



I've Been Killing Slimes for 300 Years and MAXED OUT MY LEVEL

Welcome, Jumper, to Magical Japan! Wait, that doesn't sound right. Give me... a... second. Ah! Here we go. Sorry, I got that wrong. Welcome, Jumper, to this magical fantasy world! This is a world filled with monsters, elves, dragons, and demons. Though even with all that, you could be forgiven for thinking of this as a magical version of Japan, given how similar much of the culture and even aesthetics are. Ironically, the human society in this world is probably the only one that doesn't feel like it would be able to fit right in with the modern world. Even the dragons have a very stereotypical highschool, albeit atop a near unscalable mountain. Our protagonist was reincarnated by Goodly Godly Goddess in this world after overworking themselves to death, and resolved to live a laid back life as an immortal witch.

This story does not start at this point though. This story starts nearly 300 years later, where we find Azusa still living her life in peace. This is soon to come to an end, when it is discovered that she has inadvertently reached the max level by killing slimes every day for centuries. From then on her peaceful life is flipped on its head as she meets dragons, spirits, demon lords, and gods, making new friends and adopting multiple daughters along the way. You will be starting in this world only a week before the receptionist Natalia would find out and accidentally leak Azusa's level. Before you do though, have **1000CP** to spend on the document below.

Origins: *To start off, it is time to choose your background when entering this jump. You may choose both your age and gender here too. Any background can be drop-in if you wish, leaving you with no additional past or memories in this world. How that works for some of them is for you to decide.*

Townsfolk - You are going to be entering this world as one of the common folk. An average everyday person, going about their life in the same way everyone else does. You aren't one to wander the world looking for a fight, nor are you the kind of person who desires to rule over others. You are just an average joe. Or at least you were. Where you go from here is a story yet to be told.

Wanderer - There is much to see and do in this world, and you have set out to do as much of it as you can. You will be entering this world as a wanderer. Other worlds might call these people adventurers typically, but in this day and age, those have become somewhat redundant. They are more like wannabe celebrities. Whatever the case, you are the more restless sort who isn't content to sit around doing the same old routine day in and day out.

Bureaucrat - A good portion of the cast we meet in this world are not warriors or townsfolk but bureaucrats. In fact most of the demons we meet are. You will be joining those ranks as another government official of some sort. The exact type of official is likely to vary massively depending on the species and region, but you will be one of them. You may not be very high up, but nor are you at the very bottom. Be prepared for a ton of paperwork, assuming you don't quit immediately.

Business Extraordinaire - You have the drive of an entrepreneur. There are many potential unexplored avenues of business in this world and you are resolved to walk your own path down one of them. Perhaps you are inheriting the drive from your family, or maybe it's your family's awful habits that have driven you to doing this. Whatever the case, it's the life of a businessman for you. Halkara started a business selling energy drinks, while Pondeli opened a games corner. What might you do?

Races: *It is now time for you to decide what species you will be entering this world as. There is quite a selection so choose carefully. Or not; it doesn't particularly matter here.*

Human

With kingdoms taking up a sizable portion of this world, humans are perhaps some of the most common people you will meet outside of the demon lands. They have no inherent strengths or weaknesses compared to the other races, but are generally the shortest lived race outside of the rare few who obtain eternal youth in some form.

Plant Spirit Race

There are various plant spirit races. The most well known are the Alraunes of the demon lands. But there also exists the Dryads, and the even more rare 300 year old Mandragora. As you might expect, any one of these races are exceptionally capable at working with agriculture. They can understand what the plants want, how healthy they are, and generally ensure they grow very well. They are also capable of subsisting off of water and sunlight much like a plant. You can choose which particular race of plant spirit you are, just be wary that Mandragora are sought after for their incredible herbal properties by witches the world over.

Beastman

The beastmen tend to live in smaller tribes rather than large cities or towns. In appearance they are very similar to normal humans, aside from the addition of animal ears and tails. In terms of physical and magical prowess, they stand equal with humans. Beastmen in this world can live for several hundred years comfortably, and live alongside humans easily. There are cat people, fox people, bunny people, and more. You can choose which race you are now.

Elf

The elves of this world as you might expect are indeed long-lived, and live among the forests. Physically, they are marked separate from humans by their characteristic pointy ears. Typically elves are slender, though there are still plenty who have been blessed with generous assets and everything in between. They don't have a set country and are usually part of self-governing communities. Typically elves will learn about plants in detail, so even nail salon workers would know an incredible amount about them.

