

"I Have Reincarnated into「Welcome to the ○○ Town!」Townsperson A, But the Last Dungeon Was Right Around the Corner" Jump

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- A nameless dude gets isekaied by a god and given three wishes. He wishes to be reincarnated in his favourite video game 'Dragoon quest' and to get the ability to communicate effectively and a job as the town guide. Unfortunately he's in a town near the final dungeon, so he hasn't been able to welcome any heroes till now.

Welcome jumpers, to a world inspired by JRPGs, particularly Dragon quest. Take these 1000 Choice points (CP) and these four tokens. Each perk costs 100 CP unless specified. You can use a token to get any 100 CP perk for free. Any perk that costs 300 CP needs 2 tokens for it to be free.

- Race(0/100/200CP): Choose anything between a bog standard human or a race that won't look out of place in a JRPG like dragon quest. Stronger species need you to pay more. Something like an ancient dragon or a demon king cost 200 CP, while an incubus or oni costs 100 CP.
- Levelling up(free/variable): Choose a class from an rpg, you can level up in it by killing monsters or doing the things related to your class. Pay 100 CP more to be someone on the level of a last village member. For 100 CP more, you can choose a second class (multiple classes can be bought, but you need to pay 100 CP to get high level stats directly).
- System (300 CP): You can bring this class system into future worlds and grant classes to anyone you want. You can remove the classes you've granted if you feel like it. The system updates to include concepts and ideas from future settings to create new classes that wouldn't appear in a fantasy, like an esper or a variant mage (different from the usual mage class) and so on. You get a free class every jump.
- I like boring things : You've a knack for doing boring and repetitive things, you can do it forever without any discomfort.
- Video Game reincarnation(300 CP): It isn't game over if you die anymore. Once a jump, if you die, you can choose to reincarnate in a game world. Once you beat the final boss or reach the highest player level, you can return to your world with all the powers and items you've gained, even take companions from the game if you want. Almost no time passes (around half a minute or so) from your death and return, but video games need to be a thing in the setting you die in, if there aren't any video games, you can introduce them in the setting, if not, you need to have followers or a kingdom which has video games. If you didn't need to use this power in a jump, you can store that chance to be used in later jumps.
- Video Game afterlife mod: Turn video games into a viable afterlife. Maybe the person's information (a copy of their memories and personality) becomes a video game character or the soul enters a world that's an exact copy of the game. You can

decide if it happens to everyone or to select people based on parameters decided by you. Create a fantasy video game and drop all the dead souls in it as NPCs or send each one of them into a videogame file so that they can live out their fantasies, the possibilities are endless.

- Looks worthy of a video game: You're cute or beautiful, however you look, you're easily a 10 out of 10. Also improves the looks of everyone in the setting by a factor of two.
- Reach honies through violence: Rather than getting to know a person through talking with them or dating them, you can do it by fighting them. Fighting classifies as flirting and a bloody duel counts as a date. Do this enough times and they will fall in love with you. Even after getting into a relationship, you can solve arguments by beating each other to a pulp (figuratively).
- Blacksmithing techniques: Use monster parts to make items that mimic the capabilities of the monster used. This perk includes normal blacksmithing techniques and evolves to include new techniques, either mundane or magical each jump, consolidating knowledge from every setting you jump to.
- Trained seducer: You're great at seducing people, in fact you're so good at it, people might mistake you for a succubus or incubus. If you're one, then your skills that use seduction have their effectiveness doubled.
- Confidence: Your confidence is off the charts, you can even call it over confidence but you know you can pull it off. You can say the cheesiest line without cringing and face the toughest monster without fear.
- Let it out: Sometimes, everything feels troublesome and too much to bear. At these times, you can cry to let out all your grievances and problems. Once the tears stop, you'll feel clear headed and content.
- Items:
- Beginner Equipment (free) : A set of armour or clothes fit for your class, along with a weapon.
- Coin pouch (free) : Has enough coins to rent a room for a single person in an inn for a month. Slowly refills itself over the month. Can store an unlimited amount of coins.
- Fully upgraded equipment: Armour and weapons that fit a hero on his way to the final dungeon. Can be inserted into a similar item. If destroyed, it will reappear after a day.
- Farthest reach: A well made sword that triples your attack power.
- Clothes closet: A closet filled with a wide variety of clothes for different occasions.

