That Time I Got Reincarnated into a Slime

A **TenSura** Jump by **SpiritualStill**, in the style of **TroubleX27**

Version 1.4



Welcome, Jumper, to the Cardinal World. In the distant past, before all things, there existed only the All-One. Though singular and complete, they grew lonely and unsatisfied, giving up absolute power for the chance to be part of creation. The All-One became the Star King Dragon, Veldanava, who created seven servants and would go on to create what we'd define as the Multiverse. But the one whose story matters the most is the Cardinal World (or Central World), Veldanava's favorite, and the one with the most going on.

There are the Seven Primordial Demons (reflections of Veldanava's own servants), the system known as the Words of the World, the other three True Dragons born after Veldanava, the Spirits and Giants, Humanity and the Vampires, and also maybe the weird children of Veldanava's shadow. Really, there's a lot to be said about this place.

And right now, you are at a particularly interesting flashpoint: the Ten Great Demon Lords are in control of much of the whole world, be it directly or discretely. Anything outside of them is either in the hands of the Council of the West, or the Eastern Empire - the latter's emperor in a long "Game" against the Red Primordial Demon, Guy Crimson. The Emperor himself is currently splintering under the weight of his Ultimate Skill, and a plot by it and the Angels in the wake of their disappeared creator seems inevitable. And at the center of it all, Satoru Mikami has just reincarnated as a slime. Take these, you'll need 'em:

+1000 Slime Points (SP)

Origin

By default, this Jump begins just as Satoru Mikami awakens inside Veldora's Cavern. You are free to choose where you arrive, whether it be the Great Forest of Jura, a Western Nation, the Eastern Empire, or somewhere else. You are also free to choose your age and gender, so long as it is consistent with your origin and race.

There are two types of origins for how you are in this world: **Native** or **Otherworlder**.

Native [Free]

- You are now someone who was born and raised in the Cardinal World. Do note that this is somewhat subjective, as you can be a demon or angel and still be considered "Native", despite technically being from other dimensions.

Otherworlder [+200/Free/200 SP]

- For one reason or another, you have found yourself travelling from your old world to the Cardinal World. There are three different types of otherworlders.
- This may be taken as the Drop-In option. You won't have any memories, but you will have a legacy with the people here.
- **Summoned [+200 SP]**: Someone summoned you to this world via a ritual, whether it be a Kingdom, Leon Cromwell, or another. Whether they are nice, apathetic, or otherwise, you are bound to obey them, and it will take some effort to free yourself.
- **Stray [Free]**: Through a gust of wind, you seem to have found yourself being spirited away to the Cardinal World. You are not bound to anyone, though it doesn't afford you anything by default.
- **Reincarnated [200 SP]**: You died in another world and wound up being reincarnated here. You've got an incredibly strong soul to survive travelling to this world, affording you a Unique Skill for Free.

Species

Welcome to the Danger Zone [+200 SP ~ 800 SP]

- Here, you are able to decide what your "Existential Power" (EP) is at the start of the Jump. This will not restrict your ability to grow beyond this choice, but do know that accumulating power is not the easiest thing to do, unless you've got Rimuru.
- Your EP rank influences what species you can become, with some species being entirely restricted unless you have the baseline power.
    - **E Class [+200 SP]**: The lowest available class. You start with an EP of 500 exactly.
    - **C Class [+100 SP]**: The rank of an average adventurer - which I can guarantee you will not be enough for this place. You start with an EP of 6000
    - **B Class [Free]**: You are strong enough to singlehandedly destroy whole villages. You start with an EP of 8000
    - **A- Class [100 SP]**: You are at the cusp of an A-rank adventurer. You start with an EP of 9500.
    - **A Class/Hazard Class [200 SP]**: You are a high-ranking adventurer in terms of strength, and could destroy towns and more by yourself. You start with an EP of 100,000
    - **Special-A Class/Calamity Class [400 SP]**: Your power is extraordinary, being able to bring down an entire country and have Majin subordinates. You start with an EP of 400,000.
    - **S Class/Disaster Class [600 SP]**: Your power is such that you are ranked among the likes of Demon Lords (though not awakened ones), and you can threaten large countries like Englassia by yourself. You start with an EP of 600,000
    - **Special S Class [800 SP]**: Your power is among the highest in the whole world, with very few beings coming close to you. You start with an EP of 2,000,000 - here, you possess Divinity.

Humanity

- The most common species within the Cardinal World. They are generally fairly weak, have short lifespans, and a low tolerance for magicules. However, they reproduce fast, have an innate capacity for growth, and a sense of curiosity, which led to them being the dominant species in the world.
- Optionally, you may choose to be one of the demi-humans, species born from Twilight Valentine's genetic experiments and crossbreeding. One subset of demi-humans is the Sprites, born from human crossing with elementals - including dwarves, elves, merfolk, and kijin. Other noteworthy demi-humans include beastfolk, descended from various magic beasts.

- Humanity can be anywhere from **E Class** to **Special S Class**.

Monsters

- Known at one point as the Nemesis of God, Monsters are creatures based on magicules, capable of living purely off of magicules with no need for eating, sleeping, or breathing. Monsters can be spontaneously spawned from magicules and certain factors, be born from other monsters, or be born from non-magical lifeforms being monsterized.
- A subcategory of monsters is Cryptids, which are magic beasts born from the magicules of Ivaragé.
- Monsters can be anywhere from **E Class** to **Special S Class**. Cryptids can be from **A Class** to **Special S Class**. Any monster at B Class is referred to as Majin.

Elementals

- Naturally occurring Spiritual Lifeforms born in either nature or the Elemental Realm, ruled over by the Elemental Queen. They are incarnations of an element, and can typically lend power to those they like, although the level of help they give depends on how strong they are.
- Although Daemons and Angels are technically elementals, they do not qualify under this category.
- Elementals can be anywhere from **E Class** to **Special S Class**.

Angels

- Naturally occurring Spiritual Lifeforms, derived from the Great Holy Spirit of Light. Most angels, by default, don't have much of an ego and tend to follow orders like a drone - though this won't be an issue for you.
- There are certain derivations of angels. Fallen are Seraphim who fell from grace due to magicule corruption. Phantoms are another type, although they are notably invaders of other worlds, with a considerable cruelty streak.
- Standard angels and phantoms can be anywhere from **B Class** to **Special S Class**. Fallen are restricted to **Special S Class.**

Daemons

- Spiritual Lifeforms derived from the Great Holy Spirit of Darkness. The Daemon Realm spontaneously spawns these little bastards who, due to being incarnations of desire, constantly fight each other to grow stronger. If they ever want to arrive in the Cardinal World, they'll need a material body prepared, unless they want to be ejected back into the Daemon Realm.
- Daemons can be anywhere from **B Class** to **Special S Class**.

Dragons

- Among the most powerful races on the face of the Cardinal World. They are not to be confused with the True Dragons. Dragons are descended from the Elemental Dragon that belonged to Milim.
- Dragons can be anywhere from **A Class** to **Special S Class.**

True Dragons [1400 SP]

- You are an absurdly strong existence, to the point where you are less of a person and more of a walking, talking facet of existence. You have the full power of a Divine Spirit with a physical body, letting you shapeshift as you please, and call upon an absurd amount of power. Due to your factor, you actually cannot die, and will simply revive with a slightly different personality. Things like physical damage are a bad joke, and any other form of damage is weakened.
- True Dragons are ridiculously strong, regarded as Catastrophe-Class. Your Existence Points are 75,000,000. Because of this, you can ignore **Welcome to the Danger Zone**.
- Optionally, you may choose to be a being similar to Milim Nava - a Dragonoid who is the hybrid of a True Dragon and high human. Your power does not lose out to their own.

Perks

You receive two **100 SP** Perks and **50/100 SP** Items for Free. You may additionally discount two Perks and Items from each cost category of **200/400/600 SP**. You may also purchase two Common Skills for Free.

The Words of the World [Free/200 SP]

- The name for the system of this world - or maybe just the announcer of said system. Whatever the case is, you are connected to this system, which enables you to acquire and develop various Skills, Names, Titles, and announcements of momentous events, such as Harvest Festivals.
- Skills can be broken down into various categories: Intrinsic Skills, Common Skills, Extra Skills, Resist Skills, and Ultimate Skills. Intrinsic Skills are those that are innate to an individual or species. Common Skills are basic Skills that are easy to master, but don't have much flexibility. Extra Skills are stronger and more versatile than standard Common Skills. Unique Skills are special Skills born from the strong emotions and desires of strong individuals - though despite the name, Unique Skills are not actually one-of-a-kind. Resist Skills are, as the name suggests, Skills that help you resist or nullify various phenomena. Ultimate Skills are the cream of the crop, strong enough that they can overwrite the laws of the world.
- For **Free**, you get the effects of the Words while in this Jump. For **200 SP**, you are capable of bringing this with you into future settings, letting you continue using it, and/or sharing it with however many or few people that you want. Do be aware that this does automatically put magicules in the atmosphere if a setting doesn't have an equivalency. You can decide if this generates monsters or not, though it is automatically set to do so in fantasy settings with monsters.
- Additionally, should you purchase the Skill, you may convert your various Perks and powers into Skills if it pleases you. How they interact with each other is ultimately up to you.

Get a Job [100 SP; Free the First Time for Otherworlder]

- You now have a lifetime of experience in one field, making you the best in that field.
- Can be brought multiple times

You Can Actually Cook [100 SP]

- You are a very good cook, able to turn even the worst ingredients into some of the greatest meals in the world.

The Nine-to-Five Grind [100 SP]

- A not-insignificant amount of work in this world is repetitive and menial. You have a resistance to ennui and are able to do tasks day in and day out without so much as a grumble of complaint.

The Perfect Secretary [100 SP]

- Like all of the actually good secretaries and assistants of this world, you are really good at helpful, mundane tasks. These include sewing, playing instruments, paperwork, civil administration, and even serving as a bodyguard.

Marry and Reproduce [100 SP]

- Having children is a bizarrely complicated and potentially dangerous thing for any non-human in TenSura. Many monsters risk being weakened and endangered due to giving their power to their children, and many beings past a certain threshold just don't have sex drives anymore - hell, most can't even have kids in the first place. This negates such issues for you, because if you or your partner wants to have children, they can, regardless of their actual fertility. Furthermore, the two of you can share your power potential without either of you losing anything.
- If desired, you can also awaken the sex drive of others and enable them to have children.
- When you or your partner has kids, this guarantees they will not be at all reduced by having a child, as is wont to happen.
- This does not apply to beings that are just sex-repulsed by default.

Stunningly Beautiful [100 SP]

- Congratulations, you are incredibly sexy. So sexy that you can turn straight men gay and gay women straight. That's slightly hyperbolic, but pretty much anyone who looks at you will consider you to be the most beautiful person that they've met.

Soul Storage [100 SP]

- Although it might look easy, the actual reality is that there is a finite number of Skills you can possess before having too many can downright be harmful. This negates that problem for you, as your soul now has a bottomless depth to it. This doesn't necessarily make acquiring Skills easier for you or anything, but it does mean you can hold as many as you want, even if it is normally restricted in number.

Unflinching Loyalty [200 SP]

- You and all of your allies and companions are loyal to one another, to the degree where mind control or time-based torture won't make you betray each other.

The Great Namer [200 SP]

- With this, you possess the power to name as many monsters and demi-humans as you want. When you name a monster, they become considerably stronger, develop a stronger ego, and may even undergo evolution into a stronger form. While even Rimuru would typically get tired from doing this in rapid succession, you are entirely unaffected. You could have no reserves whatsoever. Name the seven primordial demons, and you wouldn't feel anything from it.
- Your actual magical reserves and power are not at all impacted through naming either, so go nuts.
- Post-Jump, this Perk works on all animals, monsters, and nameless sapient beings.

Expert Tactician [200 SP]

- Perhaps you're related to Abiru in some way. You are an excellent combat strategist, able to gauge your opponent's numbers and capabilities through a simple glance. In that short time, you are also able to gauge the capabilities of your own allies and come up with the best possible solution.

The Grand Merchant [200 SP]

- You have a real gift for mercantile plots, don't you? With this, your talent as a merchant is incredible, able to know exactly what to do to make the most amount of money from all that you have.

The Strong Rule the Weak [200 SP]

- "Might makes right" is more or less the central thesis of TenSura, and this seems to follow you. When you are stronger than someone, they become far more willing to obey you, even if they'd normally hate your guts.

Demonic Trainer [200 SP]

- You have a method of training that is very brutal, but undeniably effective training talent. By simply beating the shit out of people, you find that their capabilities vastly improve, awakening their latent abilities or growing in power. If you're worried about potentially traumatizing them, know that the worst thing that will happen is amusing fear that doesn't actually influence anything.

I Merely Lost My Faith [200 SP]

- Like Adalman, you have the capability to perform holy magic even as a monster, as all you need is to hold faith in someone.
- Post-Jump, this enables you to perform any sort of magic, even if it should theoretically be inaccessible to your group.

Master Magician [200 SP]

- Your incredible power over mana and magicules is such that all forms of magic in this world are at your fingertips. By default, you are aware of all forms of magic in this world and can use them all, with the benefit of being able to learn any form of magic post-Jump.

