異世界おじさん

Ojisan In Another World

VI

殆ど死んでいる

Isekai Ojisan

Having survived an isekai for 17 years, 34-year-old Ojisan (Uncle) returns to modern-day Japan. Takafumi, Ojisan's nephew, now gets to witness what throwing a diehard Sega fan into an isekai for 17 years does to various things and people, both past and present.

That is roughly the summary of the story. But first, let's talk about the past.

You will appear in the other world at the same time Ojisan is summoned, and you will spend the next 10 years there.

Gain 1000 CP

Origin

You may freely choose your age and gender as long as it remains reasonable. You will appear in a random forest near a populated area along with your equipment. As a bonus, you will receive a starter knowledge package that includes common sense and the local language of this world.

Perks

*You receive **one** discount per Tier. A 100 CP Perk will become free after the discount..*

Attractiveness (Free)

This is a world full of beautiful men and women, with hygiene standards comparable to the modern era thanks to the existence of magic, so it would be unfair if you didn't gain this benefit as well. You will now possess an appearance of at least 8/10, with whatever style you choose (beautiful, cute, cool, etc.). Your body and looks will not degrade regardless of your diet, as long as you don't let yourself starve. In future Jumps, you may apply this perk to the entire world, making the appearance of its inhabitants at least 8/10 and raising that world's hygiene standards to modern levels.

As You Can See, I'm Completely Sane (Free)

This world can be cruel to people, and countless individuals have abandoned what matters most to them just to survive. Because of that, you need a mind strong enough to adapt. With this perk, you will always remain optimistic in the face of adversity, you will never lose your sanity no matter how many tragedies you experience, and you will always retain your humanity - even if you gain power or intellect on par with the gods. You will always stay true to yourself, always walk the path you desire, no matter the cruelty of the world, the temptation of power, or the erosion of time.

Ordinary Adventurers Can Go a Whole Month Without Bathing (Free)

For those who constantly travel for months through the wilderness, maintaining hygiene is extremely difficult. With this perk, you no longer need to worry about that. You will not get dirty unless you want to. Mud, blood, sweat, and so on will be magically removed, and you will smell good even if you haven't bathed for an entire month. This perk also keeps your body in a constantly aseptic state.

A Pinch Is a Chance (100)

There will be times when you must face deadly situations, and to survive, you'll need a cool head. You will gain a steadfast will, allowing you to ignore fear and confusion so you can act in sudden crises, and remain calm enough to plan a counterattack even when surrounded and assaulted by a horde of monsters.

Expert Adventurer (100)

You will gain the physique and skill set of an experienced adventurer. You may choose to be a warrior, a monk, a mage, or anything similar. Your strength will be comparable to the members of Alicia's party - not overly powerful, but more than capable of handling common monsters such as Orcs and Goblins. In addition, you will know how to survive in the wild, set up camp, find food, prepare the necessary supplies for long journeys, and more. You are a professional adventurer, Jumper.

Sticking to That Is the True Power (100)

Everyone has their own preferences, and sometimes one person's hobby may seem strange to others. This perk helps you avoid being judged for your interests. People around you will never look down on your hobbies or lifestyle choices, as long as they don't harm anyone.

Party Bond (200)

No one can survive alone. Yet sometimes forming connections between people is difficult. This perk helps you solve that problem. As you travel together, you and your companions will always encounter opportunities to understand each other better and grow closer. Conflicts will gradually be resolved, doubts will slowly fade. Over time, all of you will become irreplaceable parts of one another's lives, supporting each other through every challenge and hardship. You may end up with a tightly united party, a family, a harmonious harem, or all of the above - your choice. Just remember that from now on, you won't have to face this world alone.

Privilege Sharing (200)

Remember how Ojisan shared the ability to use magic with Takafumi over a phone call? Now you gain a similar ability. You can share all your Perks, abilities, and powers with anyone you choose at no cost. You can also revoke anything you've shared whenever you wish.

