



Has it ever been any different? Slimes, weakest of all monsters, massacred by the dozens at the hands of humans barely giving it a second thought. For all the fear surrounding monsters and demons, who ever looks at a Slime with anything more than mild annoyance, or base pity? No more. For reasons unknown to them, the Slimes in this admittedly generic fantasy world have developed a power that can finally level the playing field, and cement them as monsters above any other! Armed with the stolen bodies of their once-oppressors, possession-capable Slimes find the flame of ambition ignited in their little goopy hearts. Do they have hearts? Perhaps you'll stomp out this ambition before it spirals out of control, but you might also lend your power to this burgeoning and exceptionally jiggly revolution.

Welcome to Ambition of the Slimes. Take **1000 CP** to make your way in this weird little world. You'll continue on your Chain after 10 years, so long as you don't die beforehand. Or worse.

Location, Time, Age, and Gender:

The details of this world are a little vague, so giving you much exposition describing the various locales is probably a wasted effort. You'll find out soon enough, anyways. There are two ages you may enter this world in, the two split by a century's divide. In the first, the Slimes will awaken to their strange abilities, and if all proceeds as normal, nearly wipe out humanity before being driven back. In the second... The same thing happens, but with minor differences here and there, with things maybe being a bit more dangerous towards the end. Huh. Anyways, you may begin your time in this Jump a short while before a group of newly emboldened Slimes approach a group of ordinary farmers on a small, grassy hill, in either era. Your Gender doesn't *particularly* matter, especially if you're a Slime. Regardless, you may choose to start anywhere in the general region that is soon to be affected by a swarm of inexplicably ambitious Slimes. Here are a few locations to serve as examples of where you can choose to start out in, pretty

much comprising the entirety of the known (or shown) world, though these primarily concern the earlier age.

1. **Baleares Kingdom:** A quaint, peaceful, and newly founded kingdom on the outskirts of the Iberian continent, founded and ruled by the hero Baleares, an old and mostly retired hero who never seems to take anything seriously. You'd be lucky to even find him in his castle, even during a time of crisis. Nonetheless, he's still a fearsome fighter. Perhaps it's because of how lax his rule is, but this land seems to have a bit of a bandit infestation.
2. **Church Territory:** Seemingly the holy center of the continent, this territory is the seat of the Iberian Magic Church, which may or may not worship Iberian Magic God. Despite whatever connotations you may expect from the words 'church' and 'magic', this is a place of sorcerous learning, where magic users are trained in both specialized facilities, and in the capital city which also hosts a magic academy.
3. **Galicia Republic:** Scoffing at the blessings of priests and the spells of sorceresses (except for when they don't), the Galicia Republic invests its resources in science above magic. Creating new and unheard of weapons of war, they've quickly become a powerful player on the international stage. Having small mech suits and sniper rifles tends to do that for you. Honestly, if this nation were to survive what's to come, would it surprise anyone to see it slowly turn into a corrupt empire over the next century?
4. **Canarias Islands:** A small set of islands about two days of travel by ship from the Iberian mainland. The inhabitants here are a peaceful sort, having known little strife or violence in their idyllic little island. Nonetheless, there's a surprising shadow biding its time in the, well, shadows. At the foot of the island's volcano, and in its depths, a strange and demonic threat looms. But is evil in this world a united front?
5. **New Continent:** Europa, a continent far away from Iberia. It's a large continent, and significantly less peaceful than Iberia. The country of Valoi has a kind king, though they say that recently his character has changed for the worse, and even now troops whisper of mobilization against neighboring countries.
6. **Lancaster Region:** Valoi's neighbor in Europa, Lancaster is bizarrely rich in wise old men who are unexplainably aware of all the weird things going on in their world. Perhaps under their wise guidance, an effort has been made to keep watch over certain ancient evils, ones who may have managed to slip their manipulations out from under their noses.
7. **Witches Forest:** An extremely foreboding and definitely haunted forest watched over by a great tower in Lancaster. No one who goes in ever returns, and whatever is inside has only barely been kept in by Lancaster's sages. Within lies a resurgent evil with frankly horrible plans for the rest of the world. And themselves. They aren't that attached to existence, it seems.
8. **WHO THE FUCK KNOWS:** You know, we don't exactly get a good showing of this world in full, and all the individual locations there are to explore. Want to wind up in the middle of nowhere, with no clue where you are? Sure! No problem. Who knows what lies beyond civilization's borders? More of the same, probably. In the future, after the first nigh-extinction caused by Slimes, a similar story will play out on the lands of those who remember the old devastation of Iberia and Galicia. What this is supposed to mean

geographically is not understood. Indeed, a number of lands lie beyond these few countries and continents, like the similarly generically named kingdom of Astoria! Which is... just a little to the side of Iberia. Listen, just roll with it.

Origins:

Drop-In

Well, this is certainly peculiar. You aren't a Slime, at least not one from around here, and may very well be solid like the humans. But there's something odd about you, and even the Slimes can feel it. You are nothing short of whatever you were coming in, but how did you get here? Lurking behind the scenes, there was indeed a plot to make contact with a mind in some distant time and place, but was the recipient of that endeavor really you? Who knows? You're here without any real knowledge of the world around you, save what you can glean for yourself.

Seemingly Solid

A standard human, same as always... probably. Humans certainly seem to be the dominant species in this world, as while there are more fantastic elements hiding in the wings, outside of the presumed-to-be unintelligent monsters, humanity is the beast that's colonized most of the world. They may not be the strongest in comparison to some of the stronger monsters out there, but they've certainly overrun the place, to the extent that all thinking creatures outside of them largely lair in their own hidden pockets and inhospitable hideouts. Tragically, certain monsters have recently found themselves rather boosted in lethality as of late. But surely your greater personal power will let you come out on top, no?

Slime

Since the time immemorial, they have been looked down upon as tutorial fodder and background annoyances. They are the Slimes, squishy yet ambulant oozes that normal farmers can slaughter through on their own. Or at least, they were until you showed up. Not because you're necessarily going to change things, but because you happened to coincide with the emergence of a peculiar ability amongst your kind. You are a Slime, a relatively small gelatinous being. You aren't so liquid that you can flow through the cracks in armor, being solid enough that you can't really separate parts of yourself or let things phase through you. You even seem to have miniscule anatomy composed of different slime-structures, kind of like a jellyfish. You are incredibly weak, and very much in danger of dying to a sword swing. That said, you and your fellows might now be able to level the playing field. After all, now you can possess the bodies of others. Many are the types of Slimes around here, and further purchases within may change just what kind of Slime you are. Or, you could not worry too much about that, pick a color and general appearance, and simply live your goopy life to the fullest. That's always an option.

Asmodian

There are monsters in this world, and Slimes make up only the bottom rung of that ladder. There are far stronger, and far more *intelligent* monsters lurking in the shadows; actual demons, much like yourself. You are a being of ambiguous origin, but which seems to feed on the negative energies of the human soul, likely while feeling anything from contemptuous superiority, to outright hostility to them. You may possess powers of possession or control as

well, but these are different from those of the Slimes. With this, you are either a lower order demon, or a middle-class one. You may look similar to a human but with odd additions like strange hair and eye colorations, pointy ears, funny bat wings on your head, or small spikes jutting out of your elbows. You might also be a hilariously monstrous draconic abomination with multiple eyes all over your body, and massive horns capable of gouging through armor. Regardless, you are something utterly inhuman. Know that there is a great taboo amongst your kind from openly warring against one another, and that there may be entirely pragmatic reasons for this.

Perks:

General:

Asset Recycling: (100 CP)

As you'll no doubt find out, everything around here looks a little... familiar. The entirety of that Thief's outfit, that Swordwoman's winged helmet and metal bikini. It almost looks like everything's lifted from some other, more popular fantasy world! Alright, so no one is denying that's what happened, but hey! Free hot people. With this, you can carry something like this forward, fancifying things like clothing and monsters in this same style. Outfights can get both impractical looking without jeopardizing their effectiveness, and monsters like Slimes might go from amorphous blobs to having beady little googly eyes, and maybe even some stereotypical medieval castles. Of course, there's a level of laziness beyond aesthetic recycling; asset recycling. Why make unique sprites for every enemy whose clothes are melted off when you can just change the heads? You have a very strange and optional ability to increase the minimum bust size for women in the world. By a potentially extreme amount. Curiously, you may choose for this bust increase to only be clearly visible when in underwear, or even only when completely naked. Yes, this means that small and seemingly completely flat village girl cowering behind that stand might get her clothes melted off by a Slime and reveal a supermodel's figure. Tragically, this doesn't increase the world's maximum bust size, or increase the size of those already above the new minimum. All it does is bring the lesser boobs up to par. Lastly, you may selectively choose who is affected by this purely to fuck with someone by leaving them unaffected.



They Look Kinda Strange: (100 CP)

Y'know, it's really hard to tell if this is actually visible to anyone or not, but it sure as hell seems clear as day. When something fishy is going on and someone isn't themselves anymore, it tends to show. When the Slimes take over as body, their eyes seem to glow red. When someone's soul is ripped out and enslaved to some Witch's will, they lose coloration and look like an ashen zombie. Now, you may choose to have similar levels of mind control or corruption give off highly visible signs. Curiously, while this is something that others can pick up on and learn to see the signs of, it's bizarrely less obvious than you'd expect, despite how completely unnatural it might otherwise be. In this vein, you may choose to give your own mind control powers a similar visual effect. By default it's some manner of glowing red eyes on the victim, but you may change this if you wish.

IT'S OVER: (200 CP)

There are a lot of factors that go into fighting, and how a battle resolves itself. Height advantage is indeed one of them, especially around here. It may as well be over once you have the high ground. For one, you're capable of attacking enemies at a lower elevation when that doesn't even really make sense; even if you're far too high up for them to even swing at, somehow you can swing a melee weapon at them and hit as though you were standing right there. Even better, your every attack hits much harder the higher you are relative to your opponent. Granted, this bonus tends to fall off a bit past a certain point, but you may still end up hitting three times as hard, if not more, simply from standing on a ledge the other person could jump onto.

Capacity of the Ability Has Increased!: (200 CP)

Did you really think people would be slinging swords and spells over here, and *not* periodically find themselves inexplicably getting stronger after killing a few things? Unsurprisingly, you do indeed get incrementally stronger the more things you kill, and the more battles you win. Perhaps disappointingly, this isn't always an impressive advancement. For the most part you're only *slightly* increasing your raw stats on top of whatever it is you are; this boost would only make a Slime slightly more durable, after all. However, should you continue to fight and struggle, you'll eventually reach a point of something incredibly useful but also fairly understated happening. 'Level' enough, and you'll either spontaneously develop a useful ability, or have one of your otherwise limited abilities increase in how often it can be used. If you had the power to freeze an enemy's movement, but only one time until you've rested a bit, then after fighting enough with it you'd increase the number of times you could use it before resting. Any ability with a specific number of uses before you 'run out' can be improved this way, but it may take a lot of using it to reach that point.

It's A Monster!: (400 CP)

There's more to this world than just humans and Slimes and Asmodians. There are... actually, those kind of cover most things. That said, there are still a few oddities here and there, all of which seem to be strange magical creations. With this, you can choose to be something more than a mere mortal; a monster, and not one of those weak Slimes. Maybe. One possessed of greater strength in some way, such as having skin as hard as stone. If your Origin is **Seemingly Solid** then you're one of the more corporeal and physically oriented monsters, a powerful example being a Golem; you'd be almost immune to Slime possession, barring their use of strange abilities to facilitate them, and would possess the kinds of raw strength and durability that might let you slaughter your way through scores of knights, or out-punch a small mech-armor. Other examples include Zombies, which possess all the skills they did in life but are far harder to kill, and Skeletons, which are nigh-immune to magical attack. If taken as a Slime then you might be some other kind of non-Slime parasitic monster, and if taken as an Asmodian... I don't know. You'd be spooky. I'm not really sure what an even more monstrous Asmodian would be. They're already literally the devil(s).

Drop-In:

I Sense It Wants to Jiggle: (100 CP)

Slimes are far more intelligent than anyone really gives them credit for. While humans are hustling and bustling, ambushing and raiding each other, those Slimes inhabiting the hills aren't just staring because they sense loud noises; they're actively wondering why humans turn on other humans. Still, communication does not seem to be their strong suit, or at least not towards non-Slimes. You, however, seem to have a knack for Slime body language. Jiggle Language? Anyways, you can read the intent of Slimes and communicate back, with Slimes understanding your words. With this, you can easily tell the difference between when a Slime is just ambiently wiggling, and when it's doing so to try and say something, and even respond with words they'll understand. Hell, you can even tell when its beady Slime-eyes are conveying a specific emotion.

