That Time I Kissed a Reincarnated Slime

A **TenSura** Supplement by **SpiritualStill**
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Hello there, Jumper! I can see that you've found yourself in the Cardinal World, among the many worlds created by Lord Veldanava. I'm not going to bore you by recounting how this world works, as I'm sure you are aware of it.

What I am here to do is to help you spice up these worlds. Sex is, by default, not an especially prevalent thing here. It's rather unfortunate, too, considering there is so much potential lewdness in this world. Oh well! Here, take these to have some fun!

+1000 Cardinal Points (CP)

Origin & Species

This is a supplement, of course. Your origin and species reflect your choices in the main doc.

In lieu of origins, you receive a 50% discount on one perk and one item from each price category. The exceptions are anything that costs 50 CP and 100 CP, as they will be Free when discounted.

Perk Selection

Hentai Physics [Free]

- You know how this works. This grants the world a degree of porn physics that helpfully aligns with your tastes, of which you will instinctively be aware. This also helpfully removes STIs, ensures large insertions will always be able to fit without much problem, and lets you control whether or not sex has a chance to cause pregnancy.

I Kissed a Slime, and I Liked It [Free]

- So I don't know if you know this, but Rimuru is currently not a human being at all. There's also the fact that he's a dude, or at least was one. I know some of you are quite touchy about that, so why don't you all take this? You are now able to change your sexuality on the fly,

The World's Hottest Soul [100 CP]

- Goddamn, it's like you were built to be an idol. Physically speaking, your beauty is absurdly high, to the point where pretty much everyone looks at you and immediately thinks "SEX!" Nothing you do will ever take away from your beauty, even if you are covered in blood and sewage. You additionally always smell pleasant, and regardless of your diet and exercise, you are fit and healthy.
- If you want, you may additionally make everyone in the world extremely attractive as well. Everyone you meet will be at least a solid 9 out of 10.

Weren't You a Virgin? [100 CP]

- Ah, the age-old mystery of how everyone in porn knows how to have sex despite having never done it before. Whatever your current sexual history is, you will now be extremely good in bed, capable of bringing just anyone to "heaven" through your techniques.

Gay, Bisexual, or European [100 CP]

- Never let ambiguity or explicit subtext get in the way of your gooning! You can now modify the sexual orientations of every character in a jump before it begins. Maybe

some characters are homosexual, or bisexual, or they are totally aroace. I've heard some people like that option.

Improbable Demographics [100 CP]

- Did you know that harpies are a majority female race, reproduce asexually, but can still breed with other races, and there are males? That is a lot of very weird traits to be certain, but I'm reasonably certain I made up none of that. If you want every race to have these weird traits, this is now yours. Before the start of a jump, you may tune the nature of all races to whatever suits your fancy: maybe you want them to be majority female or majority male, maybe you want the masculine and feminine features to be swapped, or maybe you want them to be able to reproduce asexually or capture men for the purposes of breeding. Have fun with this!

An Issue With Your Skill [200 CP]

- A good bit of Shizu's trauma comes from the fact that she was unable to control Ifrit, leading to the death of those close to her. That's a pretty bad outcome, so let's ensure that can't happen. When you gain power from some sort of hard-to-control source, you can control it as though you've had it your whole life.
- This additionally lets you share this blessing with others.

Nicolas is a Lucky Dog [200 CP]

- I do mean that literally, by the way, Nicolas had sex with Hinata and licked her body clean - though that was a Web Novel thing. The point is, when you are close to someone, they are considerably more willing to let you have sex with them, and it will not impact your relationship with them negatively.

Tantric Magic [200 CP]

- What is tantric magic, I claim you ask, as though this isn't a really common trope? For the purposes of this supplement, this refers to magic developed from tantric energy, a pure form of energy born from intense positive/euphoric emotions. This can be generated from most positive interactions, but naturally, sex tends to generate the most. It is not related to Aspectual Magic (and is therefore unaffected by things such as Anti-Magic Barrier), and is closer to Holy Magic or Elemental Magic - though the source here is specifically the "Idea of Happiness".
- This enables you to effectively open the field of Tantric Magic and generate all sorts of spells based on it. Naturally, the most straightforward of these will usually be minor spells and utility ones, but if trained higher and higher, offensive and defensive magics can be performed, which can theoretically match even Ultimate Skills.

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.

Creating a Comfortable World [400 CP]

- Rimuru's goal, those certainly steeped in schemes and plots even in the most sanitized versions, is ultimately about creating a world where he is comfortable in, which is, in turn, a prosperous and peaceful world where everyone can smile. Like them, you find it surprisingly easy to gain considerable strength, meet people with enormous strength and potential, and make the world a more joyous one.

