

The Ability to Make Town!? ~Let's Make a Japanese Town in Different World~

One day, a train accident occurred in the morning. It was the start of everything. The people who were riding on it were invited into a white space. What awaited them there was an old man who claimed to be god.

The old man said:

— I will transfer you guys to a different world.

— I will give you a power to help you survive.

Several hundreds of cards facing down appeared in the mid air.

When a certain male student drew his card, what was written was [Spear Talent] [Great] [★★★]. When a female student drew her card, what was written was [Talent of Water System Magic] [Small] [★★]

And the card that a certain man drew...

What Fujiwara Nobuhide, a trivial temporary employee drew, was [The ability to make a town] [★★★★★★★★★★].

This is the story of a certain man who has the ability to make a town in a different world. At first, it started as something like Edo from the Tokugawa Period. However, my goal is a modern city. I'll do my best!

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

You'll start off in the Kingdom of Sandra, a place with a lot of fertile lands, a decent economy, and a strong nobility system.

If you want, you can start off in the capital of the kingdom or in some of its villages. It's pretty similar to any average isekai kingdom, so you won't find anything innovative or surprising.

Age and Gender

Choose the genre you want but as for age choose one according to your origin.

Origin

Otherworlder (Free)

Japanese people who were teleported or reincarnated into that world. These guys had to adapt to a more rudimentary way of life than their comfortable lives in the modern era.

They stand out a lot in this world because of their facial features, very different from the Western features that are more common in this world.

Just by this jump, you have the ability to comprehend and understand the language of this world (reading, writing and listening).

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.

Due to the doctrine that encourages human supremacy over the rest of the species, they tend to see beastmen as animals or inferior beings.

Humans are talented in the use of magic, but since magic is used more as support or for the creation of objects, its use in combat is not very popular, due to the little talent that exists in that specialty.

Beastman (+200 CP)

The term beastmen refers to all non-human races. These can be divided into elves, beastmen with characteristics of animals known (as dogs, cats, wolves, fish, etc.) gobins, kobolts, etc. among other species that are not explored in this series.

Due to the religious doctrine of the world, which professes that humans are the superior race, beastmen have been highly discriminated against. Being their number is very small compared to humans and also less intelligent and cunning, they have chosen to flee or become servants, due to the minimal possibility of winning a battle.

Beastmen have physical capabilities superior to those of humans, with the disadvantage of having a lower birth rate than them. In the case of elves, they have excellent control of magic, as well as physical capabilities superior to those of humans, with the disadvantage of having a reproductive cycle much lower than that of humans.

Perks

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

General Perks

Talent (Varies)

When the god gave out the talent card to each person, they were ranked by stars, the higher the star number, the more powerful and rare the talent the user has.

For free, you will have a two-star talent, such as **【All-Weapon Skill】【Small】**, **【Sword Skill】【Middle】**, **【The ability of Fire Magic】【Small】**, etc. Skills that will be useful to you but are not powerful enough to make you a reputation.

For 100 CP, you will have four-star skills, such as **【The ability of Fire Magic】【Big】**, **【All-Weapon Skill】【Big】**, **【Sword Skill】【Extra big】**, **【All Magic Ability】【Small】**, etc. With these, you will gain a good reputation, being on par with veterans.

For 200 CP, you will have six-star skills, such as **【All Magic Ability】【Big】**, **【The ability of Fire Magic】【Extra Big】**, **【Become a Hero】**, etc. With these skills, you will be on par with the elite or legends. Your stay in this world will be more than easy.

For 400 CP, you have seven-star skills, such as **【Red Dragon】** (summons a red dragon, a creature that is considered mythical or legendary), **【All Magic Ability】【Extra Big】**, **【Become a King】**, etc. This is already in the broken category, so it is worth the price.

If you want, you can choose skills with a lower number of stars. If you don't like the options mentioned above, you can Fanwank, but in moderation.

The Small, Medium, Big, etc. categories are a ranking, as would be the range F to S. So Extra Big is the highest and Small is the most normal or weak.

Any skill that leads to a position like Hero, King, etc. can be used again in the jump after this one, so if you chose Become a King, in the next jump you can take the position of a king (but of an average kingdom, not a powerhouse or powerful kingdom).

Kemonomimi/Furry (100 CP)

Everyone has their own personal taste, so some people prefer beast people with more human features with some beastly characteristics, and others prefer anthropomorphic beasts with more animalistic features than humans (or with almost no human features).