Humanoid

There are many different species on the list, however there are many more that haven't been included. This world has quite a diverse range. Taking this option allows you to choose one of the less seen though still existing humanoid races in this world. This includes races like the dwarves, merfolk, and so on. As a general rule, most races seem to have much greater longevity than humans, so it is a safe bet that whatever race you do end up choosing is capable of living for several centuries. And no, you cannot use this option to become a god.

Spirit [100]

There are many different spirits in this world. Spirits of the wind, spirits of droplets, spirits of slimes, and so on. There is even the relatively unique spirit of the moon. As cool as this might sound though, ultimately these spirits are similar to normal mortals, albeit with more pronounced quirks. Most take the form of humans, though some appear entirely different. Spirits can exert a modicum of control over their domain; waves spirits generating nice waves, jellyfish spirits controlling swarms of jellyfish, a lightning spirit calling down lightning, and so on. But their power doesn't get much stronger than that, much to the dismay of the Moon Spirit who basically can't do anything spirit related (after all, what spirit could hope to control an entire celestial body?). You can choose what type of spirit you are, as well as what form you take.

Dragon [200]

While not a particularly common sight, the Dragons nonetheless are a prominent species of this world. There are many different kinds of dragons, generally divided by colour, with different abilities and incredibly varied cultures. The red dragons are good-natured and honest, while the blue dragons act more akin to high-school delinquents. Much like their respective elements they get on like fire and ice, though their rivalry does not extend to true feuding. The green dragons live among and protect the trees, while the pearl dragons hoard treasure and jewellery. The list goes on. All dragons are abundant in mana, and can assume human form with relative ease. Interestingly the blue dragons keep their tails while transformed, alongside the characteristic dragon horns that all dragon races keep while human. Physically a dragon is able to crush large tree trunks with little effort, and tend to live for around a thousand years. You can choose which particular species of dragon you enter as. Just beware that their reputation tends to precede them. Despite being commonly confused for large dragons, Leviathans are in fact demons.

Demon [Free/200]

There is no singular race when one is talking about a demon. It is important to know that a "demon" is not the same as a "monster". Many different species can comfortably fall under the umbrella of "demon". These races vary quite wildly, and one demon could as easily seem to be a horned human as one could be a flying whale shaped leviathan capable of supporting an entire manor on its back. Perhaps it is this great diversity of race that contributes to the demon's ability to be so advanced. In a world of sword and sorcery, the demon kingdom has a surprising number of modern seeming inventions and concepts. The demons have been in a relatively stable peace with humanity for over 500 years now, though that isn't to say that they are particularly welcomed in human territory. You can choose which race you start off as, though starting as one of the more powerful races such as the leviathans will cost 200CP

Location: *It is now time for you to choose your starting location. You may choose a place for free.*

Flatta - You will be entering into this world in the same location as the main character of this story, Azusa. The little human village of Flatta is a quaint little village in the province of Nanterre. There are few strong people here and fewer strong monsters. In fact the only monster you'll really see here are slimes. The landscape is largely nice rolling hills of green, and the odd sparse forest. All in all, a peaceful place to start off.

Wellbranch - Where Flatta is home to Azusa, this is the hometown of the elven apothecary Halkara. This town is located deep in the forest of the Hrant province, and is one of the many elven communities spread across the world. Despite being in a forest, this is a surprisingly modern town. They have large bus-like carriages pulled by behemoths, plenty of varied restaurants serving any kind of food you could think of, and tons of tourist spots that mostly consist of trees.

Demon Lands - Living up to their reputation, the homeland of the demons is an incredibly harsh environment, yet one the demons still manage to thrive in. Even the local cuisine is harsh on the tongue, though that is in part because of how spicy most of it is. Demon society is probably the closest you will find to the modern world in this fantasy land, and is surprisingly advanced, nearly reaching the level of industrial earth. They are ruled over by the Demon Lord, who is more of an Idol than the dark figure the name would usually call to mind. You will be starting somewhere in this land near civilisation. Perhaps even the Demon Castle itself.

Thursa Thursa Kingdom - Buried deep in an old forest, protected by a barrier that deters away any adventurers or monsters is the ancient Thursa Thura Kingdom. It was the oldest human civilisation five thousand years ago and a truly magically advanced one. But it perished long ago to a plague, and was forgotten to time. What the world is soon to discover is that it became a kingdom of ghosts, ruled by the cockney speaking Queen Muu. You have found yourself among this kingdom. The inhabitants are relatively ambivalent to others, but have the justified fear of an exorcist appearing and sending them all on to the afterlife. Introducing them to the demons might well put you in both their good books.

