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The Death Mage Who Doesn't Want a Fourth Time

Lambda. A world once ruled by the Gods themselves, over a hundred thousand years ago, only to be torn apart by the arrival of the Demon King Guduranis. Guduranis, a being of great power and evil, possessed the ability to destroy the souls of others, including even Gods, granting upon them a final death, and in the process destabilize the cosmos. In order to combat this, the Gods of Lambda summoned people from Earth to act as their champions. But this story is from long ago. It is not the one you shall take part in. After a hundred thousand years had passed the world of Lambda had stagnated. Technology had remained pre-industrial, magic had not developed significantly, and civilization after civilization rose and fell. The God of reincarnation, Rodcorte, has grown weary of this predicament, and so has taken advantage of the sudden deaths of 100 individuals in Japan of modern day Earth, an Earth not unlike the one from so long ago, and has granted them reincarnation in Origin, a world of science and magic, in the hopes that they may help Lambda progress once their lives in Origin had ended. But the Gods are not without failings, and so the 101st person to die, Amamiya Hiroto, was granted nothing but a life filled with misery that ended in death in Origin. Death, and the ability to control it.

+1000CP

Location

There are two options that must be made, oh wanderer. The first is to arrive in the world of Origin with the other 101 reincarnated individuals, a world of magic and science that has birthed with it peace as well as chaos, and harbors many countries with politics similar to Earth's, including numerous terrorist organizations. Once your time is done here, either after 100 years or when you die, whichever happens first, you will again be reborn in Lambda, upon which your ten year countdown will begin. Note that this death in Origin will be the only one forgiven for the purposes of chain failure, though death will work differently in this Jump, as described in the notes section. And it should be mentioned that even if you choose to start in origin, you WILL go to Lambda at some point.

The second option is to arrive in the world of Lambda at a later date, arriving in the world at the same time as one Amamiya Hiroto, soon to be renamed Vandalieu. This world is quite different, being much more akin to your standard fantasy world, with the addition of a game-like leveling system.

Regardless of your choice, it must be noted that each world has different underlying physics, and as such will behave differently. The most immediate is that gunpowder, and by extension guns, do not work nor exist in the world of Lambda, though they still exist in the world of Origin. These differences extend well beyond this, including different chemical reactions and the existence of different metals, all of which you will need to adapt to. However, as a special offering, any abilities developed in Origin and Lambda will work as normal post-Jump, regardless of differences in physics.

History

The past. It contains so much for many, and so little for others. The same holds true for you, though not so often do you have such control over it as you do now. As above, the world you choose to appear in is yours, though you may also choose to be a native of either Origin or Lambda, receiving a history in those worlds. Alternatively, you may choose to be one of the hundred or so that Rodcorte will reincarnate, gaining memories of earth before being reborn as a child or incarnated with a more adult body. Should neither suit your fancy, you may be an unknown factor, either being born to a family or popping into existence at an age of your choice with no additional memories.

Race

Species, race, people of the Gods, however you define it, it is a less simple concept in the world of Lambda. Those who enter the world of Origin will do so as humans, and will more than likely leave so as humans, but your time in Lambda may be different. While this will be explained as either due to a mistake on Rodcorte's part, interference from another God, or something else, the part that concerns you for now is that you may choose which race to incarnate as in Lambda. You may choose from one of the three categories below, from which you may select any canonical species to become a member of. Note, however, that certain races are inherently more powerful than others, and naturally start in more dangerous locations, while the vast majority are also discriminated against by the human races and will be hunted at first sight. Should you wish to gain access to both Jobs and Ranks while being an incompatible race, such as a human or an Orc, you may pay 200CP to gain access to both, maintaining access to both regardless of form or race. Also note that Pure-breed Vampires, as well as the other races of Rank 13 such as True Colossi and Elder Dragons, must pay an extra 200CP, while Nobles, Majin, and other similarly powerful races must pay an extra 100CP.

Human: The human races, races recognized by the God of Light and Law, Alda. It is the smallest category, consisting of only true humans, dwarves, and elves. While there are differences between them, what they share is access to the Job system developed by the God of Time and Magic, Ricklent, allowing them to level up, change careers, and grow as would be expected in an RPG-like system. For the purposes of this option, this will also cover races such as the Dark Elves and other races restricted to the Job System alone.

Monster: True monsters, those like the Orcs, the Undead, dinosaurs, dragons, and many more besides. While they have access only to the Rank system they are many in number, existing across the world in Devil's Dens and Dungeons, and are sought as foes by those of the Human races. And unlike the two options above, the races contained within this option are not necessarily intelligent, such as most Undead, though some like the Noble Orcs are on par with the Human races, meaning you may end up the smartest of your kind, depending on your choice.

Half-Monster [200]: Half-monsters, monsters such as Ghouls, Scylla, Centaurs, Arachne, Empusa, Majin, and even Vampires, are those born from Vida and monsters, thus granting to them both the Rank System and the Job System. The races themselves are diverse, from the unisexually female races like the Scylla and the Arachne to the Ghouls, whose women appear as young humans with grey skin and whose men are large beasts with the head of lions. Note, however, that Vampires are born with an innate weakness to sunlight, which poses a lethal threat to them, though you will naturally possess an immunity to this weakness.

General Perks
No discounts unless otherwise noted

Lambda System [Free/200]: Ricklent, the God of Time and Magic, developed a peculiar system to help face the Demon King and his forces. This system served them well, and has now served Lambda well for over a hundred thousand years. To you, however, it may seem to be no more than a basic RPG system, what with the graphical layout of stats such as Strength, Vitality, Intelligence, Agility, Mana, and a list of Skills. Once you step foot in Lambda, this system is yours, keeping track of all of your abilities, stats, Perks, Skills, Titles, Jobs, and more. Beyond that, the way the System interprets stats may not be what you are used to, as having an incredibly high Vitality score means that damage dealt to you, should it be too little, will lower your health without causing any actual physical damage, though more powerful attacks may still remove limbs or leave gushing wounds. Due to this, the power of the individuals in Lambda is immense, with even low ranking D-class adventurers being capable of surviving grenades and small rockets, while S-class adventurers and monsters of Rank 13 and above being considered civilization threatening entities due to raw power alone. Levelling up takes the form of two individual systems, Jobs and Ranks, described below. This system, while granted to you and all of your companions for free, is normally restricted to you and them, as well as the inhabitants of this world. However, as a special option, you may pay 200CP in order to grant this system to anyone you wish in future worlds, either en masse or individually as you see fit.