Mastery of Power (200)

There exist people who can quickly adapt to new abilities - like how Takafumi immediately shortened incantations the first time he used magic. With this perk, you can do the same. Whenever you obtain a new power, you will instantly understand how to use it, its limits, and how to safely develop it further.

Decapitating Dragon Transformation (400)

A transformation spell of the Lucideon Kingdom's royal family, allowing the user to take the form of a Saber Dragon - a massive dragon with golden eyes, razor-sharp claws, and countless blade-like wings sprouting from its back. It is considered one of the strongest creatures in existence, possessing enough power to contend with the cheats of isekai heroes. With the ability to slice apart enemies in an instant, you can deal with most threats in this world. Since you purchased this ability with CP, as a bonus, you may maintain the transformed state for as long as you wish and are immune to the mental distortions normally caused by overusing this spell.

Instinct of a Gamer (400)

You possess exceptional situational analysis skills, allowing you to easily identify enemy weaknesses. At the same time, you will automatically be aware of which ability you have that is most effective against that weakness - even if you possess thousands of abilities and the relevant one is something you haven't used in ages.

Warrior of the Legendary Clan (400)

Heroic blood is a wondrous thing. Thanks to it, even a disappointing girl like Mabel can fight powerful monsters despite barely training properly. Now you gain a similar ability. You will quickly grasp the principles behind any weapon you touch and can become a master of that weapon in a short time. You will also instinctively know how to draw out the special abilities of the weapon you're using in the most effective way. In addition, your combat skills will never rust, no matter how long you go without using them.

Wild Talker (600)

Ojisan's cheat ability. In short, it lets you communicate with almost anything (humans, monsters, spirits, and more), completely bypassing language barriers.

The true value of this perk lies in Spirit communication. Spirits are invisible entities that embody the world's laws, and through them you can invoke magic. Want to cast a fireball? Ask the fire spirits, and they'll burn your enemies to ash.

Need a defensive barrier? Speak to the barrier spirits and they'll surround you with the strongest shields imaginable.

You can accomplish nearly anything with just a spoken request - no mana, no rituals required. Of course, spirits can refuse requests they dislike, and may sometimes demand an offering in return. But these offerings will always be things you can easily obtain.

As a bonus, you gain a form of mental protection that lets you function normally even with countless whispering voices around you.

In future Jumps, you can use this perk to communicate with the world laws of wherever you go. What you must barter to receive their assistance will vary by world, but at the very least, this perk guarantees they will always be willing to negotiate with you.

Ancient Technology (600)

You are an expert in ancient technology, possessing all the knowledge of this lost civilization. Your understanding of ancient relics surpasses even the Elves, allowing you to operate and maintain any relic you find.

Beyond that, you know how to craft and improve them. Given enough time and materials, you can create weapons capable of slaying dragons in a single strike.

As a bonus, you possess perfect memory with infinite storage capacity, as well as information-processing ability comparable to a supercomputer.

In future Jumps, you will receive the complete scientific and technological knowledge of the most advanced civilization in that world's history - even if it no longer exists in the current era.

The Hero that can Slay God (600)

Four hundred years ago, an isekai'd human answered a god's question - "What cheat do you desire?" - with "I want a power capable of killing you."

Now you will possess a similar power.

You can copy others' combat techniques (martial arts, swordsmanship, spear techniques, and more) simply by observing them, and then refine those techniques to perfectly suit yourself. You can seamlessly combine your combat techniques in battle, constantly adapting to the situation.

Most importantly, your attacks can bypass any resistance your opponent has if you will it. They may deal little damage at first, but they will never be nullified. The longer a fight drags on, the stronger this piercing effect becomes, increasing the damage each of your strikes inflicts.

With this perk, you can crush enemies without physical bodies using only your bare hands, or slay gods with nothing more than an ordinary steel sword.

Items

*Everyone has **400 CP** to spend in this section only.*

Basic Equipment (Free): A set of explorer's clothing, a weapon forged from good steel, and a pouch of coins enough to sustain you for a week. The weapon and clothing will repair themselves overnight if they are damaged or destroyed.

Gold (100): A pouch of gold coins enough for a family of ten to live comfortably for 10 years.

