strictly master/servant relationship. Depending upon your attitude and behavior this may change. Only your owner can remove your collar and free you, and the slave collar prevents you from using any of your abilities to attempt to force or coerce them into freeing you.

Additionally regardless of your personal abilities, charisma, or anything else your owner is fully aware that you are their slave and that you must obey them, and will act in accordance with that. If you do as you are told your owner might be convinced to let you go free after a few years of service. If you're the obstinate sort they won't hesitate to punish you or sell you back to the slavers at which point there is no guarantee that your next owner won't be much MUCH worse. If for some reason you want to you may take your owner with you as a Companion post jump for free.

Target of the Demon Lord - +300 CP

The Demon Lord was defeated twelve years ago, but since then another Demon Lord has (supposedly) risen. Whether or not they're an actual Demon Lord with the actual Demon Lord class is somewhat up in the air, but they're claiming the title and at the very least they seem to have subordinates and followers that believe them. They have identified you as a person of extreme interest to them for some reason or another, whether as a subordinate (by force if needs be) or as someone to be eliminated for posing a danger to their plans and plots.

Joining them would mean gaining the Church, its forces, and its allies (most of the 'good' people of the world, really) as your enemy, opposing the Demon Lord however would see you constantly sought out by their forces. Fortunately they're somewhat busy dealing with slightly more pressing issues, such as the Church and whatnot, but they won't hesitate for a moment to make a move on you should you enter within easy reach of them or their agents.

Like it or not you have drawn the attention of one of the most dangerous factions in the world, and all the problems that come as a result of that. At the very least you're not fighting the previous Demon Lord, lucky you.

At The End

Go Home -

Decided to end things have you? Very well, take this consolation prize of +1000CP to buy what you will from this jump, and then return back to your original home.

Stay Here -

Has the Otherworld grown on you? Very well then, you've decided to settle down here, where you will live for the rest of your days. It's been fun, and as one last parting gift you are guaranteed to one day go on to ascend as a Deity of this world, should you desire it.

Move On -

Not enough for you then? Truly, one might say that was only to be expected. Very well then, you've said your goodbyes to this world no doubt, and with that you will move on to the next world and the next adventure. Perhaps you will think fondly of your time here in the Otherworld, or perhaps not, but no doubt you will always be remembered here for good or ill.

Notes

The actual full name of the series is "I've become able to do anything with my Growth Cheat, but I can't seem to get out of being Jobless". For the sake of brevity I have abbreviated the name of the actual jump document to "Jobless in Another World" since it flows better and isn't as much of a mouthful.

Yes, both x20 XP and 1/20th XP stack with each other for a x400 boost in terms of growth speed (at least within the context of level and XP based systems). If you're curious the protagonist of the setting actually has both, and both together is the titular "growth cheat" from the fully translated title. He also has Jobless as well, in case that wasn't clear.

The Protagonist Correction blessing only escalates the risks and rewards as far as would be reasonable for the setting you're in. The more powerful, in general, a world/setting/jump the higher it'll ramp up, but if you're already more powerful than the setting you're in then it won't spontaneously create setting-breaking challenges out of nowhere. Though it'll probably line up plenty of challenges right up to that theoretical limit.

In regards to Blessed With Suck, I have no idea how many levels the Temptress class normally has because it isn't stated in canon, so for purposes of the drawback we'll just assume there's 99 levels and leave it at that. Without some sort of quick-growth cheat or similar it will likely take you a very long time to actually hit the lvl 99 mark, especially if you don't have any other combat abilities to fall back on. On the other hand you won't exactly be lacking in monsters to kill for XP either.

The Jobless ability is still growing in canon, and is the only class confirmed to naturally have more than 99 levels to it (something normally supposed to be impossible, outside the Limit Breaker medicine). As such consider what the perk gives to merely be a guideline based on it's currently known abilities. You may safely assume that buying the perk will also include any abilities it is revealed to have in the future.

On Rare Medals, basically think of them giving a comprehensive stat boost to whatever creature eats them. So it might boost all the stats of whatever eats it by (as an arbitrary example) 10 each for every time a medal is eaten. However, the type of the creature or how strong it already is doesn't factor into how much the Rare Medal raises its stats, so a simple horse is going to get the same static stat boost from eating a rare medal as an ancient dragon would. Still, free stat points independent of needing to level up is nothing to sneeze at.

The former Demon Lord, the one defeated twelve years prior to the canon start of the story, is the younger sister of the protagonist. After her defeat in the Otherworld she was reincarnated on Earth, and after the death of her older brother she climbed Mt. Fuji and threw herself from the summit in order to follow her sibling to the Otherworld, reincarnating once again. Incidentally she is also the person that all the legends of Princess Kaguya were based on, at least in setting. So long as you don't get in her way or don't fuck with her brother you'll probably have no issues with her. She might even like you if you're friends with him and not a woman.

As always when in doubt fanwank.

-Jump by Brellin