That Time I Got Reincarnated into a Slime

A **TenSura** Jump by **SpiritualStill**, in the style of **TroubleX27**
Version 1.0



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

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

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

+1000 Slime Points (SP)

Origin

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

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

Native [Free]

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

Otherworlder [+200/Free/200 SP]

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

Species

Welcome to the Danger Zone [+200 SP ~ 600 SP]

- Here, you are able to decide what your "Existential Power" (EP) is at the start of the Jump. This will not restrict your ability to grow beyond this choice, but do know that accumulating power is not the easiest thing to do, unless you've got Rimuru.
- Your EP rank influences what species you can become, with some species being entirely restricted unless you have the baseline power.
    - **E Class [+200 SP]**: The lowest available class. You start with an EP of 500 exactly.
    - **C Class [+100 SP]**: The rank of an average adventurer - which I can guarantee you will not be enough for this place. You start with an EP of 6000
    - **B Class [Free]**: You are strong enough to singlehandedly destroy whole villages. You start with an EP of 8000
    - **A- Class [100 SP]**: You are at the cusp of an A-rank adventurer. You start with an EP of 9500.
    - **A Class/Hazard Class [200 SP]**: You are a high-ranking adventurer in terms of strength, and could destroy towns and more by yourself. You start with an EP of 100,000
    - **Special-A Class/Calamity Class [400 SP]**: Your power is extraordinary, being able to bring down an entire country and have Majin subordinates. You start with an EP of 400,000.
    - **S Class/Disaster Class [600 SP]**: Your power is such that you are ranked among the likes of Demon Lords (though not awakened ones), and you can threaten large countries like Englassia by yourself. You start with an EP of 600,000
    - **Special S Class [800 SP]**: Your power is among the highest in the whole world, with very few beings coming close to you. You start with an EP of 3,000,000

Humanity

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

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

Monsters

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

Elementals

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

Angels

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

Daemons

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

Dragons

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

True Dragons [1400 SP]

- You are an absurdly strong existence, to the point where you are less of a person and more of a walking, talking facet of existence. You have the full power of a Divine Spirit with a physical body, letting you shapeshift as you please, and call upon an absurd amount of power. Due to your factor, you actually cannot die, and will simply revive with a slightly different personality. Things like physical damage are a bad joke, and any other form of damage is weakened.
- True Dragons are ridiculously strong, regarded as Catastrophe-Class. Your Existence Points are 75,000,000.

Perks

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

The Words of the World [Free/200 SP]

- The name for the system of this world - or maybe just the announcer of said system. Whatever the case is, you are connected to this system, which enables you to acquire and develop various Skills, Names, Titles, and announcements of momentous events, such as Harvest Festivals.
- Skills can be broken down into various categories: Intrinsic Skills, Common Skills, Extra Skills, Resist Skills, and Ultimate Skills. Intrinsic Skills are those that are innate to an individual or species. Common Skills are basic Skills that are easy to master, but don't have much flexibility. Extra Skills are stronger and more versatile than standard Common Skills. Unique Skills are special Skills born from the strong emotions and desires of strong individuals - though despite the name, Unique Skills are not actually one-of-a-kind. Resist Skills are, as the name suggests, Skills that help you resist or nullify various phenomena. Ultimate Skills are the cream of the crop, strong enough that they can overwrite the laws of the world.
- For **Free**, you get the effects of the Words while in this Jump. For **200 SP**, you are capable of bringing this with you into future settings, letting you continue using it, and/or sharing it with however many or few people that you want.

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

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

You Can Actually Cook [100 SP]

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

The Nine-to-Five Grind [100 SP]

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

The Perfect Secretary [100 SP]

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

Marry and Reproduce [100 SP]

- Having children is a bizarrely complicated and potentially dangerous thing for any non-human in TenSura. Many monsters risk being weakened and endangered due to giving their power to their children, and many beings past a certain threshold just don't have sex drives anymore. This negates that issue for you, because if you or your partner have children, they can share their power potential without you or your partner losing anything. Furthermore, you can awaken the sex drives of others if you want.
- This does not apply to beings that are just sex-repulsed by default.