Red-Dragon Academy For Girls - On the top of a high mountain, after a perilous climb that few humans could make, sits a school. The Red-Dragon Academy For Girls. This is where the red dragons send their young to be educated and where they can learn to be both beautiful and strong. This place has fountains of fire, a shining blue lake, and an array of human-sized facilities. They do occasionally get visitors from other races, so their immediate reaction to you may not be too aggressive. Just be warned that you will be surrounded by hundreds of impressionable, hot blooded dragon girls. Many of them will be a century old at the minimum.

Perks: *Time to pick your perks. Perks are discounted to half price for their origin. 100 CP perks are free when discounted.*

General Perks

Level Card [Free]

The base magic of this world takes on a form akin to a standard JRPG leveling system. Each creature has a level, which starts at level 1 and can reach up to a maximum of 99. Along with these levels are some basic stats, which similarly can reach a maximum of 999. People are able to kill monsters in order to obtain XP, with more powerful monsters providing more XP. Gaining enough XP allows one to level up, whereupon their stats increase and they have the potential to gain certain skills or spells. For instance the rare ability "create magic", the ability to invent new spells, something near impossible otherwise, is gained at one of the highest levels by Witches. Alongside their levels, each person can choose a certain class, such as Witch or Mage. This job gives certain inherent abilities in line with the profession. For instance Witches as a general rule are naturally skilled with potion making and working with herbs.

Special Abilities [100]

As part of the system of this world, each person has the chance to gain Special Abilities. These abilities are separate from magical spells. They aren't necessarily more valuable than magic, nor are they particularly unique to any one individual. They are, however, much rarer to acquire than magical abilities. Azusa only acquired one extra Special Ability after 300 years of killing slimes. You may choose to start with a special ability of your choice. These abilities can vary from the illustrious immortality trait to gaining a flat 2 extra exp per kill. You may take this perk more than once.

Mortally Impaired [200]

As a bit of a twist, you will be entering this world having already shuffled off the mortal coil. You can take either the form of a zombie (a term they admittedly find rather rude) or as a ghost. If you choose a zombie, you will be near indistinguishable from a living person, bar a slight whiff about you. You won't have to worry about ageing or even eating, and can easily blend in with society. And no, biting others will not turn them into zombies. Alternatively you could choose to be a ghost. With this form you are capable of possessing other peoples bodies and exhibit a limited level of telekinesis. You'll also not need to worry about eating, given your lack of body.

Townsfolk

Idorable [100]

In the words of Azusa herself, she and her companions are cute but no more than that. They don't have the alluring kind of attractiveness that those like Yufufu exhibit. They have the pampered cuteness of an idol. You have the choice, Jumper, of whether you share that same idol likeness with them, or if you have a more mature and lustful attractiveness. Either way, you'll be known as a real beauty (or hunk) to the locals.

A Slow Life [100]

The life of an immortal is long. Despite living a full century, humans are one of the shortest lived races in this world. And yet despite some races living for thousands of years, they still act like they are 20. You will find that the passage of time does remarkably little to you as a person. Even after centuries of age, you will still be able to exude that youthful exuberance you had when you were young. That isn't to say your personality is unchanging. Merely that the erosion of time does little to wear you down.

Word On The Wind [200]

If the wind spirits are known for one thing, they are known for being incredibly gossipy. If there is a wind, there is a wind spirit spreading some juicy information it heard. Some people say they like spreading rumours more than controlling wind. You have an in with these spirits. A direct connection to Spirit News as it were. When you want, you can listen in and catch up with the latest gossip from around the world. A lot of it is junk, but an equally large amount of it is useful or notable pieces of information about the happenings of the world. You'll have to sort which is which.

Aura Of Mum [200]

You really radiate that 'Mum energy'. You know the kind; that mum that you really don't want to disappoint. The kind that would have you scratching your head and blushing if caught doing something naughty. The kind of mum you want to hug and just forget all your worries. That kind of aura. Your sheer mum-ness means that even demons would be too embarrassed to cheat in a race usually filled with foul play. This same mum-ness makes you a very comforting presence to those in need of it.

