Although I Am Only Level 1, But With This Unique Skill, I Am The Strongest

By zellat451

Version 1.2

The Story

Alternative name: Level 1 dakedo Unique Skill de Saikyou desu.

This is the story of Satou Ryouta, an office worker at a black company who died at his desk from overwork, and was suddenly transmigrated to another world.

Ryouta appeared as the loot from a slime killed by a young girl named Emily (who promptly nicknamed him “Mister Yoda”). Completely lost as he was, Ryouta decides to follow her around. He quickly finds out that his level is fixed to 1 and will never grow further, and also that he has the highest drop rate stats ever known to this world (see notes).

Although he wasn’t able to raise his level, his impossibly high drop rates allowed him to drop impossible and powerful items for this world, a fact that he fully takes advantage of when he discovers his ability to create guns, bullets, and permanent Stats-raising consumables from drop items.

With this ability, he gathered a number of weapons and items that can only be used by himself and increased his stats to the maximum, allowing him to be level 1 but yet, to be one of the strongest in the world.

You gain **+1000CP** for this new adventure.

Background

Origins

Pick one. You get a 50% discount on your origin's Perk and Item lines. Discounted 100CP Perks and Items are free.

Suddenly Isekai'd (Drop-in)

You somehow found yourself in a brand new world, with different rules and a different kind of "common sense". How? What?

No one can say, but you have an opportunity for a new and fresh start here, Jumper.

Native

You are a native of this strange world. Dungeons, monsters, item drops, these are all part of the common sense you were taught growing up. Are you an adventurer, busy hunting money? Perhaps a clerk, buying from them and redistributing resources across the kingdom?

Only you can tell, but one thing is for certain: life is about to get *interesting* around here.

Location

This world is big, not easily traveled, and not very much touched upon geographically speaking. So, you may start anywhere you want, Jumper.

Race

Plenty of fantasy races in this world, Jumper. Pick anything humanoid, sentient, alive, and not monstrous as you wish. No race has any inherent advantage over any other.

Age and Sex

It matters little in this world. Our protagonist is a middle-aged man living together with, and basically married to, what appears to be a teenage loli.
Pick as you wish.

Perks

General

Status and Statistics (Variable)

People in this world are governed by some sort of system which gives them Stats (more in the notes). You start with all of your basic Stats at Rank F, the lowest rank. Your Drop Rate Stats are all at Rank D, already well above the average.

You may increase a single Stat by a single Rank for 100CP, with the exception of your Drop Rate Stats, which will never change unless you take a certain Perk..

You may only go up to Rank A in your Stats and no further, as per the initial rules of this world.

Lastly, you may grow in level by killing monsters, which will increase your Stats as well as their impact on your power (S rank Strength isn't exactly the same at level 1 and at level 40). Your maximum level is 100, which is an *immense* potential for growth, lucky you.

The "Meh" Face (200)

You are barely fazed by reality-shattering revelations, Jumper. You can easily mentally adapt to change, and to seeing things that really shouldn't make sense to the logic your life has worked by thus far. This is simply your new reality, now.

World Logic (400) (Capstone Booster)

You may take the logic and "common sense" of this world with you, Jumper.

In future Jumps, enemies you kill will have a chance to drop a specific type of loot, of quantity and quality decided by your Drop Rate Stats or equivalent. Monster corpses will normally disappear to leave a drop item behind, but **you may toggle this effect in future Jumps**, gaining the Drop Item an addition to the corpse.

Keep in mind that the same type of enemies will drop the same item in the same environment, and that you may change the drop by changing the environment of their death. The rarer it is to find an enemy in an environment, the rarer the drop.

Drops obtained through this Perk will eventually turn back into monsters when left alone for a day. Although **you may choose to toggle this particularity as well** in future Jumps.

Finally, in future Jumps you may apply the full logic of this world, causing dungeons to appear periodically and society to come to rely on them for resources, either as a whole or in selective locations of your choice.

This Perk is a Capstone Booster, enhancing the Capstones of each Origin.

A Special Drop (600)

You have your own Drop Item, Jumper. You may choose an item, any common item, that will drop when you die in a city. Beyond that, your Drop Item will be randomized for other environments, but still thematic to you, and it will never be “air” or something else that would leave you unable to revive at all.