Stunningly Beautiful [100 SP]

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

Unflinching Loyalty [200 SP]

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

The Great Namer [200 SP]

- With this, you possess the power to name as many monsters and demi-humans as you want. While even Rimuru would typically get tired from doing this in rapid succession, you are entirely unaffected. You could have no reserves whatsoever. Name the seven primordial demons, and you wouldn't feel anything from it.

Expert Tactician [200 SP]

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

The Grand Merchant [200 SP]

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

The Strong Rule the Weak [200 SP]

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

Demonic Trainer [200 SP]
- You have a method of training that is very brutal, but undeniably effective training talent. By simply beating the shit out of people, you find that their capabilities vastly improve, awakening their latent abilities or growing in power. If you're worried about potentially traumatizing them, know that the worst thing that will happen is amusing fear that doesn't actually influence anything.

I Merely Lost My Faith [200 SP]
- Like Adalman, you have the capability to perform holy magic even as a monster, as all you need is to hold faith in someone.
- Post-Jump, this enables you to perform any sort of magic, even if it should theoretically be inaccessible to your group.

Sturdy Soul [400 SP]
- Your soul is one that is much stronger than others, and your willpower is greatly increased. Grants you a free Unique Skill and a discount on one Ultimate Skill.
- Discounted for **Reincarnated Otherworlder**.

The World was Cruel, But It Gave You Everything [400 SP]
- With this, the guiding words of Veldanava seem to follow you throughout your chain. You find yourself encountering challenges and adversities more than usual, but in exchange for that challenge, overcoming them grants you far greater powers, blessings, character, or anything else you want.
- You may turn this on and off at will.

Secret Art of Faith and Grace [400 SP]
- You are competent enough in Holy Magic to be revered as a god. Those who believe in you will be able to draw on your power to enact miracles themselves. When more people believe in you, you can draw on their collective strength to assist in the enactment of miracles, so that you won't be totally drained.

Milim's Sparring Partner [400 SP]
- Similar to Father Middray with Milim, you are unusually capable at awakening strength to survive encounters far beyond your own reasonable strength. This doesn't mean you'll suddenly match some super-powerful beings, but it does mean

that you'll be able to survive blows from them. Train with them long enough, and that'll be your baseline.

A Grand Ambition [400 SP]

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

Absurd Efficiency [600 SP]

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

Freak of Nature [600 SP]

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

Master Magician [600 SP]

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

The Blacksmith [600 SP]

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

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

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

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

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

Skills

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

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

Common Skills [50 SP]

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

Extra Skills [100 SP]

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

Unique Skills [200 SP]

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

Regressor [200 SP]

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

Degenerate [200 SP]

- A Skill held by Shizu, the Conqueror of Flames. Despite the misleading name (or perhaps directly because of it), Degenerate has two main effects: Separation and Synthesis. Separation allows you to separate properties inherent to a target. Synthesis allows you to combine two separate targets together, allowing you to do

things like permanently enchant a weapon or combine two Skills together. This allows you to combine things purchased from your jumpdocs together or separate them from each other. How exactly the mechanics of that work is something you should talk with your Benefactor about.

Cook [200 SP]

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

Ultimate Skills [600 SP]

- The pinnacle of power in this world - or at least the baseline of it. It's said that the original Ultimate Skill was the virtue series created by Lord Veldanava, who, in turn, had reflections in the sin series. Nowadays, though, all sorts of Ultimate Skills can exist, with all of them reflecting a given "law" of creation. Select a theme for your Skill, and craft a Skill with it, utilizing four Sub-Skills and abilities.
- This does not include Ultimate Skills that are built off of other Ultimate Skills.

Chosen One [600 SP]

- A most unusual Skill to be certain. It is a Unique Skill encroaching on the level of an Ultimate Skill. Its ability is, put simply, to make you a Hero. Its activation clauses only appear when you perform prerequisite actions.
- By performing a **Courageous Action**, you activate the Skill and receive Hero's Haki and Hero's Blessing. Hero's Haki bends targets to your will, and might even let you recruit them. Hero's Blessing grants you and your party luck, which causes incoming attacks to do minimal damage, your attacks to do maximal damage, and for all of your actions to be perceived as heroic.
- By having the **Courage to Stand Up**, you receive Hero's Charisma and Hero's Action. Hero's Charisma causes you and your allies to have the courage to face any opponent, and lets you turn defeated enemies into your allies - this even includes monsters, but not the undead. Hero's Action guides your allies down the heroic path and eventually makes them famous.
- By having the **Courage to Not Run Away**, you receive the Banner of the Supreme King. This allows you to call upon your fallen allies and to replicate their abilities, memories, and experience into yourself.

