# That Time I Got Reincarnated into a Slime

A **TenSura** Jump by **SpiritualStill**, in the style of **TroubleX27**
**Version 1.2**




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

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

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

**+1000 Slime Points (SP)**

# Origin

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

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

**Native [Free]**

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

**Otherworlder [+200/Free/200 SP]**

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

# Species

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

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

**Humanity**

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

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

**Monsters**

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

**Elementals**

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

**Angels**

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

**Daemons**

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

**Dragons**

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

**True Dragons [1400 SP]**

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

# Perks

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

**The Words of the World [Free/200 SP]**

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

**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.

**Soul Storage [100 SP]**

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

**Unflinching Loyalty [200 SP]**

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

**The Great Namer [200 SP]**

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

**Expert Tactician [200 SP]**

- Perhaps you're related to Abiru in some way. You are an excellent combat strategist, able to gauge your opponent's numbers and capabilities through a

simple glance. In that short time, you are also able to gauge the capabilities of your own allies and come up with the best possible solution.

**The Grand Merchant [200 SP]**

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

**The Strong Rule the Weak [200 SP]**

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

**Demonic Trainer [200 SP]**

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

**I Merely Lost My Faith [200 SP]**

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

**Master Magician [200 SP]**

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

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

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

**Sturdy Soul [400 SP]**

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

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

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

**Secret Art of Faith and Grace [400 SP]**

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

**Milim's Sparring Partner [400 SP]**

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

**A Grand Ambition [400 SP]**

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

**Absurd Efficiency [600 SP]**

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

**Freak of Nature [600 SP]**

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

**The Blacksmith [600 SP]**

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

**A Grand Reservoir of Power [600/1200 SP]**

- You have an incredible power that, as of the start of this Jump, is held only by Milim Nava. This is the Magicule Breeder Reactor, which works by taking in environmental magicules, and colliding it with their own. This is a process similar to nuclear fusion, and creates more magicules, which induces a runaway effect that dramatically increases your energy, and causes it to never decrease. This therefore enables you to fight indefinitely.
- For **1200 SP**, you receive the original version of this ability, known as Nihility Collapse (otherwise known as Imaginary Collapse and Turn Null)). This allows you to gain pretty much endless energy from the void, and you have considerable control over it. Through this power, it can erase even information, but Veldanava used it to create entire worlds.
- You may choose to integrate this perk into any Ultimate Skill that you possess, free of charge.

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

- You have met the prerequisites to become a Demon Lord. You've amassed the necessary power of 200,000 EP and must not be recognized as the subordinate of another. Upon completing the Harvest Festival (which fate will contrive to have you

succeed in doing so), you will achieve a super-evolution. How strong you become seems to vary. The most solid number we have is Guy going from 7,000,000 EP to at least 40,000,000, which is a pretty huge boost, and Rimuru apparently also got a ten times increase to his magicules at minimum.

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

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

# Skills

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

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

**Common Skills [50 SP]**

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

**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.
- *Unique Skill Examples: Greed, Great Sage, Usurper*

**Regressor [200 SP]**

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

**Degenerate [200 SP]**

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

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

**Cook [200 SP]**

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

**Songbird [200 SP]**

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

**Beast Tamer [200 SP]**

- A Unique Skill focused on the taming of beasts and monsters.
- **Analytical Appraisal**: A useful ability that allows you to fully analyze a target's composition, including species, body composition, energy levels, the current condition, combat strength, weaknesses, status effects, and whether they possess skills. If used on objects, it will tell you of its current status, composition, grade, and general quality.
- **Beastialize**: When the user takes control of a target, they can call upon the power of their subject if desired. This includes biological parameters and skills.

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

**Seeker of Truth [200 SP]**

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

**Ultimate Skills [600/800/1000 SP]**

- The pinnacle of power in this world - or at least the baseline of it. It's said that the original Ultimate Skill was the virtue series created by Lord Veldanava, who, in turn, had reflections in the sin series. Nowadays, though, all sorts of Ultimate Skills can exist, with all of them reflecting a given "law" of creation. Select a theme for your Skill, and craft a Skill with it, utilizing three Unique Skills or four abilities.
- Due to its practical ubiquitousness, your Ultimate Skill, whether purchased through here or elsewhere in this section, possesses Thought Acceleration, letting you think a million times faster than usual. This does not add to the four sub-skills count.
- This does not include Ultimate Skills that are built off of other Ultimate Skills.
    - *Ultimate Skill Examples: Uriel, Raphael, Satanael, Astarte*.