Skill Selection

You receive a **+300 CP** 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 CP]

- 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.

Hyperfecundity [50 CP]

- The user is granted complete control over their own fertility. It can go anywhere from shooting blanks to guaranteeing triplets.
- If you are subject to the standard childbirth rules of this setting, the mother will "only" lose as much energy as she would birthing one child, but all of them share the same high level of strength as one child would have. If you purchased **Marry and Reproduce** from the main jump, this ceases to be an issue.

Semiochemical [50 CP]

- The user produces a sort of "pheromone" that signals the user's sexual capabilities and interest to targets the user would find sexually desirable. This greatly ups how attractive they are to others.

Nourishment [50 CP]

- The user's bodily and sexual fluids are tasty, flavorful, and nutritious. If it's a sexual fluid, it can be generated endlessly.

Thermal Fluctuation Resistance [50 CP]

- A Resistance-type skill that reduces the effects of temperature under a certain threshold to be negligible.

Pleasure Reception [50 CP]

- The user is capable of causing partners around them to experience an orgasm merely through line of sight.

Flight [50 CP]

- The user is capable of generating wings that allow for flying and maneuvering at subsonic speeds.

Extra Skills [100 CP]

- 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.

Shapechange [100 CP]

- The user is able to engage in a form of limited shapeshifting, whereby they are able to transform their body to the degree that they are visibly humanoid. This includes a humanoid torso, head, arms, and legs.

Unique Skills [200 CP]

- 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*

Moon-Scented [200 CP]

- A Unique Skill likely born from someone who is definitely not that charming.
- **Alpha Wolf**: The user is able to mentally communicate with and command anyone within their designated group, regardless of range. This additionally causes wild animals to perceive them as friendly, and causes people the user defeats to more willingly join them.
- **Combat Arts**: the user's physical strength has improved, and by drawing on magicules in the area, it can be massively increased. Even if they were a normal human, they could probably smash apart even unique-grade equipment.
- **Lycanthrope Form**: The user is able to transform into a powerful wolfman form, serving as a combat form that heals all taken damage, restores stamina, and massively boosts all physical parameters. It also reduces incoming magic damage significantly and provides regeneration similar to that of Ultraspeed Regeneration.

Additionally, because of the sort of world this is, they have considerable pheromones that arouse the user's allies and can frighten their opponents.
- **Lunar Manipulation**: The user is capable of calling upon the power of the moon to manipulate it in whatever way one desires. This is considerably less useful in daylight, but one can "store" lunar energy.

Watcher [200 CP]
- A Unique Skill born from someone who, no doubt, is a good little boy or girl - or maybe a sub, it's hard to tell
- **Holy Halo**: The user has the unusually high ability to gather and purify tantric energy considerably faster than usual, allowing for high-level spells to be performed near-effortlessly and far quicker than usual. It is considered to be similar to, but considerably inferior to, Metatron.
- **Joy Aura**: The user possesses an aura of joy that influences the world around the user. This causes the user themself to generally always feel happiness, without compromising their ability to empathize with other people. This aura can further influence others around the user, causing them to gradually feel happier, and losing any psychological problems they had.
- **Light Manipulation**: The user is capable of manipulating the shape and properties of light from their surroundings, generating light-based illusions. It's even capable of blinding lesser targets.
- **Wheels Within Wheels**: A combination of *Mana Perception* and *Analytical Appraisal*. The user is capable of generating large light-based wings with ghost eyes within them, granting subsonic flight. More significantly, when this is active, the user is capable of observing the mana flow of the world around them, letting them be able to see everything around them, everything in their vicinity, and even themself from a third-person perspective. This additionally allows for the user 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 the user of its current status, composition, grade, and general quality.

Midsummer Night [200 CP]
- A Unique Skill born from a soul who sought to become one with nature, and maybe had some odd sexual urges.
- **Chant Annulment**: Eliminates the need for chanting when using magic.
- **Musician**: The user is capable of controlling any and all sound waves. It can be used offensively by creating sonic attacks, as a sensory tool to keep track of both allies and enemies, and as a communication tool to deliver messages to people using special sound waves, allowing the target — and only the target — to clearly

hear the user even across long distances and even in chaotic situations like mid-battle.