Convenient Mooks, Familiar Mooks: (100 CP)

There aren't that many unique heroes around here, and when you find one, they're usually just a little better than the mold. Maybe with better energy reserves for magic, or having some special skill, but honestly not that crazy. If you fancy yourself something of a leader, you may be thankful for how simplified enemy and neutral forces around you have become, because while once the world may have been filled with chaff, now it's filled with *mooks*. Non-important or memorable individuals now aggregate into distinct classes or 'units' based on their general fighting style, with all of them possessing identical abilities and even appearances. Now everyone who fights with a sword (but who isn't skilled or strong enough to stand out) will all fight in overly similar ways, and with an obvious appearance denoting that at a glance. And... wait, doesn't that Swordsman look a little familiar? Or a lot? Strangely, wherever you go, you'll find that the faceless mooks aren't just identical, they're also familiar. Specifically, they'll look like only barely differentiated copies of specific JRPG heroines from other settings. Those swordswomen will look like carbon copies of the warrior class from a specific classic title, while those wielding another melee weapon may resemble a different character from another. You'll practically be running into a bizarrely attractive clone army, despite all given members being entirely unrelated to one another, or the inspiration behind their image. Every Jump you may also designate what characters you want to see inspiring the mooks of a given world, whereafter a similar design will apply itself to almost anyone grouped into a fitting classification as created by this Perk's first effect. Note however that people unique enough to stand out from the crowd may retain their unique designs.

Check Your Damn Affinities: (200 CP)

Cower before the all seeing eye! Information is a deviously precious commodity on the battlefield, and your gaze penetrates the deepest secrets of the enemy! Or, well, some of their secrets, anyways. You can tell several extremely important things about another at a glance. Admittedly, this isn't anything as useful in a fight as what they're about to do, but it's extremely useful to know regardless. You can tell what elements an individual is associated or compatible with, as well as roughly how likely a given mind controlling ability is to affect them. You can see their range of movement in a short span of time, as well as how generally healthy and durable they are, and can even sense how often they can attack; if they were coming at you with a melee weapon you might get the sense that it's limitless, but if they were approaching with a ranged weapon or even magic, you'd sense the amount of ammo they had left, or how many times they could cast a given spell.

Lend Your Wisdom to the Slimes!: (200 CP)

You! Surely you're here to command them! For what other reason would you have a perspective like this? When near an ongoing battle, you can abstract your view of it to get a comprehensive overview of the entire skirmish, even if it encompasses a whole village. In this state, you're able to view the entire area, even piercing some obstructions like walls and roofs, seeing the positions of everyone inside. Even better, you're able to send impressions of your will to those who are allied to you within that space. Those subservient to you will understand them as they instructions they are, meaning that you can essentially manage any minions of yours who you send on the offensive somewhere. In fact, these instructions can be so precise that you

could teach a bunch of slimes how to operate a sailing ship without possessing any human bodies. Somehow.

You Lived Up to My Expectations: (400 CP)

There is a devious hand pulling the strings behind this situation. One that looks down on all things as being beneath it. So what does it say when one of the key components in their machinations derails the plan hard, and succeeds so extremely that even they're impressed? There's something about you that impresses inhuman monsters and demonic abominations. Not only are they polite in conversation, and in fact willing to engage in such if possible, but they come away from any interaction with you having a positive view of your intellect and character. Granted, to manipulative demons a positive character is likely something entirely different than it is by any human reckoning. This is to the point that, should you display some personal excellence, a haughty demon who heard about your accomplishments without knowing anything else about you would assume that you were a demon as well. In fact, an element of this strange favoritism comes into play before actually even hearing about one another; through seemingly purely circumstantial coincidence, you have a higher tendency to be chosen by the monstrous or demonic to play a relatively beneficial role in whatever schemes they're plotting. The one who does the dirty work but also comes away with the prizes, since what they really wanted were the more abstract consequences of the plan's fulfilment. It might incur a bit of danger to become embroiled in these schemes, but when some demonic conspiracy is looking for someone to give supernatural powers or minions to in order to weaken a third party, you're the one they tend to stumble across. Ready to doom the world for personal gain? That's the spirit!

Yes, I Definitely Planned That: (400 CP)

While they're far from the mindless animals others take them for, Slimes still aren't exactly brilliant scientists, philosophers, or, well, strategists. Thankfully, you may be able to help. You have an innate talent for strategy and tactics, particularly when it comes to live combat. Visualizing the attack ranges, environmental obstruction, and movement potential of everyone grouped up in a brawl comes easy to you, as well as capitalizing on both personal and situational advantages where they may be. If you had minions that you could be sure would obey your every instruction, and good intel, you might take a handful of barely powerful fighters and topple entire fortresses. Of course, your sharp mind is also helped along by the absurd lucky breaks you fall into at times. You know, like when you're preparing for the final charge against the Queen of Witches in the heart of her power, and a magic-immune slime jiggles up to you and says it wants to help. Truly, victory was the fruit of your brilliant mind.

Ambition of the Slimes: (600 CP)

After countless years of being too lowly to even fully exterminate, something has changed for the oft-oppressed Slimes. No, not only the sudden development of their new powers. Something else, something deeper. Ambition, and the desire to seek for more. Are you the igniting spark for this fire? The trailblazer that all oozes shall follow? 'To start with, all Slimes view you in a positive light, are non-hostile to you when you first meet, and in fact will remain friendly with you unless given ample reason to attack by your own actions. In fact, you'll find them strongly drawn to you; even with them seemingly on a warpath, some could jiggle on up to

you, just kind of look at you in their weird slime way, and then keep jiggling past you. Some, however, will have a deeper impression of you. For your sticky charisma, some slimes will find themselves awe struck upon meeting you, and decide to swear loyalty to your cause, joining a growing slime horde under your banner. Those swayed by your charisma become highly motivated and loyal, the spark of real emotion and desire welling up inside of them as they find themselves a part of something greater. An ambition perhaps, and a will to see your shared dreams through. The more powerful, rare, and independent a slime is, the less likely they are to join you, but as you continue to command your slimes and lead them to victory, your sway over the goopy ones shall increase. Lead your jellies to hard-won victory after victory, and soon even the rarest of slimes will begin feeling that spark when they see you. But fear not for a world without slimes, or even the death of your squishy buddies, because once a slime has become your minion, you'll gain the ability to create copies of them with their abilities, essentially using them as a template to create new Slimes. While those that join you willingly are already loyal out of respect, and willing to die for your shared dream and their comrades' sakes, those created by your power are completely devoted to you. In fact, like a certain magical madwoman, you may choose for Slimes you create by your own power to instead be Hollow Slimes, being completely mindless and without souls, being essentially slimy automatons under your control. Regardless, a loyal army of goop shall soon rise beneath you. I'd certainly advise you to try your hand at leading a conquering army while here; the possession powers of these Slimes is rather useful, and being able to field an army of them would no doubt be useful in the future as well. At any rate, should you conquer a few countries at the helm of your slimy host and their stolen bodies, you'd likely have the template for every kind of Slime available here by the time you leave.

Ambition of the Slimes But For Real Though: (600 CP)

Don't you think it's a little strange that you arrived here? Do you ever wonder *why* you seem to get embroiled in all these weird plots in all these strange worlds? Well, you might be here for reasons separate from anything set in motion by the fools around here, but there's no reason you can't learn a thing or two from them. Through some secretive ritual, you're capable of making contact with another world. No, you can't control what world it is, or who within it you make contact with. But contact will be made, contact with a sapient intellect capable of advanced thought, and with both a vested interest in whatever it is it sees of this strange new world, and mental qualities suitable to your goals such as strategic genius. Its awareness might be vented through some mechanism in their world, such as through text or some device capable of supporting visuals. Regardless, however abstracted or time-dilated the experience of one another's worlds are to each other, the mind you contact will gain control of something like a created or summoned avatar in your world, which they can control and see the world through. What they do afterwards is technically their own proclivity, but they are inclined to do their best to achieve victory for one reason or another. Do make sure you present yourself as an ally instead of an enemy. And strangely enough, you may find the reverse of this situation also true; you may find things like 'video games' having a greater effect than you'd expect, just not anywhere you're likely to be able to perceive or interact with. Every game you play may optionally be directing events occurring in a parallel world where your actions roughly translate to those of a sort of 'avatar' represented by your character or characters, as the case may be.

You may not actually be able to interact with those worlds in any other capacity, but you can be sure you're burning down a world somewhere.

Seemingly Solid:

Enemy Roster: (Free, Exclusive)

This is a world of swords and magic, of slimes and chainmail bikinis. You may be mere flesh and blood, but an adventurous spirit burns in your breast! And you have the ability, and the experience, to put it to use! You're a dangerous combatant, with something like a stereotypical fantasy class. Your options here are about what you'd expect of a basic fantasy world. You might be a more physically oriented kind of fighter, whether that be a swordsman or even a humble miner with a pickaxe, in either case having some extreme physical strength and health. You might be a magic user trained by the Iberian Magic Church, capable of casting powerful offensive magic that hits everyone you wish within a wide area, but who lacks enough magical energy to do so more than a few times. You might even be a sniper who seemingly can't miss so long as your target is within a certain range, or a ninja who can just passively run up walls or over water. Whatever you choose to be, you could almost certainly slaughter your way through countless low level monsters like slimes. You know, assuming they couldn't instantly steal your body. Or had more powerful bodies they'd thus stolen.

GOD LEVEL TACTICAL ACUMEN: (100 CP)

Contrary to how many of your compatriots will sound when talking, not everyone is a brainless buffoon. You, in particular, are far from an idiot when it comes to battles and skirmishes. You might not be a genius of broader strategy, or a prodigy in combat itself, but you have a good head on your shoulders for avoiding overwhelming stupid decisions, and playing to your strengths. Bodysnatching slimes are approaching your position? Hang back and blast with artillery if possible. If not, keep running away and attacking via range. Enemies are seemingly retreating while you're heavily wounded and outnumbered? Fuck following them, approach that healing point and plant yourself there. You're sharp and quick on the upkeep, and you'd even notice a spell reflecting off a magic-immune enemy and realize that further casting is pointless. Honestly, if everyone shared your TITANIC INTELLECT then maybe you wouldn't all be losing to fucking slimes.

It's Just a Rumor: (200 CP)

It's a real nightmare when you walk into a battle you aren't expecting, and find the unexpected. Thankfully, someone to your side might end up blurting out something helpful, a hint about what you're soon to experience. When those slimes roll up to your garrison, how else are you going to know that they can steal bodies than through those rumors? You know, the rumors spreading about incidents that there were no survivors to tell about. Yeah. Somehow, particularly chatty people around you will have just happened to hear rumors about curiosities and threats that there really shouldn't be any rumors about. You know, because everyone who could have spread them died. Well, at least you're going to be well informed when some unknown monster that's wiped a few outposts out rears its head nearby.

Charmingly Bribed Honeytrap Orders: (200 CP)

What, you didn't think that bodyjacking slimes were the only things messing with heads around here, did you? There's you, for instance, among others. You have a very peculiar skill that lets you mess with someone else's head, making them fight their own allies to protect you while also letting you order them around. The specifics are up to you; you might be capable of producing a small but absurdly tempting amount of riches, which bewitches others into accepting your Bribe and turning on their own side. You might have an overwhelmingly kingly authority that lets you give orders that cause others to blindly pursue them with iron determination. You might just be so damn hot that showing a little skin will have people of the opposite gender throwing away their lives to protect you under the assumption of sleeping with you. Or you might have some Charm skill that makes them fall in love with you to the same effect; betraying everything to protect you. These lewder methods are much more effective the more provocative you yourself appear. An incredibly terrifying power... for a very, very brief time. See, the great weakness of this power is that, on its own, it lasts only a very short while before they snap out of it and go back to whatever they were doing. You'll have anywhere from seconds to at most a few minutes of obedient devotion from your greedy/leal/horny/lovesick slave before you should start running. Or, you know, just hit them again.