Job Levels: The humans of this world, as well as races not born from monsters, have access to the Job System, which provides to them jobs related to their natural skills, such as adventurers having swordsman and spear user while commoners would have farmer, blacksmith, or craftsman. Each of these jobs provides bonuses to Skills and stats, boosting their wielders, and can be levelled up to provide greater and greater boosts while also unlocking greater jobs that offer even greater boosts, with the boosts gained from job being maintained even when said job is changed for another. By taking this purchase, said Job system will incorporate itself into future worlds, updating with new setting relevant jobs that offer relevant boosts to stats and Skills, such as a Computer Programmer job offering boosts to intelligence and granting Skills related to computing.

Monster Ranks: Monsters, unlike the human races, do not have access to jobs. Instead, they had gained access to Ranks, a more personal indication of their power. With each increase in Rank, a monster will grow into a new and more powerful subspecies of its kind, such as a Dragon becoming an Elder Dragon, with said transformations being highly variable in the amount of physical change it provides, with some even theorizing that the monsters daily lives influences its growth, such as Ogres becoming Minotaur when living in confined areas. Each Rank is also far more powerful than the last, with the difference between Rank 3 & 4 essentially being the

difference between a bear and a T. Rex. As a special option to you, these Ranks will also apply to all of your monstrous alt-forms, rating each form as the equivalent Rank and allowing it to level up and evolve into even greater form.

Attribute Magic [100/200/First Free]: Fire, Water, Earth, Wind, Light, Time, Space, Life. These are the elemental attributes that form the magic of Lambda, as well as the No-Attribute magic that all with mana are capable of. Each individual has an affinity for one or more of these elements, though for some said affinities are so poor that the path of a mage is impossible. While they are born with it, however, you may purchase it here. Each purchase, the first free and subsequent attributes costing 100CP, you will gain a high affinity for the purchased attribute, able to develop along the path of a mage specializing in said attribute. Fire to scorch the earth, Light to create illusions, Time to rewind attacks. All this and more are possible with the correct affinities. There is, however, a ninth attribute. One darker than the rest. Death. It is a unique attribute, wielded by none other than the Demon King and, now, the dhampir boy Vandalieu. It is new, and it is powerful. Turning dead souls into undead is but a small fraction of its capabilities, as it capable of so much more. Sensing life, materializing spirits, sensing impending death, fusing corpses together to form greater undead, staving off death itself, and even creating entirely new species and metals. Many things normally considered impossible become possible with the Death Attribute, including the terrible ability to destroy souls themselves, an ability that terrifies even the Gods. As such, the Death attribute can only be purchased for 200CP, and requires that you relinquish your free purchase of an attribute, though subsequent attributes may still be purchased as normal.

Perks

Two 100 free. Two each of 200, 400, and 600 discounted 50%.

What it Means to Feel Loved [100]: A powerful emotion, love is. Yet for some it can hardly be felt. Do your parents truly love you? Do your friends actually care about you? Are their displays of affection nothing but lies? You only want to be loved, and while this option does nothing in that regard, it does let you know when you are loved by others. You can actually feel love, affection, and all the other positive emotions directed towards you from those close by, all of it feeling like a warm hug. So long as they have affection for you, even if they are terrible at showing it or act cold as ice, you'll have no problem feeling the warmth of their affection and the sense of belonging you've craved for so long.

Grey Looks Good On You [100]: You'd think pallid tones and hue of a corpse would look bad, but people seem to be pulling it off here. You're no different, of course, being head and shoulders more attractive than you have any right to be. And for some reason inhuman skin colors work really well on you, even if they'd normally look really weird, and you happen to be able to shift the color of your skin at will. Maybe it's the water?

Used to Torture [100]: Pain. Pain. Pain. You have lived a life of it, or at the very least are as accustomed to it as if you had. Pain, torture, agony, it doesn't matter, it is beneath you now, a minor annoyance easily ignored. No torture is too great, no pain too unbearable, not for you. Your mind is a fortress and it will resist all of it, though as a side effect of this resistance you are far less squeamish, able to deal with bugs and other creepy crawlies as well as a child would a teddy bear

I Am an Adventurer [100]: Exploration, fighting, growth, and glory. An adventurer craves it all, you more so than most. You seem to have a predilection for adventure and battle, the very idea never failing to excite you, though not to the point of foolishness. Better, you happen to come across interesting and exciting adventures and battles with much greater frequency than you would normally, to the point where you need not seek them out yourself. You live in interesting times, and you wouldn't have it any other way.

Speaking for the Common Man [100]: The common man haggles for wares. The noble haggles for lands and titles. You, with a tongue of silver and an eye for detail, haggle for all things. You are a great negotiator and haggler, one capable of making deals with even the most sour of apples and differently minded individuals. Different minded indeed, it seems, as you are also quite adept at negotiating with just about any intelligent species, who will do so so long as something beneficial for them can be gained, even when normally they wouldn't even think about it.

What Odd Behavior for an Undead [100]: Speaking of undead, they are quite peculiar in that, despite being the most mindless of creatures intent only on the murder of the living (with notable exceptions), they still form groups. Their coordination may be poor, but it is a fact that they gather together. Of course, the truth of the matter is merely that they feel lonely, but the average person is unlikely to find this out, or even ask to begin with. For you, this sort of information is a dime a dozen, as you seem to happen upon the unknowns of the world, discovering the truths to mysteries big and small quite often, so long as you search for them. From the behavior of undead to the principles of magic, you will begin to see glimpses of the truth, and with time, perhaps the full shall be revealed.

Gifted Power [100/200/400/600]: The Chosen Heroes. Those selected by the God of reincarnation, Rodcorte, as well as the champions summoned so many years ago, were granted powerful abilities exclusive to them, each with varying ability, power, range, and more. You are now such an individual, being granted a unique ability from on high and, as a special gift to you, by your own design, though there are limits. You may freely design your power, however its effectiveness and range will determine its cost. 100 level abilities will be on par with the power Inspection, which was capable of seeing through any falsehood, including disguises, forgery, illusions, and CG footage. 200 level abilities are those on par with Calculation, which grants computational power on par with supercomputers, and even beyond, while allowing its user to perform accurate predictions based on information known, with the more known the greater the accuracy. 400 level abilities will be on par with the skill Death Scythe, which allowed for the stopping of any target including their internals, forcing the targets heart and lungs to cease working while essentially petrifying them. 600 level abilities will be on par with the power Gungnir, which allowed its user to target anyone and strike through any defences they had, physical or magical, while also allowing the user to phase through walls for non-lethal tasks or protect the user's self by allowing bullets, spells, and the like to phase through their body.