- **Nature Manipulation**: The user is given the power to control facets of the natural world and bend them to their design. All around them, life blooms, nature manifests like an eternal summertime paradise, and animals and beasts view the user as a friend. As a byproduct of this phenomenon, Elementals very easily gather around the user and want to help them.
    - **Natural Effects Nullification**: The user is completely immune to the effects of the four natural elements — fire, water, earth, and wind — and their derived effects like temperature, electricity, acid, etc.
- **Tantric Manipulation**: The user is capable of manipulating tantric energy. Through its manipulation, a wide variety of effects can be performed.
    - **Orgasmic Contract**: By having someone orgasm, the user is able to perform up to two minor wishes for them

Djinni [200 CP]

- A Unique Skill born from a person who loves to make wishes come true.
- **Molecular Manipulation**: It allows the user to control the paths of molecules in the air to manipulate and utilize various Elements by manipulating Magicules in the environment. It can create heat from the resulting friction. By using more force, it can increase the level of temperature significantly.
- **Wish Upon a Star**: Through a specialized application of tantric energy, the user is capable of modifying reality in order to fulfill the desire of a given target. Most of these wishes are small ones, such as reversing someone's age, granting flight, helping find a pet, or getting money. However, if enough tantric energy and desire is accumulated, a major wish can be born.
- **Warrior**: The user is granted a considerable increase in combat-related effects, including great physical and magical combat knowledge and strength. Furthermore, they are able to create magical weapons scaling to the user's strength at will.
- **Desire Manipulation**: The user is capable of detecting and manipulating the desires of targets around them, allowing them to inflame or dull the target's desires. When used in conjunction with *Wish Upon a Star*, the user is capable of enacting wishes that precisely match the intention of the target, and can use the gathered desire for the purpose of enacting wishes.

Ultimate Skills [600/800/1000 CP]

- The pinnacle of power in this world - or at least the baseline of it. It's said that the original Ultimate Skill was the virtue series created by Lord Veldanava, who, in turn, had reflections in the sin series. Nowadays, though, all sorts of Ultimate Skills can exist, with all of them reflecting a given "law" of creation. Select a theme for your

Skill, and craft a Skill with it, utilizing sub-skills (these sub-skills can be further broken down into their differing effects and Arts).

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

Mars, Lord of Kingship [600 CP]

- An Ultimate Skill born from a ruler who is as competent at rulership as they are at fucking everything that moves. Likely a "sister skill" to *Crown, Lord of Clarions*.
- **Archmage**: The user is granted the capabilities of a highly advanced mage, being capable of not only replicating all observed magic, but also refining and magnifying their effects. *Chant Annulment* was part of the skills that created this one, so the target can also perform any spell or ritual without chant or preparation,
- **Born Leader**: The user is granted unparalleled strength and skill on the battlefield, including knowledge and mastery of all armed and unarmed combat. It also allows the user to sense the flow of power among their military forces, reading their chances for victory like a prophet while also boosting their power. If things are looking bad for the user's side, they can instantly send orders to their forces remotely and change the strategy.
    - **Ultraspeed Regeneration**: The user is granted incredible regenerative properties far superior to those afforded by Self-Regeneration. Any injury and damage that doesn't instantaneously kill the user can be regenerated very quickly. However, the regeneration is blocked when a wound has been caused by spiritrons, for example via Disintegration. Also, damage done to the Spiritual body can just bypass the regeneration itself altogether.
- **Joy Manipulation**: An upgraded form of *Joy Aura*. The user is capable of controlling joy, love, and happiness to their own ends.

    - **Story Manipulation**: The user possesses a form of causality manipulation that allows them to overcome or survive challenges that would otherwise be extremely improbable for them to survive.
    - **Supreme Joy**: The user is supremely happy, protecting them from all forms of mental intrusion that would negatively impact their happiness. This does not stop one from learning of bad news, nor does it make them sociopathic. This happiness can be spread to others to make them happy.
- **Life Manipulation**: The user is to command the forces of 'life' and 'death' respectively. This lets the user manipulate, absorb, and grant people life force and vital essence.
- **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.
- **Nature Manipulation**: The user is given the power to control facets of the natural world and bend them to their design. All around them, life blooms, nature manifests like an eternal summertime paradise, and animals and beasts view the user as a friend. As a byproduct of this phenomenon, Elementals very easily gather around the user and want to help them.
- **Spatial Manipulation**: The user is able to control and interfere with the space around them based on the user's proficiency. At its most basic level, it allows for the same portal-based teleportation afforded by Spatial Motion. More advanced applications include teleportation without a portal with Spatial Transfer and blocking others from performing spatial abilities to restrict their movement.
    - **Dimensional Transcendance**: In any space the user desires, its interior space will significantly increase compared to its exterior. Even a hovel's interior could be turned into a space larger than the planet outside.
    - **Inviolate Territory**: The user is able to designate an area as being impassable for hostile targets, simply warping them away from the territory, twisting them apart, or rendering it entirely imperceptible. This is ineffective against targets who can manipulate space in a superior fashion to the user, or can ignore time and space.
- **Tantric Domination**: The user is capable of manipulating tantric energy. Through its manipulation, a wide variety of effects can be performed. It also just grants the user unparalleled skills in bed, ensuring that, regardless of the target's sexual features and compatibility, they will always be maximally pleasured.
    - **Fertility Control**: The user has perfect control over their fertility, letting them decide if they are effectively sterile or able to conceive triplets with every attempt. This additionally ensures all relevant pregnancies are easy.