Those Damn Guards: (400 CP)

There are many people in this world. Some are almost faceless mooks only there to slow the tide of slime down a little. Others are blatantly unfair, and individually need to be strategized around. You are, simply put, better than other people. Your natural abilities are such that, were you trained in making use of them, you could easily stand head and shoulders above most everyone else of your vocation. Your raw strength is such that if you put the effort in training a good sword arm, you'd be able to cleave through metal plating like it was flesh, and your body is durable enough to handle a few such hits yourself. You also have an inner pool of magic so huge that, were you to actually be trained in magic, you'd be able to unleash basic area-of-effect lightning blasts endlessly, never needing to hang back and recharge your magic. Of course, this massive boost to your abilities largely relies on you honing actual skills to take advantage of them; super-powered flailing is still flailing, and immense magical energy is useless without a way to output it. Still, concerning things like whatever your abilities from **Enemy Roster** are, you're far more of a mini-boss than a faceless mook. And of course, for reasons that aren't exactly clear, you are incredibly resistant to possession and mind control, such that the only way to reliably manage it against you would be to deliberately weaken you in some way beforehand.

Report to the Queen: (400 CP)

Cruel, vain, and far too overbearing; it's said the Queen of Witches treats her most loyal witches worse than even the lowest slimes. The king of Baleares is a washed up hasbeen, is typically absent from his own kingdom, and doesn't take anything seriously. The Valoi King is seemingly completely incompetent. And yet, and yet! Not once is a serious objection raised to their reign. Their rule. Despite your hedonistic excess, despite your flagrant abuses, your subjects and minions continue to respect your authority over them, and maintain their sense of duty and loyalty. You could be a thoroughly unpleasant person, even by demon standards, and your all-too abused servants would mostly just kind of grumble about it when they felt they could

get away with it. Rebellion certainly doesn't seem to be in the cards when it comes to you. Hopefully no threat from the outside decides to take matters into their own hands.

That Should Be Enough: (600 CP)

Magical development isn't the most efficacious endeavor around here. In fact, it took over a century for a spell to counter Slime possession was developed! A hundred years *after* they lost that ability! Alright, that's an exaggeration; while technically true, that spell was developed shortly after the second outbreak, because apparently the magicians on the job for that one knew what they were doing. Regardless, you possess magic in a way different from those boots on the ground sorceresses; rather than just knowing how to launch a fireball, you have access to a vaguely defined fantasy magical system with an actual ability to research and develop new spells. The majesty of this incredibly non-descript process is that it can be taught to others, so long as they have some sort of inner power with which to cast it. Indeed, even outside of their potential to study and innovate on their own, you can simply teach the individual spells you've created to others. Already you have two spells that have been displayed; a spell to perform long-distance warping to other locations you know of, and a spell which shields a single target from physical forms of possession. Tragically, this alone doesn't give much in the way of a 'mana pool' or anything else. As such, any spells you cast from this can only be cast once or twice before resting, unless you have something more impressive in terms of energy. Maybe consider teaching that barrier spell to others? You know, in case you want to avoid your faction getting rolled over by Slimes because you refused to share the Protection spell. Just... maybe don't get *too* crazy with your experiments. We don't know what happened to ruin the Magic City after the Slime's first defeat, but there are certainly a lot of monsters roaming around.

And So The Sequel Released: (600 CP)

Bad things are in store for humanity. Soon they will be driven to near extinction, but with the vanquishing of a villainous mastermind, the troubles that threatened them will lose power, and they will regain the world. After this, a new era of peace will reign. Afterwards, bad things are in store for humanity. Soon they will be... yeah. Good news! The world now has an easy method of saving. Or at least when the problem is something unleashed by a specific evil figurehead. Simply put, whenever an enemy of yours is killed or banished, you can undo whatever lingering effects they've cast upon the world, whether this be a shroud of eternal nighttime over the continent, or the mystical empowering of an entire race of minions. Their fell enchantments fall apart into nothing, as every terrible curse they left in their wake ceases to be. And you know what the best part of this is? It doesn't even have to be you killing them. It could just be infighting amongst themselves that you aren't even aware of, and suddenly everything they've built falls down. Majestic.

Slime:

Claim: (Varies)

For generations, Slimes have been the most underappreciated creatures on this great land. Always looked down on as the lowest of the low amongst monsters, things already considered lowly. There is no pity thrown towards the Slimes... but you all don't need pity, do you? For reasons you may not understand, you've recently developed a power beyond anything

your kind possessed before. You all have, it would seem. Specifically, the power of possession. For **Free**, or **600 CP** if not a Slime, you may invade another being's body, typically through the mouth, you can diffuse through their body and take complete control of them. This is a blisteringly fast process, taking seconds at most before you have control over the body. What's perhaps most astounding is your easy control over your new faculties, with muscle memory granting you expert usage of your new vessel. The host's consciousness seems to be completely destroyed by your intrusion, and maybe their soul, but your ability to use your host's abilities seems so comprehensive, and comes to you so naturally, that you can even default to effortlessly projecting your host's usual personality and demeanor. With this, you can make the strength of your enemy your own, even when turning it against everything they used to love. There is a bit of danger to this, however. Unless you have some ability to avoid this, the death of your host will destroy your slime form as well. Indeed, death in stolen flesh is death all the same. It's also possible to physically prevent you from entering your prospective host, usually by forcing you off while you're struggling to enter them. That said, this can typically be rectified by simply binding a prospective body's movements first.

Alternatively, you may have a slightly different means of possession, one that your brethren will seemingly evolve in a later age, with its own strengths and weaknesses. Instead of squeezing yourself into the facial orifices in order to infiltrate and overtake the human body, you can massively expand your body to contain your target within you. Not only will they be magically rendered helpless should they fail to prevent themselves from being consumed, but you will also extrude a magical 'absorption barrier' which will shield you from a small handful of attacks, regardless of if they were strong enough to kill you many times over. You cannot absorb and overtake your victim initially as the prior version could, being a much slower form of possession. This gives your enemies time to destroy you and free your would-be host... except you aren't actually inhibited by this bloated state. You're just as effective while imprisoning someone within you as you are when smaller and unburdened, being just as strong and mobile (which probably isn't saying much, all things considered). After a short time contained within you, you'll be able to Claim your occupant, your slimy form seeping into them and taking control of them with all the same stipulations as before. That said, unlike the prior form of possession, this method bypasses things like physical obstructions or dextrous wrestling. A ninja is no more capable of swatting you out of the air, and a full-cover helmet cannot impede your oral assault; if they're possessable, and can't avoid being swallowed up into you, then you can possess them as you please.

...There is one more peculiar aspect to be seen. Or at least it can be seen in the last method. It would seem that, upon Claiming a vessel whose soul had been stolen and was reduced to a mindless husk, that the possession *restored* the original soul and mind, leaving the victim conscious again. The Slime retains control over the body however. Grapple with the profound implications of this yourself.

It Takes Over the Body!: (100 CP)

When the slimes steal the bodies of men, it's often wondered by their fellows, "Where does the consciousness go?" Most lament that it must surely be vanished, and this seems to be the case. Of course, this doesn't mean that the slimes won't somehow manage to salvage their unfortunate hosts' skills to put their friends in the grave. And you? You are a master of this art.

Specifically, in yielding host bodies and their conferred skills to the greatest advantage possible. Sometimes that means taking over that humble village girl so you can use her body to honeytrap a guard into weakened local defenses. For the most part though, that just means using the host's actual practiced skills as well as they did when they were of sound mind. A longtime sniper who can nail an enemy from far away will lend you all their acuity with a bow or even sniper rifle, while even a mage or someone possessed of another similar power will let you use their spells and powers while you're possessing them. Even possessing something like a Priest will preserve their ability to heal, now your own for controlling their body.

Somehow Elemental: (200 CP)

There's a certain order to things. Water beats fire, fire beats grass, and grass beats water. No, these elemental affinities don't correlate to abilities. Rather, or at least here, they're an abstract quality that people really haven't figured out how to interact with. For Slimes, however, they're very important. See, Slimes have these inherent elements too, and when a Slime and a host's element matches, the result is a Slime controlling an even more powerful body. Firstly, you may be considered to possess one of these elements as you wish, though if you have any other elemental associations you may use those as appropriate. You are now much more compatible with others who share this element, finding that interactions with them tend to resolve better in your favor, such as drawing out more power than they normally had when you possess them, or dealing more damage to those you attack if your 'element' is strong against theirs, even if you aren't actually using that element for it. Oh, and for this purpose even mundane people have an elemental attribute. Consider in the case of powerless entities that it's dependent on their personality or something.

Power of Friendship of the Slimes: (200 CP)

It's ambition of the slimes, not ambition of the slime. Teamwork makes the dream work, and when that dream is revolution, you have to give it your all and understand that you aren't winning this alone. Not just because you need to steal someone else's body, but because you might need help doing so. It's a good thing then that so many different types of slimes have special abilities so useful when made to coordinate with one another. Coordinating like that, using one another's special abilities to create openings for the other, massively increases your chances of success in an operation, and especially so when the goal is one of you taking control of a target. Using a complex maneuver between three Slimes to teleport two of them, you might wind up with a key enemy immediately disabled and then possessed, or using controlled aggro a faster one could lure targets away from a position to make an opening. Not only are you a quick thinker when it comes to working out these team maneuvers, but special abilities just seem more advantageous in a specific circumstance you're likely to be relying on; weakening someone such as by binding their movement or temporarily stripping them of their powers or resources makes them immensely more vulnerable to mind control or possession by you or your allies. Together, with a properly chosen team, you might just be able to Claim the otherwise unclaimable.

Slime Time and Time Again: (400 CP)

Many die advancing on the enemy. Some before they can Claim a body for themselves, others afterwards, all giving their lives for the cause. Of course, that doesn't stop those same ones from showing up to the next fight, so long as they manage to win, anyways. Strangely enough, in certain specific conditions, death may not truly mean death for you. If you die in battle, there's a very specific clause that might bring you back; specifically, if your group ends up winning the fight anyways after your death, you'll come back to life. Maybe you Slimes pull yourselves back together in a vulnerable state after dying once? Hell if I know. What matters most is that as long as your side ends up winning the fight that killed you, you'll get back up and be ready for the next fight. Of course, losing after death incurs the end result you'd expect of such a thing.

Unit Gimmick: (400 CP)

Every Slime has something unique to them. It usually isn't anything impressive, typically isn't something even dangerous on its own, but with their newfound ability they're suddenly viewed in a much more threatening light. You have a singular unique ability or quality to yourself, and this can be an extremely varied thing. Sometimes these are abilities you have to consciously activate, while other times they're passive traits. Sometimes, those passive traits affect you yourself, and other times they only affect the host you're possessing. You might be able to obstruct the movements of others by binding them in place, or maybe you can inject a burst of speed into someone that can massively increase how far they can run in a single sprint. You might be made of metal-like goo and *incredibly* durable for a slime, or you might simply be able to float through the air. You might increase the magical power of whatever host body you're possessing, or instead give them a much-enhanced body. It might not seem like much on its own, but it's a very useful gimmick if you play your cards right. Just as well, this can be repurchased at a discount for a second such trait, much like how the Heavy Pervy Slime possesses the powers of both the Melty Slime to melt all clothing and weapons, and the Pervy Slime which can draw out more power from female hosts and even more massive stat bonuses for being naked, both stacking.

0% They Said: (600 CP)

"Don't go, Rider-san!" they'll cry. "You'll die for sure!" but sometimes, to protect what matters most, a slime must possess beyond the possible. So what if that Golem is nothing like a living body, being made of pure stone? Why should that stop you? When trying to possess or control the minds or bodies of others through your powers, immunity is now simply resistance. Immense resistance, perhaps, but there's always a small chance for it to work. And against resistance already less than total immunity? There may as well be no resistance. Your chances of control skyrocket, to the point of completely nullifying even immense resistances or odds of failure and flipping them into a perfect success rate. Even a possession with a 99% chance of failure will flip to a 100% chance of victory over the enemy's mind and body, because that small smidgen of a chance is all you need to guarantee your control. You are the hope of slimekind, the possessor that turns the tide when all seems lost. You are the back on which their ambitions rest on.

Super Heavy: (600 CP)

While all Slimes seem to act for the benefit of Slimes as a whole, or at least don't fight amongst each other, the truth is that not all Slimes are created equal. Some are just plainly better than their fellows, even when they possess ostensibly similar abilities. The Guts Slime can revive itself once after being killed while in a host body through sheer determination, but what does that mean to the Phoenix Slime that can do so endlessly? When it comes to weird one-off gimmicks, you find that yours are just better. The sorts of situations where everyone gets one power that may or may not be unique to them, or where people have one or two disparate "skills" that are specific unrelated abilities; in situations like these, what you get is just better. Something like your power from **Unit Gimmick** is even more powerful now; if previously you could split into two once to nullify any one attack, now those two you split into could *also* each split into two at least once. If you could survive your host's death once in a fight, now you could infinitely revive so long as you were possessing someone while you were killed. If you conferred strong magic resistance to anyone you were possessing, then it'd instead be complete magic immunity, so long as the possession lasted, anyways. If it's a weird singular ability, especially in a context where everyone only gets one or two, yours is just better than it should be.

