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That Time I Got Reincarnated as a SLIME

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THAT TIME I GOT REINCARNATED AS A SLIME

– (Light Novels version) –

Welcome to the Cardinal World, the first and most beloved world of the Star King Dragon Veldanava.

At first, Veldanava made many worlds using the Great Spirits. From there, he made Seven Primordial Angels to assist him, and then he made several ancient beings to help him populate and shape his worlds.

The giants, the incarnations of the earth.

The fairy race, which administered the planet.

The ancestor vampires, who created humanity and civilization.

The civilizations would prosper, then war among themselves and collapse, much to the sadness of their creator.

Later, Veldanava would be challenged by the first of the Primordial Demons and the original Demon Lord, created when the Great Spirit of Darkness reflected his creation of the Seven Primordial Angels. After defeating and befriending the Red Primordial, he would ask him to act as a figure of terror for humanity, so they would fear him and not seek their own self-destruction. And tired of his omnipotence, he started to distribute the endless Skills that made up his power on his creations and newly found siblings.

The Red Primordial would fight many threats, including the appearance of a foreign dragon from outside of the Cardinal World that only sought destruction. Veldanava would decide

seal this creature in a parallel dimension, called the Otherworld, and put the leader of his Seraphim, along with three other members and their angelic subordinates, in charge of guarding this Otherworld.

The creation of this first Demon Lord would lead to the eventual birth of the first Hero, a young boy named Rudra, to oppose him. Veldanava, as well as one of his fellow True Dragons, would grow interested in this human and his party. Among them, Veldanava would go to both fall in love and marry the sister of the hero, as well as exchanging with Rudra his remaining Ultimate Skill. From this union, Veldanava would lose his powers, as his first and only daughter was born.

Rudra would go to befriend the Red Primordial and establish his own kingdom. While the Red Primordial sought peace by creating a common enemy, the human hero wanted to bring peace by dominating by force. Since Rudra couldn't defeat the Demon Lord in a direct combat, they would decide it by using pawns. Rudra would amass power from the heroes of humanity, and the Demon Lord would find more like him to deter his efforts.

Eventually, Veldanava would die, and his rampaging daughter would become a Demon Lord and join the Red Primordial, along with the Fairy Queen as the first Demon Lord. Heroes and more Demon Lords would come and go, but things would remain relatively stable.

This stalemate lasted for hundreds of years.

Currently, things are about to change. The Empire will soon make its move on the Western Nations for one final glorious conquest, as the soul of the Emperor Rudra threatens to collapse soon and give control to the most powerful of Veldanava's Ultimate Skills. The reincarntor Yuuki Kagurazaka seeks to dominate the world from the shadows and the hand behind one the current Ten Great Demon Lords. All while the strongest and first Demon Lord, Guy Crimson, watches over humanity's ambitions.

In the Otherworld, Feldway, the leader of the now called Phantoms, has been contacted by Michael, the nascent ego of Rudra's lent Ultimate Skill. And they await their chance to invade and restore their fallen Creator.

And finally, a man who died after being stabbed back on Earth is about to be reincarnated into the weakest race of monsters, a slime.

Confirmed. New lifeform ‘Jumper’ detected. Awarding +1000 Choice Points (CP)... Successful.

—— BACKGROUND ——

—— ARRIVAL ——

- Location -

You may decide to start at any point in this world that would make sense given your Origin, Species and other purchases. For example, an Angel could start in Veldanava's palace, while a human couldn't unless they had a copy of the Ultimate Skill Michael.



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- Timeline -

By default, you start your time here around the same day as Mikami Satoru gets reincarnated as a newborn Slime in Veldora's cave, and will spend ten years in this world.

However, you may decide to start earlier in time, up to the time Milin Nava would become a Demon Lord after her pet dragon was killed, hundreds of years ago. Then you may decide whether you are going to spend ten years, or as many as it takes for the initial leaving date mentioned above.

Finally, by default you are assumed to start in the current timeline of the Light Novels. That means if you do nothing, Rimuru will be attacked by Hinata after saving Shizue's class, and then go become a Demon Lord after destroying the Falmuth army.

However, you may decide to start in another of Chloe's timelines, in which case Rimuru won't become a Demon Lord at the time of repelling Falmuth, which will eventually lead to his 'death' when the Eastern Empire arrives.

—— BACKGROUND ——

—— ORIGINS ——

Choose one of the following options. It will not only determine how your story in this world starts but may also have some consequences further down the line.

- Otherworlder-

You, or at least your soul, was not born in this world, and instead had to cross the void between worlds to reach this place. This means that you have few to no connections in these worlds, nor much of an idea of how anything works.

You have three ways of entering this world:

- **Summoned (+100 CP) -** Humans are often summoned from other worlds by various nations to act as living weapons, as the act of crossing worlds grants them great powers. Still, it's not impossible for something more freakish to answer the call.

  By default, this means that as soon as you are summoned, as part of the ritual itself, you will be imposed a curse of subservience to your summoner. Still, they are not of exceptional power, and if you have the appropriate power yourself, you may either free yourself or evade this curse entirely.

- **Stray -** Not an unheard phenomenon. You have simply wandered into this world. One moment you were in your house, or crossing the street, and next you found yourself in a foreign city or even the wilderness. Since nobody called you here, you are not subjected to anyone, but you also don't automatically gain the support of any organization.

- **Reincarnator (-100 CP) -** Now this is truly strange. You are one of the few reincarnated beings in the history of this world. Reincarnators exhibit an unusually strong soul and thus manifest especially potent skills since birth, since they were capable of maintaining the shape and memories of their soul even while traversing the void between worlds without the protection of a physical body.

BACKGROUND

You have been born in this world, either as a regular human or monster from a mother, or maybe created spontaneously from the local magicules in case of some monsters.



- Native-

You were born and raised in the Cardinal World. This also includes adjacent worlds such as the one from where the Cryptic race hails from. You probably have some connections, or at least a reputation of sorts in your local community.

Natives get a 200 CP stipend to use in the Species section.

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SPECIES

Choose one type of species. Inside of the same type of species, you may purchase as many variants or evolutions as you wish, provided that they are compatible.

When choosing a Non-Human Species, you can always assume that you exist as a 'unique member of your species who has developed a human-level intelligence, regardless of what's the normal for your kind.

- Human -
[+100 CP]

Humans are a common race in the Cardinal World. Unlike monsters, humans do commonly receive names, albeit these don't seem to have a great effect on them. Unlike monsters, humans naturally are not adapted to magicules, and thus they are more susceptible to magicule poisoning, and usually can't take a great amount of them in their bodies without having a natural or gained resistance to them first, nor are they prone to developing strong skills if they are natives to this world.

-Demi-Human [-100 CP] - Alternatively, you may be a Demi-Human variant that is still recognized as a human. That includes Dwarves, Elves and Halflings. They are descendants of the mixing between certain fairies and humans, but are set on the evolutionary tree of a human, instead of being considered a monster. These species may live longer than humans, and can be better attuned to the presence of magicules, but their overall potential is usually the same as other humans.

-Sage [-300 CP, requires Humanoid] - Sages are humans, or humanoids, who have achieved a power comparable to a Demon Lord Seed, and thus have evolved into a higher lifeform, becoming a Magic-born. Their aging has slowed, and their magicule capability has

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increased, allowing them to perform superhuman feats and compete with power monsters directly.



If you are not a pure human, but instead an Elf or a Dwarf, you may choose to be a more powerful and long lived variant, like the High Elf or High Dwarves, who boast a higher connection with their spirit ancestors, and thus longer lifespans and magicule capacity.

Sages may eventually evolve into Saints, an Awakened Half-Spiritual Lifeform comparable with Awakened Demon Lords.

Hero's Egg [-200 CP, requires Sage] - You have been recognized as a potential hero by the Voice of the World, and awarded a Hero's Egg. The conditions to acquire one are unknown, but one of them is to at least be granted the support of a Light Elemental. This means that at some point you have been fused with a Light Elemental, granting you access to its powers and the ability to summon them.



Those with a Hero's Egg have a power comparable, but slightly superior to a Demon Lord Seed.

The conditions to awaken a Hero's Egg are currently unknown. An Awakened Hero will evolve into a Awakened Half-Spiritual Lifeform whose energy is superior to that of an Awakened Demon Lord. This evolution may also make it easier to evolve or acquire new skills.

BACKGROUND

- Monster -
[Freebie]

Monsters is the term to which creatures who are based on magicules are referred to. Most monsters, being lifeforms based on magicules, don't necessarily require many of the living functions of a more physical being, such as eating or sleeping. Still, they may require them if they cannot procure enough magicules from their environment and thus are forced to extract them from other beings or conserve energy.



As a magicule-based lifeform, monsters have an easier time evolving than other creatures just by accumulating magicules. However, monsters usually lack the social structures of humans, as well as the natural advantages of Spiritual Beings. Once enough magicules are accumulated inside of a monster's body, they will usually reform into a new form of their species to accommodate their new powers.

Additionally, Monsters have one or more Intrinsic Skills, that is, skills that are part of their species and that they are capable of using since birth. These vary in potency depending on the monster.

Once a Monster with enough intelligence to rival that of a human acquires a human form and enough power, they are referred to as 'Magic-born'. Albeit this term can also be used by humans who have become a magicule based lifeform due to various circumstances.

For starters, you may start as any creature that is around or below the C Rank. This includes beings such as slimes, goblins, orcs, lizardmen, kobolds and many other creatures. It will be enough to give trouble to an experienced adventurer, but nothing that humans can't handle quite easily, at least disregarding whatever skills you acquire later.

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You may either take one of existing species of monsters that is not in the below categories or create your own. If you create your own species, you may choose to have either up to three ***Common Skills*** *or one* ***Extra Skill*** *as your species Intrinsic Skills.*

Greater Magic-born [-200 CP, requires 'Monster'] - You are now above the regular monsters. Possessing a will and power comparable to humans, if not greater, you have become a Magic-Born of around the the higher ends of the Rank A, or even the Special Rank A in terms of magicule capibilities. Something like naming multiple monsters into powerful subordinates should be between the realm of possibility, and your abilities have reached even greater heights.

In the human nations of the West, you could appear a local deity, and your presence is one that could be a threat to even small nations.

Your can add one Extra Skill as your species Intrinsic Skills.

-Dead Man [-100 CP, requires 'Greater Magic-born'] – You are a Dead Man, a special type of undead monster born from a ritual created by a former Demon Lord. You possess the appearance of a beautiful, even if quite pale, elf. You are naturally quite power, easily on the higher end of the Special Rank A power. You have two main characteristics: one is that you can still persist even if your physical body is destroyed, allowing you to continue your existence with just your spiritual body until a suitable new vessel is prepared. The other is that you are also an ideal vessel for powerful spiritual beings, allowing you to evolve much easily by incorporating them into yourself.



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-Giant [-200 CP, Requires 'Greater Magic-Born'] - Giants are tall humanoids, usually towering around others with an average height of two to two and half meters. But that is just their base forms, as once they enter combat, they can grow greatly in size, with their strongest being able to grow up to ten times their base size.



The Giants are known for their incredible strength, and also their natural high resistance to magic, almost bordering the immunity.

Unlike their ancestors, they possess a limited lifespan.

-Ancient Giant [-400 CP, Requires 'Giant'] - Ancient Giants are some of the first races to inhabit the Cardinal World, and the Ancestors of the modern Giants. They possess an inherent strong Holy Magic attribute, which makes them a perfect counter against Demons for their ability to nullify almost any kind of magic with their bodies alone, being hardly resistant to most Skills and their strength is said to have almost no rivals in this world besides that of the True Dragons.

Ancient Giants count as half-spiritual life forms, and as such, they possess no concept of lifespan. Additionally, Ancient Giants seem to be able to reproduce without the typical problems of other Magic-borns.

-Demon Lord Seed [-200 CP, Requires 'Greater Magic-born' or 'Cryptic', can't be taken with Ancient Giant or True Dragon. Those who took 'Arch-Demon', 'Completed Insectar' or 'Dragonoid' may purchase this for -100 CP] - Demon Lord Seeds are granted by the Voice of the World when certain conditions, usually in terms of a certain amount of power, are fulfilled. This may be openly announced by the Voice of the World, or simply appear in the middle of an evolution. Usually, the magic-born who take in a Demon Lord Seed will evolve into a more powerful version of their race, albeit some creatures who are specially in-tune with magicules like Slimes will still show little evolution at this stage.

Demon Lord Seeds are universally classified as Calamity Class, and usually undergo evolution from their previous stages, albeit some races may remain the same.

In order to awaken, a Demon Lord Seed must go through what is known as the Harvest Festival, in which they gather around 10,000 humanoid souls. These need not to be

gathered by the Seed themselves but require to be at least sacrificed in their name. Once the Harvest Festival starts, it cannot be stopped. During it, the Seed will evolve into a Half-Spiritual lifeform, it would be easier to evolve or acquire new skills and gifts will be distributed to those connected through the Soul Corridor with the new Demon Lord. Some may go into an evolutionary sleep during this stage, while others may remain alert during it. It is also possible to enter a berserker stage immediately after the awakening, if the individual had an especially weak will.

It is possible to reach an unconventional Awakening through other methods, but these are unknown. It is impossible to normally awaken if one has been named and subordinated by another being. However, if one has been named as an equal by another, it is still possible to awaken, and a specialized Ultimate Skill could also brute-force the issue by using a much greater number of souls as fuel for the awakening.

In these deviant cases, the Harvest Festival may not grant gifts to those connected to the Demon Lord.

- Spiritual Beings -
[Varies]

Spirits are beings born as a partition of the Great Spirits that made up the entire Creation. The True Dragon are an exception to this, who just manifest into existence. Spirits benefit from being able to perform a myriad of magical abilities naturally, usually via their intrinsic skills, or via their natural affinity for magicule manipulation. Also, Spiritual Beings are naturally immune to physical attacks.

As a spiritual being, you normally reside in the Spiritual World, but may be called down via a summoning, in which case you will form a pact or contract with your summoner in order to stay on the world, or may slip through one of the areas where the spirit and physical worlds overlap. It is also possible for you to possess a physical being, albeit that will require a contest of willpower to assert dominance over the body.

Choose a type of spiritual being from the following:

Pixie [-100 CP, incompatible with Angel, Demon or Elemental] – Pixies are a simple incarnated spirit, who are descendants from the clones of the Spirit Queen. They usually appear as small humanoids with insect wings and childish appearances. They are pretty weak physically but have a decent affinity for spiritual magic.

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Elemental [-200 CP, incompatible with Pixie, Demon or Angel] - Elementals are spirits derived from the Great Elemental Spirits. Fire, Water, Earth and Wind. And on some *very* rare occasions, Light. Your element determines your power, but you are at least around Rank B just with this, proving that you have an independent ego and are quite old, enough to be well-known among summoners and adventurers. Incarnated Elementals are often referred to as Fairies. Elementals have a type advantage against Demons.

-**Dryad [Freebie, requires Elemental] -** A Dryad is a type of spiritual being inhabiting who has the physical body of a tree, but can manifest at a certain distance from their main body. They are quite powerful, enough to reach Rank A on their own.