It Must Be Tough Being Loved By So Many Ladies [200 SP]

- You have a sort of "X" factor that makes you incredibly desirable to groups that you happen to find desirable. You could spend a single day with someone, and they'd be absolutely smitten with you. Even if they can't be your legal wife, they'd be more than happy to be your concubine. Sharing, it seems, won't be an issue for you.
- Additionally, this whole thing makes you rather cool-looking in the eyes of your peers. They might be a little jealous, but they will congratulate you anyway.

Sturdy Soul [400 SP]

- Your soul is one that is much stronger than others, and your willpower is greatly increased. Grants you a free Unique Skill and a discount on one Ultimate Skill.
- Discounted for **Reincarnated Otherworlder**.

The World was Cruel, But It Gave You Everything [400 SP]

- With this, the guiding words of Veldanava seem to follow you throughout your chain. You find yourself encountering challenges and adversities more than usual, but in exchange for that challenge, overcoming them grants you far greater powers, blessings, character, or anything else you want.
- You may turn this on and off at will.

Secret Art of Faith and Grace [400 SP]

- You are competent enough in Holy Magic to be revered as a god. Those who believe in you will be able to draw on your power to enact miracles themselves. When more people believe in you, you can draw on their collective strength to assist in the enactment of miracles, so that you won't be totally drained.

Milim's Sparring Partner [400 SP]

- Similar to Father Middray with Milim, you are unusually capable at awakening strength to survive encounters far beyond your own reasonable strength. This doesn't mean you'll suddenly match some super-powerful beings, but it does mean that you'll be able to survive blows from them. Train with them long enough, and that'll be your baseline.

A Grand Ambition [400 SP]

- In your heart is the desire and willpower to rule the world itself, and this helps you to achieve that goal. You've got a mind capable of laying out grand plans that not only incorporate any known variables, but additionally let you plan for hypotheticals that are theoretically feasible. In addition, this lets you objectively quantify your own abilities, ensuring you don't do something immeasurably foolish, like thinking you can fight the Mediator.
- But that is only part of the effect. The other half is your considerable charisma and good fortune. You are the type of person who can sway fearsome individuals like Damrada to join your side, and even gain the loyalty of outright bastards like Clayman. You're also the sort to wind up in dangerous situations and somehow wind up in a better spot, such as a Demon Lord trying to possess you, leading to them being your friend, and someone trying to hypnotize you, leading to you taking their power.

Absurd Efficiency [600 SP]

- While some beings are very good at using their energy, there are very few who can do it as Diablo can. Like Noir himself, your efficiency with your power is completely absurd, enabling you to utilize the absolute bare minimum energy for attacks. Put simply, save for your incredibly energy-intensive attacks, all of your moves consume less energy than you regenerate, letting you fight indefinitely.

Freak of Nature [600 SP]

- There are a considerable number of beings out there whose strength is clearly well beyond what should be normal for their race. Rouge and Noir, for example, are vastly stronger than their already immensely strong siblings. Zegion and Apito were also feared by Peliod due to their potential. Like them, you are incredibly strong in comparison to other members of your race or group, or otherwise have the potential to vastly outstrip them. How this manifests is up to you.

The Blacksmith [600 SP]

- Your blacksmithing skills are incredible, comparable only to the greatest in this world. Your rush jobs are special-grade at bare minimum, your "failures" would be treasures to anyone else, and your successes could match legend-grade equipment.

A Grand Reservoir of Power [600/1000 SP]

- You have an incredible power that, as of the start of this Jump, is held only by Milim Nava. This is the Magicule Breeder Reactor, which works by taking in environmental magicules and colliding it with their own. This is a process similar to nuclear fusion, and creates more magicules, which induces a runaway effect that

dramatically increases your energy, and causes it to never decrease. This, therefore, enables you to fight indefinitely.

- For **1000 SP**, you receive the original version of this ability, known as Nihility Collapse (otherwise known as Imaginary Collapse and Turn Null). This allows you to gain pretty much endless energy from the void, and you have considerable control over it. Through this power, it can erase even information, but Veldanava used it to create entire worlds. Although controlling this ability is generally very difficult, you are able to do so with relative ease.
- You may choose to integrate this Perk into any Ultimate Skill that you possess, free of charge. This applies to both variants of the Perk.

Demon Lord Seed [800 SP; Incompatible with Hero's Egg; Requires at least Special-A Class/Calamity Class]

- You have met the prerequisites to become a Demon Lord. You've amassed the necessary power of 200,000 EP and must not be recognized as the subordinate of another. Upon completing the Harvest Festival (which fate will contrive to have you succeed in doing so), you will achieve a super-evolution. How strong you become seems to vary. The most solid number we have is Guy going from 7,000,000 EP to at least 40,000,000, which is a pretty huge boost, and Rimuru apparently also got a ten times increase to his magicules at minimum.

Hero's Egg [800; Humanity Exclusive; Incompatible with Demon Lord Seed; Requires at least Special-A Class/Calamity Class]

- You have met the prerequisites to become a True Hero. What this means is that the Elemental Queen has blessed you, and you have been given an elemental egg by either an Elemental of Light or Elemental of Darkness. When it hatches (as fate will contrive to ensure you fulfill the heroic necessities), you become immensely powerful, equivalent to an Awakened Demon Lord.

Skills

You receive a +**300 SP** stipend for this section.

You may select any option as many times as you can afford to do so. If desired, you may have custom Skills or canon Skills. Even if you have the same Unique Skill or Ultimate Skill as another person, they are shaped by one's individual desires, so they will be distinct, even if in a minor fashion.

Common Skills [50 SP]

- As the name implies, these are commonplace Skills throughout the world, usually manifesting as intrinsic Skills for monsters, or Skills easily acquired by most humans. These include such things as Telepathy, Body Armor, Sticky Thread, Farsight, and Gravity Flight.
- Resist Skills classified as simple resistance would be purchasable here

Extra Skills [100 SP]

- Similar to Common Skills, except that it can now do a lot more than before, and also be trained. Extra Skills are not actually a very strict delineation between Common Skills and Unique Skills: the weaker ones are barely stronger than the former, while others are more than a match for the latter.
- Extra Skills that are greater upgrades of lesser Extra Skills, such as Ultraspeed Regeneration upgrading to Infinite Regeneration, are not available to be purchased here.
- Resist Skills classified as nullification would be purchasable here.

Unique Skills [200 SP]

- Now we're getting somewhere! Unique Skills are born from the strength and desire of their holders. Each one is unique, and even if one shares the same name, what it actually does can be distinct. Select a specific desire of yours, and craft a Skill with it, utilizing four Sub-Skills and abilities.
- Extra Skills that are massive upgrades of a past one can be claimed here.
- *Unique Skill Examples: Greed, Great Sage, Usurper*

Regressor [200 SP]

- A Skill gained by Clayman in a spin-off Manga. Upon your death, you are able to return to a previous point in the timeline that would be most helpful for you. You are able to regress three times per jump by using this Skill.

Degenerate [200 SP]

- A Skill held by Shizu, the Conqueror of Flames. Despite the misleading name (or perhaps directly because of it), Degenerate has two main effects: Separation and Synthesis. Separation allows you to separate properties inherent to a target. Synthesis allows you to combine two separate targets together, allowing you to do things like permanently enchant a weapon or combine two Skills together. This allows you to combine things purchased from your jumpdocs together or separate them from each other. How exactly the mechanics of that work is something you should talk with your Benefactor about.

Cook [200 SP]

- A Skill held by Shion in the wake of the Harvest Festival, which truly proves her cooking is hot shit. At its basic level, it has two separate Sub-Skills in Certain Outcome and Optimal Action. Certain Outcome grants you a form of limited law manipulation that lets you do improbable or impossible things, such as making your toxic waste taste great, or turning some poor bastard into living mincemeat that can't be healed. Optimal Action lets you replicate any action that you've done once before, even if it is highly improbable.

Songbird [200 SP]

- A Unique Skill focused on the power of music and singing, with strange applications.
- **Entrainment**: User is able to share thoughtwaves with their allies across a wide range, enabling everyone to work in sync without deviation.
- **Euphonia**: The user's voice has a mild degree of mental interference, causing it to feel pleasing to the ears of anyone who is in the vicinity. Due to it targeting the brain, deaf people are still able to feel its effects, even though they may not fully understand what you are saying.
- **High-Speed Incantation**: Through singing, you are able to convert your emotions directly into magic, enabling you to cast spells far more easily. When properly trained, you can even cast multiple different types all at once.
- **Say My Name**: Singing induces a stronger form of mental interference, causing those of weaker constitutions or willpower to obey their words without question, following the spirit of the words.

Beast Tamer [200 SP]

- A Unique Skill focused on the taming of beasts and monsters.
- **Analytical Appraisal**: A useful ability that allows you to fully analyze a target's composition, including species, body composition, energy levels, the current condition, combat strength, weaknesses, status effects, and whether they possess

Skills. If used on objects, it will tell you of its current status, composition, grade, and general quality.

- **Beastialize**: When the user takes control of a target, they can call upon the power of their subject if desired. This includes biological parameters and Skills.
- **Evolution Direct**: User is able to direct the growth and evolution of any and all of their subjects as desired, ensuring they become what you desire them to be.
- **Seize**: When the user exerts their will over another individual, they are capable of gaining control of the target. This can be done on any target with either a weaker will than a target, the user is considerably stronger than the target at the time, and/or the target is willing. Once under control, it cannot be lifted unless either done willingly or externally by a more powerful Skill.

Seeker of Truth [200 SP]

- A Unique Skill dedicated to those who wish to see all that this world holds, with no stone left unturned. Can be considered something parallel to Veldora Tempest's "Investigator" Unique Skill.
- **Analytical Appraisal**: A useful ability that allows you to fully analyze a target's composition, including species, body composition, energy levels, the current condition, combat strength, weaknesses, status effects, and whether they possess Skills. If used on objects, it will tell you of its current status, composition, grade, and general quality.
- **Pursuit of Truth**: The highest analytical power, allowing its user to instantly discern an opponent's abilities and providing them with the optimal action to take.
- **Reality Identification**: A sensory Skill that allows one to determine if something is "true" or "false". Beyond mere things like lie detection, it is also useful for understanding if you are in a dream, are under the influence of an illusion, or if you yourself are being self-deluded.
- **World Detection**: A passive effect that causes you to detect anything in your area that is hypothetically accessible to you, and informs you of what it is and where you can locate it.

Ultimate Skills [600/800/1000 SP]

- The pinnacle of power in this world - or at least the baseline of it. It's said that the original Ultimate Skill was the virtue series created by Lord Veldanava, who, in turn, had reflections in the sin series. Nowadays, though, all sorts of Ultimate Skills can exist, with all of them reflecting a given "law" of creation. Select a theme for your Skill, and craft a Skill with it, utilizing Sub-Skills (these Sub-Skills can be further broken down into their differing effects and Arts).

- Due to its practical ubiquitousness, your Ultimate Skill, whether purchased through here or elsewhere in this section, possesses Thought Acceleration, letting you think a million times faster than usual. This does not add to the eight Sub-Skills count.
- This does not include Ultimate Skills that are built off of other Ultimate Skills.
    - *Ultimate Skill Examples: Uriel, Raphael, Astarte*.
- For **800 CP**, you can have a second-degree Ultimate Skill, either born from the evolution of the previous Ultimate Skill, one that incorporates information from another Ultimate Skill into it, or one that is considered to be the "pinnacle" of an Ultimate Skill's series. Up to nine Sub-Skills can be incorporated into it.
    - *Ultimate Skill Examples: Nyarlathotep, Cthugha, Surya, Metis, Astaroth, Michael, Lucifer, Satanael*
- For **1000 CP**, you can have a third-degree Ultimate Skill, born from the accumulation of three different Ultimate Skills. Up to ten Skills may be incorporated into it.
    - *Ultimate Skill Examples: Azathoth, Shub-Niggurath, Yog-Sotohort*

Chosen One [600 SP]

- A most unusual Skill to be certain. It is a Unique Skill encroaching on the level of an Ultimate Skill. Its ability is, put simply, to make you a Hero. Its activation clauses only appear when you perform prerequisite actions.
- By performing a **Courageous Action**, you activate the Skill and receive Hero's Haki and Hero's Blessing. Hero's Haki bends targets to your will, and might even let you recruit them. Hero's Blessing grants you and your party luck, which causes incoming attacks to do minimal damage, your attacks to do maximal damage, and for all of your actions to be perceived as heroic.
- By having the **Courage to Stand Up**, you receive Hero's Charisma and Hero's Action. Hero's Charisma causes you and your allies to have the courage to face any opponent, and lets you turn defeated enemies into your allies - this even includes monsters, but not the undead. Hero's Action guides your allies down the heroic path and eventually makes them famous.
- By having the **Courage to Not Run Away**, you receive the Banner of the Supreme King. This allows you to call upon your fallen allies and to replicate their abilities, memories, and experience into yourself.
- Finally, through finding **True Love**, the Chosen One awakens into its true nature as the Ultimate Skill **True Hero**. Beyond just greatly improving its previous effects, you additionally receive the Skill **Lucky Field**. It grants Divine protection to all allies and causes those with an Existence Value over 100,000 to be able to fight Ultimate Skill users. Additionally, should you possess Parallel Existence, you can use Einherjar, which lets you create perfect copies of your allies in their prime, who can continue to operate even after the effect is dispelled.