Asmodian:

As We Please: (Varies)

The Slimes are far from the only monsters capable of stealing the bodies and abilities of others. In fact, they were not even the first, nor the originators of their own ability. You are an Asmodian, a powerful monster with a similar influence. For **Free**, or **600 CP** if not an Asmodian, you have the power to possess others. Unlike the Slimes, your possession pays no heed to physical obstructions like full-cover armor; what you possess is the soul, and as your form melts over the target, you disappear into them and take control of their body and skills. There is a downside to this kind of possession, however; while it's true you can possess beings that even the Slimes couldn't, and are not impeded by any physical protections, you have no power over the soulless. Any being that lacks a soul is one that you cannot possess. On the plus side? Even if the body you're inhabiting is destroyed, you'll be left over completely unharmed, ready to possess again.

For an additional undiscounted **400 CP** you may have a different form of control, one which even middle class demons will come to display in the future, and which the more powerful of them may have been using all along. Perhaps it's an outcropping of the Asmodian's ability to create lessers of their kind, or their nature of feeding on the souls of humans, but you have a power to dominate others that does not even require you to take their bodies for your own. Rather than melting into the souls of your victims, you may produce a very visibly evil fog of spooky darkness which will do the same in your stead. Invading the target and perhaps devouring their soul, this evil presence now commanding their body and mind is entirely loyal and obedient to you, having no will of its own outside of serving you. You can only create enough to target one individual at a time, and will dissipate before they can travel away from you unless they can Claim a host, but once someone is right up close to you and you're free to act, you can turn them into your soulless slave. Notably, this method also bypasses physical forms of protection, and even magical protections meant to defend against body stealing. However, there is a singular weakness here; for some unknown reason, body stealing methods work on these husks, and your control can be stolen away by something seeking to control them

through a purely physical method. There is no limit to how many husks you can create this way, and killing you does not seem to save those you've dominated, who will continue to mindlessly kill your enemies.

Measured Feeding: (100 CP)

War, and all the hatred and greed it inspires in the souls of men... If they were already so superior to mankind, why would the Asmodians go to such lengths to sow these things? It's simple, really; they feed on the negative energies of human emotion. No, the exact mechanics of this aren't elaborated on. Regardless, you can now derive sustenance from the negative emotions of mortals, fulfilling your dietary requirements simply by living in proximity to lives being ruined. In fact, your powers may find themselves fuelled by a trickle of this misery as well. While it's unknown whether their endless spellcasting is indeed derived from it, the Asmodians seem to fuel their powers with these malignant energies, at least in some way. As the world teeters towards an apocalypse and all men live in fear of the nightmarish future, you may find your reserves of magical energy refilling with disturbing ease.

We're Alright: (200 CP)

People around here aren't that intelligent when it comes to sniffing out evil in their midst. But then again, isn't that right for one of the lower races? Oddly enough, no matter how glaringly obvious it should seem to them, people tend to fail to notice when you're possessing or corrupting someone. In fact, you could 'discreetly' fuse into someone close by another, and when they turned to see what all the commotion was about, and see the person you possessed standing there with a glowing aura of evil and burning red eyes, you could just say, "We're alright," and they'd cheerfully drop the matter and carry on. It is absurd how hard everyone glosses over the very obvious signs of your evil presence controlling someone, regardless of their extreme visibility. Glowing auras of evil are apparently no more notable than a skin condition, and apparently equally as rude to talk about in public. Come on, let's go beat these Slimes!

Blue, Green, Bones: (200 CP)

If there's one demon lurking around, there's probably actually five or seven. Not because they're fond of each other's company, though it certainly beats that of mortals, but because they know how to boss their lessers around. You're a summoner of some skill, being able to summon or create a number of servitor monsters, both demonic and necromantic. You might lean towards the various lower-order Asmodians that their betters seem to create, squat and almost amphibious looking monsters capable of brute strength and modest magic both, but incapable of speech. Perhaps you instead prefer to surround yourself with a horde of zombies and magic-resistant skeletons? Regardless, you can easily summon a small squad of such monsters around you, all of course being under your complete control. In fact, should you wish, you may instead use your power to summon a stronger individual monster rather than a horde of lesser servants. Doing so might let you create one of the bizarre Dragon Knights, each a horrific and distended vaguely humanoid multi-eyed draconic abomination crowned with massive horns, sharp everything, and an inexplicable ability to fly despite its misshapen form. Beyond these specific summons you can already call to you, your mastery of monster summoning and

creation is sufficient enough to give a baseline to work off of towards the end of creating new forms of monsters to call upon.

Background Lore of the Slimes: (400 CP)

I can understand where you're coming from, taking one look at this place and assuming magic starts and ends at shooting a firebolt or two. But there is a little more going on under the surface. Let me ask you this; have you ever wondered why it's only now the slimes seem to be rising up in revolution, with newfound power? You have a certain magical acumen, or perhaps a specific talent. Not in conventional spellwork, but in the modification of living beings. Specifically, through strange experiments and rituals, you're capable of altering the properties of an entire species within a certain population, propagating your 'gifts' throughout all those of that species within a large area. The exact size can easily cover a kingdom, and depending on your own power, or perhaps the scale of your great works, this may expand to easily cover continents, or even the whole known world. Through this, you may gift new powers to all members of a target species, or perhaps alter their minds to inflame their desires or ambitions. The more innately weak and pitiful a species is, the easier it is to alter in this way. Things like the pitiful possessionless slimes, looked down on and almost casually genocided by even normal humans, could easily be granted an extremely powerful trait that would then spread throughout their populace. You know, like possession. Tragically, these enhancements may not prove permanent should their source be destroyed; were you to be slain, and all your great works trampled, then these benefits may begin fading from any species you've enhanced, sublimating instead into untapped potential that they may or may not be able to re-evolve come a few centuries.

Queen of Witches: (400 CP)

As if there could be any doubt you were something other than human, something more. (Presumably) long have the Witches been plotting, mastering the potential of their fiendish magic, and so have you. You are remarkably skilled in the corruption of other beings, already possessing some magical ability to that effect. You can take living beings, and through some magical power of yours, *twist* them into your mindlessly loyal slaves. By default, this takes the form of you being able to draw out and either destroy or banish the soul of another being, with your magical essence replacing what used to be their personality. If you have the second Tier of **As We Please**, you may easily affect the entire area around you, easily letting you enslave dozens of mortal humans with a single move, and with those husks brought under your control becoming much stronger than they were as free-willed beings. Of course, this is only the tip of the iceberg, as your intuition with corruptive magics will let you reach greater heights through study, devising greater and greater rituals to spread your control further. Even other monsters are not necessarily safe from your corruption; with time and study you may be able to create rituals capable of applying similar control to other kinds of creatures, both shackling them to your will and bestowing them with greater abilities with which to serve you. For instance, were you to work hard at it, you might take some Slimes capable of possession, and learn to create ones devoid of souls, giving you mindless automatons capable of reducing others to mindless automatons as well. But in their enhanced state, these Hollow Slimes would be capable of the unprecedented feat of tearing *other* possessing Slimes out of their hosts, taking them for

themselves. Better yet, depending on how exactly you enslave a given being, they may become immune to certain things. A soulless husk, while vulnerable to purely physical bodyjacking, will be immune to mind affecting abilities for lacking a mind.

Sequel Bait: (600 CP)

Time will not prove kind to the Queen of Witches, that poor, poor psychopathic maniac. She will raise an army capable of conquering the world, and then immediately get demolished by it, laying her low and robbing them of her powers. But be it death or banishment, that fateful battle was not the end, for in one hundred years time she would rise again! And immediately lose in the exact same sequence of events. If everything proceeded as planned, anyways. Regardless, once per Jump if you are killed, banished from the world, or otherwise sealed away, something very curious will happen. In lieu of any other 1-Ups, your time on the Jump will freeze, and one hundred years will pass. People will live and die in the world without you, dealing with the aftermath of your actions, and some people may remain who were there for the first go of things. But no matter what, for some strange reason events will contrive to return to a state almost identical to that of the conflict that defeated you. Allies that survived may recuperate their losses and build up to where they were prior, setting up the plan that was foiled once more, while your enemies also wind up back where they started in a factional sense. And then, in a situation all too like what you've known, you will be revived into the world a full century after. And you will be much more powerful, your revival inexplicably increasing your power to a great degree. As for how much of a power boost? Let's just say that if previously your area damaging attack spell covered a space defineable as 'five tiles', then upon revival it'd blast thirteen at once. This does not necessarily come with the wisdom to avoid running into past mistakes and dying in exactly the same way twice in a row. Try to watch out for that part.

HOW IS IT POSSIBLE: (600 CP)

The taboo amongst Asmodians about facing one another in combat is not one born of sentimentality, being instead a wholly practical affair. And no, the reasoning isn't something as contrite as needing to band together to avoid extinction. The reason is you, and other demons like you. You're a high-class demon, not some lowly peon, and the benefits of that status are what render conflicts between Asmodians completely pointless. Like the Archdemon and the Queen of Witches, you are completely immune to the attacks and abilities of demonic entities. All of them, even your ostensible peers, simply cannot harm you with their own power, their most powerful spells simply washing over you harmlessly. In this world, all monsters including the lowly Slimes are counted amongst this number, though beings utterly beyond such definitions in future worlds may not be affected. Still, in this world you are nigh-immortal... unless you were to face a human. Any being that could be called a human can bypass this invincibility without issue, and even human *bodies* being controlled by a clever monster can be used to this end, so long as they aren't altered to inhumanly. But such measures are what one must stoop to in order to truly harm you; against demons and lesser fantasy monsters alike you are truly invincible. Perhaps worse for the world is what your emergence means for the future; the more your rolling conquest or corruption rocks the life of a world, so too shall the world they inhabit be twisted by you. On its own, simply dwelling in your place of power may see it growing into a dark and foreboding thicket of mysterious mists and looming shadows, but as your

servants and their dark rituals go out and rob the masses of their souls and minds, you'll find that over the course of months even the sun may grow dim, and refuse to ever rise on a land you've thoroughly corrupted. All you need to do is exert your influence over others, and watch as the world follows suit.

Items:

General:

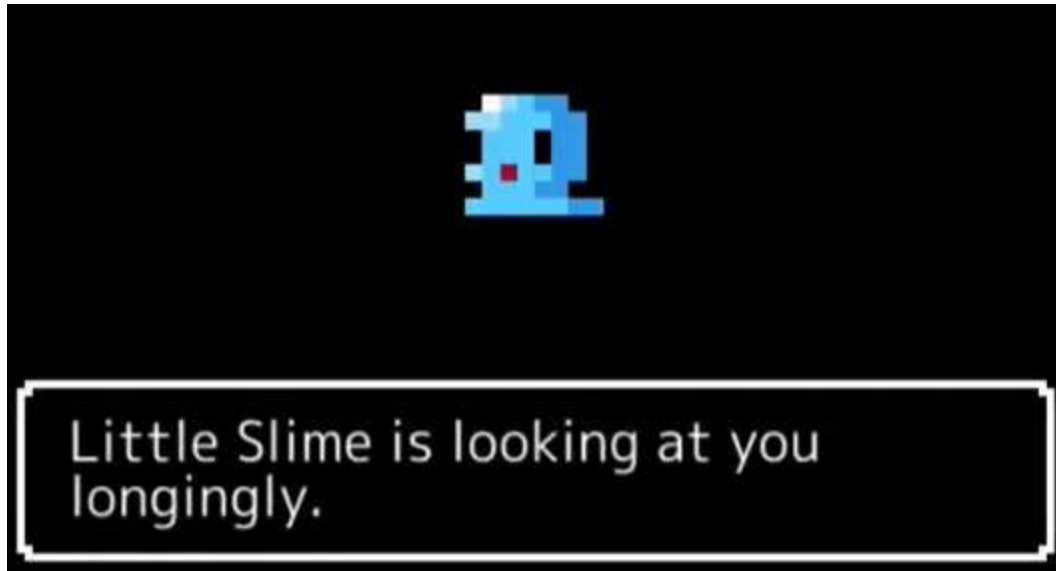
Got The Item!: (200 CP)

Something that was not meant to be, come again in new form! Strange bottled elixirs possessing curious powers to improve the drinker. Rather than a collection obtained right away, you will now find yourself stumbling upon one of these strange potions after a couple of fights. Each of these draughts have a minor but permanent beneficial effect on the drinker, from increasing their speed ever-so-slightly so that they'd race a few paces ahead of their prior self, or similarly increasing their other stats slightly. They might have more notable effects, like changing what elemental affinity the drinker counts as, or raising the number of times they can use a single ability of theirs by one. Regardless, what exact potion you get is entirely random, but you'll get one every now and again after a notable fight or battle. Do note that you don't necessarily have to be the drinker, in case you want to start improving your subordinates. Hell, you can easily stockpile them if you want.