For an extra 100 CP, you may instead be a Dryad Doll, a Dryad that has gained a physical avatar carved out of the wood of their main tree body, along with a powerful spirit core. They are around Rank A+.

-Great Elemental [-100 CP, requires purchasing Elemental] - You are a particularly old Elemental, comparable to the Fire Giant Ifrit. You possess a great destructive power, enough to lay waste to an entire city, enough that even a mortal channeling just a portion of it would become a legendary warrior, at least in the Western Nations.



-Hybrid Spirit [-100 CP, requires purchasing Elemental] - Maybe you were artificially made, or just have been contaminated by the magicules of another, even greater, spiritual being. But as a result, you are now a spirit with two elements.

Angel [-200 CP, incompatible with Pixie, Demon or Elemental] - The angels are divided into three categories - the pure angels who remain in heaven or are summoned by the Authority of King of Justice (Michael), the Fallen Angels who incarnated and descended

BACKGROUND

to Earth, and the Phantoms, who battle against the Cryptic invaders in the Phantom World. Angels have a type advantage against Elementals.

You may choose to be either an Angel or a Fallen Angel with either of these options.

-Phantom [-200 CP, requires Angel] - Phantoms are the mutation of the angels that went to fight in the otherworld against the Cryptic hordes. Just like angels, the file and rank soldiers have pretty weak egos, save for exceptional individuals. But being more used to combat and being mutated by the energy of Ivaraje, this subspecies boasts a much higher energy concentration and martial powerness than their pure angelic siblings.



Some Phantoms have developed appearances closer to Cryptics, but their generals still retain their angelic forms.

Assume that an incarnated Phantom would have a threat level around A with this option, at the very least. An incarnated Phantom Seraphim, meanwhile, would have the power to rival a True Dragon.

-Seraphim [-400/900 CP, requires Angel] - The Seraphim are the Seven original angels created by Veldanava from the Great Spirit of Light in order to help him administer and protect his Creation, and now they have a new member, you.

As a Seraphim, your Spiritual existence is one that is only below True Dragons in terms of power. You have a naturally potent holy magic, as well as great physical capabilities. However, most Seraphs lack a physical body. That is, with the exception of their leader, Feldway, who was gifted a physical body by Veldanava. If you wish to, you may choose to pay **900 CP** instead of 400 CP, and you too will be gifted with a **Half-Spiritual body** that contains the power of a True Dragon. This body has all the advantages of the Awakened Half-Spiritual Modifier, but you may choose to keep it stored in a pocket dimension and manifest just through an avatar that is equal to your Seraphim Spirit

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Lifeform body. Unlike a Parallel Existence, your true body cannot be attacked by the destruction of this avatar, but it will take time to recreate a new one.



Seraphs were named by Veldanava, and acquired egos over the course of centuries.

Demon [-200 CP, incompatible with Pixie, Angel or Elemental] - Demon were first born when Veldanava created the seven seraphim, as a mirror effect from the Great Spirit of Darkness. You start out as a Lesser Demon, born from one of the Seven Primordials of your choosing. Your lineage, that is, the Primordial you were 'colored' by, will determine your overall appearance and personality traits, but you are around a Rank B creature. Demons have a type advantage over Angels. Demons won't die unless their soul is destroyed, and instead they will just reform in hell.

-Arch-Demon [-100 CP, requires purchasing Demon] - Arch-Demons are particularly strong and old demons. They represent the pinnacle of what a Demon can regularly achieve by naturally growing. Arch-Demons are generally considered, and their age may range from a few decades to thousands of years. The older the demon, the stronger their ego and their skill in magic, albeit their general magicule concentration is always around Rank A. You are a particularly young Arch-Demon with just this.



Primordial [-300 CP, Requires Purchasing ArchDemon] - The Seven Primordials demons were born from the Great Spirit of Darkness the moment Veldanava used the Great Spirit of Darkness to manifest the Seraphims. Primordial demons are almost impossible to exterminate, as they will automatically be reformed by the Great Spirit of Darkness in the spirit world in a short time. Now, a new member has joined their ranks. Or perhaps you were around since the beginning, just unknown by others.

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Like the Seraphim, they are extremely powerful just by their incredible skill in magic, able to even give some trouble to a True Dragon if they are in the Spiritual World, but they are not able to normally display their full might in the physical world unless properly incarnated. Primordial Demons are the direct progenitors of the Demon Race, and as such command a great deal of respect, reverence and, of course, fear among the other demons. This is for a good reason. Even while they have reached the pinnacle of power in the Underworld just as other Arch-Demons, the fact that they were the first demons to ever exist mean that they are all extremely skilled in the use of their own energy, capable of easily mopping the floor with rivals that equal or even have many times their amount of energy.

Primordial Demons are naturally unnamed but are known and refer to each other by the French word for their colors (Noir, Rogue, Blanc, etc.).

A Primordial Demon that is incarnated and named, will evolve into a Demon Peer, a species of Demons that has no limit in how far they can grow in power, and who rival Demon Lords.

– Dragon –
[Varies]

Dragons exist as the apex predator lifeforms in the world. Normally, they only need a small supply of water and being in a magicule rich environment to survive but can also do so by consuming others. In fact, only by hunting themselves a dragon can grow.

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In actuality, there are only four True Dragons in existence. While other races are referred to as dragons, these are just the descendants of the Elemental Dragon that Veldanava gifted his daughter.

Lesser Dragon [-200 CP] - Lesser dragons vary a lot in shape and the number of abilities. From the Dragownets who may acquire a human-like shape and temporarily transform into greater dragons, to the Wyvern races that are barely sentient as nothing more than monsters. They are generally considered at least B Rank monsters.

-Arch Dragon [-200 CP, Requires Lesser Dragon] - A greater evolution is that of the Arch Dragon. These are particularly old creatures that have gained the power of an at least A Rank monster, albeit it's common for them to be a Special A Rank monster. They have gained a certain elemental trait like the elemental spirits, and can use powerful magics.

-Dragon Lord [-400 CP, Requires Arch Dragon] - Dragon Lords are the final evolution of an Arch Dragon. They naturally have a greater intellect and have been alive for several centuries at the very least. They each possess powerful elemental magics that naturally alter the terrain around them, albeit not on the scale of a true dragon. They have become creatures that do not have a limited lifespan, and can keep growing indefinitely as they age.



A Dragon Lord is a monster on the scale of an Awakened Demon Lord, and their bodies count as a Half-Spiritual existence.

Dragonoid [-1000 CP] - Dragonoids are the Children of a True Dragon and a Human. As such, they have inherited most of the power of their True Dragon parent, albeit they lack both the Dragon Factor of their parent, as well as their ability to resurrect on their own. Dragonoids start to age as normal human, but they held the potential to easily awaken into a spiritual life form and boast a raw power in the material and spiritual world that is only rivaled by True Dragons. They count as a magic-born with a Demon Lord Seed for the

purposes of evolution into a half-spiritual, albeit their power from birth already surpasses that of an Awakened Demon Lord by several leagues.

When it comes to their natural born abilities, they have extremely potent innate observational abilities, with their eyes taking the form of a powerful Unique Skill.

If you take this option, you may choose which True Dragon was responsible for your creation, except for Veldanava. Somehow, they seem to have preserved all their power instead of losing it permanently.

*By taking this, you may freely either create an **Unique Skill** with the **Analysis** Modifier, or add the Hybridized and Analytical Modifier to one of your Unique or Ultimate Skills.*

True Dragon [-1400 CP] - True Dragons are the highest type of Divine Spirits that exist in the world. In reality, they have nothing to do with the Dragons found before in the exception, with the exception of Dragonoids. True Dragons exist independently from every other species in the world, and are considered the true apex of life forms in all the worlds made by Veldanava.

A True Dragon is a Divine Spirit that also naturally possesses a physical body, allowing them to manifest their tremendous power as a spirit naturally, without being incarnated by external efforts. As such, they are naturally immune to all physical attacks, and also boast a strong resistance to all other kinds of attacks.

All True Dragons represent some form of 'element' from which , and they are also able to use the powerful True Dragon Magic, whose spells are derived from said element. Also, just like the Dragonoid, True Dragons possesses a naturally great analytical capability, with their sensory abilities being on the of an Unique Skill specialized in Analysis, or perhaps even manifesting into one.

True Dragons are also deeply attuned with their spiritual forms, and are naturally considered to be on par with Ultimate Skills just with their bodies. They can also even modify their own spirits to discard their own Skills.

They can easily learn to take on a human form to concentrate their power and hide their aura, albeit completely suppressing it to the point that they may pass as a human would be harder depending on the nature of their element. They keep all their powers while in this

—— BACKGROUND ——

human form, albeit their smaller size makes it so their physical abilities, especially their ability to soak damage, is greatly diminished.



These beings are not capable of experiencing true death, as once they are born, they are considered a fundamental part of reality. Thus, each time their bodies and souls are extinguished, the world itself recreates them somewhere else after some time. Truly, only a calamity capable of destroying the entirety of reality would be able to grant these beings a final death.

A True Dragon being reborn will inevitably make them change some aspect of their personalities, but they will preserve all of their abilities and memories from before their 'death'. Unless some powerful skill is used to back up their previous personalities, that is.

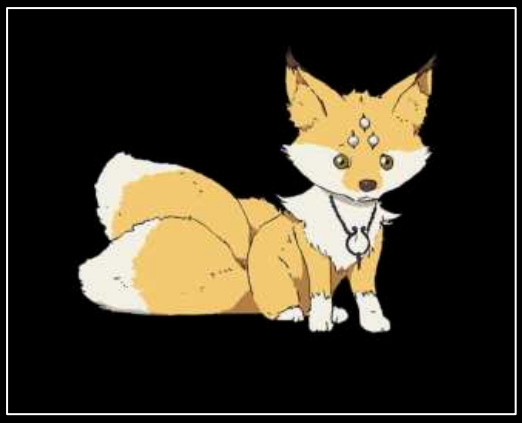
*By taking this, you may freely either create an **Unique Skill** with the **Analysis** Modifier, or add the Hybridized and Analytical Modifier to one of your Unique or Ultimate Skills.*

– Cryptic –
[-300 CP]

BACKGROUND

Cryptics refer to the many races and unique beings descended from the aura leaking from the World Destroying Dragon Ivarage since he has been sealed in the Otherworld.

Cryptics are creatures who are naturally half-spiritual, allowing them to be effective both in the spiritual world and in the material world. However, just by birth their power is merely on the B Rank, basically the baseline for Demons and Angels.



Unlike Angels, Cryptics are a category of beings naturally adapted to combat, on a scale similar to the demonic instincts to pursue strength. Unlike the Demons, their destructive impulses come from their lineage with Ivarage, which most cryptics tend to work on pure instinct for by trying to bring the destruction of the world.

Cryptics are a strange set of beings, and their shapes and powers vary quite a lot. You may choose to build your own Cryptic by taking as your Intrinsic Skills up to three Extra Skills of your choice.

-Insectar [-100 CP, Requires Cryptic] - Instead of building your own Cryptic species, you may be part of the lineage of Zelanus, an unique Cryptic that quickly grew independent from Ivarage's desires and started to create his own set of species after come to admire Veldanava's creation.



Insectars live in a rigid society that it's dependent on their original progenitor, albeit some individuals also grow independent from Zelanus control.

Your Insectar species is dependent on the real life insect it is based on. Beetles will have powerful exoskeletons, Wasp will possess greater agility, and so on. They usually possess greater stats than a regular Cryptic of their same Rank, and a natural resistance to magic.

-Completed Insectar [-200 CP, Requires Insectar] - A completed Insectar is one that has grown into a humanoid form, completely streamlined for combat. Their exoskeleton is

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hard enough to repel most attacks, even those who are backed by powerful Unique Skills, and they have a natural near immunity to magic.

The actual traits of this evolution depend on what insect you were based on, but you still need to keep some recognizable humanoid shape.



– Importing–
[Varies]

Maybe you are already some kind of inhuman creature? If that's the case, you can decide to improve a previous condition (such as being a half-vampire, divinity, ghost, etc.), race or species that you are currently part of from a previous jump, giving them a magicule-makeover. In other words, your species will transform its traits into intrinsic skills, and it will be allowed to evolve just like any other species from this world by gathering more magicules.

Depending on the particularities of your race, it could start as a purely material one like monsters, a spiritual one or even a mixed one like the Cryptics.

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This is **Free** for Stray and Summoned Otherworlders, as you simply came from the outside with the body that you had. For other origins, it costs **200 CP**, and represents an entirely new race appearing in the world.

- Modifiers-

Were the above options not enough for you? Do you feel that you were not special enough? You can make yourself even more unique by picking any number of these Modifiers to improve your Species choice.

Hybrid [-100 CP] - Seems like your parents were kind of weird and entered in a relationship even while being from two completely different species. Taking this option requires you to purchase a second race on top of your first one, allowing you to mix them into a new unique species that manifests either all the traits of the above, or a mixed but more potent version of the traits of those races. If you take this between a Monster race and a Human, you cannot gain both the Hero Egg and the Demon Lord Seed, you must choose one of them.

It is possible to become a Hybrid of a True Dragon and another race, which basically means that you acquired a True Dragon Factor and became a sub-species of the True Dragons that adds the power and advantages of a True Dragon to your other species characteristics. Being a Hybrid of a Dragonoid and another race would mean that your True Dragon parent had a relationship with something other than a human.

Incarnation [-100 CP, must take a Spiritual Being race] - You have become a Fairy, an incarnated spirit. You been given a suitable physical body for your power, meaning that your growth in the Physical World is now unlocked. Otherwise, no spiritual being can manifest a power greater than Arch-Demon as a spirit, and will have a hard time staying manifested in the physical world.

Super-Awakened [-400 CP, requires one of the following purchases - Sage, Hero's Egg, Greater Magic-Born, Demon Lord Seed, Primordial, Seraphim, Great Elemental, Completed Insectar, Giant, Imported] - You have become an awakened half-spiritual, a physical being that is capable of manifesting the power of a Divine-tier Spiritual Lifeform in the physical realm freely. Your species overall power is in the same realm as those possessing an Ultimate Skill. Your intrinsic skills, should you have them, are on the level of Unique Skills now.

Awakened beings have essentially unlimited lifespans, and their will rivals that of Ultimate Skill users, allowing them to wield Ultimate Skills as well.

If purchased with Demon Lord Seed or Hero's Egg, you will count as having awakened into either a True Demon Lord or True Hero. Sages will count as having evolved into a Saint. In general, expect around a five to ten times boost in your magicule capacity by purchasing this, compared to your previous.

If a Spiritual Species purchases this, they gain the **Incarnation** Modifier for free. This also means that not only are they able to grow in power in the physical world, but the full might of their spiritual form can now be manifested in the physical world.

For an imported race, you will need to pay 700 CP for this bonus.

Digital Lifeform [-400 CP, Requires the purchase of one of the following - Super-Awakened, Dragonoid or True Dragon] - Even beyond the existence of a True Dragon as the peak of Spiritual Lifeforms, there exists those who are capable of transforming all their matter into Information Particles. Information Particles are capable of transferring information with each other instantly, regardless of their exact space-time coordinates.