- *Optionally, you may take Masayuki Honjou's place as the fragment of Emperor Rudra*.

Anael, Lord of Passion [600 SP]

- An Ultimate Skill likely derived from the Angel Series of Skills, though that could be a coincidence. It revolves around love and the bonds of love.
- **Bond Domination**: A power that allows you to dominate and manipulate bonds, be it of yourself and others. When someone willingly forms a close connection to you, this bond is strengthened and protected through extreme warding, preventing even Skills such as Haki or Michael influencing them. On the flipside, it is possible to sever the bonds others have for one another, unless they have sufficient strength to resist the effect.
- **Euphoria Channel**: User channels the love, affection, and joys of those they bond with, greatly boosting all combat and defense parameters as required.
- **Light Domination**: The user is given total domination over the light element.
- **Nature Domination**: The user is given total control over all facets of the natural world
- **Shared Bond**: With those you share a bond with, you are capable of either copying their abilities or giving them copies of your abilities.
- **The Love That Moves the Stars**: A powerful Skill that allows one to make a nigh-almighty wish for the sake of another - whether that other be for an individual or the world itself. Whatever the case may be, this enables you to enact nearly any sort of desire upon the world. Naturally, such a power has an abysmal cooldown - ten years at the least. This cooldown will automatically be filled if you go into another Jump, even if ten years have not passed.
- **Undying Love**: So long as there is someone who deeply loves the user, it is possible for the user to revive from death automatically.
- **Walking the Path**: A passive form of causality manipulation that causes fate to bend around you, leading you to find yourself in situations where you can save others, find love, and attain new powers.

Discordia, Lord of Calamity [600 SP]

- An Ultimate-Class Skill revolving around the idea of chaotic freedom.
- **Chaos Manipulation**: Grants the user the power to "deny" the laws of the world, enabling them to neutralize the vast majority of phenomena, and enables one to perform actions that should broadly be impossible.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Darkness Domination**: The user gains absolute control over the element of darkness.
- **Dimensional Leap**: The user is able to travel through the different worlds and dimensions at different points in time.

- **Freedom**: A form of causality manipulation that bends the laws of the world to ensure that the user is capable of acting on their own beliefs, with reality around them conforming to it. In practice, this allows for actions that would logically cause problems to simply not cause those problems, and everything works as intended.
- **Multidimensional Barrier**: An always-active barrier that boasts defense against physical, elemental, and emission-based attack. There are attacks that can break through the barrier, but if one can adjust to properly counter the attack, it can have better performance than even Absolute Guard.
- **Murphy's Law**: A reactive form of probability manipulation that causes those with hostile intentions towards you to suffer all possible misfortunes, which will typically either deter them or outright kill them. When used in conjunction with Chaos Manipulation, logically impossible misfortunes are possible.
- **To the Fairest**: A powerful form of Mental Interference that enables the user to compel people to act irrationally for the sake of things that do not matter.

Malphas, Lord of Artificers [600 SP]

- An Ultimate Skill believed to be related to the Daemon Skill Series, seemingly revolving around construction and deceit.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Destroyer of Obstacles**: The user is capable of directly neutralizing any and all barriers, whether they be physical, magical, spacetime-related, or otherwise.
- **Familiar Creation**: The user is capable of creating a number of familiars, with each one being able to perform any one Skill, even if you don't have it yourself. Familiars with Skills possessed by the user last indefinitely, while ones with Skills not possessed will only persist for 24 hours.
- **Gothic Fort Cathedral**: User is able to directly construct structures, forts, castles, and other similar buildings. By pouring magicules into the base, it is able to repel all forms of incoming damage or sensory-based abilities. The interior space of these structures is dimensionally transcendent, allowing their interiors to be manipulated and made larger than the exterior itself. These structures are perfectly stable and will exist for as long as desired.
- **Great Work**: The user is given an intuitive understanding of how to actualize all theoretically possible phenomena and technologies. This doesn't outright give you the actual ability to create such things, however.
- **Legion Call**: The user is capable of summoning an army of 240,000 demons, who are loyal to the user's will.
- **Spacetime Manipulation**: The user is capable of gaining complete control over space and some control over time. This grants you the ability to do things like firing space-cutting attacks, perform instantaneous movement, create wormholes, and make space-twisting barriers.

- **Thought Domination**: The user has total control over the thoughts of others, able to read thoughts, manipulate thoughts, and even totally destroy thoughts, which can all be done without the awareness of the individual. This means that you can effectively compel people to perform actions they otherwise normally wouldn't, and cannot be detected through standard measures. Hypothetically, one could be a bold-faced liar, and everyone you work with wouldn't even think you are giving red flags for even a second, because you've removed any thoughts of suspicion. The only way to resist this is to have another Ultimate Skill or to have immense willpower.

Asclepius, Lord of Medicine [600 SP]

- An Ultimate Skill revolving around health and medicine and health.
- **All of Creation**: The ability to comprehend any non-concealed phenomena in the world.
- **Analyze & Assess**: Analyzes and assesses the target.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Cure-All**: An immensely powerful Skill that grants one the power to instantly cure all forms of sicknesses and injuries, even curses and supposedly unhealable wounds.
- **Lachesis**: A form of probability manipulation that prevents the user from being influenced by hostile "fated" or "destined" outcomes, even if someone else has causality manipulation.
- **Life Domination**: Grants the user authority over life and death. Allows you to do such things as resurrect the dead, manipulate energies of the body and soul, and even remake the body and soul into stronger forms using harvested energy.
- **Perfect Cleanliness**: The user and all targets are granted a passive field that ensures they are also perfectly clean and healthy. This expels any dirt, grime, sickness, disease, poison, toxin, miasma, or any other hostile foreign substance.
- **Wisdom of Serpents**: User is able to create snakes that can be sent out long distances and actualize one of their Skills.

Demiurge, Lord of Artisans [600 SP]

- An Ultimate Skill derived from the concept of a false creator - one who can only create through what is available, not what is new.
- **All of Creation**: The ability to comprehend any non-concealed phenomena in this world.
- **Archon Creation**: The user is capable of generating archons - false angels of considerable power. Although angels already have low egos, these ones have no egos at all and are closer to living automata.
- **Chant Annulment**: Eliminates the need for chanting when using magic.

- **Controlled Chaos**: The user is capable of generating daemons through their own desires and power. These creatures are not true individuals, as they obey you without question and are ultimately reflections of yourself.
- **Djinn Creation**: The user is capable of generating djinn - effectively a form of non-sapient elemental, shaped through their own power and the latent elements. Although djinn are non-sapient, any children from them can gain true identities.
- **Exchange**: The user is capable of reducing matter to the void and subsequently using that energy to create something new.
- **Magicule Manipulation**: The user is able to take in magicules in the atmosphere and shape them into whatever form you please, letting you create anything you can conceive of.

Crown, Lord of Clarions [600 SP]

- An Ultimate Skill dedicated to leadership and war.
- **Against All Odds**: The user's strength increases based on the number and strength of targets they are facing. If the user is not defeated quickly, they will grow to match and surpass the target in due time. This is reset at the end of the fight.
- **Defender of Precious Dreams**: When the user faces off against a target that threatens them or someone under their authority, even if indirectly, attacks bypass durability and protections.
- **Each Sword is a Flash**: Upon defeating a target, the user can copy or outright seize the powers of a target.
- **Each Shield a Rock**: Upon defeating a target, the user can claim them as an ally, bringing them to the user's side.
- **Light Domination**: The user is given total domination over the light element.
- **Lord's Regalia**: The user's voice has a piercing effect, causing those who listen to be touched down to the soul. As a result, their charisma is through the roof, and it is easy to rally people to you. It would take only a speech intended to be impassioned to rally a nation under your banner.
- **New Clothes**: The user is capable of rapidly absorbing latent magicules in the area, and releasing them in a highly energetic burst many times the strength of the user themselves. These bursts empower all allies and greatly damage the enemy.
- **Resolve of the Crown**: In the midst of battle, the user's energy reserves do not fall under their original levels, allowing them to fight indefinitely.

Tiamat, Lord of Celestial Seas [600 SP]

- An Ultimate Skill revolving around the concept of creating monsters.
- **Authority Declaration**: The user is capable of conferring divine authority unto a target, granting them a "certain outcome" that ensures they reach some goal of

theirs. This can only be repelled by others at the level of the Ultimate Skill user, or those who can change causality themselves.
- **Bēlet Egubbê**: The user is capable of redirecting all misfortune of a target elsewhere, whether this target be themselves or other people.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Chaoskampf**: The user takes on the form of a colossal "Dragon of the Waters", which increases their own power by many dozens of times.
- **Cosmic Ocean Domination**: The unification of Spatial Domination and Water Domination, enabling the user to control all of space, and all types of water and objects made of majority water.
- **Enūma Eliš**: The user can create a dimension of water that they can drag others into. In this domain, the user can utilize their maximum power without restriction, and the Sea of Life goes into overdrive.
- **Sea of Life**: The user has access to a special "sea" that, in truth, is a hyper-dense flood of magicules created from principles superficially similar to Magicule Breeder Reactor. Using this sea, it is possible to create all manner of monstrous creatures. The stronger a monster is, the longer it takes to create them - an E-rank monster can be spewed out endlessly, but stronger ones may take weeks. Of course, this is assuming you are on the weaker scale of power, and more powerful beings can generate B-rank monsters as easily as A-rank ones, for example.
- **Ummu-Hubur**: A powerful form of causality manipulation that makes it extremely difficult, if not outright impossible, for creatures born of the world to defeat the user. Creatures from "beyond" the world, such as Heaven and the Daemon Realm, are largely resistant to this, but due to requiring a physical body to interact meaningfully with the world, they are still at a disadvantage.

Astraea, Lord of Blessings [600 SP]
- An Ultimate Skill revolving around the acquisition of Skills.
- **Flow Method**: The user is able to directly and rapidly absorb magicules and spiritrons in the area. This comes with the ability to use them to strengthen the user's weapons and physical constitution to absurd levels. As a benefit, it prevents magic from being cast by opponents (unless stemming from a Skill), and similarly renders the user immune to magical attacks.
- **Instinct**: The user's intelligence is not directly affected, but their intuition is increased to an inhuman degree, ensuring they always take the optimal action in any given situation
- **Skill Request**: A Skill considered to be a blatant cheat. The user is able to directly petition the Words of the World for the acquisition of Skills, which will typically succeed. This does not permit the acquisition of Ultimate Skills, but Common Skills, Extra Skills, and even Unique Skills can be acquired.

- **Spirit Affinity**: Although granting no direct ability to control spirits, the user is considered to be highly desirable to them, resulting in them assisting the user as needed.
- **Sword Saint**: The user's Skill with a blade has been increased to tremendous levels, reaching the prime of figures such as Guy Crimson and Emperor Rudra. In the user's line of sight are white rays that guide their strikes, which will parry incoming attacks, strike weak points, and induce death if properly struck.

Cerberus, Lord of Wrath [600 SP]

- An Ultimate Skill of the Sin Series, revolving around "Wrath" and its consequences. Can be considered to be something related to Milim's Satanael.
- **Destroyer of Obstacles**: The user is capable of directly neutralizing any and all barriers, whether they be physical, magical, spacetime-related, or otherwise.
- **Engine of Destruction**: The angrier the user, the stronger their powers, biological parameters, and Skills become. Careful not to lose control of your powers, however.
- **Endless Escalator**: A powerful form of causality manipulation. No matter what, how, or where, you always seem to be able to take things further than anyone might have imagined them getting.
    - **Controlled Chaos**: You always know just what to do to kick things into a higher gear. The bigger, more outrageous your escalation, the more effective it seems to be, in terms of achieving what you wanted. This works best when you have a defined goal that you're serious about. The more invested you are, emotionally and otherwise, the better it works.
    - **Risen**: Your own powers also rise to the challenge, as it were. The bigger, worse opposition you're facing, the more all your powers, from your brainpower to your mundane physical abilities to all your supernatural powers, grow to face it.
- **Inevitable**: Your entire body, be it physical or astral, counts as something that disrupts the very laws of the world. Your punches are an inevitability that shatters any magical and physical defenses, as the world itself cannot oppose them, and your skin is one that requires a reality-shaping effect to be able to penetrate. While your lesser abilities may not be able to reach the potency and performance of a true Ultimate Skill, you can bring them close enough that it wouldn't matter to those that don't possess one, and could even begin to resist and compete against those that have one with your own powers.
- **Instinct**: The user's intelligence is not directly affected, but their intuition is increased to an inhuman degree, ensuring they always take the optimal action in any given situation.