Strange Evolution [200]: Wizard Princess? Is that like a Magical Girl? It is, isn't it? An unusual Job, though not necessarily an unwelcome one. Whether it be Jobs or Rank evolutions, you happen to get the rarest kinds, ones either never heard of before or ones considered legend. Each of these rare Jobs or Ranks will be, at worst, just as effective as your other options, though more often than not they shall grant to you amazingly useful Skills and impressive stat growth to match.

Devil's Nest Creation [200]: A Devil's Nest. A portion of land permeated with mana to the point that it becomes the home of monsters. Normally unique to the world of Lambda, and even then to those with ridiculous amounts of mana, you somehow possess the ability to create a Devil's Nest and its variants with an expenditure of mana, both in this world and beyond. The amount of mana required from you is still substantial by most perspectives, though still far less than it

would be for any other, with more mana resulting in even stronger Nests. Note, however, that these Nests are not like Dungeons. You will have no extra control over the spawned monsters, nor will they be controlled by some higher force. In future worlds the monsters spawned will be based on what the world already has to offer, or else default to the options in Lambda for the more mundane worlds.

Eternal Grudge [200]: Those who have wronged you have made a terrible enemy. When you do not wish to forget, when you wish to maintain your hatred of another, said hatred will remain as fierce as its fiercest moment, even when eons have passed. But you may hold on to more than hate, as any feelings toward another you have can be purposefully maintained permanently, never growing smaller, even as years pass and the subject of your feelings changes to a form you would normally feel differently about.

Doing Good [200]: Not all adventurers do it for the glory. Some do it to make change, to better the world in their own image, something you seem to have a knack for. Actions you perform in the name of helping others and promoting peace are not only more effective, but happen to spread your own personal ideology on the matter. Kill a dragon to save a town and the town will know peace and prosperity for years, and those who hear the tale will learn to value what you value, and hate what you hate.

No Interruption [200]: Divine Messages, the literal wills of the Gods told unto their followers. Alas, they are flawed, their messages corrupted in transmission and missing words, often leading to terrible misunderstandings. You are a different sort, with messages sent to you, divine or otherwise, always coming in perfectly clear and their intents fully understood, even when in code. Better, you can easily glean the correct meaning of partial or unclear messages received by others, though you may have to convince them of such. Never again will you receive a static filled radio message, and even if you did, you would be able to piece together what was intended to be relayed.

Leading the Common Man [200]: Politics, strategy, supply lines. All this and more are under the purview of the leading man or woman. One such as you, as you have a great deal of skill with regards to political and military maneuvering, able to construct events that see you as the victor in one way or another. To do this, those under your command must know your intentions. A perfectly fine requirement, as your commands are always perfectly clear and never misunderstood, allowing your followers to act on your word without any side effects caused by a misheard word.

Is This a New Species? [200]: Anubis, Black Goblin, Orcus. New species created by enveloping their embryos with Death mana, forcing their growing forms to become darker and more

powerful. New species wrought with new methods. You, too, seem to be capable of such things. Magic, science, both, it matters not, as you will be much more likely to create new species through any of these methods or others, with the final result being much greater than the original. Increased intelligence, increased strength, new abilities, all this and more will be present in these new creations, and with adequate knowledge any new species created can be more carefully crafted for desired results.

X Attribute Charm [400]: The Death Attribute Charm. A powerful ability unique to the user of Death Magic, it quite literally charms all those related to the concept of death. Vampires, Undead, Ghosts, Ghouls, and more besides, each see the owner of this ability in a better light proportional to the level of the Skill, eventually reaching the level of instant enthrallment. You have a similar ability, having an Attribute Charm Skill that works much in the same was as the Death Attribute Charm, with your own choice of attribute. Water would see water related monsters such as fish, frogs, mermaids, and more warm up to you instantly, with wind seeing birds and the like doing the same. This Charm will start low, only able to convince the weaker and more simple minded creatures that you are an ally, but with time it will grow, eventually reaching the point where even powerful sapients aligned with the chosen attribute are almost instantly made your servants. Note, however, that this charm is not absolute, and many will still resist your commands if they think them too poor, while others may still see you as an enemy, no matter how likeable you are.

Another Harem Perk [400]: Attraction is such a pure and simple thing. The one you want to be with, the one you want to love you as much as you love them, the one you want to mate with. There are so many aspects to such a simple thing. And you, you are blessed with the attraction of others. Those of your preferred gender, including those from other races, who you also consider attractive are now much more likely to become attracted to you, for one reason or another. Perhaps an accidental engagement, or a show of might in battle the made them swoon. What matters is that they often fall for you, enough so that it would not be unusual to garner a literal harem of loving ladies or gents. A further aspect of this is the attractiveness of your power, as the more powerful you are the more likely you will attract others in the romantic sense. Perhaps you should be careful, else the next generation may well be filled only with your spawn.

Fuck Physics [400]: In case you have forgotten, these worlds, Lambda and Origin, do not have the same physics as the Earth you are so used to. In fact, much of what can be done in Origin and Earth, such as guns and the like, cannot be done in Lambda due to these differences, nor do certain metals exist. A terrible thing for those who wish to make use of their knowledge. There are alternatives, however. Alternatives that you have a knack for discovering. With time and study you are capable of finding alternatives for any material or effect that is impossible in one location so long as it is possible in another. Whether it be shooting a gun on Lambda, using

spells in a magic cancelling room, or containing antimatter without it exploding, so long as the desired effect or material can exist/occur in another space, you will eventually be able to duplicate it.

Teaming Up [400]: An adventurer rarely goes it alone, as working together with others allows for taking on more powerful foes and, in return, earning greater treasures. But a team must work well together, lest it fall apart. A dangerous outcome, especially within the confines of a dungeon. For you, finding a team of complementary members is trivial. When seeking out others to join you, you will happen upon those that you would work best with and who you will grow close with in record time. Your abilities will seem perfectly suited for each others styles, your personalities will mesh, and with time each of you could guess what the others will do or even plan out a battle without a word, each member falling in line to perform their part. And what potential! With you all complementing each others growth you will all grow to heights greater than what would be possible alone, with the ideal of being an S-class team being within reach, even if it is far off in the distance.