Thus, these beings have transcended space and time and exist as a lifeform that is capable of moving inside of the Frozen World, where time is stopped, and no physical laws apply. Thus, those inside of the Frozen World become able to act unhindered, and are capable of dealing massive damage to any being regardless of resistances and Skills.

BACKGROUND

Being a Digital Lifeform only allows you to perceive and move inside of the Frozen World or any other form of time stop, but actually activating it requires an appropriate Ultimate Skill.



PERKS

You may discount 3 perks of each price tier, except for the 800 CP tier, of which you can only discount one perk. Discounted 100 CP perks become free. If a perk has multiple tiers, you can discount either tier, unless otherwise stated.

Voice of the World [Free and mandatory for All, -300 CP, non-discountable] - During your stay here, you and anyone you bring with you will be connected to Veldanava's system, the Voice of the World. Through it, you will be able to improve and evolve your skills, or even gain new ones, if you meet the requirements for them. Other forms of growth, such as naming, evolutions and awakenings will also be available to you and anyone you bring into this world.

With this, you and any Companions you have will be able to keep growing with the support of the Voice of the World in any future world you visit, and also keep acquiring new skills as well if your soul can support them and you meet the necessary conditions. Not only that, but you have the option to convert any abilities that you have into Skills, as well as any that you will gain. Thus, they will be able to evolve and be used in the same way as Skills. You may also expand this privilege to your future companions.

If you instead pay **300 CP**, not only you will retain this benefit, but you will be able to grant it to entire worlds that you visit after this one, allowing you to integrate the Voice of The World and magicules to the local metaphysics of said worlds.



Fantasy Face [-100 CP] - It seems that almost every being of high power in this world has quite the looks. Enough that most of them would put to shame most super-models back on Earth. Whether you reach those heights of power or not, nobody can deny just how good you look. Whether this takes the form of a mountain of perfectly shaped muscles and wild mane, or the perfect curves and cute face, it's up to you. As a side benefit, it seems that people tend to be distracted at least once when fighting you just due to how good you look.

PERKS

What's even better, it seems that any significant growth in power also has at least some effect in enhancing your beauty.

Magic-born [-100 CP, free for everyone who spent 300 CP or more in the Species section] - As a monster, being a magic-born means that you gained a human form of your own design that is almost indistinguishable from an actual human, save for maybe a few cosmetic effects such as skin tone, your eyes' corneas or maybe a couple of horns. If your race was quite inhuman in shape, you can switch back and forth between human form and your original one. The human form has the same exact powers as your original one, albeit some physical capabilities may be reduced or increased depending on your previous form.

As a human, you instead gained a natural affinity to magicules, allowing you to grow in power in a similar fashion to monsters.

In future jumps, you will retain these benefits - whenever you are a human, you will be able to survive and adapt to enviroments suited only for monstrous creatures, while as a monster, you will also gain a human form.

The Code of the Clown Troupe [-100 CP] – Friendship is such a powerful thing. And even the worst scumbags in this world are not ones that easily betray their closest friends. And when it comes to defending yours, your willpower skyrockets. Whether it is through intimidation or even torture, it is impossible to make you betray your friends using forceful means.

Obviously, something like that mind-control or directly reading into your memories will fly past this.

Workaholic [-100 CP] - You can deal with menial and repetitive tasks with no problem, and you are able to find motivation and fulfillment into otherwise quite monotonous jobs that you are directed to.



What's more, your hard-working spirit is quite contiguous, and whenever you are put in charge of a project, you are

able to rouse others to work harder merely by leading by example.

We Are Going On An Adventure [-100 CP] - You are a recognized adventurer via the Free Guild. That means you are someone that takes a variety of odd jobs, from monster subjugation, to foraging certain elements. You have some decent knowledge on surviving on the wild, coordinating with others and quite a decent grasp on the local monsters.

Novice Magician [-100 CP] - You have a rudimentary knowledge of magic, that is, using formulas in the form of spells to manipulate the magicules around you. You can perform some elementalist attacks and minor healings, but your control and potency just with this won't get you too far.

You have an affinity for Skills related to acquiring or improving spells, as well as refining your spellcasting.

Warrior Training [-100 CP] - You have received several years of training in a school of your choosing for a single weapon, as well as melee combat with several other weapons, including your own body.

You also have some experience in how to integrate your own Skills with your style of fighting. You also have an affinity for skills related to enhancing your combat senses.

Hunter [-100 CP] - You are a hunter! You have mastered the usage of the bow, and you have a great talent when it comes to exploration and tracking as well. You have a great deal of experience using Arts related to stealth, and you have an affinity for easily achieving Skills related to avoiding danger.

Knowledge from the Otherworld [-100 CP] - Some of the most valued Otherworlders are not those who gain powerful skills upon their arrival, but also those with detailed scientific knowledge from their previous world. Choose any major engineering or science field to gain a college degree knowledge and several years of experience in the field for it.

Head Chef [-100 CP] - In the Cardinal World, the constant wars, monster invasions and angelic attacks on civilization meant that the local cuisine has not had much room to develop. Whether due to an innate talent, or perhaps due to the skills of a previous life in another world, you have the skills and the knowledge to bring a revolution to the culinary

world in the Cardinal World. You are on the level that even on Earth you will be famous in your own country, and in this world you may be a world-class cook, that even royals and Demon Lords alike would like to have serving them.

You are also adept at adapting the local ingredients to recipes that you know, even being able to replicate dishes that you have previously tasted or have been described to you with some moderate effort.

Keeping The Line Alive [-100 CP] - It seems that even the Voice of the World itself considers that it is important for you to have descendants. As such, you may decide not to give away most of your energy and powers to your progeny like most monsters do, sparing you from one of the most dangerous aspects of reproducing as a monster in this world.



In future worlds, you may also be shielded from any negative impacts of having children of your own, beyond the mere power loss.

I Will Leave It To You [-100 CP] - You have a talent when it comes to delegation. That is, you are usually quite adept at passing your more troublesome duties to others, and those that are either weaker or serving under you usually have a very hard time saying no to you. No, no, you are not just avoiding taking responsibility yourself. Not at all. You are merely leaving things in more capable hands.

Named [-200/400 CP, non-humanoids only, not available for True Dragons, but True Dragon Hybrids may take it] - You have been named, or will be shortly named after entering this world, by a person of your choice, albeit they must be at least as powerful as your in-jump build. The named status will allow you to evolve into the next stage of your race, or at least give you a decent power bump. However, you should keep in mind that those named by others won't be able to become awakened on their own as long as their namer lives, and they will usually develop a bond of loyalty of some level with their namer.

By paying an extra 200 CP, making this an also discountable as a 400 CP perk, not only you were named by this being, but you also gained a surename from them, making both of

you equals. This will allow you to awaken on your own, as well as instead give you a relationship akin to siblings instead of being subordinated.

In future worlds, you may choose another local being to share this relationship with.

Tough Love [-200 CP] - What a great teacher you are. You have become attuned to the training methods of some of the most skilled monsters around. That is, getting people to become stronger by continuously beating them over and over.

And you are so considerate that you can easily limit yourself to just beat them 'close to death', rather than outright killing them. However, if you were to gain a method that would allow you to revive your students, you could even improve your results even further by actually training them to death.

Somehow, it seems that those who train under this method not only manage to get stronger in an a short timeframe, but they also avoid things such as getting traumatized by the experience.

Oni Princess [-200 CP] - The ultimate assistant, you seem to have a talent for any sort of mundane skill that you can get a short time to practice on. Be it something more manual like sewing or playing an instrument, to more abstract things like civil administration, you only need to try your hand on it for a few sessions before you can claim to be among the best in your nation.

Drunken Sage [-200 CP] - A true born merchant, you are an expert in making money. Business opportunities are constantly presented to you, and you just need to go with the flow to reap massive benefits. You also have a talent when it comes to recognizing the trash ideas from ones that will actually make you richer, as well as the cool head and instinct to stay away from the ones that may bring you big trouble in the long term.

Finally, your talent with counting gold coins is not limited to trading, but you are also excellent when it comes to budget management. You wouldn't be out of place as the Treasurer of some large organization, or even a Minister in some great nation.

Surmounter [-200 CP] – Like a certain group of vampires obsessed with knowledge seeking, you have a legendary dedication to the task of accumulating knowledge and discovering new things. While your current understanding may not be on the level of these centuries-old beings, you got quite a drive and dedication when it comes to studying and

learning new things, as well as the patience and willpower to spent on experimenting and putting into practice that knowledge.

Finally, you also have an easy time creating an appropriate environment to share and connect the knowledge of different researchers into a single project. Just getting to share your own investigations will quickly prompt others to do the same, and group projects start to form naturally as soon as you need new colleagues for whatever task you are set into. A dream for both these vampires and yourself.

Aura Control [-200 CP] - In this world, powerful beings are constantly leaking out magicules. The stronger the monster, the harder to control their aura. You however find no effort into controlling the leakage of your internal energies and spiritual powers, regardless of your power or emotions at the time. If you were a strong magic-born, you could pass as a human to even trained observers.



Merely hiding a powerful aura is already a great feat of self-control, but you are among the masters of this ability. You can use your control over your aura to also deceive your enemies about the actual range of your abilities, or how many you have, by just leaking whatever information you want them to know.

Also, you face no negative consequences when healing your aura, as your fleeting energy is safely reintegrated into yourself, so you don't have to worry about a sudden outburst of magical energy in case you are *that* powerful.

Doll Maker [-200 CP] – You are adept in the art of crafting golems. That is, you have the blacksmithing expertise in crafting the parts for its frame, as well as the knowledge to summon a spirit to act as its core.

Finally, you are also quite the talented engineer and craftsman, and with a bit of work you could translate your golem creation knowledge to a more mundane field like robotics.

PERKS

Elementalist [-200 CP] - You are an Elementalist, that is, someone that is favored by the Spirits and can communicate with them, as well as using spells to command and summon them in order to fight. Elementalists are quite rare, and they benefit from using spirits in that the effects that spirits produce count as physical effects and not magic, so they cannot be defended using anti-magic barriers.

You are also capable of making contracts with decently powerful spirits to inhabit you and use their power, and you will find at least there is one powerful spirit in your local area willing to make this contract with you.

Strong Soul [-200 CP] - You have an especially potent soul for someone of your level. Maybe you are the reincarnation of a great figure of the past? Whatever the case, your soul grants you a massive boon in this world, as the strength of one's soul means that you have an easier time gaining new Skills, as well as holding more than others before being able to face any negative effects. In the same vein, it also means that those powers based on your soul, such as Skills, will have a much easier time defending and overpowering those of the same 'level'.

Lord [-200 CP] – You are a natural born leader. This is not just way more influential to members of your same species, but you stand head and shoulders above others of your same kin. Not only your physical and magical abilities are noticeably better than the baseline of your species, often resulting into unique lines of evolution, but you also have a much easier time gaining abilities that are related to commandment and coordination with your subordinates.

Jumper Diaries [-200 CP] - Even in such a dangerous world, you can regularly find time to have some harmless fun, enjoying the small pleasures of life. Trips to the beach, festivals, harmless wrestling tournaments and many conventional fun events seem to happen around you and yours, illuminating your lives even after a serious conflict.

Family Name [-200 CP] - Besides the regular act of giving a Monster a name, it is also possible for two entities to give each other a Family Name. This act itself doesn't cost magicules, but creates a tight bond with others. Normally, this is a one-time thing between two beings, but now you can add other people into this act. Those connected by the same family name as yours will grow closer to you, as if you were actually related by blood, and you will have an easier time growing in power together, taking advantage of each other's growth.

PERKS

Paladin [-400 CP] - The Holy Knights are some of the fiercests and most well trained monster hunters. It seems that you have either joined their ranks, or at some point received their teachings. You are not only well versed in offensive Holy Magic, which is extremely effective against monsters due to its anti-magicule properties, but you also have learned supportive spells such as anti-magic and anti-monster barriers, which can even impede Greater Magic-borns from using their full powers, if not debilitate them enough for even inexperienced soldiers to take on.



Additionally, you are well trained with a weapon of your choice, on the same level of a high ranked adventurer at the very least.

Shadow Of The Federation [-400 CP] - You are a natural born for the world of intelligence gathering. From common infiltration and stealth operation, to disguises and observation for afar, you excel in every way. You are an expert in concealing yourself from the eyes of enemies and allies alike, all while keeping a close eye on your target.

When in combat, you excel both your ability to escape and evade, your agility and your dexterity with both small knives and thrown weapons. You also have a high affinity for gaining skills related to combating others in a dirty way. Surprise one-shot attacks, creating body doubles, teleporting through shadows and more are easy to develop by yourself, and they will only further improve as you go.

Master Of The Forge [-400 CP] - From the common soldier, to the mightiest of the Demon Lords, it is rare not to see the usage of a weapon to increase their combat potential. Yet, magical weapons are hard to produce, and ones of higher grades are incredibly hard to come by. It wouldn't be surprising if great nations and Demon Lords alike would like to enlist a Blacksmith of your caliber into their service, seeing the amazing talent and knowledge that you have when it comes to creating magical weapons.

PERKS

Normally, even your failures are at the very top of the Rare Grade, something that the Champions of Humanity and Demon Lord Officers would gladly use, but if you put a bit of an effort, you can easily make an Unique Grade weaponry, the kind that even in large nations would be treasures only afforded for their strongest forces. If you were truly to put the effort into it and gather the materials, you could even forge weapons of the Legendary Grade, something that you would be hard pressed to say outside of the hands of Demon Lords and the top brass Eastern Empire. Maybe one day you will be able to forge a wonder of the Mythical Grade, the kinds of weapons that are wielded by the ones that can shake the world on their own.

Additionally, you are also deeply knowledgeable on the ways of producing magisteel, and even how to promote it into better alloys.

I Merely Lost My Faith [-400 CP] - Unknown to most monsters, it is possible for them to use Holy Magic, the branch of magic that is the antithesis to monsters. They merely require the same faith as a human on a deity to use them. You can also expand this to other kinds of abilities, allowing you to utilize abilities that should be locked to your race or characteristics as normal, albeit they may place some strain on your body until you learn how to properly wield them.



Taking this also makes it easier for you to gain abilities related to altering your own nature.

Tails For Days [-400 CP] - You have become a master of monsters. Can divide your energy into unique monsters of various ranks of strength now dwell inside of you. Each of them takes on a different shape and has different kinds of powers, but their overall strength is the same. But their most important part is that each of them is both a part of you, but also considered a different being.

That means that when they manifest outside of you, they can grow independently in power, polish their own battle skills, evolve on their own and even be named separately from themselves. But they are still a part of you, so upon your command or their bodies destruction, they will

return to you. Once inside your body, you retake the power invested on them, regardless of whether they came on your command or they were destroyed. You are also able to take on all their accumulated experience, as well as use all of their powers with the same level of proficiency that they have, or even more.