Talismans (100): A pouch containing 40 talismans that store basic magic spells. By reaching into the pouch, you can select a talisman containing the spell you want - fireball, strong wind, freezing, magical shield, healing, and more. Their power is only on par with that of an apprentice mage, but they can sometimes be a lifesaver in situations where your own magical abilities are nullified. The number of talismans in the pouch automatically replenishes overnight.

Housing (200): A house large enough for a family of ten to live comfortably. It comes with unlimited electricity, water, and gas, and can automatically clean, maintain, and repair itself. It also comes with basic furniture. After this Jump, you can attach it to your Warehouse or import it as your house in future Jumps. No one will be surprised by the sudden appearance of this house.

Storage Space(200): An infinite space where you can store anything except living creatures. Items inside remain in a static state, so you don't have to worry about food spoiling. You always know what is inside and can retrieve any item you want with just a thought.

Crafting Materials Box (400): A box connected to an infinite space. You can place non-living objects inside (such as metal, monster corpses, etc.), and the box will process them, providing you with the crafting materials you desire. The amount of materials you receive depends on the quality of what you put in. With this, you no longer need to worry about running out of crafting materials.

Cheat Weapon (600): A weapon possessing power comparable to the cheats granted by the god of this world. It could be an icy sword capable of freezing even Ancient Flame Dragon, or a sword that can summon an undead army and allow the user to swap bodies with another. Design your own weapon.

Companions

Import (50 CP per): You can import one of your companions or create a new companion for 50 CP. They will receive 600 CP and the same discounts as you.

Canon (Free): You can take any character from this world as a companion, as long as you can persuade them to join you.

OC Companions: If you choose any of them, you will meet them shortly after arriving in this world. You can decide their appearance. The companions listed below each come with their own **Scenario**. If you help them complete it, they will receive the rewards as described. There are no penalties for failure, except that they might be very sad, I suppose. These companions tend to get along well with each other and with your other companions.

The Worst One (Free)

You find this girl injured and unconscious in a forest and decide to help her. After recovering, she begins to follow you, claiming that she "cannot let someone weak

like you travel alone." Judging by her beautiful appearance and elegant demeanor, she seems to be of noble lineage.

She possesses a strong personality and natural leadership skills, along with extensive knowledge of ancient relics. This allows her to fight extremely effectively with the relics she has collected. Although she can be a bit sharp-tongued and condescending at times, she is always by your side.

She will laugh at you when you fail to accomplish something, only to then help you succeed. She will criticize you when you make a mistake, only to help you correct it. She will tease you when you are in danger, only to overcome every obstacle to save you. She will listen when you are troubled, comforting you until you feel better. She will take your hand when you fall, helping you up so you can continue the journey together.

She will laugh and say, "Jeez… No other choice, huh?" when invited to become your Companion, and then accompany you all the way to the ends of time.

Scenario: Ancient Treasure

Although she pays great attention to her appearance and clothing, she always carries a worn leather bag with her. Inside it are scattered pieces of leather that can be assembled into a complete map. According to her, this map was completed and given to her by her father before he passed away, and it is also the object her family has pursued for generations.

The map leads to a 100-floor labyrinth, said to have been created by the gods. It is filled with powerful monsters, with a formidable Boss appearing every 10 floors. Conquering this labyrinth is considered nearly impossible, especially since she is the last surviving member of her family. This was a dream she had long abandoned - but now, she is not alone, is she?

Reward: On the 100th floor of the labyrinth, you and she discover a glowing white orb and a jet-black box. These are the legacy of an ancient civilization, enhanced by the god of this world, meant as a reward for whoever conquers the labyrinth. Upon touching the orb, she gains the Perk **Ancient Technology** and simultaneously becomes the owner of the black box, a version of **Crafting Materials Box .** This can be considered a well-deserved reward for her efforts.

Most importantly, you get to witness her smile - the brightest smile she has ever had in her life.

The Useless One (Free)

On the way back to town, you find a girl collapsing from hunger by the roadside, clutching an old sword. Out of kindness, you decide to bring her home and treat her to a meal. From that moment, she begins to stick close to you.