    - **Virginal Blessing**: Through having the first time with one of the user's partners, they cause the partner to gain a holistic boost to their parameters. It is similar in effect to naming a monster for the first time.

Nova, God of Ether [800 CP]

- A Second-Degree Ultimate Skill born that surrounding supreme rulership, a sister-skill of Consensus.
- **Archmage**: The user is granted the capabilities of a highly advanced mage, being capable of not only replicating all observed magic, but also refining and magnifying their effects. *Chant Annulment* was part of the skills that created this one, so the target can also perform any spell or ritual without chant or preparation.
    - **Art - Ether Blast**: A simple but extremely lethal spell, enabling the user to fire off a lethal blast of energy that disintegrates a target. The attack and range of the attack are shaped by the user's intent, and are capable of ignoring time and space to strike an opponent. Due to their hyper-density and general magical mastery of the Ultimate Skill, millions can be fired off. Though its actual lethality can be tuned to the user's wishes, the attack's maximal damage and effect is greatly reduced against any ultimate existences, including individuals with Divinity, individuals with Ultimate Skills, and anyone with high-enough grade equipment.
    - **Art - Ritual Enchantment**: The user is capable of bestowing a copy of their perks or powers into a target of their choice.
- **Causality Manipulation**: The user is passively or directly able to influence cause-and-effect around them, enabling any positive outcome to happen to them, so long as it is a theoretically possible outcome. This even applies to anyone related to or otherwise subordinate to the user, such as servants, allies, and even children.
- **Generation**: The target is capable of creating objects purely through magicules. This can allow the user to create things that might be simple and small, or large and complex. If an object is simple enough, such as a sword, for example, the user can create thousands at once. These objects created can last indefinitely, though they can break them down back into magicules if desired. The only restriction with this effect is that the user must understand how an object should work for them to create it.
- **Life Domination**: Grants the user authority over life and death. Allows the user 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.
    - **Infinite Regeneration**: A type of passive manipulation of this power. It grants the user ridiculously powerful regenerative properties, vastly superior to those afforded by Ultraspeed Regeneration. Any type and amount of damage that doesn't outright kill the user can be instantly

regenerated. Moreover, unlike Ultraspeed Regeneration, which can only regenerate the material body, Infinite Regeneration can also regenerate the spiritual body, the astral body, and even the soul. Likewise, while Ultraspeed Regeneration can be disabled by spiritrons, Infinite Regeneration can continue working under those conditions by increasing the magicule input. That means the user would be able to endure at least one Melt Slash and the like, so long as their energy is sufficient.

- **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.
- **Soul Acceleration**: A skill considered to be the unification of *Thought Acceleration* and many other parameter-modifying effects. This accelerates the target's mind, body, and reaction times by over ten million, with all other physical parameters being increased by a factor of a hundred. This also passively increases the user's learning acumen a thousandfold, letting them learn things at incredible speeds.
- **Spacetime Domination**: The user is capable of gaining complete control over space and some control over time. This grants them the ability to do things like fire space-cutting attacks, perform instantaneous movement, create wormholes, and make space-twisting barriers.
- **Tantric Domination**: The user is capable of manipulating tantric energy. Through its manipulation, a wide variety of effects can be performed. It also just grants the user unparalleled skills in bed, ensuring that, regardless of the target's sexual features and compatibility, they will always be maximally pleasured. This additionally releases an aura, causing those the user is attracted to to consider them even more attractive than they typically would.
    - **Art - Mana Magnification**: Through sexual intercourse, the user and their partner(s) magical energy is doubled for a short time.
    - **Art - Sexual Psychometry**: The user is capable of gathering information a target knows via having sex with them. This includes any and all information they would find significant, whether it be a secret or even something the target themself has forgotten. This cannot be detected.
- **Technological Domination**: A sub-skill that is admittedly a little niche here. This gives the user absolute control over any technological innovation and can interface with any of them as well. Naturally, this applies to magitech as well, which in this world includes things that involve engraving magic, golems, dolls, the magitrain, and the weaponry of the Eastern Empire. Sentient and sapient versions of such technology, such as Beretta, can also fall under this effect, but as they are living beings, they can resist it if they have a strong enough will. The user can interface