Every jump you visit, including this one, you can make non-human races or races that share characteristics with animals or other non-human species, have more humanoid or almost human characteristics (except for some very minor details) or have fewer or almost no human characteristics.

Basically choose between Furies, Kemonomimi or something close.

Let's not mess with him (200 CP)

Something common in this series, and in any Isekai, is that people usually underestimate the MC. That wouldn't be a problem if you have the power or status, but usually what good are

they if you have to face a guy with broken abilities or who has contacts with people with more power or status than you.

This Perk will allow you to evaluate people to know how dangerous they are or what consequences there will be if you mess with them. A very useful skill to avoid humiliating situations or ones in which you could lose your life.

Orator (400 CP)

Words are a very powerful weapon if you know how to use them. They may not do direct harm, but if you use the right words, you can manipulate a person into hurting others. You have a great talent for oratory and manipulation. You know what words to use to convince people and how to express them to increase the impact your message or speech will have.

You are able to convey your ideology and objectives to any type of person, regardless of their race, species, age or social class. Uniting a large number of people to your cause will not be a difficult goal.

As a bonus, you will have an increase in your charisma, which will help you give the impression or image of a true leader. It will be easier to gather people around you to listen to your message, and thanks to your aura, many will take you as someone serious and not as a simple lunatic or scammer.

The Ability to Make a Town (600 CP)

This ability is so broken that many people think Nobuhide is a God. The most powerful ability of all the ones the God has offered in the cards he dealt, one listed as having 10 stars (the rarest and most powerful).

This ability is something similar to the Sims purchase menu. In this menu you have several options where you can buy different items (all divided into categories such as food, furniture, etc.). The most notable thing about this ability (and what has given it its name), is that you can buy buildings, facilities, etc.

The purchase options will allow you to buy products from the Japanese Edo era (from 1603 to 1868) at market price, this varies in food, buildings, etc. You can also buy objects and facilities from later eras or from the present (up to the year 2024), but these will have a surcharge of one hundred times the market value. An example is a candy from the 2000s that costs 100 yen, which will be priced at 10,000 yen.

In this menu you can also sell items. If you sell items that you previously bought in this shop from the options menu, they will be sold for ten times less than what you bought them for (the 10,000 yen candy will be sold for 1,000 yen). If you sell items that you did not obtain through the shop, the value will be the market price in the world or place where you are. In case of very rare or unique items, you will receive a value according to what the item would sell for at auction (Fanwank Responsibly).

This menu will give you a credit of ten billion yen to build your city in a space of 100 km². The objective will be to build a city with the purchase options in the menu. Any purchase transaction will use the money (Japanese Yen) in the account in this menu, as well as any income from sales in this menu will be added to that account.

If you ever have a registered population (and inhabitants) of 10,000 people, plus one hundred trillion yen in your account, you can change the [Era Setting] to [Modern]. This means that you can buy modern products at market price, although it will not lower the price of products from the previous era, as it will recreate them with modern technology. It will even increase the surface area of your city ten times more (1,000 km²)

In future time jumps, you can change to a more futuristic era, but the requirements will be raised to one hundred times higher. This must also be fulfilled if you are in worlds or universes with very advanced societies, so do not try to exploit the system.

The possibility of adding purchase options for magic items and the like at market price, you will have to meet the requirements of 10,000 people (but with such powers) and 100 trillion yen. The aforementioned for obvious reasons you will get it if the place or world where you are has those magical or supernatural elements.

In future jumps, in case you buy magical, mystical, etc. objects as well as future technology, the price will rise to a hundred times the market price, if your ability is in the modern era.

In future jumps, you can use the options in this menu on any property you own, no matter how large the territory or its location.

Otherworlder

I am also Japanese (100 CP)

People who share a characteristic or hobby with you will be more likely to trust you. Whether they come from the same city or are passionate about a certain series or product, they will feel safer around you and will let their guard down. Although if you act like a scum without morals, I don't think the effect of this Perk will help you much.

A little bit of luck (200 CP)

Going to a new place without documentation or contacts is not a favorable situation.

Surviving on your own, without having the luck to find the right people or take a profitable opportunity, could lead you to live a difficult life. Luckily, that is not your problem.

You are lucky when it comes to finding influential or competent people. If you have just created a city, people will arrive who want to be your inhabitants, working honestly and with integrity in exchange for a salary and a roof. If you need to earn money, you will find a person interested in starting a lucrative business with you, with the conditions being beneficial for you.