You may regrow from your Drop Item any number of times, should it be left undisturbed for a full day. Regardless, you get a single guarantee that this will happen once every 10 years, allowing you to escape death if necessary.

All clones and alternate bodies of yourself may also make use of this Perk, although not of its guaranteed 1-Up. You could farm your Drop Item off of yourself that way if you so wished.

Suddenly Isekai’d

Friendly Aura (100)

This is what you have, Jumper. A friendly aura that makes people trust you more easily. It tells them that you have gone through a lot of emotional pain, and become a better person for it. Everyone will believe in that feeling, until you prove them otherwise.

Shooting Talent (200)

You may not have the skills yet, Jumper, but you certainly have the talent. You can take any kind of ranged weapon in hands and wield it amateurishly in only a few minutes, and master its use in weeks.

Accidentally Charming (400)

There is just a little… *something* about you, Jumper. You tend to accidentally attract people of your preference like a flame does to moths.

All of your actions taken to do something good for someone are *far* more emotionally impactful on them than they would otherwise have been. Is it any wonder then, that so many people *want* you?

A-Rank Drop Rates (600)

All of your Drop Rate Stats are at A-rank, Jumper. This is *huge*. Few people have a single one of that level, and all of them are top-rank adventurers.

But *your* drop rate reaches even further than theirs.

Every time you gain loot in any way, including from an enemy's drops or by finding a treasure chest, all of the loot is of the highest quality and in the greatest quantity you could have possibly found.

Boosted - Special Ranks Across The Board

Forget A-rank, Jumper. All of your Drop Rate Stats have reached S-rank. *All* of them. Only the protagonist of this story has this kind of drop rate, and you now equal him. But again, unlike he who can only affect monster drops, you can affect *all* loot you gain from any source.

The effects of this cannot be understated. The quality and amount of loot you gain is nothing short of *impossible* by the world's standard. Impossibly high quality food in impossibly great quantities, guns and magic bullets in a medieval fantasy world, items that permanently increase your stats…

The only limit to this, Jumper, is that the law of drop items doesn't change. Same monster, same location, same drops. Aside from that, you'll find the impossible on a daily basis, if not an hourly one.

Native

Cute Aura (100)

This is what you have, Jumper. An aura of cuteness that makes people appreciate your presence more and underestimate your more easily. It tells them that you wouldn't hurt a fly and that you need their protection. Everyone will believe in that feeling, until you prove them otherwise.

Combat Talent (200)

You may not have the skills yet, Jumper, but you certainly have the talent. You can take any kind of close combat weapon in hands and wield it amateurishly in only a few minutes, and master its use in weeks.

Business Idol (400)

Like the local princess, you have an incredible ability to sell things using your likeness and image. Given a long, *long* while, you could set up a world-wide organization specialized in gathering and redistributing all kinds of products from all around the world, with no competition whatsoever.

In the meantime, you could easily sell people *air*, so long as you attached your image to it, and make a killing from that.

Lucky Days (600)

Your luck Stat is unaffected by this Perk, Jumper, as are your Drop Rate Stats. This is a *different* kind of luck that you have.

You have a great amount of everyday luck. Not something really measurable, but definitely tangible in how it helps you resolve most of your life's problems. You just stumble upon what you need when you need it. Not all the time, but often enough to make a big difference.

Boosted - Interesting Golden Times

This is a good way to describe your life, Jumper. You live in interesting times, *all the time*, but in a way that benefits you. Not only does your luck help you with all of your everyday matters, giving you the little boost needed to make everything far less painful, it also *forces* the world to *act* for your benefit.

Your luck now actively makes impossible things happen, if it feels that it is the best way to solve your problems, though it will only act in proportion to how bad you feel your life is at the moment.

If you were in a bad enough place, you could forcefully have someone with a unique power get isekai'd right in front of you, somehow find true love and become their significant other in all but ceremony, and both of you would stumble your way across great amount of friends and riches as life goes on.

Try not to get *too* bored. Who knows what would happen to the world? It definitely won't actively hurt you unless you're trying for it, but everyone else will be caught in the world-wide hurricane that is your story, whatever it feels like being at the moment.

Items

General

Some Money (100)

20,000 Piro, about equivalent to 20,000 yen, monthly. This is enough to rent a very small and shabby home for a month.