- For **800 SP**, you can have a second-degree Ultimate Skill, either born from the evolution of the previous Ultimate Skill or one that incorporates information from another Ultimate Skill into it.
    - *Ultimate Skill Examples: Nyarlathotep, Cthugha, Surya, Metis, Astaroth*
- For **1000 SP**, you can have a third-degree Ultimate Skill, born from the accumulation of three different Ultimate Skills.
    - *Ultimate Skill Examples: Shub-Niggurath, Yog-Sotohort*

**Chosen One [600 SP]**

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

**Anael, Lord of Passion [600 SP]**

- An Ultimate Skill likely derived from the Angel Series of skills, though that could be a coincidence. It revolves around love and the bonds of love.
- **Bond Domination**: A power that allows you to dominate and manipulate bonds, be it of yourself and others. When someone willingly forms a close connection to you, this bond is strengthened and protected through extreme warding, preventing even

skills such as Haki or Michael influencing them. On the flipside, it is possible to sever the bonds others have for one another, unless they have sufficient strength to resist the effect.

- **Euphoria Channel**: User channels the love, affection, and joys of those they bond with, greatly boosting all combat and defense parameters as required.
- **Shared Bond**: With those you share a bond with, you are capable of either copying their abilities or giving them copies of your abilities.
- **The Love That Moves the Stars**: A powerful skill that allows one to make a nigh-almighty wish for the sake of another - whether that other be for an individual or the world itself. Whatever the case may be, this enables you to enact nearly any sort of desire upon the world. Naturally, such a power has an abysmal cooldown - ten years at the least. This cooldown will automatically be filled if you go into another Jump, even if ten years have not passed.

**Discordia, Lord of Calamity [600 SP]**

- An Ultimate-Class Skill revolving around the idea of chaotic freedom.
- **Chaos Manipulation**: Grants the user the power to "deny" the laws of the world, enabling them to neutralize the vast majority of phenomena, and enables one to perform actions that should broadly be impossible.
- **Freedom**: A form of causality manipulation that bends the laws of the world to ensure that the user is capable of acting on their own beliefs, with reality around them conforming to it. In practice, this allows for actions that would logically cause problems to simply not cause those problems, and everything works as intended.
- **Multidimensional Barrier**: An always-active barrier that boasts defense against physical, elemental, and emission-based attack. There are attacks that can break through the barrier, but if one can adjust to properly counter the attack, it can have better performance than even Absolute Guard.
- **Murphy's Law**: A reactive form of probability manipulation that causes those with hostile intentions towards you to suffer all possible misfortunes, which will typically either deter them or outright kill them. When used in conjunction with Chaos Manipulation, logically impossible misfortunes are possible.

**Malphas, Lord of Artificers [600 SP]**

- An Ultimate Skill believed to be related to the Daemon Skill Series, seemingly revolving around construction and deceit.
- **Destroyer of Obstacles**: The user is capable of directly neutralizing any and all barriers, whether they be physical, magical, spacetime-related, or otherwise.
- **Gothic Fort Cathedral**: User is able to directly construct structures, forts, castles, and other similar buildings. By pouring magicules into the base, it is able to repel all forms of incoming damage or sensory-based abilities. The interior space of

these structures is dimensionally transcendent, allowing their interiors to be manipulated and made larger than the exterior itself. These structures are perfectly stable and will exist for as long as desired.
- **Great Work**: The user is given an intuitive understanding of how to actualize all theoretically possible phenomena and technologies. This doesn't outright give you the actual ability to create such things, however.
- **Thought Domination**: The user has total control over the thoughts of others, able to read thoughts, manipulate thoughts, and even totally destroy thoughts, which can all be done without the awareness of the individual. This means that you can effectively compel people to perform actions they otherwise normally wouldn't, and cannot be detected through standard measures. Hypothetically, one could be a bold-faced liar, and everyone you work with wouldn't even think you are giving red flags for even a second, because you've removed any thoughts of suspicion. The only way to resist this is to have another Ultimate Skill or to have immense willpower.