I Am the Leader [400]: A team, of course, needs a leader, the one who holds it together and helps guide the other members. Of course, what is a leader without followers? Well, while you don't seem to have such a large number of them, those who do follow you tend to be, shall we say, impressive individuals. You will often find yourself having powerful individuals consider you to be their leader, for one reason or another, each following your commands and being the kind of people you could easily get along and become friends with.

Loyalty of the Common Man [400]: A leader's greatest concern is not the enemy army before him, but the army standing at his back. As such, loyalty is of utmost concern, though not for one such as yourself. Those you lead, or rather those who consider you their superior, are naturally loyal to a fault, often ready to waste their own lives for you and your cause. And while this loyalty has limits, those loyal to you remain so under far worse conditions than normal, willing to put up with well below reasonable treatment before deciding to turn traitor.

At What Cost [400]: Science. Magic. Both require innovation, the branching of new ideas forming a tree of knowledge that grows ever more. The greatest issue facing you is what cost is too great for innovation. By ignoring the morals of the modern world you may make great breakthroughs in magic and scientific research, learning far more from testing on unwilling subjects than would otherwise be expected, with prolonged excruciating torture of many subjects vastly increasing the likelihood of discovering something world changing over the standard procedures. Should you wish to retain your moral compass, however, you may instead receive a boost to your research and discoveries when adhering strictly to a moral code, with said boost

increasing the more you go out of your way to adhere to it, altogether being just as effective, if not better, than any immoral alternatives that you might think to use.

Fragments of the Jumper Lord [600]: The Demon King Guduranis, well known for his ability to break the souls of others, was eventually defeated and torn asunder. Alas, his power was too great, and his segmented parts grew wills of their own, each capable of encroaching on the mental state of whoever came into contact with them, quickly taking over their mind. Said pieces would then attempt to gather together to recreate the Demon King himself, thus requiring the pieces to either be sealed or to be crafted into powerful weapons. Your body has seemed to follow in the Demon King's steps, as any ability of yours, including perks, can be separated from yourself, transforming into an item corresponding to the body part of some animal. These items can then be absorbed by others or turned into powerful weapons, granting to them the same powerful abilities sealed away. Those who absorb your Fragments, however, will be subject to mental encroachment, their minds slowly taken over by the Fragment as it attempts to return to its true body, though this aspect may be toggled on and off if given freely.

Mastery of My Abilities [600]: Many mortals have been granted powerful abilities, for one reason or another. A shame, however, that they are not always used to perfect efficiency. You are able to use each and every one of your abilities in the most creative ways, having a sense for when and how to use them for maximum effect for any feat you attempt. Whether it be using time magic to help speed up cooking, using the Demon King's horns to make powerful spears, or even using Death Magic to create life, as paradoxical as it may seem, you are able to apply your abilities to nearly any field in ways you'd normally never think of, each of them improving the end result. For you, even the most basic of abilities used together could be considered a cheat in some manner or another.

Empty Frame [600]: The average mage in Lambda possesses a Mana pool of less than ten thousand, while master mages rarely exceed that number. Still, this is a truly absurd amount of Mana. Your own pool of Mana is over 100 million, thousands of times greater than even the greatest of mortal mages. With a starting pool this size it will be no hard task to see it increase to even greater heights, as spending Mana in this world increases your total pool a small degree. Greater still, you will be able to overcharge your spells, forcing them to become significantly more powerful at an increased cost of Mana, an ability you will maintain even in future worlds.

God's Favor [600]: Unlike the worlds of Earth and Origin, the Gods of this world are known to those who live upon it, many of whom strive to garner the attention of said Gods or to act upon their wills. And though the Gods do not dwell upon the planet as they once did, they will from time to time grant their Protection over one individual or another, bestowing upon them a boost to their abilities and their growth. You are a special case even among them, as the Gods above

will seek your favor more than anyone would consider normal. You are well liked by most Gods, and will often have the various Gods grant to you their Divine Protection in order to see how you will make use of your newfound power, though if their Protection is impossible some other gift will be sought to grant you. This effect will persist in other worlds, with the local Gods taking a liking to you and offering you power and opportunities in any way they can, though their gifts may be rejected, if you so choose. Just note, however, that the Gods can still be angered, and if pushed too far may turn against you.

Are All Gods This Stupid? [600]: It must be said. The Gods are not all powerful, nor are they all knowing. However, at times their knowledge and ability to reason seem even inferior to a humans, and their mistakes leave lasting consequences. For you, this is may have gone too far, as any who could be considered your enemy will often make mistakes that either inhibit themselves or benefit you. From slipping on blood in battle to blessing the wrong priest, men and God alike who deem you an enemy, or who you deem as such, will perform actions that could only be considered helpful to you and your cause.

Casualties of the Common Man [600]: Army against army, there is little else but bloodshed on both sides. Death after death, wound after wound, each is a terrible fate that any leader would like to avoid on his own side. When leading others in battle, those you lead will be far less likely to die or receive permanent wounds, to the point where it would not be unusual to suffer half the casualties of an enemy army of equal might, purely by virtue of your leadership. More than this, those who live under your rule are significantly more prosperous than they would be otherwise, being subject to economic, military, and cultural growth, and more besides, all due to your presence as leader.

At the Precipice of Magic and Science [600]: At the precipice of science and magic there are untold wonders, imaginations made real through their power. Power that may soon be yours. You are a master of both science and magical knowledge, to the extent that the combination of the two is but small affair, and though you are not yet an equal to the long dead hero Zakkart, with time you will be his match, and perhaps even exceed him. With time, effort, and study, it would not be unusual to see you creating technomagical wonders on par with the atomic bomb, or even greater things still such as the Root of Life, a material capable healing any injury and even creating entirely new bodies by connecting not to the body, but the soul. This and far more fantastical creations will one day be at your fingertips.

Companions

Friends. Family. Allies. By coming to this world you may freely import or create 4 companion, each of which will receive 800CP to spend on perks and items. Should you wish to import further companions, you may do so at 50CP apiece.

Should you find an individual of this world that you would like to bring with you, you may take them for free so long as you can convince them to do so, or you may spend 50CP to force the issue. Note, however, that while this also covers any Gods you meet, they will be reduced in power due to the loss of their believers, and must build up a following of believers in each jump in order to regain their lost power.

Items

One 100 free. One each of 200, 400, and 600 discounted 50%.