Basically, tempting opportunities will present themselves without you having to look for them or make an effort to get them, which if you know how to take advantage of them will give you a great benefit, as well as other things that are favorable for you. But remember that taking advantage of them and making them work depends entirely on you.

Innovation (400 CP)

It's a common cliché that Japanese MCs share their modern knowledge in the new world, as well as their culture. Simpler things like creating (recreating) a dish of food, as well as introducing some technology or practice that increases efficiency in production.

You have a knack for introducing new technology, culture, knowledge, etc., and having people accept it easily, quickly adapting to the change. What's more, you have a talent for recreating them using resources from the world, like using magic to replace machines for certain production methods (or using magic artifacts), or using indigenous ingredients from the world and creating an equal (or superior) version of some food or seasoning.

Some things will take time, like introducing advanced technology to a place with a medieval lifestyle, but with patience and a lot of effort that will be possible.

As a side note, if the new technology or culture you introduce is very harmful, this Perk won't help you at all. Introducing slavery into a free society will not be so well accepted, knowing

that many may end up being treated as mere objects. Introducing democracy into a feudal society will be easier if the feudal lords are corrupt tyrannical men.

True Lord (600 CP)

Managing a city or territory is not easy, there are many factors that must be considered. Politics, economy, relations, etc; variables that one must know how to control properly. Luckily this Perk can help you.

You are an expert in territory management, raising a city or kingdom from scratch and turning it into a power in less than a decade is a piece of cake for you. Because you have great knowledge in areas of politics, trade, government, economy, etc. you can control any variable in your territory so that it plays in your favor. Controlling trade to increase the demand for a product that you monopolize is child's play. Forming alliances with other powerful nations to consolidate your power is just another Tuesday for you. Strengthening your army by turning each soldier into an elite, that is not even a challenge for you.

Corruption is something that does not exist in your kingdom.

Your administrative, logistical and statistical skills are flawless, you know how to manage your resources in the most optimal way, ensuring that each task and assignment is done in the most efficient and effective way. This can be applied to the operation of your territory, your army, your companies, etc. Everything will work in such a harmonious and agile way, any system you implement will work perfectly. But if you have to change something or eliminate a circuit, that will not be a problem, since the system you created is compatible with any change you make.

Finally, your word is law, or rather, your laws will be obeyed without objection. Any law or regulation you introduce will be respected and obeyed, even if you are not there to supervise it. No matter how much time passes, your laws will be followed, giving your kingdom or territory an outstanding order. But it will not work if you implement stupid laws such as all women being part of your harem, or creating abusive taxes that impoverish people.

Human

Scholar (100 CP)

Strength is not everything, using your brain will also open many doors for you, even more.

You have a privileged mind, capable of absorbing everything you have learned as if you were a sponge and retaining it. Learning a five-year academic discipline will take you at most two years.

Besides being a quick learner, you are a born researcher and teacher. You have a knack for transmitting and teaching academic subjects, as well as initiating research in certain areas to make new discoveries, but in this case it will take you time (don't think about inventing a rocket to travel to other planets with the resources of a medieval era). Remember that you are not a genius, you are just an outstanding student and a very good teacher.

Explorer's Luck (200 CP)

Traveling in search of riches isn't always a good idea. A simple rumor can be a great opportunity, but it can also lead to losing everything. Even if the information is true, you're not guaranteed to make a profit. But luckily, you have this Perk.

You're very lucky when it comes to finding places with lots of resources or that could be a great business opportunity (getting ahead of the rest of the competition). You might find virgin lands with some coveted or practically useful natural resource, or perhaps a city or town that sells a native item that can't be found anywhere else (monopolizing the sale of it). The journey won't be easy. It's not like traveling a short distance and finding a gold mine. The rarer and more coveted the resource or product is, the more dangerous the trip can be. But rest assured that nothing will be in vain.

Negotiator (400 CP)

Human cunning and eloquence are not to be underestimated, they are powerful weapons if used properly. You are an expert negotiator, so competent that even in the most unfavorable situations you can obtain slightly beneficial conditions for yourself.

When it comes to setting conditions, you know which are the fixed conditions and which to use when you have to give in during the negotiation. You can even direct the negotiations so that the other party's conditions bring you more benefits, without them realizing it during the agreement, realizing it when all that is already done.

If this seems little to you, you are an expert in finding legal loopholes to exploit them for your benefit, as well as noticing them before everything is finalized to avoid them harming you.

The only one who can take advantage of the system is you, the jumper.

A Helping Hand (600 CP)

You are a merciful soul, so merciful that those in need you help will see you as a savior, even if you are the cause of their misfortune.