**Asclepius, Lord of Medicine [600 SP]**
- An Ultimate Skill revolving around health and medicine and health.
- **All of Creation**: The ability to comprehend any non-concealed phenomena in the world.
- **Analyze & Assess**: Analyses and assesses the target
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Cure-All**: An immensely powerful skill that grants one the power to instantly cure all forms of sicknesses and injuries, even curses and supposedly unhealable wounds.
- **Lachesis**: A form of probability manipulation that prevents the user from being influenced by hostile "fated" or "destined" outcomes, even if someone else has causality manipulation.
- **Life Domination**: Grants the user authority over life and death. Allows you to do such things as resurrect the dead, manipulate energies of the body and soul, and even remake the body and soul into stronger forms using harvested energy.
- **Perfect Cleanliness**: User and all targets are granted a passive field and ensures they are also perfectly clean and healthy. This expells any dirt, grime, sickness, disease, poison, toxin, miasma, or any other hostile foreign substance.
- **Wisdom of Serpents**: User is able to create snakes that can be sent out long distances and actualize one of their skills.

**Demiurge, Lord of Artisans [600 SP]**
- An Ultimate Skill derived from the concept of a false creator - one who can only create through what is available, not what is new.

- **All of Creation**: The ability to comprehend any non-concealed phenomena in this world.
- **Archon Creation**: The user is capable of generating archons - false angels of considerable power. Although angels already have low egos, these ones have no egos at all, and are closer to living automata.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Controlled Chaos**: The user is capable of generating daemons through their own desires and power. These creatures are not true individuals, as they obey you without question, and are ultimately reflections of you.
- **Djinn Creation**: The user is capable of generating djinn - effectively a form of non-sapient elemental, shaped through your own power and the latent elements. Although djinn are non-sapient, any children from them can gain true identities.
- **Exchange**: User is capable of reducing matter to the void, and subsequently using that energy to create something new.
- **Magicule Manipulation**: The user is able to take in magicules in the atmosphere, and shape them into whatever form you please, letting you create anything you can conceive of..

**Brahma, God of Creation [800 SP]**

- A Second-Degree Ultimate Skill, revolving around the concept of Creation. May well be a greatly evolved form of Yuuki Kagurazaka's Unique Skill, Creator.
- **All of Creation**: The ability to comprehend any non-concealed phenomena in this world.
- **Analytical Appraisal**: A useful ability that allows you to fully analyze a target's composition, including species, body composition, energy levels, the current condition, combat strength, weaknesses, status effects, and whether they possess skills. If used on objects, it will tell you of its current status, composition, grade, and general quality.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Creator**: The user is capable of manipulating their Soul Energy, changing it to whatever form you require, limited only by your desire. This lets you create special abilities, or even make yourself a completed Saint, as Yuuki Kagurazaka did. Due to it's evolution, you can modify the forms of other people as well.
- **Karanodaka**: When the user dies, their body becomes a nigh-indestructible egg, and revives them from death after fully recuperating. Existence erasure can be healed from, but only if you are not fully erased by it.
- **Law Manipulation**: The ability to manipulate the laws of the world to the user's will.

- **Noetic Control**: An incredibly powerful skill that grants one the power to create sapient lifeforms. The more effort you put into the creation process, the more complete of an individual, and the stronger they will be.
- **Paramahamsa**: The user is able to instantaneously convert an individual into a Spiritual Lifeform.
- **Spacetime Manipulation**: The user is capable of gaining complete control over space and some control over time. This grants you th ability to do things like firing space-cutting attacks, perform instantaneous movement, creating wormholes, and making space-twisting barriers.

**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.
- Oh yes, and for clarification, you do get the Ultimate Skill in addition to the Manas.

# Items

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

**Chosen Equipment [Varies]**

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

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

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

**Sacred Texts [50 SP]**

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

**Demon's Rings [50 SP]**

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

**Stylized Food & Merch [50 SP]**

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

**Host Club [50 SP]**

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

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

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

**Anti-Magic Mask [100 SP]**

- A special mask of some unusual causal features. It has the ability to completely mask your magical presence and dull all aspectual magic cast by your opponents. Poisons that make contact with the user are neutralized. The user's lungs are kept full even in environments deprived of oxygen. The mask is also capable of greatly

amplifying the user's senses. The mask is highly durable, but can be destroyed temporarily - though it will actually heal itself over time.

**Apito's Honey [100 SP]**

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

**Economy Stopper [200 SP]**

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

**Homunculus Bodies [200 SP]**

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

**Modified Doppelgänger Bracelet [200 SP]**

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

**Magitrain [200 SP]**

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

**Orb of Domination [200 SP]**

- This is a magical item created by Kagali's domination magic. By getting someone to wear this, you are able to mind control them. Do be aware that this only really

works on people up to the strength of a Demon Lord Seed, or slightly below yourself if you are stronger than that. You are unable to be affected by the orb.