Drop-In:

Starter Slime My Beloved: (100 CP)

Every adventure has a beginning, and sometimes? Sometimes that greatest ambition of all... is love. What? Sorry, never mind. Happily bouncing along behind you is this adorable little thing, a tiny and cute blob of blue is always following along. It seems to be quite attached to you, and not in the way these things usually are to others. But it can still exercise that particular quality; whenever you're threatened, or it sees an opportunity to claim one you'd like or need, it'll try to possess someone else and overtake them. Their devotion is no lessened for their newfound ambivalence and abilities, and they're just as happy to do whatever they can for you. Strangely, you don't have to fear losing them despite how weak they are on their own, and that's because they get up again and again. Every time they're beaten down, smeared across the stones, their host killed and themselves along with them, they still come back to help you out. They'll always pull themselves back together, always come back when it seems impossible. But why? Why try so hard, why go through so much pain? Because they always believed in you, and love you for believing in them when no one else did. It is Little Slime, the weakest member of the weakest species, and it will always be by your side, as a little jiggle blob, and in any body that can protect you.



Collection Screens: (200 CP)

Memories are what make us, and while those slime friends of yours may destroy or devour memories (it's really not that clear), you yourself can make plenty. Memories of them, and of your various victories. This is a simple complex where you can view replications of something very near and dear to you. No, not your fondest memories, or your best friend. So what then? Simple; everyone who's ever been possessed by a monster under your control, or who you've controlled in some other way. Here you'll be able to view them as they were just before, and right after being placed under that control. You can even choose to interact with what may be copies of them in those states, meaning that if you ever miss a particular body one of your minions wore, you can always visit and order them around again in this illusory, dreamlike space. Or, you know, just laugh looking at the before-and-after of your bitterest enemy turned eager slave. That said, you can't take anything (or anyone) you find here out, or experience negative repercussions from your visits like death; this is as safe as viewing a photo collage, essentially. You can find a door to this strange place in your Warehouse, or choose to visit it in your dreams.

Capture the Tile: (400 CP)

A true strategist is able to balance many disparate factors and often difficult to reconcile objectives. Enemies on both sides, the elevations of each, their elemental affinities, and the placements of all these little gold flags on the map... what? Curiously, wherever you go you'll be able to find these strange little patches of land, these healing tiles. You can see them through some visual indication visible to you, and their benefits are many. Simply occupying the same space as them will periodically and frequently result in you healing a large amount of damage, enough that you might be able to survive a concerted attempt on your life by just cowering in one, assuming your enemy wasn't dealing enough damage to power through it. But not only does it heal your wounds, it also does such fantastic things as recharging your magical energy, and even reloading all your projectile weapons with new ammo. These points can be used by

others in your environment though, so you may choose whether there will be any found in an area as you arrive.

Ambition of the Slimes but Actually but Wait No For Real This Time: (600 CP)

They say that video games cause violence. This is true, just not in the dimension they're played in. With an arrangement executed to perfection, this would have been a device that let another will from beyond influence and direct the actions of the events meant to occur here. Instead, it fell into the hands of someone here; you. In every Jump you'll receive a fairly retro video game, usually some kind of RPG. It's a video game of you, and of whatever plots or schemes you happen to be embroiled in, whether you're aware of them or not. Sure enough, actually playing through it will give you a fairly helpful abstraction of what exactly is truly happening around you, and what *will* happen around you; schemes will be highlighted by helpful NPC-abstractions of the schemers behind them who helpfully drop ominous hints and monologues here and there, and you'll even get a fairly simplified glimpse at what the 'final boss' manipulating the situation is going to look like. And fight like. You may need to fill in some gaps here and there, given that this is mostly filtered through the lens of a cheap retro RPG, but this is a convenient if somewhat distorted glimpse at what's to come.

Seemingly Solid:

Fashion Standards: (100 CP)

Did you think you'd just skirt by this world without feeling the touch of its glorious (pretty much stolen) aesthetic? Nonsense. Here you have some personal equipment fitting to your class or abilities. It contains an outfit (which can indeed be armor), and any combat equipment such as a sword and shield, or a bow with a quiver full of bizarrely inexhaustible arrows. As long as it's fairly simple and small scale, being no more advanced than a hand-gun or sniper rifle. Also, in keeping with this world's logic, even the most impractical of clothing or armor designs seem to be fairly effective; you could be wearing *literally* nothing but a metal bikini, and while it might not save you from a blow that could cleave apart steel plate already, against lesser attacks it'd function like completely normal body armor. All of it also repairs itself without any need for upkeep. Like, extremely quickly. To the completely baffling extent that even if the entire set was melted off of you all at once, it'd magically poof back on you in a few minutes. No, this will never be explained.

Incomprehensible Tech Levels: (200 CP)

Galician science is the best in the world! Where other nations hide and grovel behind the might of their sorceresses, the Galicia Republic fields advanced weaponry the likes of which the world has never seen! Behold, the fruits of scientific ingenuity! You have access to some advanced weaponry. This might be a handheld artillery rocket launcher, capable of devastating all enemies in a wide splash of explosive damage, or perhaps even the mighty Galicia Panzer, a suit of mechanized armor that you can pilot from within, with strength comparable to a golem, but made entirely of glorious Galician steel! Regardless, your advanced weaponry lets you deal extraordinary amounts of damage in a short time, even if you yourself are scarcely more than an entirely mundane man.

Woods and Palaces: (400 CP)

It's far from a sprawling kingdom, but you have something a bit more personal than that; a small, distinct territory, one in which your influence is totally entrenched. It might be something as mundane as a large castle and surrounding city full of loyal guards, or it might be a great stone tower filled with mysterious arcane texts. It might even be a large and uncultivated woods, one which is *extremely* cursed and obviously evil. Regardless, there are servants in this place, ones which serve only you. They might be ordinary soldiers sworn to loyalty, or barely intelligent curse victims. Regardless, nearer to your actual seat of power, you have a more personal set of attendants, ones whose skills are great enough that battle strategies would typically be charted around trying to counter even one of them. They might be absurdly strong knights capable of cleaving through most other enemies, or even a cabal of demonic Witches devoted to you and possessed of such magical power that they need never fear running out of spells. Regardless, you may decide the details of this region, from its appearance to those of your servants. In fact, you can even have your personal guard be beautiful women wearing almost full-covering plate armor... except for their bottoms, where they're completely nude and only censored by a cloth showing your heraldry. You know, like the Valoi King. Maybe go for more practical minions? Regardless, your personal attendants will be far more powerful than the average adventurer or soldier.

Jumper, Named After Jumper: (600 CP)

It seems you're more than some casual adventurer, bandit, or soldier. Though you might have been one in the past, considering how some people get their kingdoms. Indeed, because a kingdom you do indeed have. You are now the ruler of a large region populated mainly by your race, or by humans, and it may very well have a theme to it. It might be a land of knighthood and soldiery, or it might be a place of learning that produced many magic users with a capital that houses a great magic academy. It might have a focus on technology, whereby its military can field strange war machines like tanks and small mechs. Regardless, you can decide the specifics of this territory, including its population demographics. And, much like the magic-focused Church Territory, you could even have that number be a little... skewed. Likely in favor of beautiful women, such that the vast majority of the population was inexplicably an attractive woman. Like, an absurdly high concentration of cute girls per square mile. Walking down a busy street in the capital, you might find one or two men between the otherwise all-female road traffic and road-facing storefronts. It could be a national population skewed so extremely that there might be towns somewhere in the country literally called Girl's Village. Guess why.

Slime:

Lost To Time: (100 CP)

Slimes don't have much in life, but is that really so bad? While humans live their whole lives on the edge, constantly going mad over the value of shiny things. This isn't to say Slimes can't like shiny things too, but why fight over them? You have a nice and pretty pile of beautiful gems. From conventional emeralds and peridots, to more fanciful fire opals, to bizarrely vibrant rubies which hold shining star patterns in their depths. You have entire piles of these beautifully shiny things. Tragically, there isn't much of an actual use for them. In fact, there's a great sense

of loss somewhere deep in their shiny depths, as though a power that was meant to dwell within them simply no longer exists in this world. Still, looking at them is a nice experience, and they are really, really shiny.

Walking Closet: (200 CP)

Worried about jiggling around and dying before you can get your goop on a useful body? Worry not, because now you have plenty of available bodies waiting for you. Maybe they passed out drunk in the middle of the woods when you decided you needed a body, or maybe you've dragged a bunch of coma patients somewhere quiet, but (usually) whenever you need a body you can stumble onto a short collection of possessable and defenseless people. These can be everything from agile Ninjas, stalwart Swordswomen, or even powerful Sorceresses. Of course they don't all have to be the same thing, but in general you and maybe a few friends of yours will have a few basic bodies with useful skillsets to use as needed. Do note that they don't restock immediately, meaning that if you're going on a warpath, you'll really need to learn to grab and use new bodies on the go. Still, it's nice to have some physical forms to fall back on in the comfort of your own home, no?

Party Is Full: (400 CP)

Your kind may have lived in peace for centuries on that little hill of yours, but when the encroaching threat of humanity rears its head, what can you do? Band together. This is a small herd of Slimes from this land, perhaps those who've lived besides you your entire life? Or maybe those who've joined up with you because they liked the cut of your jib? You can decide the number of this group, and while it can seem large, it's far from an army. More like an advance group, or a party. Its maximum initial size is thirty. Initial, because while it isn't exactly known how they do so in this world, this population can increase its size through some manner of reproduction. It might be mitosis, or some form of breeding, it doesn't matter. Those that emerge beyond this number won't necessarily join you on your journeys, and will likely just continue to infest the location they've come into existence in and maybe slowly spread out in a disorganized fashion, but all will nonetheless be friendly to you. Regardless, all Slimes are friendly to one another, or at least neutral, but with this initial group in particular? Together you and these ones form a colony. They are entirely selfless and devoted, and as (presumably) the most headstrong and intelligent of the lot, you can be considered the leader whose example they'll follow. They trust you implicitly, and will use their body-stealing abilities however you see fit, and do whatever they can to protect or help you and the rest of their fellows. Do Slimes have families? You do. It's these little fellas.

Thanks Super-Hermes: (600 CP)

It isn't really clear what happens to bodies that the Slimes have taken over once they've made themselves useful in winning a battle. They... don't generally make repeat appearances. Still, there's at least two types of Slimes that like to keep their hosts between missions, though it's not really known whether this is merely a proclivity of theirs, or if it implies other Slimes *can't* for some reason. But no matter, because of those Slimes who like to keep their stolen flesh, there's one prize considered higher above any other; named boss characters. Yes, bosses can be Claimed, as you now know. In every Jump, you can choose one powerful, unique, and

named character to come under your power. They'll either already be completely overtaken by you, acting as your new body, or will otherwise be helpless and ready to be Claimed at your leisure should you prefer that. There are some limits to this; things on the levels of the "Main Character" or "Primary Antagonist" are too much for this, but you can still take your pick of lesser bossfights or heroes. This might work a little differently if you aren't a Slime. If you're a human, then the targeted individual instead inexplicably experienced a rather permanent change of heart and swore themselves to you, becoming so loyal to you that there's little difference in how under your control they are. If you're a Drop-In they've instead been possessed, their body and mind taken over by a slimy little minion who's just as blindly devoted to you, and who is in fact just happy to be here.

Asmodian:

Nice Crown: (100 CP)

Hail the Emperor of the future Galician Empire! Ignore his pointy ears, slit pupils, and the fact that he shares a hair and eye color with the Witches! You have an outfit. It can be as fancy as you want, maybe even with a crown, but what's special behind it isn't how much it costs to be laundered. No, what's special is how easily you pass for a human while wearing it. Is it enchanted, or is everyone just dumb? No one knows. What is known is that you could very visibly be a demonic impersonator with several dead giveaways in your appearance, who sometimes did spooky things like disappearing from rooms with no other way out and then reappearing somewhere else later, and still everyone would just assume you were an eccentric mortal. The fools. The absolute fucking fools.