Divine Favour! [400]

You have been favoured by the gods! Well, maybe not the *gods*. A god, singular. One of the great divine looks upon you with great favour. Not necessarily you specifically, you may simply fall into a group they happen to have a shine for, such as a specific gender. Because of this, they are willing to bend the rules slightly when it comes to you. Beseeching yourself to them may well lead to them spoiling you slightly. Just know that the other gods are unlikely to look upon such 'cheating' with pleasure. The bright side is they are likely to take that anger out on the god in question, rather than you. A certain Goodly Goddess was demoted quite substantially for her disproportionate favouring of women.

Maxed Out [600]

Quite simply, you have reached the maximum level of 99, much like the titular main character. You will be one of, if not the, most powerful people on this planet outside of the gods themselves. Surprisingly, this is less significant than you might think, given the world at large is at peace and even the more powerful monsters such as the dragons are relatively peaceful if unprovoked. At this level, your lowest stats are going to be over 500 at the minimum, while your highest may have reached the cap. You would be quite capable of knocking out dragons and demon ministers. For a magic user casting powerful barrier spells over entire towns would be an afternoon's work, and using wind spells may just lead to summoning tornados.

AZUSA

Class: Witch | Level 1

HP : 6	MP : 9
ATK : 6	AGL : 8
DEF : 7	INT : 7

SPECIAL ABILITIES, ETC.
Knowledge of medicinal herbs; immortality due to powers as a witch

EXPERIENCE POINTS
6

AZUSA

Class: Witch | Level 99

HP : 533	MP : 867
ATK : 468	AGL : 841
DEF : 580	INT : 953

MAGIC
Teleportation, Levitation, Flame, Whirlwind, Item Appraisal, Earthquake, Ice and Snow, Lightning Attack, Mind Control, Break Spell, Detoxify, Reflect Spell, Mana Absorption, Language Comprehension, Transformation, Spell Creation

SPECIAL ABILITIES, ETC.
Knowledge of medicinal herbs; immortality due to powers as a witch; EXP acquisition boost

EXPERIENCE POINTS
10,840,086

Wanderer

Witch Of The Plateau [100]

Never underestimate the speed of gossip. Especially when fueled by wind spirits. You will find that your fame, and name, will spread with ridiculous speed. Within a week of something getting out, people on the other side of the continent will know of you. It's almost like the wind itself is spreading the news. If you don't want news to spread, you don't have to let people know of your accomplishments. What isn't known can't be spread, though your name might still be. Azusa personally found this more of a pain than anything.

A Good Attitude [100]

In a world of monsters and demons, it can be easy for people to judge others by appearance alone. Why wouldn't you be terrified of that giant red dragon? This is the bias Laika had to face once she became Azusa's apprentice. But with her sincerity and goodwill, she was able to turn around the village's view of her, and they quickly accepted her. Like with Laika, you will find that, by showing your sincerity, people will be willing to give you a chance despite how you may appear on the surface.

Discerning Eye [200]

Contrary to what you might think, not all monsters are equal. While some are bad, there are equally many who are good natured among the same species. Despite 300 hundred years of killing slimes Azusa still couldn't notice the difference, but that doesn't mean there aren't a few visual clues one can use to distinguish between them. Evil slimes for instance are a smidgen darker in shade to good slimes. Whether via a special skill or maybe your own aptitude, you are incredibly good at judging the 'morality' of others by sight. Tells that others wouldn't see even while consciously looking for them stand out to you clear as day.

Selective Breeding [200]

In a world of monsters and magic the creatures domesticated by farmers, especially demon ones, are going to be far more exotic than chickens or cows. A notable example of this is the fact that demons have selectively bred out the petrifying gaze of cockatrice in order to safely harvest their eggs. This mysterious method by which magical traits can be bred in and out of creatures has been taught to you by the demons. Obviously breeding IN a magical trait is going to be harder than breeding one out, but it is still well within the realms of possibilities. At that point, selective breeding of more mundane traits is all but childsplay.

Stunlocking [400]

A fighting style developed and perfected by Fighsly, the slime-turned-human dedicated to fighting. It is a fighting style designed towards winning at minimum effort and reducing the risk towards yourself. This style involves ensuring the opponent is constantly staggered, off balance, in the air, or otherwise unable to fight back via combo attacks. Fighsly was able to win multiple tournaments by constantly stunlocking her opponents to victory. As this is not a video game, despite its strange similarities to a certain street fighting cheese strategy, actually pulling this off requires a good amount of skill. It's not fighting dirty, but one would hesitate to call it honourable combat. You have been coached in this style of combat in what would later become Fighsly's dojo.