- **Fire and Darkness Domination**: The user is given total domination over the elements of fire and darkness.
- **Hounds of Hell**: The user is capable of summoning and controlling demonic hounds of considerable power; with additional focus, however, they can pose a threat even to the higher end of this world. They might not be all that smart at base unless you dedicate your attention to them, but they're a terror to face when coordinating together. They are capable of being both bipedal and quadrupedal at once.
- **Watchdog of Hell**: The user takes on the form of a "Three-head Hound", whose size is up to their choice, which increases their own power by many dozens of times. The form is capable of being both bipedal and quadrupedal at once.
    - **Chains of Hell**: The user is capable of manifesting and controlling chains made of magicules that can be imbued with elemental attributes. You can use these chains for utility as well as offense and defense.
    - **Art - Temperance**: Know that temperance is still a form of anger, only restrained. These chains can be worn — either on yourself or your items, and when worn, offer a unique effect: You agree to a set of restrictions of your own choice, your (and/or your items) overwhelming powers becomes restrained from needless escalation, and the more numerous and more severe the restrictions, the greater your powers becomes when it meets them, but only when it comes time to remove them, and only when at least one condition is fulfilled. Because it is sourced from yourself, the Skill will be aware of what rules are truly hard to meet for you and what can be easily adhered to, so it is impossible to cheat the system with cunning alone. You can freely remove the chains from yourself, though you will no longer receive its benefits.

Messiah, Lord of Providence [600 SP]

- An Ultimate Skill revolving around the concept of divine providence.
- **Food Chain**
    - **Provide**: The user can grant Skills they possess, or lower versions of them, to the subordinates under the user's influence or linked to the user's soul. It can only provide Skills that the target is compatible with. At the Ultimate Skill level, every time the user's power grows, the power of their subordinates also grows.
    - **Receive**: The user can acquire Skills from the subordinates under the user's influence. The original owner of the received Skill will not lose the Skill. Magic and knowledge cannot be transferred. At the Ultimate Skill level, every time the user's subordinates' power grows, the user's power also grows.

- **Multilayer Barrier**: Multiple Ranged Barriers are linked with various resistances to create a Multilayer Barrier. It's a thin, colorless, invisible coating covering the body. It is a barrier consisting of several layers, but still so thin that Mana Perception can only barely spot it. It doesn't require much Mana to keep going. Once it is summoned, it barely consumes any at all. Even if it gets destroyed, the user can just recreate it instantly.
- **Celestial Calculation**: The user's energy efficiency has been considerably magnified, becoming roughly five times as efficient. When used in conjunction with *System of Faith*, believers of the user can be showered in miracles and perform higher-end holy magic with far fewer issues.
- **Chant Annulment**: It eliminates the need for chanting when using magic after a spell is analyzed or successfully cast. The spell is stored in the user's mind and available to be instantly cast just by thinking about its activation.
- **Holy Haki**: An enhanced form of Haki that radiates a holy aura. This aura, beyond the standard spiritual pressure, emboldens the user's allies and believers, giving them a subtle healing effect and greatly bolstering all allied holy magic in the area. By contrast, hostile beings feel painful sensations, and weaker individuals might well succumb to your aura and be wiped away, similar to Disintegration.
- **Predictive Calculation**: It allows the user to calculate something and predict the outcomes based on their calculations, depending on the user's ability. It can be used to read the user's flow of power to prevent waste and predict the future of any actions or events with complex calculations. When used in conjunction with *System of Faith*, the user can give advice to believers if need be.
- **Spiritual Domination**: Allows the user complete control over a target's thoughts and emotions.
- **System of Faith**: The Skill version of the **Secret Art of Faith and Grace**, used by gods. For a person to use holy magic, they need to form a "pact" with a god or be a god themselves. The condition to learn holy magic as a believer is simply a heart that believes in miracles. The power of faith turns their strong thoughts or feelings into power, making it accessible to even monsters and daemons. Once a pact is created between the god and believer, the believer uses their god's "name" as a medium to open a soul-based channel between the two, offering mana in exchange for the god's assistance. On the god's end, since there's no way to assist many people at once, they link together and borrow the cumulative computational power of their believers to share the burden of putting the magic together. Since the burden placed on the user is low, the resulting holy magic's strength depends almost entirely on how much "faith" the user has in their respective god. The stronger the believer's "faith" is, the stronger the connection between the two is, and as a result, the stronger the magic becomes. This can be used even if you lack the power of a proper Divinity.

    - **Wish Granting**: Earnest prayers towards the user allow for the automatic fulfillment of minor miracles. These miracles will be small things, such as granting more luck, finding lost objects, or curing sicknesses. By accumulating enough faith energy, it is possible to perform major wishes.
    - **Art - Sanctuary**: Sanctuary is a technique that flips the principles of faith and grace on their heads, with the god borrowing the power of their followers rather than the other way around. It's a technique that uses the computational power of followers' brains as a medium for Parallel Calculation, increasing the user's computational domain and borrowing mana to cast large-scale magic in an instant. Using this method, it is possible to cast magic at a speed and scale unthinkable for a single individual, allowing the user to perform far beyond their own strength.
    - **Art - Divine Communication**: The user is intrinsically aware of the location of all believers and is capable of directly making contact with them through soul corridors. Similarly, the target can be teleported to the user, or vice versa.

Brahma, God of Creation [800 SP]

- A Second-Degree Ultimate Skill, revolving around the concept of Creation. May well be a greatly evolved form of Yuuki Kagurazaka's Unique Skill, Creator.
- **All of Creation**: The ability to comprehend any non-concealed phenomena in this world.
- **Analytical Appraisal**: A useful ability that allows you to fully analyze a target's composition, including species, body composition, energy levels, the current condition, combat strength, weaknesses, status effects, and whether they possess Skills. If used on objects, it will tell you of its current status, composition, grade, and general quality.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Karanodaka**: When the user dies, their body becomes a nigh-indestructible egg, and revives them from death after fully recuperating. Existence erasure can be healed from, but only if you are not fully erased by it.
- **Law Manipulation**: The ability to manipulate the laws of the world to the user's will.
- **Noetic Control**: An incredibly powerful Skill that grants one the power to create sapient lifeforms. The more effort you put into the creation process, the more complete an individual, the stronger they will be.
- **Paramahamsa**: An upgrade of the Skill Creator, which allows the user to manipulate the soul energy of themselves and anyone else. Through this, soul energy can be shaped into whatever form you desire, such as making yourself a completed Saint or converting someone into their perfected form. It additionally

retains the power of creating Skills, and at this level, creating things such as Ultimate Gifts or Ultimate Enchantments is not out of the question.
- **Saraswati**: The user is able to spread cultural ideas, beliefs, arts, and dance. Music, creativity, and all related phenomena between themselves and other people, enabling complete and genuine understandings between even the most stubborn individuals. The user may additionally create a pocket dimension where their imagination has absolute control.
- **Spacetime Manipulation**: The user is capable of gaining complete control over space and some control over time. This grants you the ability to do things like firing space-cutting attacks, perform instantaneous movement, create wormholes, and make space-twisting barriers.

Vishnu, God of Preservation [800 SP]
- A Second-Degree Ultimate Skill, revolving around the concept of Preservation and Protection
- **All of Creation**: The ability to comprehend any non-concealed phenomena in this world.
- **Analytical Appraisal**: A useful ability that allows you to fully analyze a target's composition, including species, body composition, energy levels, the current condition, combat strength, weaknesses, status effects, and whether they possess Skills. If used on objects, it will tell you of its current status, composition, grade, and general quality.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Dashavatara**: Alternate version of Parallel Existence. When a situation arises, the user is capable of generating avatars of themselves that are able to deal with it in the minimal amount of energy required.
- **Prosperity**: The user is guided down a path that ensures they will receive unending luck, fortune, good encounters, and fulfillment.
- **Sattva**: Anything that the user desires will be made eternal, never aging, never degrading, and unable to be damaged by the vast majority of attacks.
- **Spacetime Domination**: The user is capable of gaining complete control over space and some control over time. This grants you the ability to do things like firing space-cutting attacks, perform instantaneous movement, create wormholes, and make space-twisting barriers.
- **Trivikrama**: The user is functionally omnipresent, able to fight anywhere in the universe and all connected realms. All methods of blocking attacks, instant movement, or nullification have absolutely no effect.
- **Wayang**: The user is capable of puppeteering individuals within their grasp, able to control anyone or anything weaker than them, even if the target has Ultimate Skills.

Shiva, God of Destruction [800 SP]

- A Second-Degree Ultimate Skill, revolving around the concepts of Destruction, Time, and Recreation.
- **Ardhanarishvara**: The user's power denies duality itself and acknowledges that all things are fundamentally the same. Grants the user the right to learn and combine mutually exclusive powers, and even perform mutually exclusive actions.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Light and Heat Domination**: The user is granted absolute control over all light and heat-based phenomena, among them including all forms of fires, lightning, and solar light. Additionally allows the user to greatly accelerate their speeds, and project images similar to a mirage.
- **Lingam**: The user is able to become an intangible force that cannot be observed or recorded by anyone, including even Spiritual lifeforms.
- **Nīlakaṇṭha**: The user is able to create incredibly lethal Halahala poison, capable of killing and destroying effectively anything. This will even let you kill Spiritual lifeforms with Ultimate Skills.
- **Tandava**: A dance-based Skill that grants one exceptional dancing Skill. By performing the dance, one can manipulate, create, and destroy worlds.
- **Temporal Domination**: A power developed from studying Chrono Saltation. The target is able to travel to any point in the timestream, so long as the coordinates can be understood.
- **Tryambakam**: A combination of All of Creation and Analytical Appraisal. Grants instantaneous awareness of all observed phenomena, and allows for their replication.
- **Weather Domination**: The user is granted absolute control over the weather. A related Art is **The Great Roar**, a divine storm that can grow to destroy the whole world, destabilizing space, time, and laws.

Trismegistus, Lord of Correspondence [800 SP]

- It is a Second-Degree Ultimate Skill whose essence revolves around the concept of the gathering and manipulation of Skill and knowledge through causal law. It is born from the evolution of the previous Unique Skill, "Seeker of Truth", and incorporates information from another Ultimate Skill into its makeup. Uniquely, there seems to be a kind of consciousness growing within it, at least it seems capable of offering prompt to you unasked, even beyond your request.
- **All of Creation**: The ability to comprehend any non-concealed phenomena in this world, as long as it is perceivable to the user. Using this Skill in conjunction with other Skills, like Analytical Appraisal and Chant Annulment, allows the user to easily learn a multitude of magic spells and adjust them freely to their desire.
- **Alteration**: It allows you to modify and even evolve Skills.

    - **Degenerate**: Degenerate has two main effects: "Separation" and "Synthesis". Separation allows you to separate properties inherent to a target. Synthesis allows you to combine two separate targets together, allowing you to do things like permanently enchant a weapon or combine two Skills together. This allows you to combine things and/or Skills together or separate them from each other.
- **Analytical Appraisal**: A useful ability that allows you to fully analyze a target's composition, including species, body composition, energy levels, the current condition, combat strength, weaknesses, status effects, and whether they possess Skills. If used on objects, it will tell you of its current status, composition, grade, and general quality.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Law Manipulation**: The ability to manipulate the laws of the world to the user's will.
    - **Chaos Manipulation**: Grants the user the power to "deny" the laws of the world, enabling them to neutralize the vast majority of phenomena, and enables one to perform actions that should broadly be impossible.
    - **Freedom**: A form of causality manipulation that bends the laws of the world to ensure that the user is capable of acting on their own beliefs, with reality around them conforming to it. In practice, this allows for actions that would logically cause problems to simply not cause those problems, and everything works as intended.
- **Probability Manipulation**: Moirai, the Fates. This Skill allows the user to manipulate the probability of any outcome as they please. Against lesser targets and casual events, it can manipulate the exact outcome that the user desires with complete accuracy, but against targets of similar strength of will/existence, it can only double the odds of a specific outcome.
    - **Clotho, the Spinner**: A form of probability manipulation that can set up complex short or long-term Rube-Goldberg chains of possibly seemingly unrelated events to guarantee "Fate" or "Destined" outcomes. When used in conjunction with Chaos Manipulation, logically impossible chains of events are possible.
    - **Lachesis, the Measurer**: A form of probability manipulation that prevents the user and those they choose to protect from being influenced by hostile "fated" or "destined" outcomes, even if someone else has causality manipulation or is capable of changing fate.
    - **Atropos, the Cutter**: A reactive form of probability manipulation that causes those with hostile intentions towards you to suffer all possible misfortunes, which will typically either deter them or outright kill them. When used in

conjunction with Chaos Manipulation, logically impossible misfortunes are possible.

- **Pursuit of Truth**: The highest analytical power, allowing its user to instantly discern an opponent's abilities and providing them with the optimal action to take.
- **Reality Identification**: A sensory Skill that allows one to determine if something is “true” or “false”. Beyond mere things like lie detection, it is also useful for understanding if you are in a dream, are under the influence of an illusion, or if you yourself are being self-deluded.
- **World Detection**: A passive effect that causes you to detect anything in your area that is hypothetically accessible to you, and informs you of what it is and where you can locate it.