Tower of Ineffectual Sages: (200 CP)

Mankind has been aware of the threat of the Witches for many years. Ask around about it, and you won't really hear anything about them though. After all, few are allowed to learn of such things. The situation is obviously under control, so it's fine, right? Every Jump, you may have a unique relationship with the world. Specifically, perhaps because of some past calamity or strife, certain higher-ups in the world will already be aware of your existence. However, rather than learning of you later and responding in kind, with this they'll believe the situation is already under control, having placed some entirely ineffectual restraining measures on you, such as a tower of watchful personnel who don't actually do anything or communicate any developments back to their superiors. With this, you can scheme and manipulate under the supposedly watchful gazes of the world's elite.

The One With the Boobs: (400 CP)

You know what? Just because you're a big bad demon doesn't necessarily mean you're out to lead a demonic conspiracy to world domination. Maybe, just maybe, you wind to ride things out and keep to yourself, performing whatever twisted magical experiments satisfy your curiosity. Well now you don't have to worry about stepping up, because in every Jump a group or affiliation you belong to can now receive a particularly strong figure that might just take charge as a leader. They're far stronger than the average for whatever group you're a part of, possibly even being resistant if not immune to most damage that could be sent their way. They might be a new arrival destined for success with their brutal cunning and incredible prowess, or

they might be a long established higher-up. Regardless, this nicely propped up figurehead will just so happen to pursue a course of action that's not just agreeable to you, essentially being what you wanted someone to get around doing, but also end up being highly beneficial to you should you win. For whatever reason, they're especially well inclined towards you, even if from everyone else's perspective you're just some faceless background minion being magnanimously gifted after a victory. Hell, after taking over the world they might let you keep whatever patch of it you wanted. They may also be absurdly attractive.

Witch Bitch Brigade: (600 CP)

The origins of the Asmodians are unknown. Neither is it understood whether the lords among them arise from the chaff, or if all of the middling demons are created by their masters. Regardless, one thing can be known; a high-class Asmodian is typically served by a race of similar-looking middle-class Asmodians, to say nothing of the lower-class demons they can all create. Like the Archdemon and Queen of Witches, you are personally served by an entire race of fanatically loyal demons that are probably all weirdly hot women. As can be expected of such beings, they are incredibly haughty, viewing all other beings and races as innately inferior and scarcely worthy of life as anything but chattel. The closest thing they have to a value system is devotion to you, such that they're eager and excited to work towards plans that may very well spell the death of all life on the planet, themselves potentially included, assuming it's what you wanted. They're also incredibly powerful, being very high-level monsters for this world. Each one is a modest magic user with some offensive and utility spells both, and with seemingly endless reserves of magic for their offensive spells. As powerful Asmodians, they also possess the second variant of **As We Please**. Some of them may be brighter than others and more useful in terms of magical experimentation, but it's a force to be reckoned with nonetheless. Tragically, the great weakness of this population is that it's innately very small, with there being relatively few of them compared to the overpopulated human populace. They'll do much better making use of manipulation and subterfuge compared to a full frontal assault. How they increase their numbers is up to you. They may optionally be something like horrific multi-eyed draconic abominations instead of cute girls with big boobs who love you.

Companions:

Ambition of the Companions: (100 CP)

Oh? Are you intimidated by the wide unknown, or do you simply have some friends you'd want to spend more time with? No matter. For **100 CP** each, you may either Import a previous Companion into this Jump, or design a new one within reason. Regardless of the specifics, every Companion Imported or Created this way receives their own Origin and **800 CP** with which to purchase Perks and Items, all Discounts applicable.

Companion Became A Companion: (100 CP)

There... really aren't that many named individuals around here. I mean, there are a few unique characters with briefly displayed personalities, but, well, they aren't exactly long for this world. Regardless, with this option you may make one such character your Companion, ensuring that they'll join you on your adventure during and after this Jump. Did you just want to grab the Queen of Witches or something?

I'm The Protagonists!: (100 CP, Discounted Drop-In)

In a world of fantasy like this, is it any surprise that a few plucky heroes will get it into their heads that they're some kind of main character? Well, it seems that plenty have, and met the same exact Slime, one who felt the same way about that whole *main character* thing. Don't worry, she's plucky and adventurous enough for the lot of them! You know, because she is all of them. Now, anyways. Your newest jiggly Companion will never have to worry about scavenging for new bodies, because she's got plenty indexed. This protagonist-collecting Slime has a unique ability to not just possess bodies, but assimilate them to remember their shapes and transform back into them when needed. Already she's traveled across the world, and has claimed the shapes of several heroines who look suspiciously like those of other, perhaps similar worlds. She's recently wiggled up to you, and shockingly the ensuing glomp was *not* an attempt at consuming you. Rather, she's identified you as her fellow protagonist, and in her words, "We're, like, tooootaly canon!" or something. Now she won't leave you alone, spending pretty much all day with you in one of her forms or another. At least she's fairly competent in a fight, and versatile, something she's willing to take advantage of to fight for you. She has **Enemy Roster**, but has it as though purchased a fairly ridiculous number of times rather than simply having one purchase. Each represents a different body she's absorbed, and she can only use the skillset of the given shape she's making use of at the time. She also has **Capacity of the Ability Has Increased!** which means her various 'classes' will continue to grow stronger and unlock more of the abilities those adventurers should have gained as she continues to fight using their forms. Of course, in her Slime form she has **Claim**, though is not likely to use it very often. As mentioned, her **Unit Gimmick** lets her memorize and shift into the forms of those she's Claimed and added to her internal library. She has a weird fixation on "Grinding your affection meter," in each body, and something nonsensical about "Routes."

Coagulated Consort: (100 CP, Discounted Drop-In)

Most Slimes that approach you with an offer to serve do so as themselves, waiting to possess a body on your orders. Most Slimes that approach you with an offer to serve, willing to accept being turned down before moving on with their lives. This is not most Slimes, having already Claimed a body exactly to her liking, and presumed a place uncomfortably close at your side. And what a body it is, and how close a place besides. Even by this world's standards, the body she found is completely outrageous. Not just in the quality of its disparate features, from its perfect hair to that enchanting face, but also in the frankly absurd proportions that make even the people around here look modestly built. Most bizarrely of all, it seems this host was chosen very, very deliberately, rather than simply being a lucky catch. Perhaps like others you've met here, this Slime has sworn loyalty to you. But unlike the others, this aberrant ooze has a very particular idea about how to support you, or what the best use of her body-stealing ability is. You know, as evinced by her practically permanent bombshell of a body, which she'll pretty much refuse to discard. Is... is she a variant of the Pervy Slime family? Because it really seems like it sometimes. For some demented reason, her idea of cementing your supremacy is showing off how high-quality your "woman" is to the world. She loves flaunting this stolen body, and especially so when standing next to you, which would explain her choice of dress if everyone didn't dress so provocatively around here anyways. Honestly, this whole "Genociding humanity,"

thing isn't really conducive to her personal goal of having everyone burn with envy when they see her all over you, but she's happy to support you in whatever your plans are regardless. Of course she has **Claim** though she isn't really going to be using it, as well as **Unit Gimmick**, which gives her a single ability similar to Slimes of the Hermes family; every Jump she can keep one body she steals as an Altform, with this particular body counting as this Jump's. And it seems to be a well chosen body, too. She has **Those Damn Guards**, showing the surprising strength of her vessel, which is strong enough to tear most people in half with a one-handed weapon swing. She also has **Super Heavy** and the lewd iteration of **Charmingly Bribe Honeytraped Orders**, which combine with her overly provocative appearance to give her an absurdly strong Charm gimmick. Not only can she temporarily Charm both men and women into her deliriously horny slaves if they get too close to her, but anyone other than you who stares a little too closely at her curves, or who spends a little too long looking, also ends up turning into her vapid zombies until a few minutes after they leave her presence. An effective presence on the battlefield, but can you tolerate the risk of damaging what should be your chief bed warmer in this lonely, goopy world?

Squishy Silence: (100 CP, Discounted Seemingly Solid)

Very shortly, you may wind up hearing news of some strange goings on. Slimes, suddenly gaining the power to take over other people's bodies? It's a terrifying thought, which is why it's important to keep track of those who matter to us. Thankfully, someone very dear to you remains the same as ever. Having grown up in the same village as you, people always made fun of her for all the weird things about her, like how her eyes were always glowing red, how her facial expression pretty much never changes for any reason, or how she has literally never spoken to anyone in her life. Thankfully she had you to rely on, always there to protect her from bullies. She's been following you ever since, weirdly, weirdly persistently, all while remaining entirely emotionless. Still, it seems like she's keen to pull her share of the weight around here, seeing as she's always helping out with whatever you're doing, usually by just mimicking whatever she sees other people doing. For this reason, she's racked up a number of purely domestic skills such as farming and housework, though she isn't exactly much of a fighter. Aside from occasionally needing you to remind her to use utensils when eating, and the sheer amount of water she seems to like drinking, living with a devoted partner like her is a peaceful matter. In fact, your bond even seems to transcend death! Do you believe in reincarnation? Well maybe you should! If she ever seems to die, she'll show up again later with a different appearance to pick things up where you two left off. Kindly do not question the timetables involved in this reincarnation and the discrepancy between her current physical age and how long ago she died.

Fool's Gold: (100 CP, Discounted Seemingly Solid)

The Asmodians thrive off manipulation; humans are but mere cattle who provide emotions to sustain them with, and are so easily controlled besides. A human soul is something so much brighter, capable of love, joy, empathy, and all manner of selflessness. This princess is the sheer image of human goodness, being a caring and gentle soul who laments any tragedy around her. Safe housing, free meals; so generous is she that you can attribute all manner of blessings in your life to her goodwill. Indeed, she's promised that so long as her kingdom stands, you'll never know hunger, another act of goodwill to the downtrodden that her people

love her for. In truth, she's far from the golden princess she projects to the world. 'She' may have been once, but in anticipation of a now-abandoned plan, the Asmodian that's snuffed out and replaced that pure soul put herself in the vacant princess' driver's seat a long time ago. Whatever ambitious plot this demon had died out when she lost interest in favor of something far more enchanting; the smile on your face when you naively put your trust in a demon like her. Whether you've fallen for the guise or know the demon underneath, smiling at her like nothing was wrong keeps her more satisfied and fulfilled than any scheme for world domination. She is, essentially, in love with you, with all the connotations you'd expect of that in a sociopathic demonic parasite wearing human skin. She has no empathy response for anyone, no one else eliciting this bizarre adoration she feels for you, and even when it comes to you she's fine lying and stepping around your boundaries if she thinks it will set up one of her favorite emotional reactions in you. Typically this means you smiling at her, a category which itself has several nuances and sub-categories, but other favorites include being so tired of things that you just want to fall into her arms for comfort. Obviously she would like the world to continue existing so she can continue interacting with you in your natural environment, but she wouldn't be very sad at all if everything else wound up destroyed, with you having no choice but to spend every moment with her. She has **You Lived Up to My Expectations** for which demons recognize demons, knowing that she's a vile monster, and **Yes, I Definitely Planned That** indicating her brilliant Asmodian mind. She also has **It's A Monster!** representing a side of herself she doesn't often show; that while she's permanently fused with her host her inner Asmodian can still express itself slightly through that delicate blonde body of hers, her eyes hazing up, her fangs and nails sharpening, and two little black wings sprouting from her back. In this form, her strength is deceptively greater than a mortal man's.

Fail to be The Very Best: (100 CP, Discounted Slime)

It was a bit of a surprise when some orb-like object was lobbed into your mass and seemed to bind you in place for a few moments. When this young miss ran up and said she 'caught' you and that now she was your trainer, it was probably even more of a surprise. Evidently she seems to think that those balls of her capture and tame monsters instead of just paralyzing them for a few seconds. Regardless, she seems to be followed by a small group of other monsters. Whether they're Slimes or other equally confused monsters, all of your 'teammates' seem to meet the situation with whatever their body language's equivalent to a confused shrug is. Apparently they're in the same boat as you, mostly having no clue what's going on. They mostly go along with things, but also sometimes just wander off, which always saddens her. Apparently her dream is to travel the world, leading a small team of monsters and growing their strength, proving that she's the greatest monster tamer in the world, with the best team in the world. Truthfully, you may just prove her only enduring companion on what she perceives to be her big journey, and perhaps the only reason she keeps going as her failures begin to stack up. As you leave this Jump and head to the next, her finding that she hasn't been abandoned even then may finally work towards mending those cracks in her heart, even if she doesn't quite conceptualize that she's the Companion in this situation. She has **Enemy Roster** with the unique gimmick of creating and launching little spheres that Bind enemies in place, as well as **Check Your Damn Affinities** which is an incredibly useful skill for an actual monster tamer, which she still isn't.