with thousands of pieces of tech at once, and bypasses all firewalls and encryptions.
    - **Dimensional Transcendance**: In any space the user desires, its interior space will significantly increase compared to its exterior. Even a hovel's interior could be turned into a space larger than the planet outside.
    - **Inviolate Territory**: The user is able to designate an area as being impassable for hostile targets, simply warping them away from the territory, twisting them apart, or rendering it entirely imperceptible. This is ineffective against targets who can manipulate space in a superior fashion to them, or can ignore time and space.

Consensus, God of the Nexus [800 CP]

- A Second-Degree Ultimate Skill born that surrounding supreme rulership, a sister-skill of Nova.
- **Born Leader**: The user is granted unparalleled strength and skill on the battlefield, including knowledge and mastery of all armed and unarmed combat. It also allows the user to sense the flow of power among their military forces, reading their chances for victory like a prophet while also boosting their power. If things are looking bad for the user's side, they can instantly send orders to their forces remotely and change the strategy.
- **Causality Manipulation**: The user is passively or directly able to influence cause-and-effect around them, enabling any positive to happen to them, so long as it is a theoretically possible outcome. This even applies to anyone related to or otherwise subordinate to the user, such as servants, allies, and even children. As a benefit, this causes all mundane issues that would normally require the user's attention to neatly fix themselves.
    - **Art - Blank Turn**: The user is rendered imperceptible to abilities from hostile individuals that see the future, and stochastic readings will give incomprehensible readings.
- **Construct Creation**: The user is able to effortlessly create any form of "construct" that can be made, using a mix of energy and materials. This includes creating familiar beasts, golems, and even the undead. These constructs are utterly loyal to the user, can have their baseline power considerably magnified, and have rapid regeneration. Constructs can also be given true sapience, and therefore develop souls, letting them even have biological children if desired.
- **Life Domination**: Grants the user authority over life and death. Allows the user 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. As a passive effect, the user is also biologically immortal, has the perfect desired physique, and will not age past their prime unless desired.

    - **Art - Phylactery Creation**: The user is able to designate a person or object as their phylactery, allowing them to resurrect instantly from the dead near said phylactery.
- **Mana Manipulation**: The user is able to better control Mana, allowing for exceptional direct manipulation of Magicules to control the paths of molecules in the air to manipulate and utilize various Elements. In addition, it is possible to directly disturb or interfere with others' Mana and their use of Magic in a much more controlled way compared to the uncontrollable Magic-Disturbance Field from Mana Jamming. Better control of mana also results in all incoming magic and magicule-based attacks doing greatly reduced damage.
- **Mind Domination**: Considered to be the most powerful mental ability, outstripping will control. This grants the target an immensely powerful mind, granting a number of psionic abilities. Even at its baseline, the user's mind is capable of massively accelerated analysis, intuitive understanding, the ability to have multiple trains of thought at once, and an eidetic memory (the user can choose to let memories fade, but can recall it if needed). This also provides high-level telepathy, empathy, mind reading, the ability to rewrite or erase memories, and even the ability to compel the weak-willed to obey the user. If need be, the user can have whole armies act as one unit.
    - **Art - Binding Mark**: The user is able to "mark" any object or individual desired, allowing them to observe anything around them and determine their status. If need be, the target can also be instantly teleported to the user.
- **Spacetime Domination**: The user is capable of gaining complete control over space and some control over time. This grants the user the ability to do things like fire space-cutting attacks, perform instantaneous movement, create wormholes, and make space-twisting barriers.
    - **Art - Spacetime Leap**: A powerful art that allows the user to cross time and space in a spacetime distortion path through subspace to the desired location. However, it's impossible to leap to a location in space-time where the user/target already exists. Its precise requirement of spatial and temporal coordinates means *Spacetime Domination* is required. Although enabling multiversal travel, it requires an absurd amount of energy to bypass the dimensional walls of worlds.
- **Tantric Domination**: The user is capable of manipulating tantric energy. Through its manipulation, a wide variety of effects can be performed. It also just grants the user unparalleled skills in bed, ensuring that, regardless of the target's sexual features and compatibility, they will always be maximally pleasured. This additionally releases an aura, causing those the user is attracted to to consider them even more attractive than they typically would.