Any person or group you help in unfavorable situations will feel indebted to you, going so far as to exploit them and they themselves take it as if they are returning the favor.

You are such an opportunistic person that you know when to act to get the most benefit, analyzing everything in detail to provide your help at the most opportune moment (for you), as if you were making your heroic entrance.

If this seems little to you, no matter how guilty you are for those people or people being in that situation, it will be very difficult to prove that you were the cause of their misery. If you are clever and do things in a more subtle or indirect way, they will not find evidence that incriminates you. If you are direct or just do everything in broad daylight and with multiple witnesses (leaving lots of visible evidence) I don't think this Perk will be helpful.

Beastman

Hate the Individual, not the Race (100 CP)

Beastmen are a very discriminated race, being considered cattle or savages by humans.

Although this was mainly instilled by the world's religion (where humans are considered superior to beastmen for their use of magic) it is true that some more violent tribes earned this hatred on their own merit.

Regardless of your race or appearance, you will always be judged by people for your actions rather than your species or any other external factor. Unless you behave like a gang member or a psychopath, there will be no reason for them to discriminate against you.

Our Proud Clan (200 CP)

The Wolf Clan has always had preferential treatment, but that's because they earned it through their great dedication and loyalty.

In any group or organization, country, etc. that you are a member of, you will have more preferential treatment than the rest. Opportunities such as privileged positions or higher-paying jobs or privileged positions will be offered to you as the first choice. Of course, you will have to demonstrate dedication and integrity to justify it.

This affection also applies to groups or people under your command, so this preferential treatment will be shared with your subordinates, but you are the one who will always get the best part.

Born Swindler and Manipulator (400 CP)

The Fishmen tribe at first glance seems like a respectful and hardworking tribe, but behind all that friendliness lies the biggest scum you'll find among all the beastmen. These guys are cunning, violent scoundrels who know how to manipulate people to take advantage of them. You are an expert manipulator, you know what to do to get a person to do what you want, even if those things are illegal or taboo. And don't worry about them accusing you, because you know what to say when you blackmail them so that they have no choice but to obey you. As a con artist, you know how to take advantage of people, being able to create situations where they are convinced of your lies or think they can make a profit, being the one who controls everything and decides when to suck them dry.

In just six months, you can turn the population of a city from serious, dedicated and honest workers, into ungrateful lazy people who blindly follow your orders.

Adaptable (600 CP)

Due to the multiple repercussions that the beastmen had, they are used to migrating (fleeing) to other places. So remote and unfavorable, they had to adapt to those areas in order to live in peace and away from human repercussions. This has made them adapt to the place in order to survive, be it cold areas, desert areas, etc.

Your adaptation to different environments is admirable, being able to live in places with brutal environmental conditions. Your body adapts to such environments, making your stay more pleasant. But this adaptation is not something that happens in seconds, you have to spend a few months for your body to get used to the place. As long as the conditions in the place where you are do not kill you, your body will adapt, a little slowly, but it will adapt.

To avoid losing some different traits or moving away from the physical aspect of your species, the adaptation of your body will not bring physical changes, so you do not have to worry about extra organs developing inside your body.

This Perk only works for your physical body, something like environments that destroy your soul or your mind will not be taken into account for its effects. So if you end up in the Warp of Warhammer or some mystical place where Lovecraftian beings live, do not expect this effect to help you.

Items

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

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

General

Potatoes (100 CP)

At the beginning of every jump, even this one, you will have a supply of potatoes to feed a city of 10,000 people for ten years. Perfect for preparing different dishes, as well as filling your stomach. Although I recommend that you wash and peel them before eating it.

Spices (200 CP)

Every year you will receive ten tons of each of the following products: sugar, salt and pepper. These will be of excellent quality.

You can sell them at a good price.

Military Equipment (400 CP)

You may amass a large army in this jump, so it is necessary to equip them so that they can put up a good fight. You have a military equipment of five thousand units. These are composed of iron armor, as well as a wide variety of weapons such as swords, spears, bows and arrows, etc.

These will adjust to the size of the wearer, as well as have self-maintenance.

Territory (600 CP)

Your own nation or kingdom. This place is 600,000 km² in size. It is a prosperous kingdom, not a superpower, but it does enjoy a stable economy, as well as fertile land for farming.

The population will be one million people, and they will be totally loyal to you. Don't worry about having to control them, these guys are efficient at their job, as well as honest people who won't think of embezzling funds or committing acts of corruption.