**Freedom Academy [400 SP]**

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

**Secret Society Garm [400 SP]**

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

## Drawbacks

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

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

**Supplement Mode [+0 SP]**

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

**Here For the Plot [+0 SP]**

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

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

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

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

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

**Prolonged Stay [+100 SP]**

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

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

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

**Devil-May-Care [+100 SP]**

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

**Only Sane Man [+100 SP]**

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

**Lazy Bum [+100 SP]**

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

**The Leon Cromwell Special [+200 SP]**

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

**Stubborn Old Man [+200 SP]**

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

**A True Believer [+200 SP]**

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

**Just Demon Lord Things [+200 SP]**

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

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

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

**To the Pain [+200 SP]**

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

**Overprotective Dad [+200 SP]**

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

**Tactical Retreat [+300 SP]**

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

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

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

**Real Clayman Hours [+300 SP]**

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

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

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

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

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

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

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

**Bound to Protect [+400 SP]**

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

**The Thrill of Battle [+400 SP]**

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

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

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

**Perk Lockout [+600 SP]**

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

**Property Lockout [+600 SP]**

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

**Memory Lockout [+600 SP]**

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

**The Eastern Empire's Challenge [+600 SP]**

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

that Michael having his body would make things 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**. On the bright side, completion of this perk earns you the right to claim the **Nasca Namrium Ulmeria United Eastern Empire** as your own,.

**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 Rumbling of Heaven [+800 SP]**
- It seems like your troubles really don't seem to end, as you'll find yourself embroiled in a battle with Feldway and the forces of Heaven. Feldway has come to the frankly ridiculous conclusion that, by destroying this world, they can force Veldanava out of hiding, as God would not let his beloved world be destroyed. This will not be easy, because in addition to Feldway himself being absurdly strong, they've got the Army of Heaven, the Wicked God, and the same amped up Michael as mentioned in *The Eastern Empire's Challenge*.
- Should you defeat them, you have the opportunity to make them into 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?

**Guess Who's Back [+1000 SP]**
- Congratulations, Jumper, you've gotten the immense honor…to fight God! Yeah, so it turns out that Veldanava actually revived almost immediately after he died in the past. The actual problem was that Lucia was killed as well, and since True Dragons seem to grow attached *very* easily, Veldanava came to the conclusion that he really wanted to fucking end the world, 'cause why not? He wants to "reset" the world, in hopes that he can have Lucia again.
- I'm gonna be 100% with you here: the odds of actually defeating him in a direct fight are incredibly slim. If you want to win, you have to give him the one thing he very clearly wants. Should you succeed in stopping Veldanava, you can claim them as a companion.

# 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.

**Goblin Village [Free]**



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

**Shizue Izawa [Free]**



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

**Ogre Tribe Survivors [Free]**



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

**Gabiru [Free]**



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

**Geld Junior [Free]**



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

**Treyni [Free]**



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

**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.

**Three Beastketeers [Free]**



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

**Kumara [Free]**



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

**Mjurran [Free]**



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

**Adalmann [Free]**



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

**Milim Nava [Free]**



- The Ancient Demon Lord, revered as the Destroyer, and the daughter of Lord Veldanava, the Star King Dragon. She is a powerful being who seems 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 be 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 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 vice versa.
- Optionally, you may take along her daughters: Claire, Luchia, and Nemu.

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



- The Primordial Black, who is named Diablo by Rimuru Tempest. Noir is easily the weirdest of the primordials, whose power is equal to that of Rouge, but got bored because they win so easily. This would change after an encounter with your mask, whose temporal shenanigans blew their arm off, and entranced them. Needless to say, when you finally summoned a demon, Noir jumped at the opportunity to accept. Although usually in a masculine form, Diablo figured that it would be more your style if they took on a feminine form. Can’t imagine how she could have gotten that idea.

**Three Devil Girls [Free]**



- The Primordial Demons Jaune, Violet, and Blanc. The three of them have been locked in their long games against one another, only for it to come to an end when you incarnated the three of them into the Material World. Though all of them had their own original schemes and reasons for accepting, they all eventually wound up believing that you were someone worthy to follow and someone worthy to love.
- Optionally, if you choose **Diablo**, it can be them who brought them to you.

**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.

**Momiji [Free]**



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

**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.

**Dino [Free]**




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

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



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

**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.

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



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

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



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

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



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

**Shinsha [Free]**



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

**Velryoko [Free]**



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

# 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.