    - **Art - Sexual Tutelage**: A rather (extremely) powerful ability that allows the user to learn and use the powers of those that they have sex with.
- **Universal Shapeshift**: The user is able to freely alter their bodily properties and disguise their appearance however they desire, with hardly any effort. It usually requires a minor amount of mana or magicule, but absorbed physical matter can be used as a substitute to reform the body. Any analyzed skills that aren't compatible with the user can unleash their full strength by transforming only parts of the user's body into the original target. This also allows the user to transform their body into a chimera form using only useful aspects of different transformations.

Anael, Joyous God [1200 CP]

- A third-degree Ultimate Skill that can be seen as the culmination of Joy, the greatest force that exists.
- **Joy Domination**: The unification of *Joy Manipulation*, *Causality Manipulation*, and *Tantric Domination*, which unite to bring forth the ultimate and supreme happiness of the user. At the most basic level, the user is endlessly able to experience happiness without losing the ability to care for and empathize with others - effectively making them an infinite source of pure energy (similar to that of Nihility Collapse). It also makes the user the perfect sexual partner, able to please absolutely anyone.
    - **Celebrant's Haki**: An overwhelming aura that causes allies to be emboldened in battle, and otherwise grants them happiness. With opponents, unless they are attacked, they become considerably less hostile and more amenable to peace - and even if everyone still has to fight, they are considerably more willing to be the user's companion.
    - **Dream End Discharger**: the user's probabilistic powers have increased to such an extent that it influences not just them, but the "story of the world". While this "plot armor" of the user's extends to what is possible, this now bends the world to ensure the user will always reach their desired outcome, even if it should be impossible under standard circumstances.
    - **Social Domination**: Whether plattonically or romantically, the user is a supernaturally persuasive and magnetic person, further bolstered by their innate ability to read people. They are additionally sexually irresistible to those they are attracted to (though perhaps at this point, that's closer to pouring a bucket of water into a lake). Should the target have sex with the user, they instantly fall deeply in love with them - much like a bad porno.
    - **Art - Coital Empowerment**: By having sex with a target, the user is capable of holistically empowering them.

    - **Art - Mark of Adaptive Fertility**: When the user impregnates someone, anyone they have sex with during it will have their genetics and power passed on as well. This even includes non-penetrative sex.
    - **Art - Prosperity**: The user is able to "bless" an area, causing it to have unprecedented peace and prosperity, almost as though it is utopian. No matter the world around it, fate bends to ensure it will always be happy.
    - **Art - Ritual Enchantment**: The user is capable of bestowing a copy of their perks or powers into a target of their choice. These powers cannot be used against the user at all, and can be recalled at any time..
    - **Art - Secret of Faith and Grace**: The grand system that powerful beings in the Cardinal World use in order to serve as gods. So long as one believes in the user, the user can open a mana channel, allowing for miracles. To combat the fact that the energy drain is a nightmare, all believers collectively share one another's mana and computational power. The user's variation is even more complex, as it uses this same phenomenon in reverse: the faith of the believers is used by the user to grant miracles. These miracles are the prayers and wishes of believers, which are mentally filtered and automatically actualized for the believer, further strengthening belief. While minor miracles can be performed fairly easily, major miracles do require more effort.
- **Multidimensional Barrier**: An always-active barrier that boasts defense against physical, elemental, and emission-based attack. This extends to the degree that even attempts to retroactively remove the user from existence or tamper with the timeline of them and their associates will fail. 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.:
- **Nature Domination**: The user is given absolute control over the natural world and bends it to their design. All around them, life blooms, nature manifests like an eternal summertime paradise, and animals and beasts view the user as a friend. Simply existing in an area is long enough for any environmental damage to be undone, all pollution to be purged, and for manmade structures and nature to become synchronized without harming either. As a byproduct of this phenomenon, Elementals can be born around the user from any source, and by default will desire to aid them.
- **Law Domination**: The superior form of *Law Manipulation* and *Generation*, allowing for potentially absolute control over the laws of the world to engineer almost any phenomenon. It allows the user to influence the world's phenomena, perform magic at the highest level, create what they please, and even modify existence to create or remove laws of reality.