She is a beautiful girl, yet hopelessly lazy. She hates working, though occasionally helps you when she sees you exhausted (but will definitely complain about it afterward). She hates fighting, yet she is willing to draw her sword to protect you (and surprisingly, she is an unexpectedly skilled swordswoman). She hates physical activity, but will go for walks with you if invited (though most of the time she will have you carry her back).

The thing she enjoys most, however, is lying next to you - a simple act that, according to her, brings her peace. When invited to become your Companion, she accepted without hesitation.

Scenario: Restore the Sword

The sword she always carries is strangely unusual. Its blade is riddled with cracks, yet it is still strong enough to block attacks from massive monsters and sharp enough to cut through enemy iron armor. One day, her sword suddenly emitted a glow, pointing in a certain direction. When you asked about it, she decided to tell you about her past.

She comes from a family descended from isekai'd humans. The sword she carries was originally a cheat weapon granted by a god to her ancestors, but it had been severely damaged after countless battles with legendary monsters over many generations. It is said that there exists a volcano in the world, believed to be one of the god's forges and also the place where this sword was created. Every 500 years, the volcano appears once and remains in the human world for 10 years before disappearing. The sword glowing is a sign of the volcano's appearance, and its light will guide the wielder to its location. If you can reach the volcano, there may be a way to restore the sword.

Although she constantly insists that the journey will be too dangerous and unnecessary, it is not hard to notice her restlessness and the care she has for the sword - the last keepsake connecting her to her lost family. So, what will you do?

Reward: After a long journey, overcoming countless monsters and the intense heat of the volcano, you and she finally reach the heart of the mountain. There, strangely enough, lies a sword sheath perfectly sized for her blade, as if custom-made. When she touches the sheath, she feels power coursing through her body, granting her the Perk **Warrior of the Legendary Clan.**

The moment she inserts the sword into the sheath, the sword is fully restored, regaining the power of a **Cheat Weapon**. The sheath seems to be a special artifact that can repair any damage to the sword whenever it is sheathed. Though she tries to maintain her usual lazy demeanor, the way she clings to you throughout the journey out of the volcano is enough to show just how happy she truly is.

The Naive One (Free)

While passing by some ruins, you come across this girl struggling to fend off a group of goblins. You decide to help her. After the fight, and once introductions are made, she expresses a desire to form a party with you.

At first glance, she appears to be a beautiful but shy girl, with a kind personality and a diligent attitude. She grew up in an orphanage and became an adventurer after reaching adulthood. Her combat abilities are fairly average, but in return, she is an excellent cook. She exudes a gentle aura that makes being around her comforting.

Since joining you, she has consistently taken on the role of caring for you, while also being willing to remind you if she feels you are being too lazy. She treats everyone around her kindly but always prioritizes your well-being. Beneath her shy exterior lies a strong will, ready to face any challenge for the sake of those she cares about. With no family or relatives in this world, she accepts your invitation to become your Companion without hesitation.

Scenario: The Child Favored by the God

When asked why she became an adventurer, she gave an unexpectedly extraordinary reason. She explained that the reason she became an adventurer was because of a strange recurring dream that had followed her throughout her life. In the dream, a vague entity called her to a place known as the "Altar."

When she told those around her, they either didn't believe her or thought she was possessed by something. But she herself felt that the entity had no ill intent whatsoever. Curious about the dream, she decided to become an adventurer upon reaching adulthood, traveling the world in search of this "Altar." She faced countless hardships along her journey, yet none of them were enough to shake her determination.

Recently, she has been able to sense the calling more clearly and has begun to see a vague direction, perhaps a path leading to where the entity from her dream

resides. It may sound like an incredible tale, but there is no guarantee it isn't real. What will you do? Convince her to give up, or follow this uncertain dream together with her?

Reward: After a long journey, you and she reach a massive icy mountain. At its heart lies ruins—or more precisely, what remains of a majestic altar. An entity claiming to be a remnant of a god greets you and tells you about its origin, as well as the girl accompanying you. It turns out she is a descendant of a family closely connected to the god. They were loyal servants, dedicated to the deity, and fell alongside it in battle.