Nemesis, Lord of Divine Mirrors [800 SP]

- A Second-Degree Ultimate Skill whose essence revolves around Retribution and Reflection of Phenomena.
- **Chariot**: A form of probability manipulation that prevents the user and those they choose to protect from being influenced by hostile “fated” or “destined” outcomes, even if someone else has causality manipulation or is capable of changing fate.
- **Holy-Demonic Inversion**: It allows the user to swap between the Holy and Demonic Alignments in order to cover the weaknesses of one or the other. Moreover, the Skill can be used on the user's subordinates as well.”
- **Mirror Force**: The user can reflect any attacks or Skills aimed at them back at their enemy, but with more than double the power; therefore, the stronger the opponent's powers are, the stronger the reflected power becomes. However, there is also a drawback to this Skill: The user would not be able to reflect attacks if they cannot read the nature and timing of the attacks. The user can choose where to reflect the attack, and with the help of Imaginary Space, can even store the attack to be used at another time.
- **Murphy’s Law**: A reactive form of probability manipulation that causes those with hostile intentions towards you to suffer all possible misfortunes, which will typically either deter them or outright kill them. When used in conjunction with Chaos Manipulation, logically impossible misfortunes are possible.
- **Parallel Calculation**: The user can carry out multiple thought processes simultaneously. Possible applications include the detachment of analysis of phenomena from the user's regular thoughts, and the preservation of consciousness by using additional thought processes as backups.
- **Parallel Existence**: The user can create identical existences to themself by splitting their consciousness, each body created has a soul of their own identical to the user's, making them fully autonomous creatures who can act independently. As a result, each other’s body can be considered the main body and will continue to

exist even after the original body of the user dies. All the bodies are connected to each other through soul corridors, allowing for instantaneous and discreet communication regardless of distance; if the user is proficient enough, they can even share each other's senses in real time. In addition, all the other bodies have full and unrestricted access to all of the user's Skills, including Unique and even Ultimate Skills. For each other body created, 10% of the user's maximum energy is used as collateral, an energy maintenance cost that is subtracted from the user's energy capacity. Since all the other bodies are connected to the main body through soul corridors, they are essentially sharing the same energy capacity and can supply each other; the only limit is that the maximum energy of all the bodies combined is limited to the maximum energy capacity of the user, minus the collaterals. The collateral will also return to the user upon undoing the other bodies, though the returned collateral may be reduced, based on the damage sustained by the other bodies; if said other body is destroyed, this energy is lost and must be recovered normally.
    - **Mirror Image**: The user can also create "partial" other bodies, which are often referred to as "body doubles" because they are extremely similar to the copies created by Body Double; they do not have souls of their own, and therefore cannot be considered the main body and have to be remotely controlled by the user. Unlike the copies created by Body Double, however, these so-called body doubles are still connected to the main body and each other through soul corridors, allowing the user to share the same energy capacity as well as use their unique and Ultimate Skills through them regardless of their distance from the main body. They have either a negligible energy maintenance cost or none at all.
- **Skill Duplication**: The user can recreate Skills that they have fully analyzed.
- **Skill Storage**: Stores the Data of all analyzed Skills so they can be recreated later.
- **Stomach**: A metaphysical space where all reflected attacks and/or Skills are stored. You can even store items there. Anything stored in the Stomach is not affected by the passage of time.

Brahman, Origin God [1000 SP]

- A Third-Degree Ultimate Skill born from an almighty force.
- **Aitereya Upanishad**: Grants instantaneous awareness of all observed phenomena, and allows for their replication. Due to being knowledge itself, this further allows for the creation of new types of Skills based on collated information the user possesses.
- **Ānanda**: The user experiences a strong sense of endless divine bliss, though they can understand and empathize with those who feel other emotions. This creates a

probabilistic lens whereby reality bends to spread this bliss to others and further your own.

- **Ātman**: The user's soul is absolutely true and pure, which prevents any method of existence erasure from functioning, and blocks any method of trying to copy their powers.
- **Moksha**: A special attack/liberation that dissolves the soul of an enemy, granting them freedom and returning them to the Ultimate Reality. This ability bypasses any reincarnation or resurrection attempts and gives the target a sense of true tranquility. Though their identity is cast away, you receive whatever powers and strength they might have had.
- **Mundaka Upanishad**: A Skill similar in nature to Trivikrama. The user is functionally omnipresent, able to fight anywhere in the universe and all connected realms. All methods of blocking attacks, instant movement, or nullification have absolutely no effect.
- **Principal Domination**: An upgraded version of Law Domination. The user intuitively understands the underlying laws of the world and can claim absolute control over them. You may manipulate, remove, and create any laws, and potentially integrate them into reality itself.
- **Saguna Brahman**: The user is capable of splitting himself into six different identities, who are all as strong as the original user. However, they cannot be in the same area, as they will simply merge into one another. Beyond this, however, the user can also utilize Parallel Existence.

Chaos, God of Emptiness [1000 SP]

- A Third-Degree Ultimate Skill whose essence revolves around the formless world before existence begins. A greatly evolved form of Nemesis. Can be considered to be on par with Azathoth, Nodens, and Brahman.
- **Nihility Collapse**: This allows you to gain pretty much endless energy from the void. Although controlling this ability is generally very difficult, you are able to do so with relative ease, but only with the help of a Manas is it possible to fully control Nihility Collapse, and even then, it doesn't discriminate, so best be careful not to accidentally erase yourself in the process. Though this power can erase even information, Veldanava used it to create entire worlds.
- **Skill Creation**: Allows the user to create brand new Skills based on the Data obtained from Analysis.
- **Skill Duplication**
- **Skill Storage**
- **Soul Gluttony**: A super-enhanced version of predation-gluttony that can devour anything the user can perceive and turn it into energy for the user. It works instantly, ignoring space and time, and completely devours the target, including

their soul. However, particularly strong living targets still need to be weakened, compromised, or otherwise defeated before they can be devoured. It is said to be the ultimate and strongest power, an irresistible force of tranquility.

- **Parallel Existence**
    - **Mirror Image**.
- **Mirror Force**
- 「」: Your body and soul now is a direct route to 'Akasha,' or something akin to the "Swirl of the Root" if we use the term from a certain setting, which, if you don't know what that is, is essentially the source of everything, concepts, origins, magical energy, everything. What this means will remain a mystery. But theoretically... If you can somehow, someway, find out how to interface with and modify the theoretical substrate underlying reality, the things you could do...
- **Imaginary Space**: A super-evolved form of Mirror Storage. The Skill allowed the user to acquire and manipulate their own chaos world, as the higher parallel version of Stomach and Isolation. Everything inside is not affected by the passage of time and is capable of isolating harmful or unneeded targets from the rest inside the space and converting them into energy. Because it's essentially infinite, it can store an unlimited amount of stuff inside and is even strong enough to store the ultimate destructive energy from Nihility Collapse. It can be used to directly consume targets like predation, even indestructible objects like Snow Crystal, into Imaginary Space. It can also be used as a defense that can isolate and absorb attacks, even supposedly unstoppable ones like Cardinal Acceleration and Drago Nova, surpassing the performance of Uriel's Absolute Guard, or to isolate an area with it, trapping targets and keeping them from escaping in any way. When used on top of another Imaginary Space like Infinity Prison, the user can cut off the flow of information completely, even from Parallel Existence and the like.
    - **Art - World of Lost Memories**: Using the principle of stacking Imaginary Space on top of Infinity Prison. The target is dragged into a world where space and time lose meaning, their Skills are suppressed, and even their identity will become at risk as the countless reflections and worlds here are worn away at their very identity and sense of self. For each reflection here is as equally real as the next, scattered memories of living beings. Walking into a mirror would make one experience the life within it, their identity imposed upon by the life in the mirror, representing whether mere fragments of one, or the whole life. An excerpt: ”You have been here before. As always. You are lost amongst the countless glittering reflections and floating mirrors – An endless labyrinth of reflections. Each of them shows a different life, a different history. The memories and experiences of countless beings throughout time are tangled up here, and if one cannot find themself, they might never be free. *Again*. You have been here before. No matter how far

you go, you don't seem to get anywhere new. The mirrors shift and move like reflections in broken glass. Showing fragments of the lives of people you don't know or recognise. Take one step too far, and as the mirrors shift, you might lose track of yourself. *Again*. You have been here before. Some reflections seem older and more faded. One gets the feeling of old, deep history, looming beneath themselves like a cavernous abyss. One wrong step, and they might plummet into it and never return. *Again*. You have been here before... or was it?"

- **Spacetime Domination**: The user is capable of gaining complete control over space and some control over time. This grants you the ability to do things like firing space-cutting attacks, perform instantaneous movement, create wormholes, and make space-twisting barriers.
- **Multidimensional Barrier**: An always-active barrier that boasts defense against physical, elemental, and emission-based attack. There are attacks that can break through the barrier, but if one can adjust to properly counter the attack, it can have better performance than even Absolute Guard.

Manas [1000/1200 SP]

- The ultimate form of an Ultimate Skill. They are born when an Ultimate Skill develops a theosophical core, which grants an ego and is subsequently Named. From that, they separate from the core of their original Ultimate Skill, letting them both have a copy of that ability, and you still have the original Skill. Manas are loyal to a fault, and your own Manas is deeply loyal to you as well, willing to work with or against others if it is for your benefit.
- In terms of combat abilities, Manas are not only really fucking strong, but also digital beings that can manipulate information, therefore being unbeholden to space and time. Due to being embedded into your soul, they can improve your combat and reaction times and optimize all of your actions. They're also capable of fighting independently from you. Through their abilities, they are capable of damaging or otherwise influencing True Dragons, although actually being able to kill one is out of their ballpark, save through complex and long-lasting attacks.
- Oh yes, and for clarification, you do get the Ultimate Skill in addition to the Manas.
- It costs **1000 SP** to have a manas of most Skills, but costs **1200 SP** for a manas of a Third-Degree Skill

Items

You receive a **+300 SP** stipend for this section.

Chosen Equipment [Varies]

- You receive a set of equipment (including armor and a weapon of your choice)
- For **Free**, this is Normal-grade equipment, no different from anything standard.

- For **50 SP**, this is Special-grade equipment, stronger than its previous iteration, with some sort of magical enchantment.
- For **100 SP**, this is Rare-grade equipment, possibly from Garm. Even A-rank Adventurers have trouble getting a full set.
- For **200 SP**, this is Unique-grade equipment, the best on the market, typically treated like family heirlooms.
- For **400 SP**, this is Legend-grade equipment, born from magisteel being exposed to magicules for a long time. Having one is a bit like bringing a machine gun to a sword fight.
- For **600 SP**, this is God-grade equipment, so strong it literally has its own life as a tsukumogami - which seems to have chosen you as its master. Beyond its ludicrous power, simply holding one grants you the power of a Spiritual lifeform.
- For **1000 SP**, this is Genesis-grade equipment, likely forged by Veldanava himself. Each one is absurdly powerful, increasing your strength to the realm of True Dragons.

Territory [50/100/200/400/600]

- You now possess some sort of land in the Cardinal World. By default, they will all be relatively safe places, with a healthy population, arable land, and precious resources. You may decide if the population is exclusively humans, monsters, or a mix of however many you want.
- For **50 SP**, you have a population comparable to the earlier days of Rimuru's Village, with a population of 600.
- For **100 SP**, you receive a territory similar in size to that of Blumund, with a population of roughly 1,000,000.
- For **200 SP**, you receive a territory similar in size to that of the Golden City of El Dorado, with a population over 20,000,000, and roughly the size of El Dorado.
- For **400 SP**, you receive a territory similar in size to that of the Eastern Empire, with a population of 800,000,000.
- For **600 SP**, your territory is not necessarily larger than before, but it does have something much greater - the magicule density of the Great Forest of Jura. This results in a considerable number of strong monsters, mindless or otherwise, being born. This also has the benefit of locations having magically transmogrified flora and magical ores, such as hipokute grass.

Sacred Texts [50 SP]

- What you have here is a vast collection of pretty much all manga that you would like. Optionally, all the sorts of "manga" that Rimuru would have his browser history destroyed for.

Demon's Rings [50 SP]

- What you have here is a collection of rings based on the ones that Velzard created. Through these rings, you are able to make transdimensional calls with others who possess them, even if they are in sealed-off dimensions.

Stylized Food & Merch [50 SP]

- Similar to Lord Rimuru, you get tons of food, treats, toys, and even floaties based on your likeness, which you can guarantee will be cute.

Host Club [50 SP]

- Hopefully, Shuna won't get mad at you. You receive a special high-end host club staffed by two dozen women (and/or men, if you are into that) of any different race that you want.

Weapons Forge [100/200/400/600 SP]

- What you have here is a special forge, staffed by several Blacksmiths of incredible talent. They have a supply of materials that are useful for crafting strong and sturdy equipment. Their supplies depend on what you purchase.
- For **100 SP**, the forge has access to mostly normal materials, with the odd bit of Magisteel here and there. This lets them create normal-grade and special-grade equipment.
- For **200 SP**, the forge has access to a steady supply of magisteel, enabling them to create equipment of the rare and unique grades.
- For **400 SP**, the forge has access to a supply of magisteel variants/upgrades. This includes things like adamantite, dragotite, mithril, and orichalcum, letting you make specialized rare-grade, unique-grade, and even legend-grade equipment.
- For **600 SP**, the forge has access to Hihi'irokane, letting them make top-of-the-line legend-grade equipment at minimum.

Anti-Magic Mask [100 SP]

- A special mask of some unusual causal features. It has the ability to completely mask your magical presence and dull all aspectual magic cast by your opponents. Poisons that make contact with the user are neutralized. The user's lungs are kept full even in environments deprived of oxygen. The mask is also capable of greatly amplifying the user's senses. The mask is highly durable, but can be destroyed temporarily - though it will actually heal itself over time.