While inside of you, they take residence in one part of your body. It could be something like a limb or eye, but some monsters could hide them in their tails or wings. Their egos are not very strong, but they are still fiercely devoted to you, and you can communicate mentally with them, since you are in essence the same being.

Their maximum number of these monsters that you can create depends on your overall magicule capacity. Someone with the existence values of a Demon Lord Seed would be able to make up to nine of these beasts, but it would be possible for those with greater strengths to eventually manifest more.

Additionally, you gain an affinity for using and gaining Skills and powers related to taming and controlling monsters.

Soul Tunneler [-400 CP] - A soul corridor is a bond between two individuals, usually a master and a servant, but can also form between equals. It allows one to transmit information instantly between two souls but can also be used for each individual to benefit from the growth of the other. Normally, a soul corridor is formed when a master names a servant, but can also be formed when both monsters establish a mutual surname, or even between worshippers and their object of worship.

You however are able to form Soul Corridors between yourself and any other individual that is willing to accept this bond. This process carries no cost, but at the same time it doesn't give the same starting benefits as a naming does.

Magicule Infestation [-400 CP] - It is common knowledge that powerful beings passively exert a large amount of magicules. These magicules then will eventually come to affect all of their surroundings, which is one of the reasons that most powerful magic-born keep their auras contained. It may lead to creation of magisteel, a mutated metal that grows with the user, or plants and animals gaining supernatural properties or being turned into monsters. In some extreme cases, like the wild aura of the Storm Dragon Veldora, these magicules will spontaneously create powerful monsters that share some traits of their original being, such as having the same attribute.

PERKS

Normally, this is something natural to all powerful beings in this world, however you have mastered this part of your aura. Even with lower amounts of magicules, you are able to easily contrate them to quickly mutate targets, granting them some of your powers in mere seconds instead of weeks to years. Plus, your control allows you to be more selective of which characteristics you want to have passed down. And of course, you can also render the magicules exude 'inherit', thus negating the possibility of any of these effects from taking place.

Curse Lord [-400 CP] – You are a master of the dark arts. From curses to take control over other people's wills, which can be imbued into items, to the ability to kill people remotely that you have once crossed paths with. But what you excel the most is in necromancy: raising and binding the undead to act as your servants.



And in this area, your highest ability comes from being able to perform the Death Birthday ritual, which involves sacrificing a really *large* number of bodies in order to create a powerful Dead Man, the Undead Elves. The resulting being is a beautiful humanoid whose innate power rivals that of Demon Lord Seed. These undead start without egos, but you can awaken them into their own personalities. Regardless, they will be incredibly fond of you and devote themselves to your security and happiness.

Titles That Bind [-400 CP] - Names have power in this world, and not only when it comes to evolving monsters. Even taking titles for oneself has a great effect. Those who are hailed as Heroes or take that title for themselves, even if they are not awakened nor get a Hero's Egg, often find their stories intertwined with those who take the mantle of Demon Lords, either by choice or circumstances.

Now, this also applies to you in future worlds. By taking a title and proudly boasting to the world, your own personal fate. It is possible to change one's fate from its assigned path into a new one, just like how the Hero Leon fell into a Demon Lord, but it would require quite some effort.

The Miracle of Evolution [-400 CP] – In this world, as creatures accumulate more magicules inside of them, they evolve into more potent species. Their bodies get tougher

and stronger, their senses sharpen, and even their skills evolve. However, why should you limit yourself to magicules? By taking this, you can repeat this process using other forms of energy, as well as different species from the one that you had here. Just by taking higher and higher amounts of energy, you will be able to eventually break into a new and more powerful form of existence. Different forms of energy may result on different sub-species.

Magical Gunman [-400 CP] - Quite the talent you have here, considering how rare firearms are in this world. While guns are effective against weak monsters and humans, they are usually not so against magic-born. Most of them will have a hard time dodging a bullet, but they will be highly ineffective against more powerful magic-born. However, you have more than a trick up your sleeve to circumvent that.

First of all, you have the ability to create and summon guns that you can understand. Even without the aid of a skill, you also find that you are an incredible marksman, as well as being able to integrate your abilities into your choice of gun. This allows you to create magical bullets loaded with your magicules and any other abilities you may possess, letting you use your firearms even on powerful magic-born. This is most efficient and effective with handled firearms, but you can apply it to even larger guns at a greater cost, provided you are in contact with it.

Finally, you have a high affinity for Skills that relate to firearms.

Truck-Kun Delivery Program [-400 CP] - Someone needs to bring those pesky Japanese teenagers into the fantasy world, right? You have been instructed with the knowledge that will allow you to summon people from other worlds entirely. You could either use it on your own, in which case you will be able to make a summon per month, or you can share this knowledge with others, in which case several magicians of high quality at least will be necessary to perform the ritual without you, with the same time refreshment rate.

As you know, these otherworlders are quite powerful when compared to your average local, as the journey to your current world grants them a lot of energy that usually will be crystalized into the form of Unique Skills. You are also quite well-versed in the more sinister part of this rituals, which allows you to bind and enslave these otherworlders to your will by engraving a powerful curse on their souls, making your commands irresistible for them, as well as being able to sense and terminate them at any moment by destroying their soul with a thought.

PERKS

If you put this ritual into practice in future worlds, those that you summon will instead gain powers and the supernatural energies fitting to those worlds.

Like Looking Into the Abyss [-600 CP] - In this world, nobody can truly achieve an endless number of Skills. Even those of the True Dragon race would not be able to hold an unlimited number of powerful skills, as the more powerful the skill, the more they will burden one's soul. There is, however, one exception to this. The creator of this world, Veldanava, initially wielded at least 14 Ultimate Skills, and basically an unlimited number of other skills. And now, you too share this ability.



No matter how much and how many powers you gain, each new addition will never create a burden for you. Instead, your soul or body will just naturally adapt and expand appropriately to handle your new powers. Perhaps, one day too you will be the same feeling of endless void when someone tries to peer at the true nature of your abilities as Veldanava once did.

The Power [-600 CP] - A monster like no other, your body possesses an unnatural, almost absolute resistance to any attempts to take over it. Items used by you bend to your will, those trying to possess you end up enslaved and absorbed instead, their shackles end up becoming your weapons, and even others can be consumed in the right circumstances even if you lack the Skills for doing so.

Of course, as the body is a reflection of the soul, this monstrous characteristic also means that you have an uncanny, almost invincible willpower. You also have an affinity with abilities that lead to your continued survival, as well as predatory abilities.

Parallel Existence [-600 CP] - The secret technique of the Scorch Dragon Velgrynd, it allows you to divide your maximum magicule values into multiple bodies. These bodies, unless the ones created with lesser abilities, both share your full consciousness and are capable of using any abilities that you have at their full potential.

PERKS

What's more, the Parallel Existence allows one to avoid death by instantly replacing their main body with one of their Parallel Existences, thus allowing the soul to remain tied to the world. The destruction of a Parallel Existence does nothing more than a temporary drop in the magicules invested in said body, but it also restores the magicule capacity invested in said body.

This is not only an incredibly useful ability for the survivability and multitasking that it allows, but also due to the fact that there is a maximum amount of energy that can be utilized at the same time in a single body. Thus, for those with transcendental strength, they can come to fully utilize their energy reserves by splitting themselves into Parallel Existences.

Unlike other uses of the Parallel Existence, you are able to split as many times as you want, but keep in mind that each split will also split your overall magicules capacity.

Magical Religion [-600 CP] - You have been granted the secrets of establishing your own brand of Holy Magic, also known as 'Ultimate Secret of Faith and Grace'. Holy Magic is a system that isn't dependent on neither the concentration of magicules in the air, nor the energy levels of the caster. Instead, it is derived from 'faith' in a 'god'. In other words, it represents a pact between a follower and a god, and by god, any being capable of manipulating spirit particles will do. And by this pact, they become able to cast Holy Magic in the 'name' of their god.

Not only have you learned to manipulate Spirit Particles to an acceptable starting degree, but you can also grant those who have faith in you the ability to use Holy Magic by bestowing them your blessings, as well as allowing you to use this faith in you to empower your own Holy Magic and Spirit Particles Manipulation. Holy Magic comes in two variants, that which lacks any elemental affinities and uses purely spirit particles, and that with the holy element that destroys magicules, thus being ideal for monster hunting.

It will also allow you to form Soul Corridors between your devotees and yourself.

Ultimate Magician [-600 CP] - An unparalleled wielder of the mystic arts, your control over mana and magical formulas stands on a level that even the majority of Primordial Demons would have a hard time keeping up, let alone any other being in this world. While your knowledge in all branches of magic is deep, you are far beyond the need of using mere spells, as you can directly command the World without the need of casting spells or rituals

to achieve the desired effect. For you, the usage magical formulas are as natural to you as breathing or moving your hands.

Another ability that you now have is that you can pull magic directly from your own reserves quite easily, thus allowing you to fight using magic even in areas where the ambient magicules were dispersed or too thin.



Normally, magic would be something that wouldn't be able to compete with Ultimate Skill Holders. Still, your talent with magic seems to have surpassed that, for you are even able to call upon spells that approximate the power of affecting the laws of the very world. They are quite costly, and their potency is such that they are not usually ideal for fighting with your allies, but their power is such that even those at the pinnacle of the world will have to put some serious effort to even survive.

The Vicious TItan [-600 CP] - In this world, it is usually an unbreakable rule that those without Ultimate Skills cannot compete with the users of one. After all, their will is so potent that they can use the very Laws of their world to achieve their desires.

However, it could be said that your entire existence is on the Ultimate level. That is, your entire body, be it physical or astral, counts as something that disrupts the very laws of the world. Your punches are inevitability that shatters any magical and physical defenses as the world itself cannot oppose to them, and your skin is one that requires a reality-shaping effect to be able to penetrate. While 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.

In future worlds, you will find that just by cultivating your strength to enough levels, you will become able to resist and compete with those with more exoteric abilities.

PERKS

Natural Born Esper [-600 CP] – Whether you are a miraculous kid such as Kagurazaka Yuuki, who was born with the traits and the mind capabilities of a spiritual being, or you are simply an exceptional spiritual being, you benefit for a mind that has few rivals in this world.

You are true genius like no other. Reading and manipulating others comes as easy as breathing, not even powerful analytical Skills and beings as old as Primordial Demons are safe from being used by you. Your plans easily involve and account for thousands of exceptional individuals and entire nations. With just a few years, and even starting from nothing, you could forge your own empire in the shadows spawning the entire world. For you, something like world conquest is not a mere dream.



But your brilliance isn't limited to scheming. You possess an incredible ability to interact with the world with your Astral body. Even without the aid of an analytical skill, you would be able to deduce and get an in-depth understanding of the rules and laws of a world completely different from your original one mere moments after entering it. What's more, any phenomena that you can come to understand can be harnessed by you. For example, grasping the truth of the ultimate level would be as easy as just having it demonstrated to you a couple times. Finally, you are also capable of psychokinesis, manipulating matter even without the usage of a skill with just your Astral Body.

Anti-Skill [-600 CP] - The special attribute created by Yuuki using his Creator Unique Skill, has been engraved into your body. With the Anti-Skill being incorporated as natural characteristic of your body, it is now able to naturally reject any short of magicule based ability. This is not limited to only magic, but also the powers of any Skill. Even the effects of powerful Ultimate Skills, which can demonstrate effects that transcend time or which should be absolute, can be broken with your hands. For you, this effect will also extend in future worlds to any kind of supernatural energy or ability. When it comes to trying to affect your body, it will be negated outright. Supernatural defenses are canceled with your kicks, even those that were the shields of mighty creator gods, and even regeneration and healing natural abilities of monsters fail to keep up with your punches.

This only has a major weakness - it can only negate one type of attack at the same time. That is, it can cancel either spells or skills, but someone using a fusion of the two would get through you. You are also vulnerable to pure physical phenomena. That is, someone could use magic to remove the air around you, and you would be left powerless as you asphyxiated. At least, that would be if you are relying solely on this.

Also, just like Yuuki, you can also turn this effect on and off at will, allowing you to receive blessings and healing magic without a problem.

Spiritual Magic [-600 CP] - You have come to achieve a great mastery over a very special magic knowledge. That is, the manipulation of souls themselves. With it, you will be able to perform several rituals - one is the art of reincarnation, which will allow you to escape death a single time by turning yourself into an undead, or to rejuvenate yourself before you pass out from old age if your expertise grows enough. Both will prevent your soul from dissipating and thus preventing *true death* and the end of your Chain. There is also the ritual of Possession Reincarnation, which you can use to take over the body and those Skills engraved in said body by overwriting your soul with theirs. Thus leaving behind an old or damaged body, while keeping every ability attached to your soul, as well as your own knowledge.

Finally, there is the Secret Art of Resurrection. It will allow you to bring back any individual that has been recently deceased, or whose soul fragments still linger close by. However, unless your expertise when handling information is truly on godly levels, the chances of the ritual working are around 3,14%. Prephaps, in time, if you are somehow able to fully master this ritual, you may even become able to manage further manipulations of the soul, such as taking the powers from others after their death by manipulating their data, and even rebuilt destroyed or damaged souls before resurrecting them.

'Absolute Defense' My Ass! [-600 CP] - One important lesson in this world is that there are no true absolutes. Regardless of what some abilities may look like, there is always a way to get around them. Be it finding the exact trick to evade their effects entirely, or simply brute forcing your way in.

You have a keen eye to find the weaknesses inside of the local abilities in this world, and the wits to quickly exploit them with what you have at hand. In future worlds, you will also be able to find at least one weakness in any ability or obstacle you find before yourself. It may be a hard process, but you will always be able to eventually find a small window of

action to get past any 'absolute'. You may decide to toggle this on and off at the start of each Jump.

Limitless Potential [-600 CP] - One of the major traits of an otherworld light novel protagonist! It would seem that great personal power constantly finds its way to you, with no limit on how far you can go. You are constantly gifted new Skills and powers, while your existing ones also keep consolidating and growing in potency and scope. This is usually achieved by fighting strong enemies, and live or death situations will see you evolve into greater heights during the course of the fight.

Even if you were to do nothing, your power will keep slowly increasing bit by bit each day. It may not be as large a jump as if you were actively fighting, but as they say, everything counts.

Ability Integration [-600 CP] - There are times when an individual accumulates multiple Skills of the same type, that they fuse on their own and ascend to a new level. Well, it seems that it is now a constant occurrence for you. You can now decide to have any compatible abilities and power that you have compiled into more powerful ones. They become less costly, increase in potency and even may give birth to new usages or sub-abilities.

Also, much like a certain Slime, it is guaranteed that you will not have any abilities lost in this trade off, and usually will have them improved to a new degree on top of getting new ones.

Endless Festival [-600 CP] - When a Demon Lord Seed hatches into an awakened Demon Lord, not only the evolving magic-born increases several times in power, but also everyone in Soul Hierarchy (those deeply connected with them via their souls) are also rewarded with 'gifts', that is an evolution to some of their existing Skills, races or even gaining new ones entirely. Why should this have to be limited to Demon Lords, though?