Regretting having led its followers to their deaths, the god left behind a fragment of itself before disappearing, seeking a chance to repay the descendants of its loyal servants. Over the years, she is the only descendant able to find this place. The god's remnant grants her the Perks **Instinct of a Gamer** and **The Hero that can Slay God,** then vanishes after entrusting her care to you. Since then, she no longer dreams, and no words could express her gratitude for you helping her fulfill what was considered an impossible dream.

Drawbacks

Supplement (Free): You can use this Jump as a supplement for another Jump, or use another Jump as a supplement for this one.

Extended Stay (+100): You will remain in this world for an additional 10 years. Can be purchased multiple times.

Power Loss (+400): You will not be able to use any powers or items from outside this Jump while staying here. You also cannot access your Warehouse.

Ugly (+600): Your appearance will be considered extremely ugly by the standards of this world, to the point that you are often mistaken for a monster. The only ones unaffected are your Companions. Why does this grant so many CP? Just take a look at what Ojisan had to go through, and you'll understand.

Scenario

Isekai Jumper-san

It is said that when two immense sources of power collide, a space-time rift opens, allowing worlds to connect. According to Ojisan's hypothesis, this is the path back to Earth from another world. If you choose this scenario, you will receive a map with 8 marked locations. These are temples that only you and your companions can enter.

Inside each temple, you will face a replica of an Ancient Great Dragon of one of the 8 elements (Fire, Water, Earth, Wind, Ice, Lightning, Light, Dark). These dragons sit at the top of the food chain in this world. After defeating one, its power will transfer to the next dragon you face. In other words, in the final battle at the 8th temple, you will face a fused version of all 8 Ancient Great Dragons. Defeating it grants you the reward.

Reward: After slaying the final dragon, you will gain a one-time teleportation, allowing you and all your companions to return to Earth (the Isekai Ojisan version, of course). You can stay here during your remaining time, like a vacation before starting your next jump. Additionally, you will gain 2 Perks: **Returnee from Another World** and **Ancient Great Dragon Transformation**.

Returnee from Another World: Whenever you enter a new world (whether starting a jump or traveling between worlds within the same jump), you and all your companions will receive all necessary documents to live legally in that world. You can also import housing or territory items into the world with full legal documentation. Locals will not question the sudden appearance of these items.

Ancient Great Dragon Transformation: You can transform into the fused form of the 8 Ancient Great Dragons. Possessing all 8 primal elements of this world, you are effectively a walking natural disaster. After transforming, you can freely create and manipulate the elements of all 8 types, combining them at will

without regard to elemental conflict. You are also immune to damage caused by these 8 elements. Since you purchased this ability with CP, as a bonus, you can maintain this transformed state indefinitely and are immune to mental effects caused by overusing the transformation.

End

10 years have passed. What will you do next?

- **Proceed to the next Jump**
- **Stay here**
- **Go home**

Note

This is a comedy series, so don't go too deep into world rules or power scaling. For those who have read the manga, not much explanation is needed. If in doubt, just fanwalk.

Q: How does magic work in this world?

A: Magic in this world originates from spirits. Ordinary people need incantations and mana to cast spells. Incantations seem to be a language that spirits can understand, but the people of this world do not know their true meaning.

Q: Why are there so few magic-related Perks?

A: Because Wild Talker can perform almost any spell, adding other magic Perks would be somewhat redundant.

Q: Why is Decapitating Dragon Transformation a standalone Perk?

A: Because it's cool.

Q: What does Saber Dragon look like?

A: Read chapters 47 and 64.

Q: With so many Scenarios, is it possible to complete them all in 10 years?

A: Each Companion Scenario is guaranteed to be completable within a year if you have power equivalent to a 600 CP Perk or Item. Only "Isekai Jumper-san" depends on your strength and caution.

Q: Why are the rewards that Companions receive Perks from this Jump?

A: Let's just say the gods of this world cooperated with your Benefactor in creating the rewards.