Apito's Honey [100 SP]

- A type of honey extracted and refined from either Apito or a being related to her. In addition to being highly nutritious, it also completely purges any and all

unnatural conditions and sicknesses. This even applies to curses caused by daemon manipulation, as shown in *Visions of Coleus*.

Economy Stopper [200 SP]

- What you have here is an obscenely large sum of money. This is 10000 stellar gold coins, which is quite literally equivalent to the amount currently in circulation (though this will not crash the economy). Since stellar gold coins are worth $1,100,000, and therefore unusable in standard circumstances, they can be transformed into whatever currency you require.

Homunculus Bodies [200 SP]

- Egoless puppets that are perfect for you or others to inhabit and act without worry, as their actual main bodies are safe. You have a warehouse full of these things, made with materials that can safely channel the power of the one who inhabits it with minimal issue. It should be understood that a living being with a body should not use it continuously without breaks, but beings without bodies can use them just fine without any issues.

Modified Doppelgänger Bracelet [200 SP]

- A special bracelet created by a human woman named Sasha. What this does is create an exact replica of yourself with all of your abilities. This modified variant replicates your energy as well. The only way to neutralize the effect is for an enemy to either destroy the Doppelgänger or defeat the copy in battle.

Magitrain [200 SP]

- What you have are the schematics and materials to create a magitrain, high-powered locomotives able to travel at 200 kilometers per hour, and uses magicules to run. It is extremely useful and revolutionary for this world.
- Post-Jump, the Magitrain can run on any type of energy and scales up relative to the scope of the setting.

Orb of Domination [200 SP]

- This is a magical item created by Kagali's domination magic. By getting someone to wear this, you are able to mind control them. Do be aware that this only really works on people up to the strength of a Demon Lord Seed, or slightly below yourself if you are stronger than that. You are unable to be affected by the orb.

Freedom Academy [400 SP]

- What you have here is a top-of-the-line school that, in addition to being a regular academy, also teaches people to become competent adventurers. You can be sure

that all adventurers who graduate from here will be at least Rank B. It additionally holds children and adult otherworlders, who will be given what they need to live long lives and awaken powers of their own.

Secret Society Garm [400 SP]

- This here is a highly capable organization whose work was secret. They undertake all manner of jobs, legal and otherwise. The group will, if desired, grow to completely dominate the criminal underworld and get the backing of major world powers. If you want the group to be closer to the Three Wise Drunks, they can also absorb criminal groups, get the desperate away from crime, and send the talents to you.
- The actual name is up to you. "Garm" was chosen for theming.

Guild Organization [400 SP]

- You are either in control of the Free Guild or hold authority over a guild of roughly equal standing. It holds several million members, with a number of them being competent adventurers. Although they aren't fanatically loyal to you, they do put a lot of stock into what you say and request. The guild is also useful for information gathering and getting political weight.

Technology of the Empire [400 SP]

- The Eastern Empire didn't just have powerful fighters: they also had advanced technology. What you have here is the complete technology base that the Eastern Empire possessed as of their invasion of the Jura-Tempest Federation. These include the methods of magically modifying soldiers, magitanks, airships, and incredibly powerful magical beasts.

Potion Factory [400 SP]

- A facility where magic healing potions are created. You receive 100 low potions (capable of healing minor or moderate injuries), 20 high potions (capable of healing major injuries beyond lost limbs), and 1 full potion (capable of healing all injuries) per week.

The Grand Labyrinth [600 SP]

- Perhaps Ramiris helped you out for some reason, or maybe you can just do that. Whatever the reason, you now have a 100-floor labyrinth with any theming, design, or intent that you want. If you want it to be full of monsters, their strength will increase further down the floors that you go, save for any special levels that you want. Beyond that, you have access to bracelets that automatically fit onto yourself,

your allies, and anyone you want, which will simply teleport you outside of it in the event of your death.

Magic Palace [600 SP]

- A special pocket dimension connected to every world, but also separate from them. It's a sphere that is roughly 11 kilometers wide, with a beautiful field of flowers surrounding a large palace. You can have it be filled with either loyal angels or cryptid races, such as the insectars.
- Although you can access it effortlessly, others will require either a special key or an access point similar to the Heavenly Tower.

Drawbacks

You may choose as many Drawbacks as you want without restriction, though you'll have to fanwank how certain Drawbacks work.

*Keep in mind that **these Drawbacks are not fiat-backed to persist until the end of the Jump**, unless specifically stated. You cannot instantly overpower them with your Perks, but so long as you make a real effort to work past them, it is entirely possible to do so.*

Supplement Mode [+0 SP]

- You may use this document to either supplement or be supplemented by any and all other TenSura jumpdocs.

Here For the Plot [+0 SP]

- Who wants to stay here for ten years? You may leave as soon as the main linear plot is finished.

Look at Me, I Am the Rimuru Now [+0 SP]

- If you so desire, you may take the place of Rimuru Tempest, waking up in the Sealed Cave as he did, and broadly being drawn down the same path he did. How different things actually go is up to your choice.
- You can still bring along Rimuru if you want. They just won't be the Main Protagonist.

In the Spin-Off, Straight Claymanning It [+0 SP]

- You may now toggle your Jump to take place in any adaptation or spin-off of TenSura, whether it be the Anime, Web Novel, Manga, Light Novel, Clayman's Revenge, or some eclectic mix of them. How your Drawbacks and Companion options apply to it is up to you, but it cannot be used to weaken Drawbacks.

Prolonged Stay [+100 SP]

- Stay a while longer, why don't you? For an extra **+100 CP**, you stay in this Jump for an extra five years. If desired, you can have these five years be after or before the start of the Jump. You may take this as many times as you want.

How Big is this World Again? [+100 SP]

- The fuck do you mean, El Dorado is bigger than Australia? You are extremely bad at gauging the size and distance of the world, and will need extensive lessons and probable notes to deal with this fact.

Devil-May-Care [+100 SP]

- You are a very irresponsible person. It's not like you can't care about things, but unless you are given a good reason, you just don't.

Only Sane Man [+100 SP]

- How tragic. It seems that you have become like Fuze, in the sense that things that are out of the ordinary for normal people *do,* in fact, prompt a reasonable response from you. It doesn't matter if you yourself are stronger than the random nonsense going on, either.

Lazy Bum [+100 SP]

- You are a Demon Lord, so how could you possibly be kinda homeless? Similar to the Watcher known as Dino, you are indolent and shameless. The sort of person who would happily mooch off of others, and will only intervene if you feel morally obligated to do so, or otherwise have no choice

The Leon Cromwell Special [+200 SP]

- You swear you aren't as awful as you seem. You seem almost cursed to have your actions be seen in the worst possible light, possibly because you have a resting bitch face, social awkwardness, a lack of interest in explaining things, or all of the above.

Stubborn Old Man [+200 SP]

- Do you love someone? Well, tough shit, because now, you are withdrawn from them and too serious. It might cause you some trouble if you don't learn to express yourself like a normal person.

A True Believer [+200 SP]

- Pick someone in the setting to believe in. You now practically worship that person, regardless of whether you know their true nature or not.

Just Demon Lord Things [+200 SP]

- Similar to Rimuru with the members of Octagram, you find yourself having to be the one to handle group decisions. Failure to do so may result in fighting.

That Time I Got Reincarnated Into a Meeting Room [+200 SP]

- You are really not the type to be super decisive on things, and therefore require a meeting for damn near everything of significance. This doesn't impair your capabilities, but it does mean you do things more slowly.

To the Pain [+200 SP]

- To call you a troublemaker is to put things lightly. You are a sadist who takes plenty of enjoyment in hurting your enemies, and you also kinda just enjoy fucking with people you consider your friends.

Overprotective Dad [+200 SP]

- This will be amusing. Pick a character in TenSura. Congratulations, you are now their parent (or the emotional equivalent of one) and are very protective of them, to the point of irrationality.

Tactical Retreat [+300 SP]

- What are you, Feldway? Whenever a fight doesn't go your way, you will feel compelled to leave as soon as possible, even in situations where you could still potentially have the advantage.

Your Daddy Doesn't Love You, Feldway [+300 SP]

- Seriously, dude, you have to learn to accept that. Someone you care a lot about has disappeared. It doesn't matter if they actually died or not: they are gone, and you have no clue where they are. This gnaws at you greatly, and you yearn to see them once more, and perhaps may take drastic measures to do so if someone doesn't stop you.

Real Clayman Hours [+300 SP]

- Not complete sociopathy. No, more the case that you just don't think things through super clearly, and you take the worries of those outside your companions less seriously than you should. You may have to learn to grow and change as a person.

All About the Money, Money, Money [+300 SP]

- Greedy as hell, and greed is good! You have an absolute obsession with money and work to acquire as much money and riches as you possibly can.

Are You Nuts?! If You Do That Everyone Would Die! [+300 SP]

- Unlike other people, you seem to have trouble keeping your aura. You can suck it in, but even if you have Gluttony or Beelzebub, you'll need to release it eventually. If you are stronger than most, releasing your aura in a non-controlled environment can have devastating consequences.

This Looks Like a Job for Jumper! Ignore His Denial [+300 SP]

- You have been made into the designated main character of the world. You are dragged into every single conflict, and your designated favorite side will fail if you don't assist them. Yes, this even applies if you are a nobody with barely any power.

Bound to Protect [+400 SP]

- You might have been cursed by Kazalim, or perhaps Clayman. The end result is that you have been bound to protect and serve some sort of master that you likely resent. It is entirely possible for you to free yourself, but that will take some effort. Optionally, someone else could rescue you.

The Thrill of Battle [+400 SP]

- You have caught a case of Spider-Man and Diablo Syndrome. You will feel compelled to always lower yourself to the strength of your opponents, even in situations where doing so is unreasonably stupid.

That Thing's a Walking Disaster [+400 SP; Exclusive to True Dragons]

- Either you were a calamity at the level of Veldora, or you are unfortunately just feeling the fear as a result. People are inherently afraid of you, regardless of your intentions. You can eventually get people to like you, but it will take plenty of effort.

Perk Lockout [+600 SP]

- Any Perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 SP]

- Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 SP]

- Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

The Eastern Empire's Challenge [+600 SP]

- How lucky for you! It seems that not only has the Eastern Empire taken notice of you, but they also consider you to be an exceptional threat. The Empire is ruled by Emperor Rudra, who is so strong that he can fight True Dragons himself. He's also got an army of powerful Awakened, a massive army with technomagical weaponry, and a hot wife in Velgrynd, one of the True Dragons. Now, you might be thinking that Michael having his body would make things easier. You would be terribly

wrong, as Michael is functionally Rudra in every way except soul, able to call on all his strength, and even use Deva, a genesis-grade sword.
- If you choose this Drawback, you will have to defeat Rudra to win Velgrynd, provided you have **Chosen One**. On the bright side, completion of this Perk earns you the right to claim the **Nasca Namrium Ulmeria United Eastern Empire** as your own. You can also claim **Manas Michael** as a companion.
- Should you not take this challenge, the Eastern Empire is not guaranteed to be a problem you need to face. But if you want to fight them anyway, why not take it?

A Most Troublesome Manas [+800 SP]
- Hey, so, how are you with gambling? It seems that you've been given a powerful Manas and an Ultimate Ability. The problem, of course, is that it really doesn't like you and will try to possess your body at every opportunity. It is possible to win the Manas over, but it will take some effort. Even if you are too strong for it to fully control, it's still going to be an asshole.

Battle Against the Mediator [+800 SP]
- You appear to have run afoul of Guy Crimson, Lord of Darkness, and the strongest demon lord in the world. Maybe he mistook you for an Invader, or maybe you used your Jumpchain shenanigans too brazenly. Whatever the case is, Guy is going to try to kill you, and while you can reason with him, it will be very difficult. On his side is also the incredibly powerful Velzard, the strongest of the still-active True Dragons. He's also got his allies in the form of Rain and Misery, the Blue and Green Primordial Demons.
- Should you succeed, you can bring them along with you as companions.

The Rumbling of Heaven [+800 SP]
- It seems like your troubles really don't seem to end, as you'll find yourself embroiled in a battle with Feldway and the forces of Heaven. Feldway has come to the frankly ridiculous conclusion that, by destroying this world, they can force Veldanava out of hiding, as God would not let his beloved world be destroyed. This will not be easy, because in addition to Feldway themself being absurdly strong, they've got the Army of Heaven, the Wicked God, and the same amped up Michael as mentioned in **The Eastern Empire's Challenge**. If you selected the aforementioned drawback, Michael will have fled Rudra's husk to rejoin his ally upon your initial victory.
- Should you defeat them, you have the opportunity to make them into companions.
- If you don't select this option, it is theoretically possible to stop Feldway before he becomes a challenge, or at least minimize the strength of their forces beforehand. For example, recruiting Michael prevents Feldway from having Castle Guard.