Adventurer Card (200)

Generally a recurring theme in such settings, there aren't actually any in this world. As such, this adventurer card doesn't act as an identity or status card.

This is essentially a license to legally sell, buy, and produce anything, anywhere, while exempting you from all taxes and similar on these actions.

Where it comes from is a mystery.

Vila De H (400)

This is a special bar that prides itself on its ability to gather 10 different kinds of beer every day, never the same.

You can always access it from your Warehouse, but it will also appear in the world. Not only do you own the bar, you can also regularly meet interesting people from the Jump in there. In fact, it is sometimes visited by your friends from previous Jumps, although they won't be able to follow you on your way out.

Jumper Dungeon (600)

A dungeon in your Warehouse. It entirely follows the logic of this world, and it is infinite in depth.

In there, monsters will disappear into drop items when killed, and respawn continuously. This feature can be toggled off, preventing both the respawn temporarily, as well as the production of drop items, but also conserving the corpses. Should you have the **Capstone Booster** Perk, drop items will continue being produced regardless of the setting being toggled, but only for *you* specifically.

A new floor is added for every new "monster-like" enemy you find during your travels, and there are teleportation pads between floors. You may also plant temporary entrances to this Dungeon of yours anywhere in the real world, if you're feeling like letting people in.

Suddenly Isekai'd

Bento (100)

A Bento made with love towards you, and it certainly tastes like it. You gain a new one every day. It is very filling, delicious, and full of everything you like.

Magic Cart (200)

A cart that can carry at least twice as much as it should, prevents loot degradation, prevents monster attacks on it, and is weightless. It also automatically calculates how much everything inside of it is worth in local currency.

A very useful tool for an adventurer with a high drop rate.

Haguremono Pouch (400)

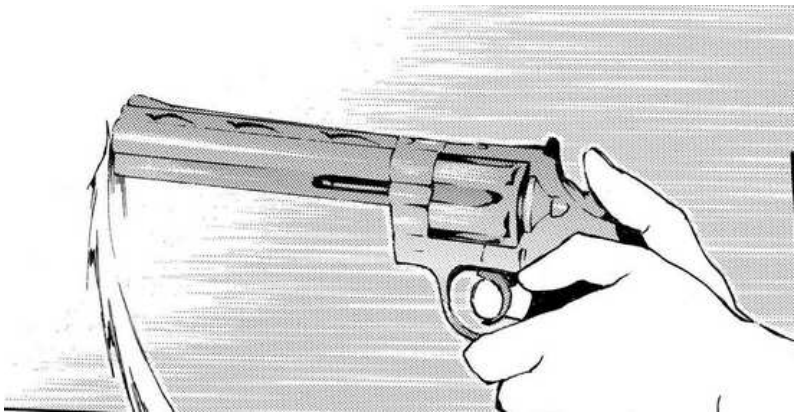
When activated, this pouch can automatically absorb all drop items in the vicinity as they appear. It can hold a lot more than it should, and allows you to transport and exchange items that would otherwise be consumed on contact, such as permanent Stats boosters.

The Gun (600)

This is a gun, Jumper. A seemingly common revolver. But it is all but *common*.

This gun has infinite ammunition, is completely indestructible, and its shots can affect immaterial entities. It is also capable of using any kind of provided ammunition, regardless of shape or size, while conserving their power and properties. The damage it causes is increased by your strength Stat, somehow.

Take care, it can only shoot so fast.



Native

Cold Weapon (100)

A close combat weapon of your choice, in the medieval fantasy style. It will never break or need maintenance, but it is the only special thing about it.

You may only choose a weapon as big as a human adult, at the most.

Handheld Know-It-All Board (200)

The Know-It-All Board is a tool that shows the status of the person touching it, including the ranks on their stats and their level. Generally, it looks like a full-sized mirror, but yours is a handled one.