- Finally, through finding **True Love**, the Chosen One awakens into its true nature as the Ultimate Skill **True Hero**. Beyond just greatly improving its previous effects, you additionally receive the Skill **Lucky Field**. It grants Divine protection to all allies and causes those with an Existence Value over 100,000 to be able to fight Ultimate Skill users. Additionally, should you possess Parallel Existence, you can use Einherjar, which lets you create perfect copies of your allies in their prime, who can continue to operate even after the effect is dispelled.
- *Optionally, you may take Masayuki Honjou's place as the fragment of Emperor Rudra*.

Manas [1000 SP]

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

Items

Chosen Equipment [Varies]

- You receive a set of equipment (including armor and a weapon of your choice)
- For **Free**, this is Normal-grade equipment, no different from anything standard.
- For **50 SP**, this is Special-grade equipment, stronger than its previous iteration, with some sort of magical enchantment.
- For **100 SP**, this is Rare-grade equipment, possibly from Garm. Even A-rank Adventurers have trouble getting a full set.
- For **200 SP**, this is Unique-grade equipment, the best on the market, typically treated like family heirlooms.
- For **400 SP**, this is Legend-grade equipment, born from magisteel being exposed to magicules for a long time. Having one is a bit like bringing a machine gun to a sword fight.
- For **600 SP**, this is God-grade equipment, so strong it literally has its own life as a tsukumogami - which seems to have chosen you as its master. Beyond its ludicrous power, simply holding one grants you the power of a Spiritual lifeform.
- For **1000 SP**, this is Genesis-grade equipment, likely forged by Veldanava himself. Each one is absurdly powerful, increasing your strength to the realm of True Dragons.

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

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

Sacred Texts [50 SP]

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

Demon’s Rings [50 SP]

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

Stylized Food & Merch [50 SP]

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

Host Club [50 SP]

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

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

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

Anti-Magic Mask [100 SP]

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

Apito's Honey [100 SP]

- A type of honey extracted and refined from either Apito or a being related to her. In addition to being highly nutritious, it also completely purges any and all unnatural conditions and sicknesses. This even applies to curses caused by daemon manipulation, as shown in *Visions of Coleus*.

Economy Stopper [200 SP]

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

Homunculus Bodies [200 SP]

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

Modified Doppelgänger Bracelet [200 SP]

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

Magitrain [200 SP]

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

Orb of Domination [200 SP]

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

Freedom Academy [400 SP]

- What you have here is a top-of-the-line school that, in addition to being a regular academy, also teaches people to become competent adventurers. You can be sure that all adventurers who graduate from here will be at least Rank B. It additionally holds children and adult otherworlders, who will be given what they need to live long lives and awaken powers of their own.

Secret Society Garm [400 SP]

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

Guild Organization [400 SP]

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

Technology of the Empire [400 SP]

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

Potion Factory [400 SP]

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

The Grand Labyrinth [600 SP]

- Perhaps Ramiris helped you out for some reason, or maybe you can just do that. Whatever the reason, you now have a 100-floor labyrinth with any theming, design,

or intent that you want. If you want it to be full of monsters, their strength will increase further down the floors that you go, save for any special levels that you want. Beyond that, you have access to bracelets that automatically fit onto yourself, your allies, and anyone you want, which will simply teleport you outside of it in the event of your death.

Magic Palace [600 SP]

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

Companions

Import [50 VP]

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

Canon [Free]

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

Rimuru Tempest [Free]



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

Shizue Izawa [Free]



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

Ogre Tribe Survivors [Free]



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

Ramiris, the Spirit Queen [Free]



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

Chloe Aubert [Free]



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

Kagali [Free]



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

Apito & Zegion [Free]



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

Kumara [Free]



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

Milim Nava [Free]



- The Ancient Demon Lord, revered as the Destroyer, and the daughter of Lord Veldanava, the Star King Dragon. She is an incredibly powerful being who seems rather childish, but also one who was rather jaded, lonely, and bitter. That all seemed to change when she met you, viewing you as a friend and a form of entertainment. Now, the two of you have all sorts of fun together…just try not to get scolded by Frey.
- If you have **Apito's Honey**, you can optionally have your first encounter with her be similar to that of the one she had with Rimuru.
- Optionally, if possible, you can help her safely revive Gaia.