    - **Art - Existential Modification**: The user is capable of transmutating the nature of anything they possess or get their hands on. This includes their items, objects, and powers. These changes last indefinitely (until you change it again), unless said modification is inapplicable with the current laws of physics. When this happens, mana is consistently consumed to maintain it.
- **Life Domination**: Grants the user authority over life and death. Allows the user 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. As a passive effect, the user is also biologically immortal, has the perfect desired physique, and will not age past their prime unless desired. In conjunction with the user's overflowing Joy, their presence emanates life energy which, when near those they care for, mends their physical and mental wounds, cures any and all diseases (whether it be standard, biological, cancerous, or mystical), and grants them considerable regeneration.
    - **Art - Blessing & Bane**: Using the user's powers, the user is able to grant people buffs and debuffs. With buffs, all parameters can be doubled, and with debuffs, enemies can give anything short of instant death.
    - **Art - Life Bestowal**: The user is capable of holistically improving all facets of an individual according to their own truest beliefs. This naturally means they find their new selves better than before. This can be performed through intimate contact, whether it be a deep hug or through sex.
- **Mind Domination**: Considered to be the most powerful mental ability, outstripping will control. This grants the target an immensely powerful mind, granting a number of psionic abilities. Even at its baseline, the user's mind is capable of massively accelerated analysis, intuitive understanding, the ability to have multiple trains of thought at once, and have an eidetic memory (the user can choose to let memories fade, but can recall it if needed). This also provides high-level telepathy, empathy, mind reading, the ability to rewrite or erase memories, and even the ability to compel the weak-willed to obey the user. If need be, the user can have whole armies act as one unit.
    - **Art - Divination**: Through simply acting with someone, the user is capable of discerning their location and even their potential future.
- **Technological Domination**: A sub-skill that is admittedly a little niche here. This gives the user absolute control over any technological innovation and can interface with any of them as well. Naturally, this applies to magitech as well, which in this world includes things that involve engraving magic, golems, dolls, the magitrain, and the weaponry of the Eastern Empire. Sentient and sapient versions of such technology, such as Beretta, can also fall under this effect, but as they are living beings, they can resist it if they have a strong enough will. The user can interface

with thousands of pieces of tech at once, and bypasses all firewalls and encryptions.
    - **Art - Eutechnology**: The user is able to imbue any sort of technology with the attribute of Joy. In addition to improving the piece of technology in all ways, it is now able to be empowered by tantric energy, with an extremely efficient energy conversion. So long as someone is vaguely happy in the vicinity, the eutech will function just fine, and someone who is very happy can keep it running for years.
- **Spacetime Domination**: The user is capable of gaining complete control over space and some control over time. This grants the ability to do things like firing space-cutting attacks, perform instantaneous movement, create wormholes, and make space-twisting barriers.
- **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 the user to enact nearly any sort of desire upon the world. This can be done one time each for all of the user's loved ones, before going on cooldown - and this is an abysmal cooldown indeed, at ten years. This cooldown will automatically be filled if you go into another Jump, even if ten years have not passed.
- **Parallel Existence**: The user is able to create identical existences to themself by splitting their consciousness. Unlike Body Doubles, each body created has a soul of their own, identical to the user's, making them fully autonomous creatures who can act independently. As a result, each other's body can be considered the main body and will continue to exist even after the original body of the user dies. All the bodies are connected to each other through soul corridors, allowing for instantaneous and discreet communication regardless of distance; if the user is proficient enough, they can even share each other's senses in real time. In addition, all the other bodies have full and unrestricted access to all of the user's skills, including unique and even ultimate skills. Unlike most variations of this skill, the user has *Joy Domination*, enabling them to create exact replicas of themselves without needing to reduce the overall strength.
    - **Art - Pax Dansi**: The user can create solid bodies that appear wherever their companions want or need them. It's as useful on the battlefield as it is for having dates.

Drawback Selection

This supplement has no drawbacks of its own. However, certain drawbacks from the main document, if chosen, have an additional penalty here, which will grant CP in this supplement.

*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.*

How Do I Go Down? [+100 CP] (Requires *How Big is This World Again?*)

- Oh boy, this is a little awkward. It seems that your knowledge of sex has been mentally confiscated. This doesn't mean you are bad at sex, but it does mean you might be fumbling around with things for a bit.

Jorkin' It [+100 CP] (Requires *Only Sane Man*)

- You are a gooner, and you have a compulsive masturbation habit. Yes, this applies even if you have lots of partners. If you hold back long enough, you can be rid of it.

One-Pump Chump [+100 CP] (Requires *Lazy Bum*)

- Well, this is awkward. The matter of your sexual abilities is whatever, but you have very low stamina, and will be tuckered out in one shot. You should get that trained, or it will be trained. Have fun.

Arch-Tsundere [+200 CP] (Requires *Stubborn Old Man*)

- Whenever you love someone, you find that you express that love in a somewhat aggressive way that gives off mixed signals.

I'll Leave Everything to You [+200 CP]

- Congratulations(?) to you, because I guess your partners decided you are way too good at this. Unless you push them, you find that your partners are not the most reciprocal in bed, and expect you to do everything, at least the first time around.