The relationship with other countries will be neutral at worst, so they will only attack you if you attack first or make a move that harms them.

Otherworlder

Gun (100 CP)

A reliable pistol in perfect condition. Despite being a normal weapon, it has infinite ammunition and does not require maintenance. It has no magical properties or anything out of the ordinary (except for the aforementioned), but it is a feared weapon in this world.

Military Trucks (200 CP)

All-terrain vehicle, capable of transporting up to twenty people. It has unlimited fuel and will always be in perfect condition for use.

It can reach a speed of up to 200 km/h.

Encyclopedia (400 CP)

Many of the summoned or reincarnated had to use their knowledge and intellect to be able to recreate objects from their world and introduce them as innovative objects. If we are honest, not all of us know the formula to make soap, much less something as complex as introducing electrical energy or drainage systems.

This encyclopedia contains all the information on all the inventions that were created on modern Earth (until the year 2024) and information on how to create them and their correct use.

The encyclopedia will also be updated with creations from jumps that you visited previously, so it will have the same information on all the inventions created until the end date of that jump.

My Town (600 CP)

Congratulations jumper, you are the owner of your own city. The architectural style is from the Edo era, so don't expect modern amenities. But despite its limitations, it has a drainage system, as well as a water system for the use of the population.

The city has residential, commercial, and farming areas, and an area where the mansion of its owner, that is you, will be located having superior amenities than the common people, as well as a ten-meter wall to keep out annoying intruders.

The city is protected by five-meter-high walls, very resistant as they are two and a half meters thick. It will also have cannons in different parts of it to repel invaders.

At first you will not have inhabitants, but each person who registers as a citizen will be considered a follower. In future jumps, you can adapt your entire city to be updated to the era of your jump, so if you go to a modern era you will have all the basic and essential services, as well as facilities and equipment more appropriate to the era.

Human

Reversi (100 CP)

A Reversi game built with top quality materials and ostentatious, it can be considered a luxury item. It comes with its rule book and manual where it explains several moves used and how to counter them. With this you will be the undisputed champion.

A Good Horse (200 CP)

These animals are the main means of transport in this world. This specimen is a thoroughbred, it can travel long distances without needing to take long breaks (about ten minutes every two hundred kilometers will be enough).

A totally loyal and intelligent companion, you just have to tell your destination and it will ride to that place. The horse understands your orders perfectly, so if you tell it to do something it will do it (always within the limits of what a horse can do). It can carry up to two adults.

My Merchant Firm (400 CP)

You are the owner of your own merchant firm. This business will have a single building (a large one, which can compete in appearance with a well-known firm).

You can choose to specialize in one type of business or cover a variety of related products or services. Depending on your choice, you will have a staff of fifty people, each fulfilling a specific role and who will specialize in that chosen area. These guys are loyal and competent.

Any legal or tax paperwork is taken care of, since within your staff you have people who take care of that issue. For some reason, your business is exempt from paying taxes, so all the profits go into your pocket.

Army of the Four Dragons (600 CP)

The Kingdom of Sandra is a powerful kingdom. This is not due to its economy, but to its military power. Its army is made up of four divisions, each representing a legendary dragon.

These are divided into: Red Dragon: A unit specialized in mobility and lightning attacks;

Yellow Dragon: A unit specialized in defense and logistics; Green Dragon: A standard unit for any army (the most normal you can find) and Blue Dragon: The royal and palace guard, these specialize in escorting important figures.

You have an army made up of ten thousand highly trained soldiers. Among this army. You also have three thousand knights who surpass the average soldier, being the best or the elite of your army. As well as specialized units such as healing units, having in your ranks about two hundred healers.

The formation of your army will be divided into: 45% Green Dragon, 35% Yellow Dragon, 15% Red Dragon and 5% Blue Dragon. You will have infantry units (the bulk of the army, cavalry, etc. With this army you will have won most of your battles.

Beastman

Sake (100 CP)

The typical Japanese alcoholic drink. Its quality is top-notch. Every week you will receive twelve bottles of it (with a content of one liter per bottle).

Perfect for personal consumption or as a gift.

Special Books (200 CP)

Nobuhide has always had a preference for the wolf clan, which they of course earned. To create a contingency in case he died and left this tribe unprotected, he taught them to read and write Japanese Kanji. This was done as a measure to keep knowledge, and at the same time monopolize it, being the only ones who can read this type of writing.