Guild Counter (400)

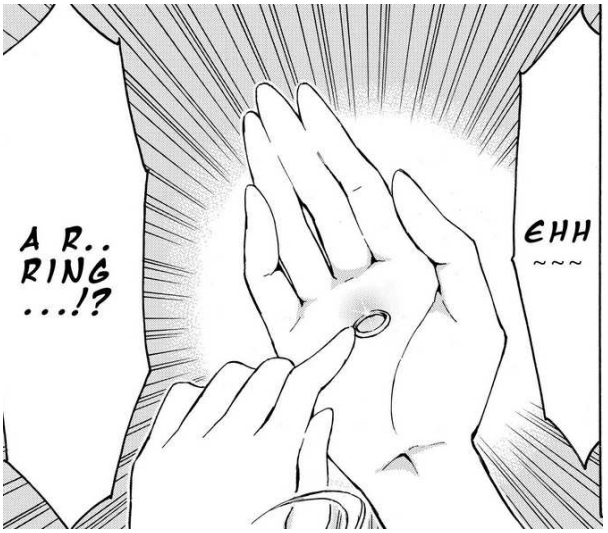
In your Warehouse is a counter with a guild assistant standing behind it. You can treat them like any normal person, though their primary purpose with you is *business*.

At this counter, you can sell *anything and everything* for money, and they give you the best prices. They can also exchange money for you, between any type of money you have ever seen. You will suffer no taxes from anyone for this service.

Beware, as per the Guild Employee Protection Act, any form of unwanted harassment on your guild assistant will see them replaced by another, and the counter closed for a week.

Drop Ring (600)

Though it may look like a simple and plain ring, it actually multiplies the quantity and quality of all drop rates and rewards obtained by a factor of 2 when worn. The things it could do if your drop rate hit the limit…



Companions

Friends And Family (Free)

You may import up to 8 people into this world for free. They have 600CP to use for this document. Have fun~

Anyone At All (Free)

You may take anyone you can convince to follow you as a Companion.

Drawbacks

Special

Self-Insert Toggle (Free)

You may replace any named Canon character that matches your origin. So [Drop in] for Ryouta, and [Native] for literally everyone else. You may choose what happens to your memories and personality, hell, you may even keep the original as a voice in your head for the Jump's duration if you so wish.

However, you gain none of their power or abilities unless you buy them here.

100CP Tier

Extended Stay (+100)

You must stay in this world for 10 more years. This only gives you CPs the first 3 times you take it, however.

Do be careful not to lock yourself here beyond your lifespan, there is no known way to immortality here.

Loli Jumper (+100)

You have been cursed with eternal puberty, Jumper!

You are now a loli (or a shota). Your height will never grow past 130 centimeters, your face will never look older than a very young tennager's, and the respect of others will have to be earned the hard way.

Though, to be fair, one of the most respected people in this world dresses up as a sexy bunny, so that might not hurt you as much as you would believe.

Prohibition (+100)

Beyond food, there are also so many different and interesting kinds of drink, Jumper. How unfortunate that you will probably have to forgo the most delicious ones entirely.

There is one drink, Jumper, a single one that tastes divine to you beyond all others. You don't know which one it is, you don't know when you will find it, but you *will*, eventually. And when you do, you will discover that a single sip of that divine drink makes you horribly drunk.

Pick your battles, Jumper. This may just be worth it.

“Low level, hate it.” (+100)

Speaking of sexy bunnies…

In this world, there is a bunny girl, Jumper, dressed in a bunny costume. Her name is Eve.

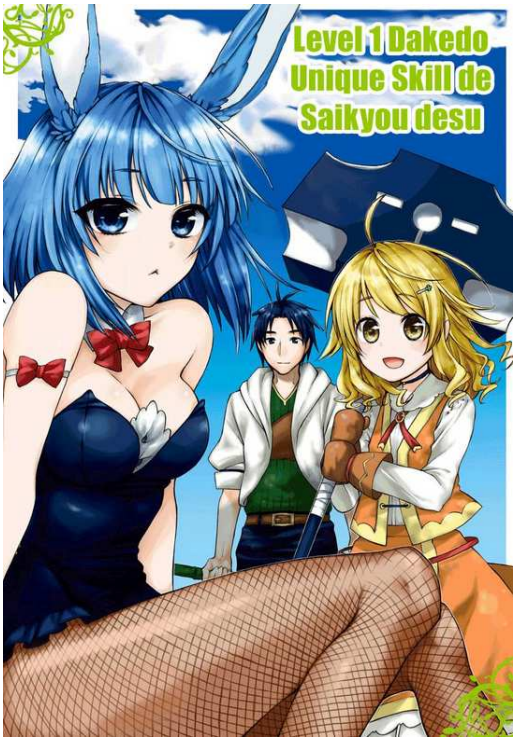
Eve is very pretty. She is also very strong, strong enough to demolish a house with a hand chop, and very, *very* fast. Fast enough to hit someone 101 times in the time it takes to make a single hand chop. And she really, really, *really* likes carrots.