The Winner of the Game [+1000 SP]

- Now this is a really difficult battle, to be certain. Like Rudra, you kind of want to take over the Cardinal World - and unlike Rudra, you can't back out of it once chosen. You must be the undisputed ruler over the Cardinal World as a whole. You will stay in the Jump until their mission is complete, or until you die, which results in a jump failure.
- Requires taking **The Eastern Empire's Challenge** and **Battle Against the Mediator**

Love is Wonderful! Let's Become One, Okay? [+1000 SP]

- Oh my, this is very unfortunate for you. You see, it seems that Ivaragé, the Dreaming Chaos Dragon, has gotten it in her head that you are a fragment of Veldanava, or Veldanava himself. The end result is that she very desperately wants to become "one" with you once more. It should not come as a surprise that, should she successfully do so, it's a chain failure.
- On the "bright" side, if you manage to thoroughly defeat Ivaragé, you get to bring her along as a companion? Wouldn't that be great?
- If you don't select this option, it's possible to prevent Ivaragé from being revived - and even if you can't do so, she won't be fixated on you specifically.

Guess Who's Back [+1000 SP]

- Congratulations, Jumper, you've gotten the immense honor…to fight God! Yeah, so it turns out that Veldanava actually revived almost immediately after he died in the past. The actual problem was that Lucia was killed as well, and since True Dragons seem to grow attached *very* easily, Veldanava came to the conclusion that he really wanted to fucking end the world, 'cause why not? He wants to "reset" the world, in hopes that he can have Lucia again.
- I'm gonna be 100% with you here: the odds of actually defeating him in a direct fight are incredibly slim. If you want to win, you have to give him the one thing he very clearly wants. Should you succeed in stopping Veldanava, you can claim them as a companion.
- If you don't select this option, Veldanava may simply choose not to become a threat *for the moment*. He's waiting a long time to reset things, so he's not exactly in a rush.

Companions

Import [50 SP]

- For every purchase of this, you may either import a companion or create a new one. They may pick any origin they choose, gain all of the freebies, and have 600 VP to spend.

Canon [Free]

- With this, you are given the opportunity to potentially recruit your favorite canon characters as companions. They are guaranteed to meet them in favorable conditions, and you will encounter them several times. This does not guarantee they will join you, but you will at least be able to befriend them.

Rimuru Tempest [Free]



- Ah, is this the fabled "slussy", as insane people call it? This person here was once a woman named Satomi Mikami, a 37-year-old woman who was well admired in her job as a general contractor. She then died protecting her junior coworker and reincarnated as a Slime. (Un?)Fortunately, it seems that her romantic drive didn't fade when she transformed into a monster, so when she met you, she was quite smitten. On a related note, did you know she died a virgin, and that a Unique Skill of hers is named Predator?
- If you are an Otherworlder, you can choose to have known Satomi in your past lives.
- Optionally, you may take along Veldora as a companion alongside Rimuru, though it is required that Veldora be freed from their prison, which may take some time without extenuating circumstances speeding things along.

Goblin Village [Free]



- A simple village of low-level goblins who live in the Great Forest of Jura. You would assist them, giving them all Names and building up their village into something respectable. They are loyal to you and would never think to betray you in any way.
- Optionally, you can also have the Direwolves that once attacked the village as companions as well.
- Optionally, you can have Kaijin and the three Dwarf Brothers with you as well, having brought them with you after a trip to the Armed Nation of Dwargon caused them to be exiled.

Kaval's Party [Free]



- A party of B-rank Adventurers who frequently work under Fuze. They are Kaval, Ellen, and Gido. Although they hide themselves as normal adventurers, they are actually from the Sorcerous Dynasty of Sarion. Ellen herself is actually Elyun Grimwald, a member of Sarion's royal family and daughter of Erald Grimwald. You would meet them during one of their missions, and get along with them remarkably well, and also clocked that they were clearly hiding their full identities from you. Elyun also really likes you, much to the chagrin of Erald.
- Optionally, if you chose **Elmesia El Ru Sarion** as a companion, you will already know their real identities, and may have even been a member of their Party if you wanted.

Shizue Izawa [Free]



- A Summoned Otherworlder known as the Conqueror of Flames. You would meet her early on in your adventures here, and she took you in as a student. The two of you became very close, and she would eventually confide in you about her traumatic past and her hostile relationship with Ifrit. You would help Shizu get over her fear of fire, leading to her truly conquering Ifrit.
- Optionally, if you chose **Hinata Sakaguchi**, you can choose to have met her while she was being mentored by Shizu.
- Optionally, you can choose to have Rimuru take on her form through non-lethal measures.

Ogre Tribe Survivors [Free]



- The six members of the ogre tribe who survived the genocide perpetrated by the Majin known as Gelmud. Should they be named by Rimuru Tempest, they will become Benimaru, Shuna, Shion, Souei, Hakurou, and Kurobe. You met them shortly while they were seeking out the perpetrator, and gave them sanctuary. Since then, they've become very loyal to you, to the point where they'll stay by your side even when the criminal has been brought to justice.

Gabiru [Free]



- He is the coolest! The son of the Lizardman Chieftain, who was given a name by a majin known as Gelmud, in an attempt to create chaos in the forest of Jura. Following the chaos of the Orc Disaster, Gabiru has become quite humbled and wants to follow you. Additionally, he comes with his elite squad of a hundred lizardmen.
- Optionally, you may bring along his younger sister Souka.
- Optionally, you may bring along the entire Lizardmen Tribe.

Geld Junior [Free]



- The son of Geld Senior, who himself was the infamous Orc Disaster. Just like his father, Geld greatly cares for all of his people, willing to be executed if it meant his people would be spared. It'd be a huge waste for someone like him to die, though, and he has been your loyal subordinate ever since. He is incredibly powerful, hardworking, and everything a man should be.
- Optionally, you can bring along the 150,000 Orcs with you.

Treyni [Free]



- A thousand-year-old dryad who once served under Ramiris, before eventually winding up in the Great Forest of Jura under Veldora. A protector of the Great Forest, she found you to be a reliable ally in that endeavor, and even a leader and friend.
- Optionally, you may take Doris and Trya with you as companions.

Youm the Champion [Free]



- A bandit from Falmuth whose power is certainly nothing to sneeze at. At some point in time, you had detained and put him to work. Rather than resentment, the two of you actually grew to like one another, viewing one another like friends. Youm, who was so focused on survival that he could never really stop to enjoy himself, grew to have the desire to have fun with his friends - and you are his friend, to be certain.
- Optionally, you can have Youm be a woman.
- Optionally, if you've chosen **Geld Junior**, you can have Youm declared as the champion who slew the Orc Disaster.

Ramiris, the Spirit Queen [Free]



- The Elemental Queen…who is a little bit underdeveloped at the moment. Nevertheless, despite having not a shred of dignity, she is indeed a Demon Lord - just currently immature. You struck up a bond with her, and she decided to stick around with you, in spite of any rejections you may or may not have said. The two of you are practically buddies, and perhaps even closer.
- If you chose the Perk **Hero's Egg**, you met Ramiris when she gave you her Divine protection. If you chose the item **The Grand Labyrinth**, Ramiris created it and manages it for you.
- Optionally, you may have Beretta as an additional companion, having summoned her to serve as a friend for Ramiris. She is equally loyal to you as she is to Ramiris, but due to Guy's intervention, you have her focus on the Spirit Queen.

Chloe Aubert [Free]



- A summoned otherworlder, and a member of the Freedom Academy. Through temporal shenanigans, she has encountered you many times before, in other timelines, and you were her teacher, helping her and her classmates survive. Perhaps this time is when things finally succeed - though if it isn't, she's willing to try again and again for your sake.
- Optionally, you may have Chloe always be in her adult form.
- Optionally, you can also have the rest of Class S be your companions.

Kagali [Free]



- The Demon Lord, once known as Kazalim, though her full history was a complicated one. A long while after her defeat by Leon Cromwell, you stumble onto her spirit, who tried to possess you, but wound up failing miserably. You took pity on her and, after some effort, gave her a homunculus body. She serves as your loyal friend, and more, if you want.
- Optionally, if you are friendly with Yuuki Kagurazaka, he can be summoned by her. If you are an Otherworlder, you can choose to have been summoned by Kagali.
- Optionally, you can have the Moderate Harlequin Alliance as companions.
- Optionally, you can have Yuuki Kagurazaka as an ally, being summoned by Kagali in an attempt to gain a new body.

Apito & Zegion [Free]



- Two Insectars born from Peliod, firstborn of Zelanus. The two were attacked and chased into the Cardinal World by the alleged heir of Zelanus, Zess, for their potential. They were gravely injured by the time that you met them, and though Zegion was initially wary, Apito convinced him that you wanted to help and could provide them protection. Sure enough, you did, and the two of them have been with you ever since. The two are deeply loyal to you, with the two almost viewing you like a god.

Three Beastketeers [Free]



- The beastfolk of the Kingdom of Eurazania's finest, in Suphia, Albis, and Phobio. You met them during a certain venture into Eurazania and got into a mild altercation with them. Now, you tend to run into them a lot, typically under the pretense of official business, even when it really doesn't make sense.
- If you have a **Territory** of at least **100 SP**, the Three Beastketeers are actually on mostly official business - though Suphia and Albis' closeness is definitely not part of their job. Carrion doesn't seem to mind, though.
- Optionally, if you are stronger than Lord Carrion (690,000 EP), then you also get to have Carrion as a companion as well, and therefore have the Kingdom of Eurazania.

Gazel Dwargo [Free]



- The third-generation king of the Armed Nation of Dwargon, and a great Champion. Gazel is a strong man who has a fairly low tolerance for shenanigans that he hasn't been informed of directly, though he is a surprisingly free-spirited person. You would meet Gazel during a meeting with Dwargon, and after a spar, concluded that you weren't evil and found himself getting along well with you.
- Optionally, if you have a **Territory** of at least 100 SP, you can choose to meet Gazel through diplomatic channels.
- Optionally, you may bring along Vesta as a companion.
- Optionally, if you are stronger than Gazel (who has an EP of 1,000,000), you may take along the Armed Nation of Dwargon.

Kumara [Free]



- Kumara is the daughter of Quo, who once lived a peaceful life in Spectre Village. However, following an attack by the Eastern Empire, she was left as the sole survivor. But rather than being discovered by Clayman, it was you who discovered her and nursed her to health. She is unfailingly loyal to you and loves you very much, fighting for your sake. If you would Name her eight friends (who are actually just eight of her tails, she'll become vastly stronger.
- Optionally, you can also have Kumara's mother, Quo, with the two having narrowly escaped together, and being found by you.

Mjurran [Free]



- A Majin Demonoid, and the Ring Finger of the Five Fingers of Clayman. Formerly a witch in the Forest of Jura, she was tricked into a deal with Clayman, resulting in her heart being taken. You would meet her as she was covertly on a mission, and she would fall in love with you. Through either your power or the power of someone else, you were able to free Mjurran. Now, she quite fancies the idea of being your wife.

Adalmann [Free]



- A Wight King, and the Index Finger of the Five Fingers of Clayman. After dying in a trap by the Seven Luminaries, he was resurrected as an undead and was then bound by Demon Lord Kazalim to protect their territory for 1000 years. Through certain measures, you would free him, and he is eternally grateful to you, revering you as a god.
- Optionally, you can take along Albert and Venti as companions.
- If you possess **The Secret Art of Faith and Grace**, Adalmann's worship of you will let him perform powerful holy magic.

Milim Nava [Free]



- The Ancient Demon Lord, revered as the Destroyer, and the daughter of Lord Veldanava, the Star King Dragon. She is a powerful being who seems childish, but also one who was rather jaded, lonely, and bitter. That all seemed to change when she met you, viewing you as a friend and a form of entertainment. Now, the two of you have all sorts of fun together…just try not to be scolded by Frey.
- If you have **Apito's Honey**, you can have your first encounter with her be like the one she had with Rimuru.
- Optionally, if possible, you can help her revive Gaia.
- Optionally, if you possess **The Great Labyrinth**, Milim can collect the Four Great Dragon Lords for you as companions, who would be named Boreas, Notos, Zephyrus, and Euros.
- Optionally, if you are stronger than Milim (whose EP is roughly 100,000,000+ due to Stampede), you can claim the City of the Forgotten Dragon.

Frey [Free]



- Among the Ten Great Demon Lords, and the Sky Queen of Fulbrosia. You met her during one of her many exploits, and the two of you hit things off very well - or maybe Frey saw a very pleasant toy. Whatever the case may be, the end result is that the two of you are often talked about together.
- Optionally, if you selected **Milim Nava**, you can have met Frey through her, or vice versa.
- Optionally, you may take along her daughters: Claire, Luchia, and Nemu, as companions.
- Optionally, if you are stronger than Frey (An EP of 390,000 when you meet her), you may also take the Kingdom of Fulbrosia as followers.

Dagruel [Free]



- One-third of the Wicked God Ashura, known today as a True Giant, Demon Lord, and the ruler of the Barren Lands. Damargania is a desolate land where very few beings can live, with even the giants struggling. However, through some means, you were able to reverse the damage - it will take time, but the lands will be restored. Dagruel is grateful for this and has become a friend of yours.
- Optionally, you may have Kisara, Basara, Glassord, and Dagruel's sons. You may also bring Fenn if you beat him.
- Optionally, if you are stronger than Dagruel (who has an EP of 40,000,000), you may bring along the Holy Void of Damargania.