I Summon Terrible Idea: (100 CP, Discounted Slime)

The majority of Witches seem content to go along with their mistress' plan to wipe the world clean of life. Evidently, this one doesn't care even a bit about anything like that. Rather, she just wants to continue her very peculiar experiments in peace. And you? You're a prime partner in helping her with her bizarrely specific interests. Her deal is simple; she'll continuously summon ungodly abominations into the world, possibly mangle them further with transformative magic, and you'll do your best to possess them. Once you get control of one, and the body seems stable enough not to kill the both of you, you'll go on a rampage. Battles against whatever soldiers are there nearby, and afterwards she'll tally up how it all went. She'll jot down what led to those good results, memorize the process as another success and potential weapon, and then start over with the production of a new abominable body. If you're willing to go along with her insane experiments, you'll get periodic access to some absurdly strong bodies to rampage around in. That said, just participating in these tests can be a gamble for your health, and may end up killing you if you can't handle it. She has **Enemy Roster**, **Those Damn Guards**, and **It's A Monster!** showing she's a powerful Witch with great magical power, and strange abilities such as the summoning of monsters. She also has **Background Lore of the Slimes** and **Queen of Witches** showcasing her actual specialty, which is the unstable enhancement of monsters through which she hopes to execute her crazed experiments. She'll be incredibly happy to find herself in a world of new guinea pigs, when that finally comes to pass.

Princess of Knights: (100 CP, Discounted Asmodian)

Though most might think them a myth, devilish interlopers have been trying to corrupt human society longer than anyone can remember. Thankfully, a small yet shining kingdom finds a valiant protector in the daughter of its aging king. A stalwart and chivalrous warrior, she finds herself immune to most Asmodian tricks; she has **Unit Gimmick**, representing immunity methods like the Asmodians employ by stealing and controlling souls. She also has **Enemy Roster** and **Those Damn Guards**, with a special class that lets her attack with a slash of burning light from her sword that hits like a cannon ball. Tragically, this of no actual benefit to her kingdom, seeing as how she's already been accidentally compromised. Whether she knows your true (and possibly very visible) nature or is willfully deluding herself about the situation, she has fallen hopelessly in love with you, and for her naivety and innocence is frankly stupidly trusting of you. She might not even realize she's in love yet, but she can't help but not only believe the best of you at all times, but just believe you in general, no matter how stupid what you're saying is. Even if you were very obviously a demon, you could say that you were only shaped into that form by a foul curse, and she'd not only believe you and weep for your horrible fate, but commit to personally harboring you to shield you from others who wouldn't understand your obvious innocence. It wouldn't be difficult at all to send her on the warpath, given she'll take your word as evidence on pretty much anything, letting you cry wolf over demonic infiltration or mundane corruption and evil to have her knock off a few thorns in your side. She is, quite frankly, an overwhelming idiot when it comes to you. This will only grow worse the more she realizes the nature of her feelings through more time spent with you, and commits more and more to following her heart.

Princess of Slimes: (100 CP, Discounted Asmodian)

Did... did that last one have a sister? No? Completely unrelated? Okay then. Why am I asking? No reason. The augmentation of the Slimes wasn't done in an instant. Or maybe it was, but the process that made it possible wasn't! It (presumably) took many years of research and experimentation to accomplish that great change; bestowing power unto the Slime to possess the human. This is... probably the result of one of the many experiments done in the development of that plan. Originally a strong-willed knight on a crusade against evil, she was spirited away after an orchestrated dungeon expedition-gone-wrong, delivering her straight to the experimental altars of the Witches. You may even have been the proverbial lab tech on the particular experiment that followed. It... wasn't a success. No Slime was created that was capable of taking over humans. Judged completely useless, the Slime that quickly started rubbing itself against your leg was left to you. She has **Unit Gimmick** as though she were a Metal Slime, being absurdly durable by the standards of Slime-kind, to the extent that she's practically solid metal against physical attacks. She also has **Those Damn Guards** representing the pure physical strength she had as a human, though this, and her general shape, is all that remains. Her mind was shattered by the process, or perhaps more accurately melted, and her body is that of a golden Slime, if curiously possessing her prior shape with a surprising level of anatomical accuracy. Incapable of unprompted complex thought for longer than a few moments, she'll spend most of the time crawling towards you with her tongue lolling, usually before either rolling around or bouncing on the floor out of happiness for being near you, or calmly going to sleep clutching you while wordlessly murmuring. She's practically an animal now with how moronic and bestial she can be, if more in the domesticated house pet kind of way. The capacity for human attachment has combined with what should have been the species' wide selflessness Slimes share, resulting in a moronic and degraded pet that imprinted on you as the first thing she saw when she woke up changed. Technically speaking, she can still be trained to do things like stand up and swing a sword when fighting, but it's a long process only helped by her eagerness to follow your orders, for which she retains enough comprehension of language to understand most verbs and some nouns, and usually what they mean when strung together. Higher concepts elude her, but she can usually receive orders perfectly fine. If you ever worry about possibly neglecting her, don't worry; she loves you enough that just getting to lick your heels makes her smile like a retard, and she's so simple-minded that she lacks any conception of expectations or self-worth. If nothing else, she can clean floors by simply crawling back and forth over them to break down dirt.

Drawbacks:

FUCKING IBERIA: (+0 CP)

You know, past the first dozen rounds of conversation consisting of the exact same "Are those Slimes? Wait, they can possess us?" routine, there's a surprising amount of complexity going on behind the scenes. It isn't a *lot*, like, at all, but it's certainly more than it first appears. Repetitive the world may be in its borrowed aesthetic and singular plot, but worry not! This is but one continental region! Beyond this, there is a wide open world out there, one with presumably similarly lifted aesthetics from other JRPGs. With this you may rest assured that there are other continents out there, with more territory to conquer, and more shamelessly copied expies to fight

and/or possess. Familiar names, faces, and general aesthetics galore, so long as you're willing to travel beyond the known (or just shown) world!

Don't Bother Us, Creatures: (+100 CP)

I truly, truly hope that you can go without speaking to another human being. Not because Slimes don't generally speak and you'll get lonely around them, but because everyone capable of speech who you talk to will for some reason sound like they've been translated from another language by someone who only understands the mechanical definitions of your language's words, and can barely grasp actual syntax or natural tone. You will hear many strange things, and this is a greatly normal thing. It will have ended mainly after Jumps. Now is not the time to be worrying about such things!

No! I've Never Heard of Such a Thing!: (+100 CP)

Listen, this wasn't exactly the most vibrant or lore-filled world before, but you were still going in with some important information. It can be shockingly dangerous, what with all those bodyjacking Slimes and demonic conspiracies. Tragically, it would seem that you're no longer so well equipped in the information department. At all, honestly. You awaken to this world with amnesia, remembering nothing save perhaps your own identity. You recall nothing of how you got here, where 'here' even is, and you certainly have no clue what's actually happening or what will soon transpire. Hopefully you'll be able to find your way in this strange land. Try not to get your body taken over by a Slime, or get slain before you can take one yourself.

Sticky & Melty: (+100 CP)

You know, there's really something to be said about how easy it is for a random naked guy or gal around here to instigate several murders. If things played out as presented, this would never spiral into anything more than some flirting inspiring some dumbass enemy into betraying their side before promptly being backstabbed, but now the implications of this lack of discipline are plain to see. Everyone in this world is incredibly, incredibly horny. Not even in the way that makes sure every town is devolving into a massive orgy, just in a way that makes everyone act like a complete idiot anytime they're broached with something they find titillating. Virtually everyone is such an idiot that they'd be willing to doom their entire species for a little action, and all it takes is a little flirting to basically hypnotize someone into grossly out of character acts. Your allies are especially hit by this, as you'll find them incredibly impulsive and easy to manipulate by anyone attractive... which is most people, really. Blessedly, allies or minions purchased by you experience a lessened effect, as do you. What, did you think you'd escape? While you and any Followers, Companions, or even Items representing living beings aren't compelled into mindless idiocy by any flash of lewdness, you'll still find yourselves with a permanently increased sex drive and some low-level cravings that won't go away until the Jump ends.

Slimes Cannot Press Switches: (+100 CP)

And neither can you! Slimes may be capable of a distressing number of things people aren't expecting, but some things never change. You know, like the lack of opposable thumbs. You are now personally incapable of many completely innocuous but highly important activities,

the kinds of things that most people completely take for granted. You know, things like being unable to open doors or gates on your own (though apparently operating a sailing ship is fine). But no, pressing a red button on a pedestal is too much. You are completely incapable of performing these shockingly simple actions through your own power, and must entirely rely on others in order to do them, whether you're acting through their bodies, or they're lending you their assistance.

We'll Never Understand: (+200 CP)

It doesn't make sense, after all. Why do humans fight each other? Well, whether you're a Slime or not you're going to understand, because now all kinds of civil factional cohesion have been split down the middle. Whatever you are now, your people are fractured and embroiled in competition. And not just on the macro scale with great factions arising to compete with one another, but on the more local scale with bandit groups striking out to earn their own pickings at everyone else's expense. Wherever you go smaller sub-populations of what could otherwise have been allies are instead arranged as enemies in a multi-front war against everyone else. It's not just the other side you have to watch out for now.

But The Threat of Mankind: (+200 CP)

War between men is constant. War between Slimes is unthinkable. War between men and Slimes is inevitable. Already this land was on the path towards a devastating conflict, one which had a chance of pushing both species to extinction. If you thought you had any chance of skirting by the edges of that conflict, think again. Now, whichever side of the divide you land on, a large migration of the other is headed directly towards your area. If you were a human living life in some remote village, you can be sure a flood of body-snatching Slimes will be heading straight for that village and surrounding countryside. If you were a Slime wandering across rolling hills, you'd see the armies of man marching on through. While they may not exactly be trying to kill *you* specifically, they're unlikely to just let you be on account of what you are. In fact, you'll find this particular group rather incentivized to destroy the majority of what they find when they arrive there.

Same Way as Always: (+200 CP)

Says some Priestess in response to someone lamenting having to kill their parasitized friends. "Alright, I guess?" he responds, killing them like it's not a problem. After all, people have been killing each other for millennia, why whine about it now? Yes, this is the logic of a psychopath. And it's also the logic of anyone fighting you. Anytime someone attacks or otherwise fights you, they lose all traces of compassion, empathy, or even restraint for violence against you. If you're a Slime trying to take over a body and hoping your foes will be too hesitant to strike down their loved ones, don't bother, they won't hesitate at all. Even if you aren't a Slime this can quickly become a problem. All it takes is for conflict to start and whatever inhibitions your enemy might have stemming from silly things like *empathy* or *not wanting to hurt anyone* are thrown out the window. They'll have no reason not to slaughter you like an insect, and quickly brush over your death even if there really was no need to go that far in the first place.

New Galicia: (+200 CP)

Around the start of this story, Galicia was a newly founded republic with a tech level that left the rest of the world in the dust. Though the Slime invasion wrought chaos in Galicia and the surrounding lands, after the threat subsided, its resurgence was inevitable, and over the next century it would consolidate its power and become a fearsome empire. It would also apparently lose all its advanced weaponry, or at least the capacity to make more. Yes, inexplicably and without warning, you'll find yourself beset by the most awful of curses; eroding infrastructure and factional capabilities. For unknown reasons, any gains or advancements you and your allies make will find themselves slowly wearing down as time goes on, to the extent of infrastructure simply degrading and disintegrating, and your advanced weapons inexplicably decreasing in number. Where previously you might have entire armies worth of cannons and mechs, by the end of your time here you'd only really be able to field one or two in the defense of your own lair.

Their Numbers Are Few: (+200 CP)

Slimes? You fools, stop panicking, they are few in number! As those humans, with around twenty guards holding down a fort or town. Listen, the numbers may be a bit vague, but there's one thing you can be sure of; whatever help you have is in short supply. Or maybe throughput is the right word? Whatever the case, you'll find your allies, protectors, friends, or whatever else limited in number. At least when directly around you. If you were a human with ostensibly large numbers of soldiers under your command, you'd only ever have a terribly small fraction of it in your immediate vicinity, and if you were leading a herd of Slimes under your banner, you might find yourself really only leading a crack team advance squad. Your other allies and backup are still out there... just not anywhere useful or near enough to quickly help when you need it.