Flesh-Wives [50/100]: The Noble Orcs of the Noble Orc Kingdom, lustful beings that they are, will occasionally lose control over their lust, making them dangerous mates for the humans and other weaker species. As such, Mububujenge, the evil God of degenerate corpulence, designed for them Flesh-Wives, beings of flesh in the shape of tall human women and which possess great vitality and reserved demeanors, making them the perfect wives for the Noble Orcs. You now have one of your own woman shaped flesh monster, a being that will act as the most resilient mate, able to handle even the most violent of mating, and whose intelligence and skill in housework will grow in proportion to your own power. This "item", being a living being, will be considered a follower until imported into another jump. Subsequent purchases double the number of Flesh-Wives owned. Should you not want your Flesh-Wives to look like, well, lumps of people shaped flesh, you may instead pay 100CP to have your Flesh-Wives take a more appealing appearance of your choice, though their abilities will remain the same.

Are These Really Japanese Recipes? [100]: As someone from Earth, I'm sure there have been times when you wanted a hamburger and fries, maybe a milkshake, hell even an apple would do. But you are on Earth no longer, and these things do not exist here. Thankfully, you have this book, which details how to make Earth food equivalents using what exists in the world of Lambda and, post Jump, whatever world you happen to find yourself it. With it you'd be able to make curry, ramen, pizza, hamburgers, and whatever other food you'd like that normally wouldn't be possible due to a lack of the right ingredients. Inside you'll find not only the recipes for said foods, but also the locations of the ingredients needed, a detailed guide on how to prepare them, and a rating on just how close you can get the food to taste like the real thing.

Infant Care [100]: A mother and a father. A baby does not need both, and in some cases doesn't need either of them at all, but them being there can mean a lot. The same holds true for infant care supplies. Diapers, mother's milk, baby powder, none necessary but all a great help. Within your possession are these supplies and more, in unlimited quantity, the supplies needed to help raise a baby in the healthiest way possible. It doesn't stop there, as in this world with many races, what's needed to raise an infant can differ from race to race, and as such this supply will have exactly what you need to raise a baby of any race, generating just what is needed for them, whether it be a diaper for a human or a bit of blood for a dhampir. Better still, any baby raised using these supplies will be pretty much guaranteed to have great health and grow in a healthy manner, both physically and mentally.

Scrying Orb [100]: A basic thing it is, to feel emotions. Hate, anger, love, all are commonly felt toward others, but so rarely are they felt by those said emotions are directed toward. But magic

exists in this world, and this item is unusual even by its standards. This orb, appearing as no more than a glass ball able to fit in a human's hands, will shift in color when whosoever holds it thinks of another, the color corresponding to their general feelings toward the wielder, with no range for how far away they may be and even scrying the opinions of Gods and other great beings. Pink for love, red for anger, blue for pity, and many more to see. At times, when the emotions are conflicting or only partially formed, the color of the orb will change, and should the target have no emotions toward you, or should they not even know of your existence, the ball will remain clear. Guessing at the meanings of these colors will also not be required, as with this orb is a small book detailing each color and their meaning.

Forbidden Book of Attribute Metals [200]: Death Iron and Dark Copper, Life Gold and Soul Silver. Metals created by the esteemed dhampir Vandalieu using his Death magic and raw metals, changing the metals into more powerful forms on par with adamantite and Mythril, or into rare and unique metals capable of influencing the soul and body themselves. While this option does not give you said metal, what you are instead given is a guide on how to imbue Attribute mana into metals to create entirely new forms. These new metals will each be unique in some way, such as being liquid until heated a great deal, and will in turn each possess powerful and useful abilities related to their element. A liquid metal that heals those who eat it and metal that somehow affects the soul itself, this and other effects unknown and untold are yours for the discovering. Just note, however, that a great deal of mana will be required, and perhaps a method to speed it all along.

Forbidden Book of Racial Evolution [200]: Evolution. The process by which a creature changes from one form to another in response to their environment. In your original world evolution was slow, taking place over centuries or millennia in most cases. In Lambda, it is a faster and more individual affair for monsters, their actions guiding their race and form for when they obtain a new Rank. A monster mage, for example, when referred to as a magical girl or made to act like one, directly or indirectly, would become a species exhibiting the associated traits, while something like a kobold trained in stealth could become a kobold ninja. But so much more than just this can influence where these evolutions will grow, which is why this book has been written. This book will detail a great number of possible evolutions for just about every monster race capable of such, as well as the general requirements for them to become such.

Forbidden Spell Book [200]: Magic. A diverse thing, more so than I could possibly describe to you. So I'll let this book here do the talking. Within the pages of this book is a list of innumerable spells capable of being learned by whoever reads it, detailing the spells effects while also rating the difficulty of learning said spell as well as how much magical energy would need to be expended, with said ratings changing as you grow more powerful or more knowledgeable, as the case may be. With regards to actually learning the spell, however, the

book only grants a vague idea of how you should use your magic, requiring that you figure out the details yourself. A small thing, for such an advantage, really.

Forbidden Book of the Craft [200]: Weapons. Armor. Tools. All are needed in daily life, all to build, to hunt, to thrive. And where do they come from when one does not live in human society, where there is not a mine to be found or a field to grow plants or animals in? Monsters. The scales of dragons, the claws of wyverns, the bones of dinosaurs, from all of these things can tools be made, though it would take someone who is quite creative to figure out how some of them can be made. That's where this comes in, as detailed within this book are guides on what can be made from which animals, which plants, and which monsters, as well as where all of its components can be found. Plate armor from a dragon's scales, a spear from a wyvern's claw, a club from a dinosaur's bones, all this and much more are described within, though the exact techniques to combine these materials will be left to you.

Job Changing Room [400]: Humans. A group of people restricted to Jobs, which are, alas, again restricted in their own way. In order to change Jobs you must go to a specialized room designed for such, where the options to change to will appear before you. While you can change Jobs post-Jump without such a room, this room goes a step further. Firstly, when using this room to change Jobs the best Job for your most immediate goals will be highlighted. Should you wish to build physical strength, for example, the room would highlight the Job that provides the greatest boost to strength, and should you desire powerful Skills it would highlight the Job that grants the most or best Skills, according to your desire. But it does not stop there. This room also allows for the creation of new, custom Jobs, with growth and Skills defined by the one using the room. These custom Jobs are not all powerful, however, with more powerful Jobs requiring greater restrictions, such as mastery of previous Jobs or high levels of Vitality or Mana. All the same, the power of Jobs will be at your fingertips. This room may be attached to your warehouse, other properties you own, or imported into each world by itself.