She also has something against weak people.

And, for some reason, she believes that *you* are weak, Jumper. Every time she meets you, she will say the dreaded words and chop you on the head, as strongly as she can get away with without killing you.

Hope you enjoy concussions, Jumper, because you will be running into her *very* often, and there is nothing you can do to make her stop. Except perhaps feeding her some special carrots?

It won’t stop you from making friends with her if you want to, but don’t expect her to ever stop “teasing” you because of it.



200CP Tier

Must! Annihilate! Death! Kill! (+200)

You, Jumper, have a terrible phobia of a specific kind of insect. Whenever you encounter anything that reminds you of it, you act on instinct and become absolutely ***murderous*** until that thing is destroyed, regardless of the people in the way. The more of that thing there is, the more insane you become.

Empty Pockets (+200)

You constantly lose most of the money you have, Jumper. Not to the point of debt, but very close. Forget about luxuries and the high quality foods around here, you will likely never see them out of your own money.

Locked Warehouse (+200)

You lose access to your Warehouse, as well as all items and buildings from previous Jumps.

Wrong Fanservice Target (+200)

You are the kind of person to get into accidents often, Jumper. And a very specific kind of “accidents”, at that.

Regardless of your actual luck, every once in a while you will get into an accident that will result in a *very* embarrassing situation to all involved, but especially you. You will perhaps look totally ridiculous, or maybe your clothing and armor will be damaged or removed in public in just the wrong (right?) way. Perhaps you will simply stumble into that person and fall into a very suggestive position.

Well, there’s nothing like a little accident every once in a while to make you truly appreciate your luck, right?

400CP Tier

Target Of Greed (+400)

Someone socially powerful knows about your abilities and wants to kidnap you to work for them. They will stop at very little in order to achieve that, because of the sheer profit they believe you can bring them.

Better become powerful yourself, Jumper. Or find some friends who are.

Dump Stat (+400)

Some people are stuck at level one, but there are ways around that.

You, Jumper, are stuck with a Stat at Rank F. It will never grow no matter what. This **can only be taken once for each one of your Basic Stats, *not your Drop Rate Stats*** (see Notes).

Superior stats bought here will be applied post Jump. As for your Perks and natural abilities linked to that dump stat, they will be restrained as well, to prevent you from cheesing this drawback.

Locked Power (+400)

You lose access to your Perks, powers, and abilities from previous Jumps.

Strong Opinions (+400)

You have some strong opinions towards a certain topic, Jumper, and you are not shy to let the world know about them.

You find yourself compelled to bring a few modern values and ethics into this backwards and barbaric world, in spite of how things work around here. Perhaps you will actively discourage new adventurers from joining guilds, and make them start companies instead? Perhaps you will fight against the different kingdoms' very existence? Perhaps you will even attempt to make all dungeons disappear, nevermind that everyone’s life relies on them?

Only you can tell. Regardless of your success in these matters, people will think that you are a weirdo and a moron at best, or an enemy of the world at worst.

600CP Tier

Can I Get Some Goddamn Service?! (+600)

No, no you can't. In fact, you are now completely incapable of buying food or water from anyone. You can't benefit from the air created by other people either.

So if you don't want to starve or mummify, you better get someone else to do your shopping for you, or head to the dungeon. The same for the fresh air you breathe, unless you want to try out drowning on dry land.

And be certain, Jumper, that you *do* have those needs during your time here. Even if you normally wouldn't.

Of The Monstrous Kind (+600)

I am speaking of the mistake you just made, Jumper. After all, you are now a monster, but not just a *normal* monster.

People see normal monsters as crops on a farm, but monsters like you who can move outside of the dungeons? They see them as calamities, the beginning of an apocalypse.

So you can be certain that, as soon as someone learns of your existence, it is *everyone* who will be after your head. And unless you bought a certain Perk, or already own similar ones, you have no chance to come back from the death they will undoubtedly inflict upon you.