From this point onwards, whenever you achieve a significant evolution, growing at least an order of magnitude stronger overall than what you were before in a very short period of time, those who are connected to you as subordinates or allies also find themselves gaining the same 'gifts' as the monsters in this world gain when a new Demon Lord awakens.

PERKS

Spirit Queen [-800 CP] - The Spirit Queen is an ancient entity belonging to the Fairy Race that continuously cycles through reincarnation. Now, it seems that a second individual with that title has been born. Perhaps due to a glitch in the reincarnation cycle of the Spirit Queen, now two potential Administrators inhabit the planet.

This comes with two main abilities - one is the ability to open a pathway between the Spirit World and the Physical World, allowing spirits to come down to the material world in a certain location in search of a compatible vessel. It also grants you a great deal of knowledge and proficiency for Spirit Magic.
The second ability is known as ‘Mazecraft’ or ‘Labyrinth Creation’. A powerful Intrinsic Skill on the level of an Ultimate Skill, even if not so data heavy that it would cause an evolution on its own or requires an awakened being to be used. It allows one to create a ‘dungeon’, a large underground space where the user has a great deal of control and awareness over what goes inside. It just requires a door to mark the entry of the Labyrinth, a very small amount of magical power (for the initial floors), and around one hour per floor that you desire to make. And each can be as large as a sizable city.



Even at the stage where you are just a weak monster, you could effortlessly make one hundred floors in a few days, with more requiring a far greater power. Once the floors are created, moving things, and people who consents, are unable to resist or who you can overpower, between Floors becomes as easy as thinking. Other abilities include reviving those who die inside, or accurately gauging their power and location. You may also create items that grant these abilities to others when inside the dungeon.

But that’s just your potential as a newborn. If you keep alive for enough time to recover the full might of your original existence, you will be able to reach a power comparable to that of the True Dragons and the mightiest of Demon Lords, possibly developing other powers along the way. If you were to reach the end of your lifespan, instead of dying you would be reborn as a much weaker version of yourself, keeping all your memories but then slowly regaining your previous power.

PERKS

If you are of the Fairy Species, you may either choose to replace the current Demon Lord Ramiris as the current incarnation of the original Spirit Queen or be a new one entirely.

The Spirit of Time [-800 CP] - Something must have gone very wrong for you in the future, Jumper. Proof of that is the spirit that now has been fused with your soul. A powerful and incredibly uncommon creature: a Great Spirit of Time. And its identity is none other than your own future self, who was killed in a particularly bad timeline and has been looping ever since. Luckily, it seems that this timeline has become your final chance to escape this loop.



This comes with several benefits: first, you have a great affinity for abilities that deal with time and space, both with allows you to quickly master such powers, have them evolve quickly and even easily gaining new powerful Skills that have to do with those domains. Suffice to say that abilities that deal with these are not common by any means in this world.

The other benefit is that this spirit lets you access an older version of yourself, by a few centuries at least, if not by a few thousand years. The main advantage of said form is that it has used that time to develop and improve all of your abilities, and perhaps gain a few more that you had the potential to unlock. With time, this form will slowly fuse with your current temporal-self, and you will be able to access those hundreds of years of evolution without needing to change forms, albeit you can still do so if you wish to.

In future jumps, you will also gain a set of memories of a particular possible bad end, as well as the experience of several centuries in using whatever abilities you keep gaining.

Taking this perk grants you the 'Time Travel' Unique Skill (comes with the bonuses - ***Space-Time Element*** *and* ***Ultimate Level****), which allows you to travel back in time when a certain condition is met. It also grants you two free purchases of the* ***Space-Time Element*** *bonus.*

PERKS

Once you have attuned with this version of yourself enough, your abilities will be condensed into an appropriate Skill, and you will have the chance to evolve into a Digital Lifeform.

Child of the Creator [-800 CP] - Maybe Veldanava had two children instead of one, or perhaps you have inherited a fleeting soul fragment of the great creator of this world. Whatever the case is, even if you are not a Dragonoid like Milim Nava is, you are now considered her true sibling and direct descendant of Veldanva. This grants you several benefits - first, whether or not you have the same depth as her magicule reserves, you share her same trait of having your reserves of energy never running out. No matter how much energy you draw, you can't seem to put a dent on your magicule reserves at any point. However, this is limited by how much energy you can actually handle at the time.



Additionally, your magicules are especially much denser than normal, allowing you for more destructive effects than someone of your energy level should be able to, as well as severely increasing your strength and resistances. Finally, you are able to enter in a 'battle mode' where all your combat specs are raised by an order of magnitude, at the cost of severely lessening your self-control capabilities.

Besides these personal benefits, everyone associated with Veldanava will either know or quickly recognize the link between the two of you, granting you a favorable treatment by the vast majority of powerful beings in this world.

If you choose so, you may share this bond with other powerful gods in the future worlds you will come to visit.

If you took the Dragonoid species and an Ultimate Skill, you may choose to replace Milim Nava as the sole child of the Star King Dragon Veldanava.

PERKS

*Taking this perk grants you a discount of the **Dragonoid** species option, as well as an **Unique Skill** with the **Ultimate Level** and **Magical Reactor** bonuses to represent your internal magicule breeder reactor.*



Destined for Greatness [-800 CP] – You have the markings of the greatest heroes. A meteoric destiny that pushes you further and further beyond towards new glories. Inside of your soul rest many of the fragments of the soul of the first Hero, the Emperor Rudra.

This condition grants you a powerful attracting factor, one that seems to warp destiny, so things always result in your favor. You stumble over opportunities to showcase your greatness constantly, especially situations that will make you look even more heroic. Foiling the plans of an evil cult and dismantling a slave trade ring are things that may happen over the course of a weekend, even without you realizing much. And even in combat attacks always become critical ones, allowing you to defeat even those stronger than you with a single attack, and even put a good fight in those who exist on even a higher realm than yours.

But what's perhaps more interesting is the effect that this has on those around you. The common masses will struggle to ever find any defect in your actions, being quickly captivated by your image, your actions and even just the tales of your exploits. Those of greater strength are left equally in awe and are usually left wanting to join you either as traveling companions or even as devoted followers. Even those in the highest realms are quick to befriend you, whether it is through an actual partnership or a friendly rivalry. And even gods are prone to find you extremely interesting and shower you with blessings. Additionally, this also has a positive effect to those who fight at your side. They all seem to benefit from a share of your own exceptional luck, their senses sharpened and their ability to preform lucky dodges and strikes skyrocketing. Even if you did nothing, just standing around of your allies will see the performance of a group increase a rank or two at the very least.

PERKS

Finally, if you were to get fully in synchronicity with your more heroic side, it would be possible to temporally use the powers from the First Hero Rudra during his prime.

In future jumps, you can select a great human hero of the past to act as their reincarnation, allowing you to also eventually be able to temporally mantle their powers. For this to work, said hero must either be already dead, or be in a similar situation as Emperor Rudra, whose soul has been crumbling from multiple reincarnations.

Taking this perk grants you the Unique Skill 'Chosen Hero' (Bonus - Ultimate Level), which condenses your luck and heroic aura. In time, it evolve into the Ultimate Skill 'King of Heroes' once you get attuned with your more heroic side, which magnifies all the traits described above.

If you are a Human with the Stray origin, you may choose to fully replace Honjou Masayuki as the final reincarnation of Emperor Rudra, arriving around the same time as he was transported.

The Leader of the Monster Nation [-800 CP] - You have gained the greatest power of all: the ability to make allies left and right as easily as breathing. While the previous option enticed people by your great feats and manipulated events to go in your favor, you have a presence that others cannot help but to fall for.

You can make friends with almost anyone with just a few words, people accept you with almost no hesitation and come to trust you deeply even during your first meetings, and circumstances constantly conspire to bring you powerful and capable allies. Most enemies can be easily turned into allies with some convincing, and even when they insist on being hostile, a good smack will also usually do the trick. Even discordant parties find a common ground following you.

This is also not without a good reason. While before you had great personal luck, now those who rally around you find their prosperity increasing. Warriors will get stronger when they accompany you, magicians and blacksmiths keep making new discoveries one after another, and even the economy seems to bloom around you. In no time, it is certain that a powerful nation will form around you.

PERKS



You also seem to benefit from those that are around you, for as they experience some kind of growth, some of that prosperity is now translated into a direct power increase in you. Normally, only significant increases in powerful individuals will make it noticeable, but this is something constantly going in the background with little effort of your own. And everything adds.

Finally, you can more increase their power and bond to you in a more direct way via Naming them. Unlike others, however, it seems that you can do this without the risk of a permanent loss of power. While the people and amount that you can name daily is still limited to your own reserves, at least you don't have to worry about being lessened or dying by naming.

If you take this Perk, you may choose to replace Mikami Satoru as the reincarnated being inside of Veldora's cave. You may decide whether this means that he just gets reincarnated as a slime at some other (safe) place in this world, passed away normally, or whether he never got stabbed in the first place.

Taking this Perk grants you a free purchase of the following Bonuses - Analytical, Initiator, Command Center and Ultimate Level.



— Items —

You gain a discount on each price tier. Discounted 50 CP and 100 CP items become free.

Sacred Texts [-50 CP] - A large collection of many manga books and Japanese light novels from around the late 2010s. They are in perfect condition, and you also have both copies in their original language as well as translated to this world's languages.



If Japanese media is not your fancy, you may instead exchange it for similar types from other countries, such as comic books and juvenile novels.

Jumper Plush [-50 CP] - Someone must really like you. You have gained a detailed and extremely comfortable plush made of your own image. Somehow it is nice to hug even in the middle of the Summer's heat.

Otherworldly Cooking Supplies [-100 CP] - The Cardinal World may be host of many magical wonders, but the technological repression imposed by the regular Tenma Wars, and the fact that many of its most powerful beings don't require to eat to survive has made it be quite behind in terms of culinary developments. Not only are many ingredients that you have accepted as common through your previous lives hard to come by, but most people have a hard time coming up with new ideas if not for Otherworlders.

Now, you can solve all of that, at least on a personal scale, by taking this. You will get a supply of top grade food supplies from Earth each month, with each shipment being enough to stock several large restaurants of different cultures for a few weeks. And it also comes with several dozen cooking books from Earth, and not limited to Japan neither, but from all around the globe, so either you or your subordinates can make good use of these supplies.

Basic Adventurer's Gear [-100 CP] - A set of items fit for equipping a mid-sized party of adventurers of around Rank B. It contains items for various specialities, from daggers to magic staffs and armors of various types and sizes. The items are at best at Rare Quality, but can go a bit beyond.



— Items —

Magic Suppression Mask [-100 CP] - A mask with a design of your choice, that has the ability to contain the aura of magic-borns. It can either suppress the aura of a magic-born of the Special A Rank entirely, making them seem just like a regular human, or help to contain the rampaging power of beings of even greater strengths. Keep in mind that even if it is not a bad seal, the more powerful beings will be able to overwhelm and break the mask. You can also create more of them or just repair yours by expending a bit of magical energy.



Holy Spirit Armament [-200 CP] - A summonable set of Legendary-Class magical armor belonging with the qualities of a Light Spirit, it is especially powerful at defending against magic and magicule based lifeforms. Additionally, it allows those who have yet to adapt to the evolution into an Spiritual Lifeform to act as one for a limited amount of time, defending against physical attacks and attacking other spirits and astral bodies.

Normally, this gear would only be usable by those with the protection of the Holy Spirit, but you can freely use it even as a monster. When not in use, this armor is instead stored inside a magical bracelet.

The Champion's Gear [-200 CP] - A set of equipment fit for the leader of a human nation, or even a D. The full set overall as the Unique Grade, but you can also have the main weapon be of the Legendary Grade. The set is made entirely of magical equipment, and recognizes you as its owner, and will quickly attune to you. This will give you a significant increase in fighting ability.

You may decide which abilities your Legendary Grade weapon has. An example of this is the Moonlight Rapier, which causes unhealable wounds that even the Extra Skill Ultraspeed Regeneration cannot heal from, or the improved version of the Dead End Rainbow, a weapon capable of destroying even the Astral Body in seven hits.

Homunculi Laboratory [-200 CP] - A rather extensive alchemical laboratory centered in the production of homunculi. These can look exactly as you want, and what's better, they



— Items —

can either come as sentient beings on their own, or as blank vessels that can be filled with a portion of your magicules, allowing them to act as a much degraded, but also safer, version of the Duplicate or Parallel Existence abilities.

After all, the link between the Homunculus and its master is much weaker, so even if they are destroyed by a soul attack, the user should be completely fine.

Magicore [-200 CP] – A process core of a great half-spiritual monster. It would allow to create the powerful foundation if someone were to make an artificial vessel for an spiritual being, easily increasing the power of a weak spirit a tenfold, and allowing a much better management and stability of the energies of a powerful one.



For someone with a physical existence already, it can instead be used to create a monster avatar, that can grow on its own and can be remotely controlled by projecting one's soul on it. This avatar will form into a monster of your choice, albeit it will start as a weak one. It has no ego nor soul unless you are using it, but this body can grow as long as you are using it, and may even gain its own skills on time.

You receive a new core each month.

Magic Engine [-200 CP] - A revolutionary piece of technology, capable of using ambient magicules, or other sources of magicules, to power up tamed spirits inside of it. These spirits in turn are able to generate energy through various means, either further creating ambient magicules to power other magical devices, or be used as a heat or even electricity source to power more mundane machinery.

You have a working model of this, and also the blueprints on how to further produce more units of this, even on how to safely scale the size of the machine to power up even larger projects..



— Items —

Jumper's City [-200 CP] - A small town of which you are the undisputed leader. It is still in the process of expanding, but already enjoys a great level of security and development when it comes to municipal infrastructure and living commodities, enough to level even with the capitals of other countries, and close to the first years of Rimuru City.



This may be a town of humanoids or sentient monsters, albeit most of them will be of quite a low rank. They are civilians, after all.

A Small Fortune [-200 CP] - You have gained a size collection of coins, around one thousand. However, these are not normal coins. These are Star Gold Coins, of which only one is minted by the Dwarven Kingdom each year. Each one has a value of around a million regular gold coins for most nations.

In total, this alone is enough to be considered worth a more than sizable chunk of the royal treasury of a decently large country. Even if converting them into fungible assets for direct trade may take some time even with a few at a time, these are enough resources to kickstart an entire nation.

In future jumps, you will start with a similar amount of monetary assets.

Jumpervania [-400 CP] - You can't be a proper Demon Lord if you don't have a properly intimidating fortress to call your own. Filled with luxuries, fine works of art, enough supplies to feed an army of tens of thousands for several years, and a legion of several thousand servants and guards of the highest caliber, this place and its surrounding structures are as large as a small town.

Additionally, it comes with a lieutenant bound to it, either by vow or magic, that is around the level of a Demon Lord Seed, even if they don't have one yet. Both this being and the rest of the staff are of races of your choice, and are completely and utterly devoted to you. They all count as followers.



— Items —

Dwelling of Spirits [-400 CP] - A large room to be integrated into any building that you own, or existing as its own small cave, this location is one where the boundaries between the physical world and the spirit one become blurry. In it, summoning spirits becomes much easier, enough that even a child may do it. However, spirits only will respond to those that they deem compatible, so don't expect that anyone can just come and gain the support of a Great Elemental.