Artifact [400]: Yupeon, the God of ice, at one time create the magical spear Ice Age, a weapon containing within its confines a fragment of Yupeon's soul, granting to the spear, and the chosen hero to wield it, the power to create ice. Cursed ice, ice that could never be melted by time or heat. You now have an Artifact of your own, a powerful weapon of your choice that contains the soul of a God within, capable of producing cursed effects. Wounds that won't heal, fire that won't stop burning, poison that quickly melts your foe, the effect is up to you, and powerful it will be, only able to be countered by the Gods themselves, and often not even they can do anything. The soul within will recognize you as its true owner, refusing to work for any other unless granted permission by you. Should you already have a weapon, you may import it into this option, granting it all that is detailed here on top of what it already has. In future Jumps it may be imported as an item or companion. If you so wish, this item will not contain a soul

within, instead merely maintaining the same abilities as if it did, though this will remove the option to import it as a companion in future worlds.

Metal of the Gods [400]: Adamantite. Mythril. Orichalcum. Magical metals of incredible power. Adamantite and Mythril are opposites, in a way. The first, incredibly sturdy, the perfect material to defend against the physical world. Mythril, on the other had, has anti-magic effects, defending against spells just as well as Adamantite does against physical blows, while also being capable of damaging spirits. Finally, there is Orichalcum, the metal of the Gods, having resistance against both physical and magical blows even greater than the other two. The metals of Gods, which are now at your hands. You have a replenishing supply of each material, enough to forge from their raw forms an entire suit of plate armor, a shield, a spear, and a sword. This supply, should it be used or sold, will replenish once every year, though it should be noted that those with the ability to forge from these great metals is far and few between. Post jump, you will also receive an equal supply of any other metals considered divine alongside the ones provided here from any setting's visited, including those created by you or others.

Perfect Dungeon [400]: Dungeons. Locations of gathered mana that generate within them many monsters, traps, and treasures for those who venture into them. Left alone, they will literally overflow with monsters, who will escape its confines and wreak havoc on the world above. As such, Adventurers are tasked with their subjugation, going through and defeating monster after monster, both to lower their number and to take the treasures within. Attached to your warehouse, or located somewhere in the world and even perhaps attached to another property of yours, is a very special one indeed, a door with two dials and a switch upon it that creates a dungeon beyond it. By turning the dials, you may select a theme for the dungeon to take, such as swamp or ocean or forest or even random with many more to choose from, as well as any rank from D to S, which will generate a dungeon of said theme suitable for a team of equivalent rank, though post-Jump this will change to suit each settings power curve more appropriately. Beyond S, or whatever the normal highest setting would normally be however, is a special option, which will generate a dungeon scaled to your own, personal power, allowing the dungeon to push you to your limits. Each generated dungeon contains within it treasure and monsters suitable for its rank, with the switch allowing you to switch between setting relevant treasure, treasure from previous worlds you have visited, and Lambda based treasure, with the monsters within changing to match. The monsters within will never attempt to escape, removing any fear of your warehouse being plagued by monsters.

Demon King Fragment [600]: The Demon King, an astounding existence that threatened Gods and mortals alike, was not truly killed. Instead, the being once named Guduranis was torn apart, the fragments of his body and soul turning into powerful objects containing his will and sealed for the greater good of the world. Within your hands are two of these almighty fragments,

somehow taken from their original places and granted to you. These fragments can be absorbed into yourself, with no fear of the mental corruption that would normally befall you, each granting powerful abilities. The Demon King's Horns allow for the creation of horns all across your body, each more powerful than steel and capable of reaching several meters. The Carapace allows for growing a powerful defensive shell that can stop all but strongest of metals and attack. The Scent Glands allow for the luring and controlling of monsters of all kinds. There are many more besides, each with their own abilities, and you may select any two to take with this option.

City-State [600]: Within the Bahn Gaia continent, south of the Boundary Mountain Range created by the Goddess of life Vida, exists several city-states. The Noble Orc Empire. Zanalpadna, home of the Arachne and Empusa. The High Kobold Nation. And many more besides. Each exists to separate the intelligent creatures from the Devil's Nests beyond their borders, each harboring tens to hundreds of thousands of individuals of various races, including humans. By taking this option, you, too, will gain a large city-state of whichever race you happen to be, alongside many alternative races such as baseline humans and Kobolds, if you so choose. The city itself is self sustaining and views you as either its leader or as a well respected member. In future worlds will insert itself into the world.

Root of Life [600]: Pluripotent cells. Cells capable of transforming into several different cell types, as is the case with stem cells. But that is the world of science alone. Bring magic into the fold, and you gain this. The Root of Life, a material capable of not only reattaching limbs and healing wounds, but regrowing them altogether. But it goes further still. The Root of Life, unlike the stem cells you may be acquainted with, makes use of not just the body, but the soul. Attach it to a severed arm and it will generate a new one perfectly. Implant a soul alone, and it will recreate their body entirely, though those poor souls who have been left to degrade for a time gain a body at the cost of their sanity. Gather together an assortment of body parts and materials, then toss in a soul? You'll see a whole new race brought into existence, given time to gestate. It is the perfect biological material, and you have it in abundance, having several large tubes in your warehouse or some other convenient location containing enough to regrow several bodies, with your supply regenerating every month.

Magic Research Facility [600]: Magic and science. Alone they are great, together and in the right hands they are all powerful. The sleekness of a laboratory at the cutting edge of science, housing the greatest tools, magical and otherwise. A great thing that has come into your possession. Either inserted somewhere in the world itself, lodged away in your warehouse, or attached to some property you already having following you around, is a high-tech facility on par with, or perhaps slightly above, that which the eponymous Vandalieu had been trapped and tortured within during his time in Origin. Its tools are specially made to analyze and interact with magic, and as such it is the perfect home for magical experiments of all kinds. Whether it be dissecting

or containing monsters, trying out brand new spells, or even processing and mass producing magical materials and even magic items, this facility is perfectly made for all of it. Of possibly greatest use to those with great stores of magic is the spell testing room, however, as this room is perfectly suited for testing out and analyzing even the most powerful of spells, localizing its effects and preventing even the most powerful of them from affecting anything outside of them.