Leon Cromwell [Free]



- The demon lord known as the Platinum Devil. In the distant past, Leon, alongside his "sister" Chloe Aubert (time shenanigans), came to the Central World together, but she wound up disappearing. Lots of his later actions revolved around trying to find her again, leading to the rather troubling issue of the proliferation of the summoning ritual, and (what would be) the death of Shizue. Despite that, he's actually a pretty nice guy and leads El Dorado as a peaceful and prosperous nation. You are friendly with Chloe - so as far as Leon is concerned, the two of you are friends.
- Optionally, if you chose Elmesia El Ru Sarion, you can meet Leon through her.
- Optionally, if you are stronger than Leon (who has an EP of at least 5,000,000), you may bring along the Golden City of El Dorado.

Noir [“Free”; Requires *Anti-Magic Mask*]



- The Primordial Black, who will one day be named Diablo. Noir is the weirdest of the primordials, with power equal to that of Rouge, who got bored because they win easily. This would change after an encounter with your mask, whose causal nature blew their arm off, and entranced them. When you finally summoned a demon, Noir jumped at the opportunity to accept. Although usually in a masculine form, Diablo figured that it would be more your style if they took on a feminine form. Can’t imagine how she could have gotten that idea.
- Optionally, you may take along Diablo’s members of the Black Numbers, which includes Venom and their 100 subordinates.

Three Devil Girls [Free]



- The Primordial Demons Jaune, Violet, and Blanc. The three of them have been locked in their long games against one another, only for it to come to an end when you incarnated the three of them into the Material World. Though all of them had their own original schemes and reasons for accepting, they all eventually wound up believing that you were someone worthy to follow and worthy to love.
- Optionally, if you choose **Diablo**, she can bring them to you.
- Optionally, you may take along their members of the Black Numbers, which includes Agera, Moss, Veyron, Cien, Zonda, and Esprit, along with 600 subordinates.

Luminous Valentine [Free]



- The Demon Lord, who has ruled for many thousands of years, and was the “daughter” of Twilight Valentine, at least before offing him. In the current day, she is secretly the goddess known as Luminous, with her servant Roy Valentine playing the part of a Demon Lord. For one reason or another, you have discovered Luminous’ identity, but she has found you to be interested, and so long as you don’t blab, there won’t be any issues at all. Quite the opposite, actually - Luminous can become quite smitten with you, which may or may not be surprising, considering her normal tastes.
- Optionally, if you are stronger than Luminous (who has an EP of at least 6,000,000 when you meet her), you may take the Holy Kingdom of Ruberios with you.

Hinata Sakaguchi [Free]



- A Stray Otherworlder with a rather distressing past life, with a gambling addicted father and a codependent mother. You met her not long after she left Shizu and joined the Holy Empire of Lubelius. Though she would try otherwise, Hinata developed a close bond with you, considering you to be a friend.
- Optionally, if you chose **Luminous Valentine**, you can meet her as you assist Hinata in fighting Roy and Louis Valentine.
- Optionally, if you chose **Shizu**, you can have met Hinata as she was being mentored.

Momiji [Free]



- The daughter of Kaede, the Tengu Elder, and Hakurou. Momiji was conceived over 300 years ago, but due to the nature of how monsters breed, she actually gestated for nearly 300 years, with the resulting birth and naming draining most of Kaede's power. You travelled to the Tengu Hidden Village for a certain reason, and wound up in a brief fight with Momiji, before it was broken up. The girl was quickly smitten by you, and Kaede seemed to think you were a good match.
- Optionally, you have the **Ogre Village Survivors**, Hakurou is the reason why you travelled to the Ogre Village, and is the reason why Kaede thinks you'd be perfect for her. Hakurou will also think you are a good potential partner for his lovely daughter.
- Optionally, you may choose to take along Kaede as a companion and the Tengu Hidden Village as Followers.

Elmesia El Ru Sarion [Free]



- The Heavenly Emperor of the Sorcerous Dynasty of Sarion. You met her during one of her odd escapades and, much to Erald's dismay, had fun with her while the two of you were screwing about carefree. Nowadays, the two of you visit each other, sometimes discreetly, sometimes not.
- Optionally, if you have a **Territory** of at least 100 SP, you can choose to meet Elmesia through diplomatic channels.
- Optionally, if you are stronger than Elmesia (who has an EP of 2,000,000), you may take along the Sorcerous Dynasty of Thalion.

Masayuki Honjou [Free]



- The Lightspeed Hero, the greatest in the whole world. In reality, though, he's just some kid who got swept to the Cardinal World and has a surprisingly OP Unique Skill known as **Chosen One**. Regardless of circumstances, you are actually immune to its charismatic effect, so you could have a frank and largely friendly relationship with him, leading to you both becoming great friends. Messing around with him is entertaining in its own way, but Masayuki is a genuinely good guy and a reliable person.
- Optionally, Masayuki can be a woman. If you yourself have **Chosen One**, you may also decide if you or Masayuki is the reincarnation of Emperor Rudra.
- Optionally, you may bring along Team Lightspeed as companions, including Jinrai, Bernie, and Jiwu.

Mariabell Rosso [Free]



- The fearsome lady, self-styled as Mariabell Rosso of Greed. Her history is somewhat confounding, as she most likely had at least two previous histories, though the first of these is not known to her. The granddaughter of the "honorable" Granbell Rosso, it seems that she's grown into quite the lady. You would meet her at one point, and you were ultimately immune to her power of Greed. She found you intriguing and a valuable ally for the future.
- Optionally, you may take Glenda Attley as a companion.
- Optionally, if you are stronger than Granbell Rosso (who has an EP of 2,000,000), you may take him along as a companion, and bring the Kingdom of Siltrosso as followers.

Dino [Free]



- Known as the Sleeping Ruler, Dino was one of the Seven Angels of Origin. Following Veldanava's death, and the subsequent massacre of the Kingdom that caused it, Dino fell into a deep ennui, losing all passion even to try and lash out at the world. That would all change after he met you, as something about you seemed to make him just a bit happier. He's still a lazy bum, but if you ask him to do something, he'll only be a little grumpy and do it for you anyway.
- Optionally, you can bring along Pico and Garasha as well, as the two ladies are Dino's subordinates.

Velgrynd [“Free”; Requires Having *Chosen One*]



- The Scorch Dragon herself, and the very loving wife of Emperor Rudra Nam Ul Nasca. At some point in time, she will have realized that her beloved Rudra has finally been taken over by Michael, with his soul having been splintered across time and space. She would go about retrieving all of his soul fragments and finally reach you, who has become his reincarnation. Velgrynd loves you and will work to have you remember how much you love her.
- If **The Eastern Empire’s Challenge** is taken, you will have to defeat Michael/Rudra in order for her to realize what has really happened.

Shenhua [Free; Requires Having Velgrynd]



- The head of the Dragon Fist school of martial arts, and the strongest person in her world - one distinct from that of the Cardinal World. She inherited the teachings of Long (Rudra), and following an invasion by hostile Phantoms, she received the Dragon’s Aura from Longfang (Velgrynd). It seems that, perhaps on a whim or because she thinks you’d like her, Velgrynd brought Shenhua with her.
- Optionally, you may bring along Shenhua’s entire world, colloquially known as the Homeworld of Hazy Style.

Velzard & Guy Crimson [“Free”; Requires Drawback *Battle Against the Mediator*]



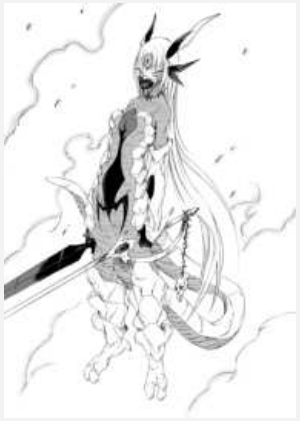
- It seems that you’ve stumbled upon a…*most interesting* situationship, to be certain. Following your absolute gongshow of a fight with Guy and Velzard, you managed to defeat them, or at least convince them that you aren’t a threat to the world. Now that the issue has been settled, it turns out you three are actually fairly compatible people.
- Optionally, you can bring along Rain and Misery as well.
- Optionally, you can choose to have Guy take on a female form. They don’t really care about it all too much.
- Optionally, if you are stronger than Velzard (with an EP of 80,000,000+) and Guy Crimson (with an EP of at least 40,000,000, with an additional 40,000,000 EP from his genesis-grade sword “World”), you may claim the Frozen Continent and the subordinates of Guy, Rain, and Misery.

Feldway ["Free"; Requires *Rumbling of Heaven* Drawback]



- It seems that Feldway, following her defeat by you, has become rather enamored. Apparently, by defeating her, she seems to believe you are some sort of Creator God, especially since she's accepted that Veldanava either isn't coming back, or they've simply changed far too much for things to ever go back. She is a certified glazer, and would do anything you asked - so please don't abuse that, okay?
- Optionally, you can also have the Three Mystic Generals as companions, including Cornu, Obera, and Zalario. You may also take along the remaining angels as followers.

Ivaragé ["Free"; Requires *Love is Wonderful! Let's Become One, Okay?* Drawback]



- You've defeated Ivaragé and, after a lengthy discussion (and fight), you've managed to get her to stop being insane. Still, her love for you has not waned: it's just become real love. She wants to become one with you and expects you to be a dad for all of her kids. Don't worry, you'll love them.
- Optionally, you may take along any Cryptids supporting Ivaragé as followers. You may also take along Kakeashi, Habataki, and Suiemu as companions, if they are still alive.
- Optionally, she may be named Luvelgé, though the circumstances that led to the name change didn't happen.

Veldanava and Lucia Nasca ["Free"; Requires *Guess Who's Back* Drawback]



- Congratulations on fighting God and all that. The end result is that you've restored Lucia Nasca to life (though she might be a little bit different due to the passage of time, and maybe a bit of Ivaragé). Though that harrowing time of your life is over, it seems you aren't free of the lovebirds just yet, as they have seen you across the bar and really dig your vibe. They're both lovely people, so have lots of fun!
- Optionally, you can have Veldanava become a woman.

Shinsha [Free]



- Now this is rather surprising! This girl, Shinsha, is a truly strange one, as she was born from a wish that Shuna made for a cuter Rimuru, which was granted by Izis. In this timeline, however, it's very possible that this girl happens to be your daughter, whether literally because of the wish, or simply because you happened to bond with her and she won't leave you alone.
- Optionally, if you picked **Rimuru Tempest** as a companion, Shinsha can theoretically have three different origins. The first is that she happens to be Rimuru's daughter, and winds up viewing you as a Papa incidentally. The second is that Shinsha is Rimuru's daughter, and winds up developing the same sort of habits that she does - especially when it concerns you. The third is that she is a child of yourself and Rimuru from the beginning, even having a copy of yours and Rimuru's Skills (though not any Ultimate Skills at the start - just degraded Unique Skill versions).

Velryoko [Free]



- Well then, isn't this lovely lady a new one? Velryoko is a True Dragon, and the youngest of her siblings, embodying the concept of Dreams. Something of a wild child, she was probably the only one among her siblings who favored Veldora and was very upset when he was sealed away. Following that, she opted to spend time in the World of Dreams, flying around and causing a ruckus in her true form. She would eventually return to the Cardinal World upon realizing that her brother was not where he should be. It was then that she met you and found you to be a fascinating little fellow. She is going to be the absolute biggest troublemaker that you can imagine, with a penchant for violence and yakuza motifs that she learned about through the dreams of Otherworlders. Despite this, if you can get her to align with you, you'll never find a more dependable person.
- By the way, her bat isn't a regular bat. It's a god-grade staff named **Kiryu**. It's similar in strength to the **Azure Dragon Blades** that Velgrynd can create.

Chime Blumund & Crown [Free]



- Ever seen a princess larp as an advisor to a princess? Chime, the louder and shorter girl, is actually the daughter of Drum Blumund, the king of Blumund. Strangely, though, she never particularly saw herself as a potential ruler, as she had her own idea as to what a queen should be. She would find her ideal in the form of Crown, an Otherworlder who was regal and charming…also very comedic, but that's besides the point. During your ventures to Blumund, you met the two of them and quickly befriended them - with Chime thinking you'd be a great future King.
- In terms of power, Chime is a B rank Adventurer - so fairly strong by normal standards, but certainly not exceptional in the long run. Despite that, she is very good at managing nations and advisory positions.
- "Crown", as she calls herself, is actually very strong, and has the Unique Skill **Aspiring Ruler**, with the Skills **Each Sword is a Flash**, **Each Shield a Rock**, **Light Manipulation**, and **Lord's Regalia**. Should the right conditions be met, Crown's Skill evolves into the Ultimate Skill **Crown, Lord of Clarions**.

Ayunda Risu [Free]



- A fearsome squirrel girl - allegedly, anyway. Risu here is actually an Otherworlder who was reincarnated as a monster, similarly to Rimuru and Venom. She is a Ratatoskr, a high-level monster that is A- rank, and was named by Treyni. Risu dutifully serves Treyni as a protector of the Great Forest of Jura, so when you met her mistress, she met you and found herself rather intrigued.

Cecilia Immergreen [Free]



- An Arch Doll created hundreds of years ago, who may or may not have a Green Daemon inside of her. She was apparently created to be a servant, but eventually wound up deciding to be something of a lazy bum, and so she got kicked out and wandered the land. You eventually would meet her, and the two of you became good friends - though don't expect her to actually do any sort of work.
- Cecilia is remarkably strong and is categorized as A Rank.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.