- The last village: A village full of overpowered people. Can be inserted each jump and it gets filled with people OP for that setting. You can keep the same people or get new villagers each jump. If you keep the same people, they keep getting new skills and powers, if they're learnable or can be granted by the system (in other words, they get new classes each jump).
- The final dungeon: A dungeon that gets added to your warehouse or the world, it's divided into multiple floors, each with their own ecosystem. The dungeon adds new floors each jump by analysing the enemies and monsters in the setting and making copies of them. Enemies drop items or skill books. Their bodies can be used for crafting.
- A home filled with love: A small house made for a couple deeply in love, can house a family of six. If you get hurt grievously you get teleported to the house, as long as it's inserted in the setting. As long as you're in love with your significant other (the person for whom you made this house) the house can't be attacked by anyone and you can slowly heal inside it.
- Companions:
- A party of your own: Pay 200 CP to get 5 companions, each with 600 CP to spend on items or perks.
- Can take any one of the three people shown in the story as a companion for 100 CP.
- Dragon bride: This young lady (about 600 years old) gave her maiden heart to you, after you thrashed her in a fight. Now, due to the ancient laws of dragons, you're required to marry her or face the wrath of the dragon clan. She's a sweetheart but insecure about your feelings towards her. Don't crush her heart (feelings) as a dragon's heart is their pride and life.
- Monster mooks: A bunch of monsters (around 100 or so, enough to populate a village) who are loyal to you. Most of them are low level but around 18 of them are of a level equal to yours. If you're a human, these guys chose to follow you after you beat them in a fight and left them alive.
- Drawbacks:
- Start at the starting village (0 CP) : Rather than starting at the last village, you can begin your journey at the starting village.
- Boring job (100 CP): You have an extremely boring job like a town greeter. You don't like the job but attempts to change the job don't work due to low availability of jobs or previous obligations.
- Time extender (100 CP) : Extend your stay by 10 years, grants points three times only.

- No warehouse(200 CP): Your warehouse is sealed for the duration of the jump. You can't bring any items out of it.
- No powers(200 CP): All your out of jump powers are locked for the duration of the jump.
- No companions(100 CP): You've to go at it without your out of jump companions.
- We don't have any money(300 CP): All the money you earn is spent for potions, upgrading your weapons or buying better equipment, leaving you with just enough to spend a few days in an inn. If you have companions then their money is spent too.
- The world is being overrun by monsters(600 CP) : All kinds of nasties start crawling out of the woodworks. A monster invasion here, a demon summoning there and so on. You won't have any time to relax.
- You're the hero now(400 CP): You're the player character, the hero of this rpg. You get the hero class (a class with good stat growth and great benefits) but you need to kill monsters and save people. There might even be a great quest you need to complete because of your nature as the hero. But chicks dig heroes, so go forth and do all the sidequests.
- The demon lord is still alive(600 CP/800 CP): The Big Bad is still alive and plotting his world conquest. Hope you're strong enough to kill this guy. Usually he's tough enough to give a level capped party of six people(Including the hero, saintess, and other high level class holders), with appropriate weapons and skills, a run for their money. For 200 CP more, he's scaled to your power level.
- Notes:
- What's the story?

A dude gets isekaied, he tries to be the town greeter but there's no new visitor till now, except for monsters. Since he's the person who's supposed to first meet the visitors, he gets saddled with the work to defeat monsters approaching the town. He ends up defeating a succubus lord quite a few times but leaves her alive, so she gets a crush on him and tries to get to know him more. He ends up crying to her about how he doesn't have anyone to greet, so she agrees to act the part of a visitor. Seeing her in a cute outfit, he ends up proposing to her and they get married - The end.

A link to the story:

<https://novelonomicon.com/short-stories/i-have-reincarnated-into%e3%80%8cwelcome-to-the-%e2%97%8b%e2%97%8b-town%e3%80%8dtownsperson-a-but-the-last-dungeon-was-right-around-the-corner/>

- There isn't much story to tell, so here's a small attempt by me for a story prompt.

The great demon lord Azi Dahaka had been defeated but his body proved too tough to be destroyed. The saintess used her life to bless the weapon that cut the demon lord into 72 pieces. These pieces are stored in the dungeons scattered around the world. The dungeons slowly but constantly generate miasma which causes spontaneous creation of low level monsters and attracting high level monsters to absorb the miasma and grow stronger. Adventurers visit the dungeons to grow stronger and cull monster populations. The parts of the demon lord have gained motives and sentience of their own, they can create a body to move around inside the dungeon, the dungeon's outside sealed eternally for them. Adventurers also destroy the bodies created by the demon lord parts which act as the boss monsters of the dungeon. This act decreases the power of the part until it generates enough miasma.

- Basic stats are HP (Health), MP (Mana pool), Strength, Endurance, Agility, Magical power (basically your magic damage stat), luck, Offensive ability (it's usually your strength value, but can be improved temporarily by equipping weapons or stat boosting items), Defensive power (same value as endurance but can be boosted with armour and stat booster items).
- Every class comes with an inventory screen. The inventory has 99 slots, each slot can hold 99 stacks of the same item. Buying multiple classes expands your inventory capacity. You can select any equipment to be part of your armour tab and equip or remove it at will.
- We aren't given much information about the level up system. So, fanwank appropriately. Things like dual classing or level cap or things like that.
- If you buy the system, it'd analyse the local metaphysics and make classes accordingly. So, go to a wuxia setting, it'd make different variations of the martial artist class. Go to xianxia and it'd make a cultivator class. As for how having a cultivator class would affect the tribulations and ascension to higher stages of cultivation? I'd say, you need to face the tribulations but you can blitz through the inbetween stage by hunting monsters and stuff. If you're in a superhero world, it'd start making classes that wouldn't be out of place in the setting and help you become a good superhero or villain.