Drawbacks
Take as many as you want

Replacement [+0/Cannot be taken with Early Start/Must be a Dhampir]: Rebirth. A concept you should be well acquainted with, traveler. By taking this option you will be reborn, not as you would normally be, but instead by replacing one Amamiya Hiroto, who will instead live out a happy, peaceful life somewhere out of reach. In his place you will be reborn as Vandalieu, Varcia if you are female, a Dhampir child born to the now widowed Darcia, a Dark Elf. She will love you with everything she has, and will feel this love from day one, where your consciousness will take over control. However, in a short while she will die, unless you act. As part of taking this option, you will also feel a tugging that will guide you to the places the original Vandalieu went, allowing you to take part in all of the major events of the story he once encountered, though surviving them will still be up to you. Alternatively, rather the replacing the child known as Vandalieu, you may instead be born beside him as a twin, with the above "pull" still holding true.

Early Start [+0/Cannot be taken with Replacement]: Should you not wish to partake in the story of Vanadlieu, you may instead begin 100,000 years prior to his story, beginning your time here at the summoning of heroes from *Earth*, when the Demon King Guduranis began his devastation of Lambda. Here you will take part in journeys mostly unknown, and may be dragged in to the most dangerous war this world has ever faced.

Long Stay [+0]: 10 years is a tad short, especially from the perspective of Gods. Despite that, great power can be gained in such a short span, and greater still can be lost. But if you wish to stay longer, whether to see how everything plays out or to see how far you can push the System, you will not be begrudged you choice. You may stay in this world for as long as you wish, from a minimum of 10 years to any maximum you so chose.

Muscle Freak [+100]: With a fetish for muscles like this it is no wonder why many are questioning your sexual preferences. You now have a very unusual, albeit harmless, interest that rears its head quite often. Though it may not be a true fetish, and merely an appreciation of the body, it will still cause many misunderstandings or awkward moments that will alter the opinions of others on you.

Expressionless [+100]: Rather self-explanatory. Your facial muscles are shot, meaning you face appears completely calm at all times and is incapable of changing to match your feelings. Those meeting you for the first time will be weary of your intentions, while long standing allies and friends will always be kept guessing at what you're thinking and feeling, as the entire realm of body language is sealed off from you for the duration of this Jump.

Are You Sure You're Not a Girl? [+100]: When the thing you want to be most is the opposite of what you look like, that can be kind of… well, upsetting. Sadly, that seems to be the case for you, as you happen to look like the opposite gender. A girly boy or a boyish girl, either way you'll be mistaken for the wrong gender by pretty much everyone, and you just never seem to get used to it, always being at least a little upset when others mistake your gender.

Three Curses [+100/+200/+300]: The Gods, vindictive bastards that they are, are capable of granting curses to mortals, embedding them within their souls and making them impossible to remove, as was the case with Vandalieu. You, too, have been cursed with one of the three curses noted, and for each of the three taken you will receive 100CP for bearing its burden, to a maximum of 300CP. The first curse granted is the loss of all experience gained in previous worlds. Knowledge of magic, skill in its use, abilities that make use of it, special powers, perks, all will be removed from you, leaving you no better than a newborn with the mind of an adult. The second curse removes the ability to gain pre-existing Jobs, preventing you from gaining the same kind of power available to everyone else. The last curse removes the ability to gain Experience Points independently, further preventing you from gaining power. These curses will work much in the same way as they did for Vandalieu, having all the limitations, and all the loopholes, that they did for him.

Tortured Second Life [+200]: Rebirth. Such a desirable thing, especially for one such as you. Before you go on to Lambda, you will instead spend your time in Origin as a test subject. You will be used and tortured every day in the name of science, unable to escape, and any attacks against the researchers will result in harsher tests and punishments. Eventually, or rather quickly if you attack them, you will lose all form of free will, losing all control over your body while maintaining all of your senses as they continue to poke, prod, overload, cut, scrape, inject, burn, and shoot your body. All perks and abilities that would normally make this a bearable existence will be turned off for the duration of this first life. Worry not, however, as you will die at the age of 30, the perpetrators of your torture murdered in a violent frenzy, which will not count as death for the purposes of this Jump, and move on to Lambda, where you will live out the Jump as normal, with the mental effects of your torture, such as insanity, having subsided a good deal, though not completely. All insanity induced due to this drawback, including further insanity gained as a result of this drawback, will be removed post jump.

Another Wall [+200]: The wall. No, not the giant ice one, the metaphorical wall that is a measure of one's talent, the blockade that prevents them from moving forward. In this world, all will meet a wall in their growth at some point, requiring brutal amounts of fighting or the overcoming of a great opponent, after which their growth speeds up once again. They can last anywhere from months to years, more if the person in question lacks drive, though in a normal life only a few

walls need overcoming. For you, however, the wall is a constant state. You will constantly be met with developmental walls, your growth plummeting to a halt far more often than for others and requiring twice the work others would face. It would not be unusual to see you face a wall that takes months to gain even a single level, only to face another wall some months down the line when the previous one had just been climbed.

No Magic Affinity [+200]: In order to use magic, you must have an affinity for it, no matter how small. Without one, the only magic available is No-Attribute magic, which just so happens to be the case with you. You do not have a magic affinity, preventing you from using any form of Attribute Magic, with the only magic available to you being No-Attribute magic, which has minor capabilities in comparison to the rest, though with time and luck you may be able to evolve it to a greater power.

An Unhappy Life [+300]: Torture. Torture is such a terrible thing, capable of breaking a man, but it can be recovered from, with time and effort. A broken man can always be put back together, as it were. But you just keep breaking, losing more than you thought possible each time. Those you love will die, each time to a painful death that you cannot stop, while others will scorn you for your existence. None will think you deserving of luxuries, with even luck leaving your side. You will constantly lose the things you care about, but despite this you will try to care for things still, and each loss will have greater impact than the last as they compound together. You will live in constant unhappiness worse than any physical torture.

Failing System of Reincarnation [+300]: The God Rodcorte is an ancient being, having existed for hundreds of thousands of years, perhaps even millions. In all this time, he has developed a seamless system of reincarnation, one that fails only in anomalous situations, such as when souls are destroyed. This is true no longer. The system of reincarnation that Rodcorte had wrought is now defunct, the God himself destroyed, causing the souls of the dead to wander permanently upon death, while those newly born lack any will whatsoever, even the will to feed themselves. But there is more to this than mere chaos. You must reinstate a system of reincarnation, with souls being recycled back into the world, within twenty years, before the world itself collapses from the chaos. You need not make this system yourself, but few are capable of such, and those that are are at odds with others who would make their own system. You must either settle their differences, wipe out opposition, or create a singular system yourself, all the matters is that within twenty years a single system of reincarnation of passable quality be implemented. Should you fail, your chain shall end, and you will be sent back to your original world.