You have a library full of blank books, at first glance it seems like a bad taste, but in them you can write down any topic of interest or specific knowledge (be it academic, professional,

etc.). But that's not all, these books can only be read by you and those you authorize, being totally cryptic for unauthorized readers. Very useful to monopolize sensitive knowledge. Although this does not prevent those who learn from these books from teaching people not authorized by you. Be careful that you allow them to read all this classified information.

Supplies (400 CP)

Beastmen have historically been discriminated against. But this is not limited to just being seen as inferior beings by humans, but they have also been exiled from their lands. This has caused them to migrate to more secluded areas, as scarce resources for their subsistence. You have a quantity of supplies to feed about three thousand people a year. This will vary between drinking water, non-perishable food and some perishable consumables. Each year you will receive a supply refill.

Apart from food and drink, you will also have equipment for daily use, such as construction tools, hunting weapons and other things that will help you and your group survive in different territories (no magical or mystical items, everything mundane).

My Tribe (600 CP)

You are not just an individual, you are the leader of your own tribe of beastmen. The approximate number is ten thousand members (including you), consisting of seven thousand adults and three thousand children. Among the adults, individuals will occupy roles such as hunters, guards, farmers, etc.

These guys are entirely loyal to you, as well as customizable (on a general level) to your liking. Any growth in the population will be taken as followers. In terms of population growth, it is the birth rate, so for each birth that occurs, one more follower of this item will be added. They must be births conceived between two followers of this item.

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 manga, anime, game or novel 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 or Item, 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 a good place to start +100 CP

Normally you would start your jump somewhere safer, like a city or a town. Unfortunately your start will be in a slightly more dangerous place, "The Cursed Lands". This place is not so bad, it is wasteland but with effort it can be converted into farming areas since it is fertile. The problem is that there are many earthquakes, so building in that place is not easy. There is not much since it is a place very far from civilization. But since it is something that only affects the place where you start, you will not gain many CP with this option.

Discrimination +200 CP

Regardless of your species, race, nationality or gender, you will be discriminated against wherever you are. The kind of discrimination you will suffer will not be something brutal like being an outcast or being attacked, it will be being treated like a second-class citizen or someone of lower status.

Prepare to be treated in the best case scenario with a distant treatment and only being able to get the least popular jobs, at worst being ostracized or being the first choice when they choose the cannon fodder to send to war.

This land belongs to me +200 CP

Regardless of whether you own a territory or are simply a resident of one, groups or nations will harass you to leave those lands. No matter how in order your papers are and how much evidence you have that you or the lord of your territory are the legitimate owners, all of that will fall on deaf ears.

Prepare yourself to have to defend your territory or your lord's territory from enemy armies that want to usurp it, at least every two years. And don't think that being just a resident will get you out of this, because for some reason beyond your power, you will be involved in those wars.

Trouble Magnet +400 CP

You attract a lot of attention, Jumper. Not only important people, kingdoms and organizations have recognized your great worth. This can be good, being recognized as someone of importance and a potential ally, but also something bad, being a possible threat that must be eliminated.

During your stay, many powerful people and organizations will notice you. Some will seek to ally with you or subordinate themselves to you, but others will try to use you or eliminate you. In the latter cases, they will use varied methods, from simple espionage in the best of cases, to a plot to assassinate or enslave you.

Luckily, this will be a 50/50, so you can take advantage of the positive of this option and make preparations to avoid the bad or reduce the damage they can do to you.

Easy to Betray +400 CP

Your stay in this jump will not be easy, you will have during your stay in this jump a betrayal that will affect you greatly. Be it subordinates that you think are honest, trusted allies or people you love, you will be betrayed by them and you will have a great loss. The effect of this can be something material like losing all your possessions (not fiat back), losing your status or even losing a loved one or several.

Unfortunately it is not something you can prevent, so just let things happen and then get up to give it your all.

Everything could be worse +600 CP

This is the opposite of good luck. You have such bad luck that it seems the gods have abandoned you. Every medium to long term project will be difficult to complete at best, and impossible at worst. Whenever you excel at something, whether it's a skill or a product, there will be people who want to take it from you by force (leaving no room for negotiation). And be careful of those around you, because there's a good chance they'll betray you if they feel that the way you treat them is not favorable.

Let's say you have a very difficult jump.

Power Loss +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

Notes

In case you are not convinced by some of the skills mentioned in the "Talent" option, you can see other options shown in this chapter:

<https://www.novelcool.com/chapter/The-Ability-to-Make-Town-let-s-Make-a-Japanese-Town-in-Different-World-Chapter-3/168444/>

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