If you chose so, you may instead exchange this location for a Gate to Hell, which will connect with the realm of the Demons in the Spirit World, allowing demons to manifest without physical bodies in the local area of the Gate.

My Dragon Pal And Me [-400 CP] - You have gotten the soul of a decently powerful monster attached to your body. One that is at least on the Special Rank A levels of power. By doing this, you can summon this monster at any time from either your body or your shadow. Also, by constantly bathing in your magicules, this monster will start to display powers based on your own themes, and eventually share some of your overall growth in power. As long as your body isn't completely destroyed, they can instantly revive at any time their body is destroyed, and heal at the same rate as the Ultraspeed Regeneration Extra Skill.

They are not quite sapient yet but are fiercely devoted to protecting you and following your instructions. If they manage to become a magic-born and you don't want to keep them as a Follower, you may turn them into full companions.

Free Guild [-400 CP] - The Free Guild is an organization of adventurers that extends over most of the Western Nations. It provides support cross-borders, and shares information and handles requests of both civilians and state officials. If one were to group all of the adventurers, their military strength would rank quite high among the Western Nations.



Now, you have been designated as the leader of a similar organization as Yuuki's Free Guild. Or if you are starting before his arrival, you may even have yours occupy Yuuki's Free Guild space. As its President, you get an extensive network of information through a great chunk of the world, and also get the ability to freely handle out



— Items —

quests to your registered adventurers to further your own goals. Keep in mind that while most adventurers greatly respect you, they won't just do anything that you ask. But you have a lot of leeway on what you can cleverly get away with. This role also gives you a high status across many nations.

In future jumps, you will also have a similar organization that groups several powerful mercenary or hunter types across multiple nations. Whatever they are, they held quite a considerable military power, at least equal to a small to medium sized nation if put together, and they have quite the political influence across a large international area. While they are not fanatically loyal, they can still be cleverly used as both intelligence agents and muscle by you.

With Love, From America [-600 CP] - Even in this world of swords and magic, it is not as if the sciences of those other parallel worlds that lack the more supernatural arts are underappreciated. At least some countries have already start to develop their own engines of war that are already allowing them to surpass the conventional rules of engagement in this world. They may not be able to compete with the summit of this world, but they certainly can boost any normal force.

From regular guns and rifles, to tanks and artillery pieces, even up to some ships that could rightly be called aerial forces, you get enough of this to arm an army of almost a million soldiers, as well as the blueprints of how to build, supply and maintain these. They appear in either a small pocket dimension of your choosing or in a property that you own.



In future worlds, these instructions and supplies will instead change to be compatible with whatever supernatural materials and magical laws are in place.

Cerberus [-600 CP] - You have gained the control of a criminal organization that controls the underworld of most of the major countries in this world and has agents and political ties with almost every government in the realm of humans. The resources and money that



— Items —

are at your disposal basically make you one of the wealthiest persons in the world, and you also have a large pool of agents and talent to call from.

This organization is headed by three officers, who stand among the higher levels of power of this world. These three are quite a bunch of oddballs and don't cooperate well with each other, but the three are completely loyal to you.

A similar organization with the same characteristics as above will be at your complete control whenever you arrive in a new world.

Black Numbers [-600 CP] - Usually, you wouldn't call this meager force an army, composed of 200 individuals. Yet, this force is enough to overshadow the strength of most nations in this world. A nation of fully incarnated Arch-Demons, most of them Ancient Species, and even some individuals of the Pre-Historic Era. They have been given physical bodies using mutated magi-steel as a basis, and all of them have been named. Strangely enough, they all have been linked to you as if you were their namer.



They are headed by an also named and incarnated Demon Peer, except for this one a gold-based magi-steel alloy, orichalcum, was used to incarnate him. This demon has absolute command over the group, but whose loyalty lies entirely on you. While they are not a Primordial, this Demon Peer is one of the oldest Arc-Dukes, rivaled only by a couple demons that are not one of the original seven. This Demon Peer comes with his own Unique Skill, of which you can add up to **500 SP** in Bonuses.

Sword of Jumper [-600 CP] - A weapon forged from Crimson Steel, a legendary magi-steel alloy that is considered almost indestructible. It is a material that borders the Ultimate level of existence, and even when it is damaged, it can easily be repaired by just having the user willing. It is on the Mythical Grade already but will also grow with you even if you don't use it much.



— Items —

Speaking of its user, the weapon has and completely bonded with you and recognized you as its only rightful user. This weapon is enough to increase the existence value and combat capabilities of its user, regardless of their level of power, up to a 50%. It also currently has an empty core, allowing you to utilize any kind of special energy that you can control to grant the weapon elemental and magical abilities.

While not in combat, it is sealed in a special dimension and can be called forth at will.
It doesn't necessarily need to be a sword, but it does have to be some kind of melee weapon.

Fortress Nation [-800 CP] - You have gained control over a nation similar to Leon Cromwell's El Dorado. Located on a continent-sized island, this isolated nation is among the most advanced ones in the world. Built around a massive volcano, but protected by powerful technomagical barriers, it is a prosperous and rich land with massive beautifully constructed cities. It is also completely self-sufficient, both in terms of ores and the rich farmlands that it has, and it is almost impossible to take in a direct assault by any but the strongest beings in this world.



Moreover, this place is guarded by an army of powerful magic-borns. Along with a dozen or so royal guards who are on par with Demon Lords, even if they lack their own Ultimate Skills.

In future jumps, this will manifest as its own island nation, somehow hidden from most of the world.

Heavenly Palace [-800 CP] - A small dimension, located inside of a spherical space and with a flat surface of around one hundred square kilometers. Much like as the fabled 'Land of the Beginnings', this place is also one that conceptually borders every realm in existence, from the spiritual worlds to the myriad of parallel material worlds.

The place is rather plain: it is a massive eternal flower field with no other features besides a large palace in the middle of it. This fortification is both gargantuan and majestic, fit to host



— Items —

an army of angels and the throne of the god they serve. Besides its special ‘coordinates’, another powerful trait is that it allows for both spiritual and physical beings to exist without problems inside of it.

You personally can enter and exit this place at any point you wish with but a mere thought. On the other hand, others will require two things in order to enter it: a special key that you can grant them to them and a space domination ability, or to access through a location in the material world of your choosing that will act as an anchor to this space.

In future jumps, you may choose where to manifest the physical entrance to this realm as well.



SKILLS

Skills are one of the main forms the powers of this world manifest as. They represent an ability that has been recognized by the Voice of the World, and thus engraved in one's body or soul a special formula. A skill is intuitively easy to use for the one who holds it, albeit mastery over it is not something that comes without intense practice.

They can come from one's species, be gained by fulfilling certain conditions, or through sheer effort. Skills may reside in one's body (be it physical, spiritual or astral), or be integrated into one's soul.

In the case of gained skills, they are born from the efforts and wishes of the individual in question.

For this section, you will be using **Skill Points (SP)** to create your starting Skills. **Natives** gain **600 SP** to spend in this section, but are assumed to start with a certain grade of expertise on using their skill. **Summoned and Stray Otherworlders** get **800 SP**, to represent the energy they gain in their journey to the Cardinal World. **Reincarnated Otherworlders** instead gain **1200 SP**, to represent the innate strength of their souls. You may gain further SP by **exchanging** your **CP for SP at a 1:2 ratio**.

Half-Spirituals, Incarnated Primordials and Seraphims and True Dragons gain a free purchase of the Ultimate Level bonus. This represents the achievement of reaching the Ultimate Level in this world, and how their skills improve because of that.

As a final consideration, assume that your soul will be able to withhold without any major issue all the skills that you purchase here. But keep in mind that these can still change and evolve over time, as your mastery over them improves or other factors are used to strengthen them.

You may purchase as many starting Skills as you can afford. However, you will need to go through the entire section for each Skill you want to purchase.

If you gained any Skill via the perks or other options through the jump, you may purchase extra bonuses for said Skills in this section to further customize or improve them.

—— SKILLS ——

—— SKILL LEVEL ——

Pick one of the following.

– (Common Skill) –
[100 SP]

Common Skills are the most prevalent form of skills that exist out there. Usually found as Intrinsic Skills for the vast majority of monster races, as well as something that monsters or humans can acquire with relative ease, Common Skills are usually just the Skill form of a simple technique or racial trait.



Some examples of this include weak regeneration, the ability to harden one's skins or the ability to emit an intimidating, albeit weak, aura.

Resistances, defensive type skills that make the user harder to damage or affected by a certain kind of attack, can be acquired via this purchase as well.

– (Extra Skill) –
[200 SP]

Just like it happens with Common Skills, Extra Skills are capable of being gained via hard work. However, Extra Skills are significantly more potent, and thus, they are usually much harder to gain.



Purchasing an Extra Skill grants a singular ability but said ability can be much broader in scope than a Common Skill. Mastery over the skill may reveal new uses. Extra

—— SKILLS ——

Skills sometimes also appear as sub-skills of Unique or Ultimate Skills, albeit demonstrating a much higher performance.

Nullifications, the final form of a Resistance-type Skill, can also be purchased via this section. As its name indicates, it prevents the user from being harmed by one type of attack.

– (Unique Skill) –
[400 SP]

Unlike the previous skills, Unique Skills are skills of which only one exists in the world, as they are *unique* to the individual that possesses them. These are usually born from an extreme desire of their user, or as a response to a particular situation or achievement. Thus, even if two Unique Skills bear the same name, their effects and abilities won't be the same.

For your Unique Skill, pick a desire or idea, and pick up to four sub-skills and abilities from there. For example, a skill based on a desire to be the strongest may grant the user an increased physical power capable of damaging even the soul of others with their raw fists, increasing their speed and strength the more enemies they are facing and also making them impervious to physical attacks. Whatever you pick, just taking this option would grant you the power of an average Unique Skill.



You can further customize your Unique Skill with the Bonus section.

As far as most of the world is concerned, Unique Skills represents the summit of individual power, and individuals with powerful unique skills are covered by all powerful groups in this world. The fact that many Otherwolders quickly gain Unique Skills is the reason that most nations keep summoning them.

Having an Unique Skill will greatly add to your magicule capacity, usually classifying you around rank A, or Calamity Class.

— SKILLS —

– (Ultimate Skills) –
[800 SP]

Originally, the only Ultimate Skills in existence were those of Star King Dragon Veldanava, who used his Virtue System Ultimate Skills to manage the World. In turn, this also planted the seed for the Sin Series to be born as a reflection of them, just like how Primordials were born from the creation of the Seraphim. As a result, these skills are the ones that allow the user to control the very laws of the world in order to enact their will, with each Ultimate Skill usually representing a function in the management of the world.



Beings that possess Ultimate Skills are extremely hard to face in combat by those that don't possess one - their effects are almost impossible to resist by powers not in this Ultimate level, punching through most defenses, and their users are also much harder to affect by those who don't have an Ultimate Skill or a power on said level. That is just due to their higher level of existence, not taking into account the actual effects of the Ultimate Skill itself. Not only that, but they also have incredibly strong wills, meaning that affecting their minds is usually considered impossible even by those holding Ultimate Skills with mind altering abilities, albeit certain conditions may allow specialized Ultimate Skills bypass this.

For your Ultimate Skill, you may pick up a theme for the general effect of the skill, and then pick up to 4 sub-skills from it. An example of this would be the 'management of events' and the power to 'manage space'. This is the power of the Uriel Skill, an Ultimate Skill of the Virtue Series, which allows one to both teleport freely around the world (Spatial Domination), granting a fine control over the phenomena of the world (Law Manipulation), defend themselves by folding space in a series of complex numerical barriers (Universal Barrier), or use that same power to entrap others in a prison where they cannot affect reality (Unlimited Imprisonment).

SKILLS

Normally, it would be impossible to acquire the Ultimate Skills that are already in circulation, but you can purchase a copy of them if you want to, as long as you can afford it in the Bonus section. Just like it happens with the Unique Skills, an Ultimate Skill never manifests in the same exact form, even if it has the same name, so you may even alter some of the skills, just like how Rudra was able to fully channel the power of his citizens and subordinates' faith into him via Uriel, while Rimuru could only use it to do a crude imitation of the powers of his subordinates via Law Manipulation.

You can further customize your Ultimate Skill in the Bonus section.

Ultimate Skills represent the peak of power inside of Veldanava's system. Getting one requires you being an Awakened Being, thus granting you the S Rank class magicule capacity, at the very least.

Thus, the acquisition of an Ultimate Skill requires one to be on the level of a Super-Awakened, that is, those who have reached the level of existence of a Divine Spirit at the very least. Thus, if you do not possess that level of Spiritual Awakening, either from before entering this world or via your Species purchases, your Ultimate Skill will be locked in under a Unique Skill, or multiple if you took the Hybridized Bonus, and will only evolve into what you purchased once you properly awaken or reached that level. You may decide the specifics and abilities of your pre-evolution Unique Skill(s), as long as they fit your Ultimate Skill purchase.

– (Manas) –
[1200 SP]

A Manas represents the final evolution of a Skill. Born when an Ultimate Skill forms a Theosophical Core, a Manas is a skill bestowed by an ego and a Name, becoming capable of autonomous action, and being integrated deeply into the soul of their Master, to whom they are eternally loyal and devoted to. They both count as an independent being, but also as an inseparable part of their Master.

Manas are capable of independent thought, and develop their own personality depending on their Master's actions and experiences. Not only that, but as part of your soul, a Manas is not able to be stolen or separated from you by anything other than the destruction of your own soul. In fact, should you die, it's likely that the skill would try to search for a way to revive you, its original owner, to reunite with you again.

— SKILLS —

In practical terms, a Manas is a much more potent version of their original skill, enhancing its performance in all areas. As it integrates into the soul of its user, it also leaves behind its 'old body'. Additionally, as a being residing in your Soul, a Manas also has the authority to utilize any and all of your powers, basically allowing a person to fight as two. Of course, you could revoke this right, but it's hard to see any reason why.



Manas are a heretical evolution not indented by Veldanava's initial designs, as such, the possession of one already indicates that one has transcended what should be possible by even the Creator and are a complete unknown at this point save for the other single Manas in existence. Normally, it's even incredible to have a single Manas, but if you wish you may purchase more than one.

For how its skill works beyond the particularities of a Manas, just treat it as an Ultimate Skill level purchase. If you purchase a second Ultimate Skill after this, you may take a free purchase of the 'Hybridized and 'Ultimate Level' for that second Ultimate Skill, signifying that the left-over data from your Manas' evolution has been incorporated into this new skill, greatly boosting it in power and scope.

Just like it happened with the Ultimate Skill, a Manas only manifests in the souls of the Super Awakened, and will appear as a diminished or split version in the meantime, the details of which you can decide now. However, it is possible for the ego of the Manas to manifest in the Unique Skill level, still increasing their performance. Again, once you reach the Ultimate Level, your Manas and the Ultimate Skill it is derived from will properly manifest.