That Time I Got Reincarnated Into a Bedroom [+200 SP] (Requires *That Time I Got Reincarnated Into a Meeting Room*)

- You are now extremely, exuberantly into sex, and if you do it less than three times a day, you get a little cranky and sexually frustrated.

I'm Gonna Marry You When I Grow Up [+200 CP] (Requires *Overprotective Dad*)

- Depending on your goals, this can either be really great or really bad. The person who you are the parental equivalent of is deeply in love with you in a way that even the main jump's drawback would not like.

Companion Selection

Import [50 CP]

- 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.

Panty & Stocking [Free]



- This is certainly an odd pair of people to come across. You see, these two girls, who were likely named by some sort of pervert, are actually angels. Though angels typically possess weak wills, the fact that they received names was enough for them to be able to become true individuals. They abandoned Rudra and Heaven at the end of the most recent Great Tenma War, and have been doing what they pleased ever since. But upon meeting you, they grow to like you, and have decided to mooch off you.
- The two angels possess the Unique Skill **Grigori**.
- Optionally, if you have an origin that lets you live that long, you can be the one to name them.

Elizabeth Rose Bloodflame [Free]



- The Scarlet Queen herself! Elizabeth is the current ruling monarch of the Kingdom of Exardia, one of the Western Nations, with a population of roughly 3.5 million people. She's a highly self-disciplined individual who captures the hearts of those around her, both through her strength and voice. But due to her culture's emphasis on politeness and manners, she's quite soft on people close to her, and she sometimes gets stressed without an outlet to vent. It seems that upon meeting you, she has found a great ~~stress reliever~~ friend to vent about things with, and have fun.

- Elizabeth possesses the sword known as **Thorn**, a god-grade weapon with 2,500,000 EP. She additionally has the Unique Skill **Panscope**, allowing her to observe practically any location on the planet.

Matara Kan [Free]



- Hailing straight from another world, she's a very resilient lady. Matara here is one of the many children of Peliod, an Insectar who once aided in the invasion of the Central World over 2000 years ago. Alongside her little brother, she abandoned her old mission, becoming something of a wanderer, travelling about and occasionally helping others. At some point in time, she would meet you, and you'd give her a name, with the newly-named Matara deciding to stick around you.
- Matara is an Insectar of considerable power, being classified as Special S. Perhaps more importantly, however, Matara is capable of having her own children, whom she affectionately calls Momos. Do be aware that Momos are Insects, and so they'll have at least B Class power.

Lilyggoth



- The Pink Thing™. Lily here was once upon a time, a regular old Slime. However, following certain experiments, she evolved into a strange creature known as a Nekomorph. Due to her aggressive nature, she was released into the Central World, where she became something of an issue as a result. Eventually, you came across the creature, defeated it, and wound up naming her, giving her true awareness and a human form…along with an inexplicable taste in pornographic materials.
- Lilyggoth, beyond being an incredibly strong being already, possesses the Unique Skill **Scavenger**, enabling her to gain the properties of all consumed prey. This even includes non-organic material.

Vexoria the Sun Eater



- The snitties! Strange words aside, Vexoria here is a Lycanthrope - specifically a Snakewoman, a millennia old. She'd lived in the land that would become Eurazania, but she eventually succumbed to a dangerous curse, which made her stronger, but also ate away at who she was. Eventually, travelling to the land that would grow to

become Coleus, she was defeated by God and sealed away, where she was able to neutralize the curse while retaining her power. In the current day, she was unsealed by you and has been quite happy with her freedom.
- Vexoria is a powerful being equivalent in strength to Granbell Rosso, whom she fought a thousand years ago. She has the Unique Skill **Sun Eater**, which allows her to convert light and incoming energy into her own power. In time, it may develop into **Apophis, Lord of Darkness**, which functions on a considerably vaster scale.

Conclusion

Alright then, I think that'll do for all my intervention. May you use this to your heart's content.

Oh yes, I almost forgot to mention. If you want to purchase more from this supplement, you can use the SP from the main jump. SP can be converted into CP at a 1:1 conversion rate. You can also use this the other way at the same conversion rate

Now, get going to the main jump!

Notes

Skill Naming Convention: All of the skills here are inspired by various CYOAs by TroyX, so credit to him.

- Moon-Sciented: Endymion Transformation
- Watcher: Grigori Transformation
- Midsummer Night: Oberon Transformation
- Djinni: Zaar Transformation
- Mars, Lord of Kingship: A King on Mars
- Nova, God of Ether: Emperor of Etherscape
- Consensus, God of the Nexus: Planeslord Initiation
- Anael, Joyous God: Grand Adonis & Anael