How Cowardly You Are: (+400 CP)

What, wait for reinforcements? Against mere Slimes? Preposterous! Ten thousand shamings upon you! For some reason, arrogance and stupidity have made themselves your long-time acquaintance. You are a tad more foolhardy, massively underestimating the threats posed by any opposition you face, but the real tragedy is how much harder all your allies are hit with this. Virtually everyone on your side, all the backup or allies you should be relying on, are simply massive idiots on a tactical level. They will never think to wait for reinforcements, will constantly believe that just blindly charging the enemy will work out for them, and will never fully believe any report about an enemy's strength or abilities. Or rather, they'll believe that whatever they hear in those reports is inconsequential and that they'll be able to handle it without any problem. And yes, they will think any advanced levels of caution are cowardly, and shame you and others for suggesting them. At the very least your Companions or minions will still obey your orders.

JUST HIT HIM: (+400 CP)

You know, with how weak Slimes are on their own, you'd really expect that magic user who's run out of spells to just smack a few with her giant stick. Or for that heavily armored knight, who presumably has the strength to move and fight in that armor, to not just bunker down whimpering once he loses it. This is often the case, as it will be for you, because now your abilities are restricted to whatever archetype you represent. Heavily restricted, in fact. Yes, that's

right, if you're a magic user then you'll be incapable of just bashing someone's skull in with your staff once you're out of energy, no matter how strong you might actually be. Conversely, if you're a melee fighter, you'd be incapable of using magic or even ranged weapons. Whatever it is that you are, you're stuck fighting like it for the duration of the Jump. Of course, if you have multiple such skillsets, you can choose which one to be constrained by, and if you're a Slime you're stuck using abilities fitting to your current host. Your Companions are also similarly constrained.

Capacity of the Ability Has Decreased: (+400 CP)

Quick, the Slimes/Humans/Asmodians are at the gates! Unleash your great powers! Good, now run back and rest so you can do it again! What, did you think you had more in you? Sorry, but you've been hit with a very unfortunate limitation. Specifically, any strange or special ability you have can only be used once within a short time period, and even more common but non-mundane abilities like generic elemental attacks have a short handful of uses. Whether it's an activatable buff to your own stats, a mind-manipulating attack on an enemy, or anything else like that, you can only reliably use it once within the span of an entire battle for a village. Your magical offense might be nerfed to the point of only being able to cast three or five times depending on your strength. Any attempts to improve them or abilities you have to do so will be limited to only raising the number of uses by one, maybe two if you're lucky. Weirdly, one or two non-offensive qualities may not be impacted by all this. Usually mobility based things like being able to hover above the ground. Try not to find yourself surrounded.

Great Ambition of the Slimes: (+400 CP)

Well this is a bit of a mix-up. It seems like you aren't actually choosing which era to wind up in; rather, you'll be experiencing both sides of that century-long gap. Specifically, you'll be experiencing both 'incidents' that comprise the two games. Half of your Jump will be spent during the first, slightly after the Slimes have got the ball rolling with the Witches preparing for world domination. Worse, without your intervention this will progress in whatever way is worse for you, such as the Slimes accepting the Witches' offer if you're a Slime, or them denying it if you're an Asmodian. You'll have to resolve or survive that incident as best as you can, because five years into the Jump you'll be torn forward into the future. Or at least a version of the future where events progressed as normal. Here, you'll have to do much the same again, except with the Witches being much more competent at redirecting their unwitting Slimy collaborators, with the enslavement of humanity ensuing in mere months after. Yeah, you may want to be wary of that. Regardless, so long as you survive everything to come, all is good, no?

Our Plan Was...: (+600 CP)

Don't you hate it when you're scheming, and something completely out of left field just bulldozes over your plans? Something so ridiculous sounding that there's no way you could have predicted it? You will. Whatever your intentions are, whatever it is that marks your most consistent goal or desire for this world, something will inexplicably arise to challenge it, making it increasingly unfeasible and possibly endangering literally everything you care about. If you were a demon planning on influencing international politics to make human populations wipe each other out, a different group of demons would empower a race of Slimes with the power to possess others and launch them on a genocidal crusade across the inhabited world. If you were

of that second group of demons, those same Slimes would develop sapience and decide they want to rule for themselves. Of course, both of those are happening anyways, so what exactly will end up happening to challenge you? Who knows. It could be almost anything.

Until This World Returns to Nothing: (+600 CP)

The invisible hand manipulating this little war has achieved what it wanted far earlier than anticipated. Indeed, those spellcasting Asmodians, the Witches, have already put their plan's final steps into motion. This is bad because even if you're one of them, since their ultimate plan seems meant to kill everyone, themselves included. Yes, the Witches seem to be a bit of a death cult. Even Asmodians need the negative emotions of humans for their own survival, and this plan will wipe out *everyone*, humans and other living beings at first, but then Asmodians and the like. Of course, Slimes too will be destroyed, replaced with Hollow Slimes who themselves will perish when the time for the world's death comes. At first humans will find themselves randomly losing their souls, becoming Empty Vessels under the Witches' control, with this increasing in frequency over time. Hollow Slimes and summoned abominations will begin roaming the land, wearing down and assimilating human settlements. Eventually their numbers will increase such that they can Claim all Empty Vessels, leaving even free Slimes with no bodies they can use to fight back. Within mere years, there will not be a free soul to be found outside of you and yours, who will mercifully not find your souls randomly devoured. This will continue until all life on the planet begins to completely die out, which will happen in 10 years if you do not stop it. And stop it you must, because for taking this Drawback, you will fail the Jump should you fail to stop the apocalypse. Preventing this is both simple and difficult; all you must do is conquer the Witches' domain and kill their Queen. Of course, this is easier said than done. Not only is their power constantly mounting as they take control over more beings and field more monsters, but every inch they take is one you can't use against them. Whether you're leading Slimes or humans, you're on a timer as to how much force you can muster against this quickly spiralling threat.

Archdickass: (+600 CP)

Bad news; a powerful demon is awakening from their past defeat... again. However, this high-class demon is plainly your enemy. Perhaps it knows of your nature and believes killing you will win them your Chain, or perhaps you were (or were mistaken for) the one who defeated them a century prior. Regardless, they're a high-class demon in the vein of the Archdemon and Queen of Witches, immune to the powers of demons and other monsters, and easily capable of slaughtering their way through countless foes, to say nothing of their ability to devour the souls of an entire courtyard's worth of people in one go, turning them into mere puppets. And again, this singular foe of great power personally wants to ruin your day. Do not let them ruin your day. If you wish, you may pick one of the canon high-class demons for this Drawback.

Ending:

So, you spent your ten years, and hopefully didn't find yourself bodyjacked by goo, or slain by sword. Or eaten by a weird demon-dragon, or turned into a soulless husk. Listen, there are a lot of ways things could go wrong here, but they didn't, and that's what matters. Now, you may make your choice.

Continue:

Of course a little ooze couldn't stop you! There's so much to do, and so much to see, all out there in the worlds beyond. You'll continue your Chain to the next Jump.

Remain:

Is... is there something here you see worth staying for? I mean, sure, whatever floats your boat. You will remain in this world, your Chain at last ended.

Return:

Feeling a little homesick? Understandable; not everyone is a psychopath with broken English. You'll take all you've obtained with you as you return to life in your original world.

Notes:

EARLY IN THE TIMELINE, Slime possession can be avoided by literally just preventing them from going down your throat; there are enemies with helmets that massively decrease or even eliminate possession chance, and fast enemies with good reflexes like Martial Artists or Kunoichi have extremely low chances of possession. Slimes generally get around this by binding your movement. Similarly, even if you have **Claim** you need to actually get yourself inside your target in order to possess them, meaning you can be physically prevented from doing so by various means. Sages are completely immune to it, and they say it's because their throats are too old and weak to swallow Slimes, which may or may not be a joke. Despite this, Golems are only *mostly* immune to being Claimed, and can be made more easily possessed. LATER IN THE TIMELINE, they just expand to cover an entire human, which bypasses all the previously useful defences, but because it takes longer to assimilate multiple humans ganging up on a Slime mid-possession can free the victim before they're Claimed.

SO, the question of whether the minds of those possessed are recoverable is WEIRD. In the first game, the only beings we see get un-possessed are soulless Empty Vessels that Hollow Slimes can tear the player's Slimes out of, meaning we never see someone get possessed, unpossessed, and then be okay/have an intact mind. HOWEVER, in the second game, there's a sequence where humanity has been de-souled by the Witches. We see in this strange part possessing the soulless somehow reignites the host's soul (though the Slime is still in control). This is despite the dialogue previously indicating that the consciousness of soul-having hosts is erased upon possession. It's weird.

Slimes can *probably* speak after stealing bodies.

Asset Recycling can be used to raise the world's minimum bust size within reason; you won't be crippling anyone with their new immensity. The optimal usage is to bully characters already insecure about their chest size by affecting everyone *but* them.

Unit Gimmick essentially lets you pick any unique ability a Slime in this game can have, with the exception of some which have the combined effects of two weaker Slimes, in which case

you need to buy it twice. Some can only be used a certain number of times in a short span of time, others only function once a fight, others might be weirder, and some are entirely passive. Some might only be available in your true form, while others might only apply once you've possessed someone. Possible abilities include:

- **Slow a target so they can barely move, and are easier to Claim.**
- **You're incredibly fast already and can boost another target's speed temporarily. You can target yourself instead to go FAST.**
- **You can boost another target's strength immensely.**
- **Magic users you possess have unlimited castings.**
- **If you're possessing someone and they're killed, you'll harmlessly pop out or revive. Only once per fight.**
- **You take control of anyone you possess so quickly that you act immediately with no down time to acclimate.**
- **Split in two in response to any attack, this nullifies the attack and you can control both bodies. Both have to be killed in order to kill you. After the fight any remaining splits re-fuse. Only once per fight.**
- **Bind a target's movements through some sticky obstruction, making them incapable of moving and unable to resist being Claimed, should it have already been possible for them.**
- **Melt a target's clothes, armor, and weapons, leaving them completely naked and without any tools to oppose you. May or may not be inexplicably temporary, for some fucking reason?**
- **Warp anywhere within a small area freely.**
- **Fly, letting you ignore terrain and elevation.**
- **Claim a body more permanently. If you make it to the end of a Jump wearing a specific body, you can consider it something like an Altform in future Jumps.**
- **You're far more powerful when possessing girls, and even more powerful than that when your host is naked. These stack.**
- **Briefly turning invisible and untargetable.**
- **Magic users you possess have more potent magic.**
- **The strength and durability of those you possess are increased.**
- **The durability of those you possess is massively increased.**
- **Those you possess have better aim and can hit ranged attacks from greater distances.**
- **You have significant magic resistance, and this applies to anyone you possess.**
- **Stranger creatures like demons are viable targets for your control.**
- **Your elemental affinity is SUN, which has advantage over all other elemental affinities because GLORIOUS SOLAR SUPREMACY**

HOWEVER you can also come up with other fitting things on the level of these ones if you want. If you aren't a Slime, don't worry; there's a named Thief with a Steal power analogous to Melting. Just consider it a weird skill or unique power you have.

Yes, **Power of Friendship of the Slimes** means that melting someone's clothes off or physically restraining them makes them more vulnerable to mind control.

0% They Said basically makes 0% chance of mind control working into a 1% chance of it working, and anything already above 0% into 100%.

You can decide the aesthetic of the corruption caused by **HOW IS IT POSSIBLE**.

Starter Slime is best girl and if anyone wants to contest that they're free to come get the shit beat out of them.

Lost To Time is a reference to a gem-upgrade system that existed in the earliest versions of the game. You would collect gems capable of giving your Slimes bonuses or changing their affinities and such. However, updates to the platform the game was initially released on made that software incompatible, and future releases just didn't include it.

Thanks Super-Hermes can't target someone like the main character or antagonist, but supplementary protagonists or 'bosses' are viable.

If you take **Until This World Returns to Nothing** and start in the Witches Forest, consider that they have a large amount of bullshit already stocked up and yet to spread out in case you think starting there would let you clean it up early. I mean, yes, but there's a higher concentration of bullshit there, meaning you might get your shit rocked.

Changelog:

First Update

- Now includes stuff from the sequel, Great Ambition of the Slimes
- Created the Asmodian Origin and all corresponding Perks, Items, and Companions
- Moved the Perks **Background Lore of the Slimes** and **Queen of Witches** to the Asmodian Origin
- Replaced above with **That Should Be Enough** and **And So The Sequel Released**
- Slightly altered some wording here and there to accommodate new Origin
- Added the Drawbacks **Slimes Cannot Press Switches**, **New Galicia**, **Their Numbers Are Few**, **Great Ambition of the Slimes**, and **Archdickass**