– (Bonuses) –

The following require to have purchased at least the Unique Skill level or higher. You will need to purchase these again for each new skill that you create. The traits and sub-skills described here require to be purchased in order to be added to your Skill.



SKILLS

Additional Traits [- 100 SP] - You can add additional sub skills to your skill. They must still be kept in theme. Adds two new sub-skills. Can be purchased twice.

Soul Skill [-100 SP, free for Manas] - Your skill has been integrated deeply into your soul. This is a process that not all skills undergo, especially Unique Skills. Once a skill has been engraved inside your soul, it becomes impossible for third parties to steal it from you, unless they destroy your soul first.

Conceptual intelligence [-100 SP] - The seed of something greater, your skill has been given a semblance of intelligence and autonomy. It is incapable of feelings and has very little initiative of its own. Additionally, it initially cannot interact with any of your other powers, and without some ability such as Analysis that will let it synchronize itself with your other abilities, it is unlikely to be able to do so.

Most of the efforts of this proto-sentient intelligence are directed to use its abilities in the most efficient way, even independent from yourself, in order to carry out your will. If paired with Analytical, you may also have it control your body.

If purchased with a Manas, this in turn increases its intelligence and capabilities by an order of magnitude.

Analytical [-100 SP] - Taking this purchase adds to your skill both the Analysis and Thought Acceleration sub-skills to your Skill. The Analysis sub-skill's actual effects are very dependent on the general theme of your Skill. A Unique Skill centered around battle would be able to unravel the techniques and weaknesses of any warrior the user can witness, while one dedicated to manufacturing would be able to analyze the properties of any item, as well as the process to manufacture it. Once something has been successfully analyzed, it is possible for you to manipulate, replicate and control it.

It is possible for it to analyze things outside of specialty at much lower success rate, as well as not having a general specialization, but usually it will be weaker than a specialized one. A higher existence such as a Raphael, which is centered about information management might be able to Analyze most phenomena that it encounters but would still lag behind an Ultimate Skill in its specialized areas.

The Thought Acceleration Skill is much simpler. While it also depends on the focus of your skill, it raises your thought processes at a rate equal to the skill level. A Unique Skill will be

able to increase it one thousand times. An Ultimate Skill will be able to do the same a million times. Meanwhile, Manas will be able to increase your thought speed by hundreds of millions of times.

Initiator [-200 SP] - Your skill is one that is capable to interact with other skills, be it your own or from others. This opens the door for you to gain abilities that modify, destroy, create, copy or even steal skills. However, this is just the potential. The methods for this to be realized are dependent on the theme of your skill and your other purchases here.

Hybridized [-200 SP] - Your skill was born by compiling several that were close in themes. As a result, its number of sub skills is increased by another three, allowing you to expand the focus of your skill.

For example, combining the Unique Skills Starved Ones (consumption and support), Predator (consumption and mimicry) yielded the Unique Skill Gluttony, which maxed the consumption aspect, while keeping the mimicry and support themes. And then the addition of Merciless (consumption of souls), yielded the Ultimate Skill Belzebuth. This may be purchased up to three times.

Space-Time Element [-200 SP] - Your Skill is particularly powerful, using either the elements of Space or Time to achieve its effects. A Skill with the space element will be particularly potent and hard to get around, such as an attack that cuts through space ignoring defenses, or a personal barrier that folds space and dimensions to create an 'Absolute' defense. A Skill with the time element is usually extremely hard to control and resource intensive but offers extremely potent and out of the norm abilities, such as Time Travel or even the ability to enter the Frozen World.

If this is an Ultimate Skill that has the **Ultimate Level** purchase, you may take dominance of both elements, unlocking the 'Space-Time Manipulation' sub-ability.

World Type [-300 SP] - A World Type skill allows the user to create an imaginary world where they held complete control, and where they held a supreme advantage. Those trapped inside of this world are left completely at the mercy of the user, who twists the very laws of this world to his bidding. Not only that, but the user is also able to swap the effects of the imaginary world into reality. Or they could even collapse this world with those trapped inside of it, completely extinguishing them from reality.



SKILLS

The scale, theme, complexity and the power of that one can drag into this world depend both on the potency and themes of the skill, as well the personal power and proficiency of the user.

Rimuru's Stomach at his True Dragon Stage and his Azathoth's Imaginary Space also would count as this.

Ultimate Level [-300 SP] -Your Unique Skill is able to punch way beyond its league. With the right trigger, it could evolve into an especially potent Ultimate Skill, and might already be performing at a level where they could rival with Ultimate Skills. Examples of this trait include the Sin Series Skills, which are 'larval' versions of the Sin Series Ultimate Skills, the Unique Skills of the Hero Chronoa, like Unlimited Imprisonment which let her seal even True Dragons for centuries, or Yuuki's Creator, which allowed him to create any Skills that he desired. While not confirmed, Rimuru's version of Great Sage also likely shared this trait.

If purchased with an Ultimate Skill, your Ultimate Skill has evolved once again to a new frontier, reaching the same realm as the Lovecraftian Series that Ciel would create in the series, or perhaps being part of that series, even though it shouldn't exist yet.

Command Center [-400 SP] - The Command Center refers to the pinnacle of a Skill system. Much like the 'Justice' in the Virtue System, your Skill is one that can integrate and take control over other skills within the same skill family, while also using those placed under its control to gain power from them. Not only that, but it can also give a fragment of itself to others, boosting them in power, but also making them susceptible to the same kind of control.

Magical Reactor [-600 SP] – The opposite of the Command Center bonus. While a Command Center-type Skill represent the summit of a Skill tree via its relationship of dominance with the other Skills in the same family, the Magical Breeder Reactor represents reaching the pinnacle via a growth in personal power.

Magical Reactor skills work by generating more magicules indefinitely through some kind of method. Maybe your skill can use your emotions to 'breed' more magicules and thus empower you further as long as you keep fueling said emotion, or maybe it harnesses a dangerous and primal form of energy that can be turned into magicules. Whatever it is, while immensely powerful, it is likely to be quite a difficult power to truly master and control.



— COMPANIONS —

Companions may not purchase other companions. Jumpers get a 200 CP stipend for this section only.

The Newbie(s) [-50 CP per] - You can import or create a new companion. They will have a budget of 600 CP, along with the same discounts as you to go through the document, and can take up to 3 drawbacks valued less than 300 CP in order to increase their budget. However, they can't take any of the 800 CP perks. You can take this as many times as you can afford.

Gathering of Heroes [Free or -50 CP per] - Someone in this world catches your fancy? While this world is used to receiving guests, actually exporting any individuals is more of a rarity. At the end of your stay, if you can get anyone to agree to come with you, they can come to you as a companion into future worlds.

By paying 50 CP instead, you are guaranteed to have a favorable start with any individual of your choosing, barring drawbacks, which will easily develop into a strong friendship, and maybe even more. You can purchase this multiple times.

Soul Links [Free for all] - You may take anyone you have Named or otherwise established a Soul Corridor in this world as a Follower into future worlds. They can also be made into companions if you import them in future jumps.

Custom Companions [Varies]: All the following companions come with a set story in this world. You may further personalize their builds with an extra 800 CP, on top of whatever they have already. They still can't take any of the 800 CP perks.

-Waving Your Way [-100 CP] – A reincarnator with a terrible social phobia and atrocious communication skills, who had the unfortunate situation of being reborn inside of Insectar nest inside in one of the corners of this world in the form of an insectary spider. After having to fight her way out of her nest due to the insistence of her siblings on targeting her life, she managed to escape and evolve into quite a powerhouse. A natural ruthless survivalist, she has somehow found you a kindred spirit and managed to get into your party a couple of weeks into your stay here. Somehow, she finds comfortable enough to be around you regardless of her opinion on other people, and you are even able to understand most of what she wants to communicate through almost permanent stoic expression.



She has the **Otherworlder: Reincarnator** Origin, with the **Cryptic**, **Insectar** race and Limitless Potential **Limitless Potential** perk.

-Fallen Cherubin [-100 CP] – Originally an angelic commander of the Throne Rank, she evolved into a Cherubin whose power rivals that of the original Seraphim, and an expertise in Holy Magic that rivals that of a Primordial domain of the Arcane. However, power, and extremely good looks, is most of what she has going for her (albeit she claims to be good at party tricks as well). Her extremely bad luck, laziness and arrogance got her kicked out of heavens, and the presence of Guy Crimson has kept her amazing any real power on her own. Seeing you as a way to get a comfortable life without having to work hard, she has latched onto you shortly after your arrival into this world.

She comes with the **Native** Origin, **Spiritual Being: Angel**, **Seraphim** (even though her actual rank is Cherub) race, and **Fantasy Face** and I **Will Leave It To You** perks**.**

-Supreme Bones [-300 CP] - An ancient undead Demon Lord that has been sealed inside of his fortress for centuries, has now resurged from his confinement. You, being one of the first beings that he has run across, have quickly become one of his closest friends. Immensely loyal and hard working, albeit not too bright, he is quite a powerhouse on his own. He also likes to speak in gaming terms, claiming that an Otherworlder in the past taught him those words.

He comes with the **Native** Origin, and **Monster: Undead**, **Greater Magic-Born**, **Demon Lord Seed, Super-Awakened** race, and the **Ultimate Magician** perk**.**

He comes with a legion of loyal followers of all different kind of monster races, which were sealed with him inside of his underground fortress. They are quite devoted and protective of him, a fact that gives him quite a number of headaches. Should you manage to gain the approval of his subordinates, you may take them as well as followers. Consider this the equivalent of a purchase of **Fortress Nation**.

-The Fifth [-400/-600 CP] - During the first days of your stay here, you will come face to face with one of the mightiest beings in this world. A Fifth True Dragon. They will be in quite a perilous situation, as strange as that sounds for someone of their power. Maybe they were beaten up by another True Dragon or Guy Crimson, or had a bad run with True Hero with an especially powerful Skill. Whatever the case, the circumstances will present themselves so you will be able to, should you wish to, effortlessly help and save the life of this individual.



— COMPANIONS —

Eternally indebted to you, they will decide to spend the rest of their lives by your side, considering your fates now linked. Whatever form these feelings initially take are up to both of you, but eventually they will develop into an unbreakable bond of friendship, or even romantic if you are accepting enough for that (albeit it's highly unlikely for a True Dragon to engage in babymaking after Veldanava's loss of power).

You can decide how they look both in their dragon and human forms, their gender, as well as the element their powers are based on, and they seem to have some control over how they look. By default their initial human form will be that of a long haired androgynous humanoid with golden eyes.

They are from the **Native** origin, the **True Dragon** race and the and **Fantasy Face** perk.

For an extra 200 CP, and should you meet the requisites for Ultimate Skills, the bond between you has manifested as an Ultimate Skill, called (True Dragon's Name), Lord of (True Dragon's Element). Its sub-skills are the following - (True Dragon's Element) Dragon Summon, which allows to instantly summon to your location said True Dragon; (True Dragon's Element) Dragon Restoration, which essentially makes your soul a backup for your True Dragon's Memories and personality, allowing you to instantly resurrect them in case of death, and preventing the change of personality that it comes from their natural resurrection; (True Dragon's Element) Magic, which allows you to use spells based on your True Dragon's element.

This Ultimate Skill will also form a soul corridor between the two of you, with all the benefits that entails. It gives all the benefits of having gained an Ultimate Skill, and even if you sacrifice it in order to evolve another skill, all of its sub-abilities will be inherited by the new skill.

— DRAWBACKS —

You may take as many of the below as you feel that you can handle.

Jumper Observation Diary [+0 CP] - This series has grown to have quite a few spin-offs over the years. You may now decide whether any of this extra material is considered canon or not, present, and future, spin-offs can be added as long as they don't directly contradict the story or are a complete alternate world. Alternatively, you may choose to visit a fanfiction version of this series if that's what you wish, or even the anime continuity.

Puppeteer [+100 CP] - What a nasty way to look at others you have. Besides the few of your already existing closest friends, you seem to see little value in anyone besides them being potential tools to use and exploit for your benefit, or nuisances and steppingstones to be eventually destroyed. This is obvious for anyone who spends some time with you, which will make forming new connections that are not based on your superiority quite an ordeal.



Reincarnated Into A Meeting [+100 CP] - Can't you decide to do anything on your own? It seems that every time you need to take any mildly relevant decision, you must first reunite with some of your closest confidants, or whoever is available, detail the entire situation and then go through a lengthy and boresome exchange of ideas before reaching any plan of action. Not even an actual emergency will spare you from that, even in the middle of an invasion or the end of the world, the first thing you will do will be to organize a several hours long meeting to decide your course of action. And then carry out a few more during the crisis. After all, communication is important for you.

Fallen Hero [+100 CP] - Why does everyone treat you so badly? It seems that no matter what you do or say, people always suspect that you are up to something bad. You also have a hard time getting your true feelings and thoughts across others, which also leads you to be even more misinterpreted. Even when you help or save someone, don't expect to get any thanks in most cases, at least until they have properly gotten to know you better.

How Does One Get Their Own Cover? [+100 CP] - Maybe you look just too plain to match with the rest of the cast, or perhaps your own abilities make you unsuited to take a more central role. Whatever the case, it seems that you are often left behind in any major events, and even your friends tend to forget about you from time to time.

— DRAWBACKS —

Alas, it seems being popular enough to appear in a cover page is going to remain a dream during your time here. Maybe you should settle for a few panels in a side story.

Learning With Great Sage-Sensei [+100 CP] - It's one thing to be ignorant, but couldn't you at least put some effort in educating yourself? It seems that not only your knowledge of the inner workings of the world is limited to that of a regular commoner, but you yourself have very little drive to learn on your own and won't show any interest in how the power structures and metaphysics of this world function until it is absolutely necessary for you.

Target of Desire [+100 CP] - Whether it is you personally, or just the things that you own, you are frequently harassed and often assaulted by those in power trying to either take your possessions, or even enslaving you. Luckily for you, this is mostly limited to those in power in the human nations and some chief monsters, not the actual powerhouses of this world.

Chef [+100/200 CP] - It is one thing to be completely inept when it comes to cooking. But it seems that you are not only incapable of that much, but any time you try to prepare food by yourself, you somehow manage to always manage to create an acidic and poisonous purple ooze instead of food, regardless of your intentions or the methods and ingredients you use.



You may also decide to gain an extra +100 CP for the strong compulsion to have to constantly 'cook' and feed whatever it comes from your efforts to those around you, whether they like it or not. Better hope they have a poison resistance skill.

Black Butler [+100/200 CP] - Shortly after the start of your jump, you will meet an individual that will leave you completely awestruck. You will have an irresistible impulse to somehow become a servant to that person, and to gain their approval by following their orders. While you won't take your own life just because they asked, at least some basic self-preservation instinct remains on you, you won't think twice before throwing yourself at any dangerous task you are ordered to or prioritize your master's well-being over yours.

— DRAWBACKS —

With the basic option, this person will be someone generally decent and nice enough to not actively mistreat you, albeit they will surely make use of your abilities. For an extra 100 CP, this is instead someone that sees you as an exploitable pawn, and will constantly harass you for fun and throw you into near suicidal missions.