Enemy of the Gods [+300/+400]: You have made terrible opponents, Jumper. The Gods of Lambda, either those from Alda's side and those from Vida's, now consider you to be the greatest threat there is in the world. Where as before the Gods might have deigned to notice your

existence, they will now know fully of it, and will work their utmost to see you gone. You will not be without allies, however, as each faction has their own enemies, but with them working so hard to attack you directly you would need to be a mighty fine ally yourself for them to risk themselves. For an extra 100CP, you may have both factions as your enemy, the factions having settled their differences and raised their armies in search of you, intent on wiping you from this world. They cannot be convinced otherwise, they cannot be reasoned with. They can only be fought. Now go. Go and deal with your folly.

The Demon God Comes [+600]: Guduranis. The Demon King. An awful, horrid existence that pierced through to the reality of Lambda, bringing with him untold armies of Evil Gods and monsters. A hundred thousand years ago he was defeated, his body and soul segmented and sealed to prevent his rebirth. But something darker has arrived. A new being, one far more powerful than the Demon King of old, has broken through, unleashing a hellscape upon the worlds of Lambda and Origin in a two-pronged assault. In order to progress beyond this Jump you must stop him and his forces. Beware, however, as this new Demon God is at a minimum a match for your current self or for the entire world of Lambda's Gods, whichever is greater. To confront him alone would be to court death.

The End

The time has come. Your stay here is over. Or perhaps just begun? The choice is yours. Move on to new adventures. Go home, that place you have not been to for quite some time. Stay, and see what more this world has to offer.

Notes

Death. What is Death? Is it the merely the body, or does it extend to the soul? Are you truly dead if you are of the undead? I will answer that here. For the purposes of this Jump, death as it relates to Chain failure is not merely the perishing of your living body, but instead the passing on of your soul or the erasure of your "self". This means that, should your living body die, your chain will continue so long as your soul and your "self" remain mostly intact and something is done with your spirit (what we'd normally call a ghost) within 24 hours. Whether that means becoming an Undead or a Ghost (a type of monster) or somehow being implanted into a new body, it matters not so long as your spirit is "exposed", as it were.

While it is possible to grow your mana pool, note that the amount it can grow is very limited, worked out to be around 0.5% of the mana expended.

Certain races, such as Vampires and Orcs, are separated into several groups despite being a single species. Vampires, for example, are separated into Subordinate, Noble, and Pure Breed, each one far more powerful than the last and able to exert powerful control over the lesser variations, with Pure Breeds able to make even the most powerful of Nobles bow before them. This also holds true for the advanced Noble Orcs and High Kobolds, who are able to exert similar control over Orcs and Kobolds respectively.

Other races of note are the Majin and the Kijin, two related races similar to demons. The Majin are an immortal race, much like Vampires, and are essentially this worlds Succubi and Incubi. Born naturally powerful, they are second only to Vampires among Vida's races. The Kijin, by contrast, are weaker and shorter lived, though otherwise a very similar to the Majin they call cousins.

Attribute Magic: Magic is capable of many things, especially Attribute magic. However, while Attributes like Fire and Water are obvious in there effects, some may need explanation. Light, for example, is a magic best used to manipulate light for illusions and camouflage, while Space is best for shifting objects around and, at a high level, teleportation. Time, on the other hand, is used to shift the flow of time, able to reverse attacks as well as speed up or slow down local time, and Life is capable of basic healing and even creating Live-Dead, a form of undead where its biological functions are restarted and the body manipulated through magic, with Life mages even being able to see through the corpse for reconnaissance.

X Attribute Charm: The beings affected by your attribute charm will, obviously, vary, with things like Death affecting Ghouls, Vampires, and the Undead, while Life would affect just about all living beings, and Space would affect species like the one the Evil God Gufadgarn

evolved from. Currently there is not an example of a race for each Attribute, such as Light and Time, though it is known that there are magical races of all kinds that likely include those associated with those Attributes, and more can easily be made with what is on offer here. It should also be noted that the charm will affect certain beings less than others. For example, while Death Attribute Charm affects Ghouls, it does so much less effectively than it does on the Undead. This will hold true for the others as well, meaning an Attribute like Life will affect normal living beings less than it would beings associated with the Attribute itself.

Three Curses Limitations: The Three Curses bestowed upon Vandalieu, and possibly you, have some very notable limitations that you'd think a God would think of. The first weakness is that, while he did not retain abilities from his time in Origin, he had no limitation on growing his powers again, and could train them back up to full using what he could remember of them. The second weakness was that, while forbidden to take Jobs used by others, newly created Jobs were still open to choose from, many of which were very powerful. The third weakness is that, while experience could not be gained by killing things directly, it could still be gained by watching allies do it instead. These three limitations combined allowed Vanalieu to thrive with his unorthodox methods, limitations that hold true for those who take any of the Three Curses as a drawback.

Divine Protections: Those well liked by Gods and chosen to essentially represent their domains and values are often granted a Divine Protection, which grants a boost both to stats as well as to the individuals growth potential, making the more talented, for a lack of a better word. Note, however, that should you not fit within the domain of a specific God, such as not having tentacles in the case of a God of Tentacles, then said God may be unable to grant you their Divine protection, with the same holding true should you grow too powerful.

Note: The Demon King Fragments by themselves are only capable of performing their canon abilities, though they can be used in creative manners and possibly upgraded or changed should you have such an ability.

List of Demon King Fragments Currently Known
Blood (can control blood, great alchemy ingredient)
Horns (can manifest many horns from body)
Suckers (like an octopus, can stick to things)
Ink Sacs (can release ink of various desired colors, good for camo)
Carapace (generate powerful carapace, good for defence)
Scent glands (can lure monsters, make them go into rage)
Luminescent organs (similar to scent glands, together can control monsters)
Blubber (can ignite easily)

Jaws (biting)
Eyeballs (can detach, remote viewing, shoot lasers)
Proboscis (Anesthesia)
Fur (fur can be controlled, very soft)
Exoskeleton (defencive exoskeleton)
Jointed legs (legs pop out, can attack or do things)
Antenna (can elongate and be used as whip, can be used to communicate with insects)
Claws (cutting)
Nose