Frey [Free]



- Among the Ten Great Demon Lords, and the Sky Queen of Fulbrosia. You met her during one of her many exploits, and the two of you hit things off very well - or maybe Frey saw something in you that would be ideal as a toy. Whatever the case may be, the end result is that the two of you are often talked about together.
- Optionally, if you selected **Milim Nava**, you can have met Frey through her, or you can have met Milim through Frey.
- Optionally, you may take along her daughters: Claire, Luchia, and Nemu.

Luminous Valentine [Free]



- The Demon Lord, who has ruled for many thousands of years, and was the "daughter" of Twilight Valentine, at least before offing him. In the current day, she is secretly the goddess known as Luminous, with her servant Roy Valentine playing the part of a Demon Lord. For one reason or another, you have discovered Luminous' identity, but she has found you to be interested, and so long as you don't blab, there won't be any issues at all. Quite the opposite, actually - Luminous can become quite smitten with you, which may or may not be surprising, considering her normal tastes.

Hinata Sakaguchi [Free]



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

Elmesia El Ru Sarion [Free]



- The Heavenly Emperor of the Sorcerous Dynasty of Sarion. You met her during one of her odd escapades and, much to Erald's dismay, had fun with her while the two of you were screwing about carefree. Nowadays, the two of you visit each other, sometimes discreetly, sometimes not.
- Optionally, if you have a **Territory** of at least 100 SP, you can choose to have met Elmesia through diplomatic channels.

Velgrynd ["Free"; Requires Having *Chosen One*]



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

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



- It seems that you’ve stumbled upon a…*most interesting* situationship, to be certain. Following your absolute gongshow of a fight with Guy and Velzard, you managed to defeat them, or at least convince them that you aren’t a threat to the world. Now that the issue has been settled, it turns out you three are actually fairly compatible sorts of people.
- Optionally, you can bring along Rain and Misery as companions as well.
- Optionally, you can choose to have Guy take on a female form. They don’t really care about it all too much.

Drawbacks

Supplement Mode [+0 SP]

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

Here For the Plot [+0 SP]

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

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

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

Prolonged Stay [+100 SP]

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

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

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

Devil-May-Care [+100 SP]

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

Only Sane Man [+100 SP]

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

Lazy Bum [+100 SP]

- You are a Demon Lord, so how could you possibly be kinda homeless? Similar to the Watcher known as Dino, you are indolent and shameless. The sort of person

who would happily mooch off of others, and will only intervene if you feel morally obligated to do so, or otherwise have no choice

The Leon Cromwell Special [+200 SP]

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

Stubborn Old Man [+200 SP]

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

A True Believer [+200 SP]

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

Just Demon Lord Things [+200 SP]

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

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

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

To the Pain [+200 SP]

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

Overprotective Dad [+200 SP]

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

Tactical Retreat [+300 SP]

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

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

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

Real Clayman Hours [+300 SP]

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

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

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

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

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

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

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

Bound to Protect [+400 SP]

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

The Thrill of Battle [+400 SP]

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

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

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

Perk Lockout [+600 SP]

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

Property Lockout [+600 SP]

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

Memory Lockout [+600 SP]

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

The Eastern Empire's Challenge [+600 SP]

- How lucky for you! It seems that not only has the Eastern Empire taken notice of you, but they also consider you to be an exceptional threat. The Empire is ruled by Emperor Rudra, who is so strong that he can fight True Dragons himself. He's also got an army of powerful Awakened, a massive army with technomagical weaponry, and a hot wife in Velgrynd, one of the True Dragons. Now, you might be thinking that Michael having his body would make things harder. You would be terribly wrong, as Michael is functionally Rudra in every way except soul, able to call on all his strength, and even use Deva, a genesis-grade sword.
- If you choose this Drawback, you will have to defeat Rudra to win Velgrynd, provided you have **Chosen One**.

A Most Troublesome Manas [+800 SP]

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

Battle Against the Mediator [+800 SP]

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

The Winner of the Game [+1000 SP]

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

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

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

Final Choice

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

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

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

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