Should your master be killed, you will surely embark on trying to revive them. And if that fails, you will shortly meet another individual suited for your tier purchase. Once your time here is nearly over, you will regain your senses and, if you wish so, you may offer your master to leave with you as a Companion.

Peace Between Worlds [+200 CP] - Whether it is due to a previous life's memories, or due to your own strong convictions, you can't willingly kill any sentient being, albeit mindless monsters are fine. Also, you will make sure that anyone subordinated or allied with you refrains from using lethal force against others.

Living Calamity [+200 CP] - Whether due to your first actions in this world, or just due to an irreparable misunderstanding, it seems that your reputation among humans is that of an unreasonable monster that must either be killed at first sight or escaped from. No amount of goodwill will be able to repair this damaged reputation during your stay here.



This also extends somewhat to non-humans, who have a much harder time coming to trust you.

Hazardous Skills [+200 CP] - Truly, what troublesome abilities you seem to have landed on. It seems that you lack much control over your abilities, and they just tend to activate and act on their own, always causing some form of trouble for you. Even if they lack conceptual intelligence or a proper ego, they will at times. This affects not only the Skills you gained in this world, but also the abilities that you brought from previous ones.

The Burden of Expectations [+200 CP] - Why does everyone around you give you that look? Everywhere you go, people tend to overblow your actions out of proportion, usually for the worst in the long run. You attract strong rivals desiring to test themselves against

— DRAWBACKS —

you, those who contract or ally themselves with you have such expectations that they will not come to your aid thinking that you can manage on your own, and even when offending someone, they take it far more personally than they normally would.

It seems that you are in for quite a stressful stay here.

Clown Shenanigans [+200 CP] - Either by a contract or by their own interests, you have been marked as a target by the Moderate Clown Troupe and their current boss, Yuuki Kagurazaka. They are a group made by several Demon Lord Seed tier magic-borns, and headed by an Otherwolder whose Unique Skill allows him to create or copy other skills. They are also the hands behind one of the current Demon Lords, Clayman, as well as Yuuki being the head of the Free Association that has ties with all the Western Nations, and the international underworld organization, Cerberus. So now, they will use all their resources to try to destroy you and whatever you try to build, either directly or by scheming in the shadows.

Oh, and it seems that even if they mess with you and constantly threaten you and yours, you just have a soft spot for Yuuki and can't bring yourself to direct your anger on him too harshly, always allowing him to escape. You will even sabotage your own allies just so the little rascal can come back and punch you again another day. Only if he threatens your life in a direct duel, will you be able to bring yourself to put him down. Something that he instinctively knows and will avoid unless he is confident in being able to kill you.

Leaking Problems [+200 CP] - Your aura cannot be contained at all. For a powerful magic-born, that means that interaction with those weaker than you is impossible, as weaker lifeforms will just die from being exposed to your area. It will also make hiding your power, presence or even intentions in battle completely impossible, as anyone with decent analytical skills will read you like an open book.



If you are too weak to have a proper magicule aura, your presence is just downright unpleasant, and your body movements are too exaggerated and telegraphed in combat.

DRAWBACKS

At The Center of the World [+300 CP] - Why is it always you? It seems that no matter where you go, big events are always happening around. During your time here, you are going to have to face threats on the same level as Rimuru Tempest would go. Ancient Demon Lords culminating their decades long conspiracies, empires preparing to take over the world, angels conspiring to bring about the end of the world and threats from outside of reality with a power that rivals that of the creator god, are just some of the things that you will be facing.

Keep in mind that Rimuru Tempest died in many timelines before reaching the current one, so do not expect to have an easy time unless you are quite the powerhouse.

And this is not limited to fighting, you will also need to be prepared to put on the political busywork that comes with being one of the central figures in this world.

Faulty Incarnation [+300 CP] - It seems you have lost all your memories from your previous lives. Maybe they are floating around somewhere, already consumed by demons, or they have been sealed deep inside of you. No matter what you or others try to do, it will take a titanic effort for you to restore those missing memories, and it's unlikely for them to fully return until your time here is finally over. However, you will recover all of them by the end of your jump.

There Is Only War [+300 CP] - It seems that this world is not what it once was. Unlike the normal version, it is quite a lot more ruthless and grim. Demon Lords act like real demons here, terrorizing and plotting constantly for the downfall of mankind and each other, and are a lot less agreeable. Humans made up for their lack of power with extra cunning, zealotry and resourcefulness. Nations are a lot less cooperative, and secretive elites control the royals from behind the scenes, disposing of any rivals with a ruthless efficiency. Demon incursions are more frequent, and powerful monsters constantly rampage everywhere in the world. And so on and so forth.

Overall, expect to be much harder to find peaceful solutions and enjoy a tranquil life in this world by taking this.

I Can Give You Power [+300 CP] - It seems a strange piece of data has latched to your soul, and has gained a will of its own after integrating with your skills, as well as any other powers you had. The more you use your skills and powers, the more your ego will be eroded. It will also try to use itself and any other it can contact using your own abilities to either put you in a situation where you need its help or directly weaken you to try to take

— DRAWBACKS —

over, albeit it can't use itself to attack you directly, nor these usages will count towards weakening your ego. If you have been completely controlled by it by the end of your stay here, your chain will be over. It won't be able to be removed by any methods until the end of this jump,

Mute of the World [+400 CP] - It seems that those powers that you and your companions brought from other worlds are completely incompatible with this world, and thus they have been locked during your time here.

If you don't have any previous abilities, it seems that growth has been declared impossible for you. No matter what abilities you purchased, you are not going to be able to further improve or evolve them, and the same goes for acquiring new ones. In a world that is in constant evolution, there are many chances that you are going to be left behind at some point.

The Eastern Conspiracy [+400 CP] - For one reason or another, you have gained the enmity of the most powerful nation on the planet, the Eastern Empire. With a population in the hundreds of millions, it is not only headed by the strongest as True Hero, who wields the mightiest Ultimate Skill of the Virtue Series, Michael, which can unleash the army of Angels, but also contains several other Awakened individuals, as well as having the largest army in the world. Which by the way, is in the process of mixing magic and technology to create their own version of floating fortresses and tanks. If that wasn't enough for you, one of the True Dragons is also madly in love with the Emperor, and will do anything to protect him or to carry out his desires.



A peaceful solution is not impossible, albeit it will still require you to beat their greatest military assets in battle before they even begin to consider it.

Crimson Fury [+500 CP] - You have been deemed too dangerous for the balance of the world. As such, the Observer who protects this world, has decided to personally destroy you. Guy Crimson, the oldest and arguably the strongest Demon Lord, will personally hunt you. While he has plenty of subordinates, his strength is leagues above them, and a Digital

— DRAWBACKS —

Life Form capable of bringing the Frozen World and someone capable of analyzing other powers for himself, he is not someone that needs much help.



You would also do well to keep in mind that Guy is also an old friend of Milim Nava, the daughter of Veldanava who inherited his great magical power and who also developed her own Sin mirror to Michael, as well as the partner of Velzard, the strongest remaining True Dragon, whose magical capacity is only rivaled by Veldora, and another of the few Digital Lifeforms in the world who also possess the capacity to call the Frozen World. That means that actually putting him down, as hard as it is with a Primordial Demon, will gain you the enmity and hatred of at least these two, and possibly many other powerful beings.

Star King Vessel [+400/600 CP] - It seems your arrival has made a small piece of the broken soul of the the creator of this world stick into your own soul, fusing with it entirely. This alone has no negative nor positive effects on you. However, this has been noticed by Michael, the first Manas in existence, long before your entry in this world. By the time you arrive into this world, it will have already taken over Rudra, summoned his force of Undead Elf-Seraphim hybrids with the help of Feldaway and a dominated Kazalim, collected the same Ultimate Skills that he would by his time when confronting Rimuru Tempest for the final time, three of the existing True Dragon Factors, as well as putting under his subordination both the Scorch and White Ice True Dragons to serve as his shield and sword. The only goal of this force? To shatter your soul entirely and use its fragments to revive the Star King King Dragon Veldanava.

If taken with 'The Eastern Conspiracy', you may gain an additional +200 CP, and in this case Michael and Rudra will fuse into one, granting Michael the control of the Uriel Ultimate Skill, the combat skills and talent of the only person to ever rival Guy Crimson in that aspect, while Rudra will benefit from all of Michael's evolutions. Not only that, but the forces of the Phantoms and the Eastern Empire will be unified as one, and all of that will go to boost even further the powers of Michael-Rudra via his Uriel and Michael skills.

The Central World [+600 CP] - I hope you are quite the power house, because the Cardinal World is going to get a lot more interesting. You see, normally only a few people at a time actually make the journey from the parallel worlds created by Veldanava into this

— DRAWBACKS —

one. And when they do, they usually gain a great deal of power, but rarely enough to off-set the balance of power in this world right from the start.

Not anymore. It seems that now the Voice of the World has gone into a collectors' frenzy of sorts, and it's bringing Otherworlders left and right from these parallel worlds and dumping them either in your frontyard for the most inconvenient ones, and close to your enemies, in the case of the most cooperative and useful strays. And this is not just random teenagers. Entire sci-fi fleets, demonic invaders from far away realms, maddened magitech AIs capable of shallowing a world, squid people from a past sunken city, and more are going to be arriving into this world. Normally, they wouldn't gain anything exceptional besides strong Unique Skills, but when it is the case of someone already powerful, you can expect to start seeing even some rare cases when the most outstanding individuals directly gaining Ultimate Skills upon arrival.



From Beyond The Stars

[+800 CP] - Somehow, the foulest creature in existence, the evil dragon Ivarage, has gained a consciousness of its own at the same time of your arrival. And he did so that by absorbing part of the fleeting essence of Veldanava, as well as undergoing a Harvest Festival thanks to the accumulated resentful souls fleeting the Cardinal World.

This means that this evil and almost unkillable pseudo-true dragon has now acquired all the powers the Star King Dragon had after the creation of the World, and then increased his power by an order of magnitude. He has evolved all the Ultimate Skills that Veldanava had in an increased scale to, so assume that he has a Lovecraftian evolution for each of the fourteen Angelic System skills that combine the traits of both the Virtue and Sin series. And then some more skills.

Oh, and now that he has a proper mind and will of his own, he is set on killing you first before he does the same to all of creation.



— OUTRO —

Your time here is done. Assuming you survived, it's time to choose one of the following options.

GO BACK - Your adventure comes to an end here, and you return to your home world with all that you have gained through your journeys.

STAY HERE - You decide to put an end to your journeys and stay in this world.

MOVE ON - Certainly these worlds were not enough for you. Choose a new destination and move on with your Chain.

— NOTES —

- This jump is based on the Light Novels version of the series. However, if you prefer the visuals of the manga or anime designs over the wild designs of Mitz Vah, you can go with them instead.

- You can import any previous compatible item that you previously owned into your item purchases here. By compatible, it means that you can import a weapon into another weapon purchase, a property into another property purchase and so on.

- Inactive companions and followers may still be active inside the borders of the properties that you buy here.

- **I have built an Unique Skill that's more expensive than an Ultimate Skill, does that make any sense?**

  Not all Unique Skills are equal. As noted in the Ultimate Level option, there are times when skills at the Unique Level may rival or even surpass Ultimate Skills in several areas. It will also mean that if said Unique Skill evolves into an Ultimate Skill, it will be a quite potent one.

- **Is there any Advantage by taking X when Y should yield similar results?**

  Whenever you come across a situation like this, assume that taking more purchases will result in something more powerful than before. This may be either due to having a more broader skillset, a more refined control over your powers, or simply a higher amount of magicules.

  For example: taking Half-Spiritual with both Hero's Egg and Sage will result into a Hero with a power similar to Chronoa, while taking Half-Spirit with Sage will just result in a Saint, and a Half-Spiritual with Hero's Egg will jus result into a Hero with a level similar to Leon's.

- **Is it possible to purchase the Azathoth Ultimate Skill or the 'Nihility Collapse' ability?**

  Turn Null was recreated by Ciel by combining at least four Ultimate Skills, along with possibly the analyzed data of several other powerful Unique and Ultimate Skills.

— NOTES —

So if you want to take it, you would need to have the following purchases: An Ultimate Skill with 'Ultimate Level' to represent its transcendental power, as well as the three 'Hybridized' purchases to represent the fusion of skills and the 'World Type' purchase in order to have somewhere to store it, as well as the 'Space-Time Element' to top its Multi-Dimensional Barrier and Space-Time Manipulation. Finally, the 'Magical Reactor' is an obvious one to produce the Nihility Collapse energy. Even with all of this, you either would need to be an extreme genius in energy manipulation far above any character in the series or have a Manas with the Analytical purchase in order to get some use of it.

- **What will happen if I take multiple drawbacks that have enemies with conflict natures or interests gunning at me?**

Assume that they will either enter a temporary cooperation to get rid of you, or in case this would be completely impossible, they will at least not interfere with each other and their efforts to end you until you have been removed from the table.

- **On True Dragon and Primordial Immortalities**

True Dragons are not capable of being killed as their birth is marked as a fundamental part of reality. Thus, a Jumper or Companion with this characteristic won't count as having died for good unless they are destroyed in a way that is capable of rewriting reality on the scale of the creation of Veldanava.

Primordial Demons also have a similar form of immortality and won't count as having died just because their bodies or souls are destroyed. However, they are born from the Great Spirit of Darkness, which is one of the two fundamental forces that Veldanava used to create reality. Thus, only an attack capable of shattering that fundamental force of reality would be able to prevent their self-resurrection.

Normally both of these processes may take any time from days to years, but exceptionally skilled individuals or those who have a skill for this very purpose, may perform this resurrection instantly.

-On replacing Rimuru and others

—NOTES—

Taking a character's place will have you inherit all their memories and relationships, but you won't automatically gain any abilities that you didn't have.

On replacing Rimuru via the 'King of the Monster Nation' perk, you will only be replacing his role in the world, not getting his memories. There is a heavy implication that Rimuru may be a reincarnation of Veldanava, so you can decide whether this applies to you or not. But you won't be getting much of it, since most of Rimuru's gained stuff is accomplished by his own 'efforts' and his powers are completely different from that of Veldanava. However, it has some interesting implications when it comes to his relationship with certain characters in this world.

-What exactly are the requisites for using an Ultimate Level Skill?

In the series, only people who have gone through an awakening (Saints, True Heroes or True Demon Lords and others evolving to that realm) and reached the 1,000,000 EP (Existence Points) of existential value or are naturally Divine Spirits (such as the Seraphim and True Dragons) can use Ultimate Skills. In other cases, even when acquiring an Ultimate Skill, it will devolve into a Unique Skill or won't be transferable at all.

For the purposes of Jumpers and Companions importing or using previous powers and alt-forms, and others in future worlds (in the case of getting the 400 CP tier of the **Voice of the World**), an educated guess would be that those that are on the Threat level of a Disaster Class, that is, those that can threaten to destroy a large nation on their own (not necessarily in one attack), and have some capacity to interact with Spiritual and Astral bodies (i.e. souls) could wield them.