Godspeed, Jumper.

All Mine, No Craft (+600)

You have lost your ability to create things, Jumper.

Somehow, you are completely unable to create *anything* at all. You cannot even cook, or paint, or mix yourself a drink. Everything you want, you must either take it from the dungeon, or buy it from someone else.

It's Free Real Estate (+600)

Oh wow. Would you look at that, Jumper.

You and the other guy are no longer the only people to have been Isekai'd into this world, Jumper. In fact, there are now *hundreds* of transmigrators, summoned heroes, and even a few reincarnators running around the place, each with their own powerful abilities and cheats.

While a few are actually decent people, a majority were taken from the greedy, selfish, *assholes* part of humanity that think that this new world only exists to fulfill their needs. The latter will not only see your existence as a potential threat to their dominion, but also generally be a menace towards everyone else.

Notes

On the World

- In that world, everything comes from dungeons and their monsters. When monsters are killed, they drop loot. Loot is food, water, clothes, weapons, money, technology, even the air people breathe, *everything*. Everything comes from the monster's loot. As such, adventurers who hunt monsters are this world's equivalent of farmers, hunters, craftsmen, and all other jobs you can think of besides shopkeeping.
- In this world, people's physical attributes are represented in a system of some sort. The "status window" can only be accessed through the use of special items, and the only things shown are the level and stats. People have a maximum level that they cannot surpass. Everyone has a different amount of potential, represented by a different max level limit.

On Dungeons

- Dungeons are specialized. They are generally full with only one type of enemy. Each different species has a different drop, but all of the same kind. As such, there is an entire dungeon for Vegetables full of slimes of different kinds, each floor for a different kind of vegetable.
- There's dungeons for everything, even for elements of the periodic table. And yes, there is a dungeon for money in control of the royal family.
- They just appear out of nowhere from time to time.

On Monsters

- Monsters disappear and turn into drops upon death.
- Monsters can only exist on their current dungeon floor, and disappear nearly instantly without drops the moment they leave. There is enough time to kill monsters as they leave the floor, to cause them to die in another environment.
- Drop items can turn back into monsters if left alone for a day.

On Stats

- “Stats” in this world include not only the basic HP, MP, Strength, Endurance, Intelligence, Mentality, Speed, Dexterity, and Luck, but also “Drop Rate Stats”
- “Drop Rate Stats” are Vegetation, Animal, Mineral, Magic, and Special Item.
- Stats do not have numbered values, they have Ranks. Or at least, the values are not represented but they do exist. There’s about 50 points between ranks.
    - We know this because the Stats-raising items increase a Stat by 1 point, and it took 101 of them to raise HP from F rank to C rank (50 to max out E rank, 50 to Max out D rank, 1 to barely step into C rank, assuming he was at the top of F rank at the time, 1 point away from E rank.)
- Known ranks go from A at the highest, to F at the lowest. Rank increases sometimes with level, and there is no other way to do so. No one ever had an S rank Stat until the protagonist came along, as far as is known.
- A higher drop rate means a higher chance of a drop of the corresponding Stat, as well as a higher quality of Drop. An S-rank drop rate on Vegetation gave out 2 kilograms of bean sprouts of the highest quality as drops, where A-rank gave out a few of average quality.
- A Strength Stat of C rank is enough to easily wield a 100 kilograms warhammer.
- A HP Stats of S rank would make you much tougher than a house.
- Basic Stats can be raised through level up, but that is seemingly not the case for Drop Rate Stats, what you are born with is what you get.

On Items

- The guild assistant provided by the [Guild Counter] Item will be on vacation (supported by time travel to make it instantaneous and as long as they want it) with their friends when you don’t need them, so you don’t have a poor person stuck in your Warehouse forever against their will. They also can’t get bored of their job, nor age. Essentially, treat them as an NPC, only without the 1-dimensional personality and repetitive lines.

Changelog

Version 1.2

Small grammar fixes.
Added self-insert toggle in Drawbacks.

Version 1.1

More drawbacks, reorganized section for more clarity
Added generic location
Small perks text fixes
Altered Capstone booster to allow for selective application
Renamed the Pickup Box item into the Haguremono Pouch

Version 1.0

Made a Jump