Integrated Thought Entity [600]

As far as creatures go, you are something of an unique oddity. Rather than an ordinary member of your species, you are in fact a type of unique spirit, an integrated thought entity formed from the countless good members of your race, like the Great Slime. Because of this, not only are you an impressive size, you also have an innate link to the hearts of other members of your species who are good at heart, and are capable of seeing what they see, hear what they hear. If that all gets too much, you are capable of blocking out the excess information.



Bureaucrat

Demonic Tongue [100]

Despite the fact that everyone generally speaks the same language to each other in this world, the demons do actually have a separate language altogether. It is in this language that they typically use their magic. Unfortunately, pronunciation of the demonic tongue is pretty hard. It can take many years of practice to get it down. Given demonic magic needs the correct pronunciation to work properly, you can see the issue this might present to new learners. Luckily you are fluent in the demonic language. In future worlds too, you will find you know the local equivalent.

Demonic Idol [100]

What's life without a bit of music and fun to spice it up? Travelling minstrels roam the land, city minstrels wow crowds, and the Demon Lord herself has become an idol for the Demons. You too could join these numbers as an idol of a sort. With a voice as sweet as a fairy tale or smooth as butter, you would quickly lure your listeners into a trance. Pair this with training from Pecora in the art of dancing and presentation and you are all set to take the stage! Everyone can appreciate a good idol.

Human Form [200]

With such an array of creatures, there are a surprising number of ways by which one can obtain a human form. Dragons innately possess the ability to turn into humans. The Wizard slime used magic to transform, while the Fighter slime managed to use physical activity to create a human form. Even the Ghost Queen of Thursa inhabits her old body to mingle with normal humans. By some way or another, you have acquired such a method to turn your alt-forms into human equivalents. More importantly, this is a method you can teach to others, much like the Fighter Slime did.

Millennia Bureaucrat [200]

Demons live a long time. Demons also have a high bureaucratic government, even if the common stereotype is still that the masters must be stronger than the subordinates. Consequently some demons, such as Beelzebub, have been working as bureaucrats for literally thousands of years. Even the most lazy of people would become highly skilled by that point, and you are no exception. In many ways, you could be considered the perfect bureaucrat. You know what to look for in documents, can spot an error in paperwork a mile away, and are fully capable of performing in-depth audits as the need arises. You may not be able to run a government by yourself, but you can easily work right your way to the top.

Aura Of Fear [400]

Killing monsters for years will leave its mark, even if one that isn't visible to the naked eye. Azusa had killed so many slimes that her mere presence incited terrible fear in any slime with any kind of fighter instinct. The more of a monster you kill, the more their species will innately fear you. It may be small at first, but as those numbers tally up that small feeling will turn into a paralysing fear that freezes monsters in their tracts. You can even weaponise this to a degree with The Stare™; you can channel that aura while making eye contact with a creature and make it submit to you. This may pair surprisingly well with the Aura Of Mum.

Little Genius [600]

When one thinks of the Witch Of The Highland, it would be hard to forget her two adorable twin daughters. Less well known is the fact that either one of them could be called a genius in their own right. Well now the world gains one more genius. Like the twins, your ability to take in and retain information is impressive in its own right. Understanding may take a bit longer still, but still far faster than the average person. If you applied yourself, there are few doors that wouldn't be open to you. You could probably finish secondary school while others your age are only just entering primary school.



Business Extraordinaire

Increased Ro-Bustness [100]

Even with all the power in the world, there are still some things Azusa will get jealous of. Two things in particular. You have been blessed with quite impressive genes. A bouncy bounty has been given to you by birthright. Your assets are definitely on the large side, especially compared to the average. If you were to compare them you might beat out Halkara slightly, definitely an F cup at minimum, though probably not her mother. Naturally if you happen to be male, the equivalent asset holds true.

Fancy That [100]

How is it that in such a wide, wide world, you manage to keep running into the same people time and again? It's almost like fate. Your plans often seem to coincide with the travel plans of your acquaintances. Go to a race the next town over? The Demon Lord is popping for a visit. Seeing the sights at the elf village? A familiar wandering minstrel is performing there. Getting marooned on an island in the middle of the sea? Somehow your witch-y friend has also got marooned!

Leviathan Cooking [200]

Some people are suited for business and bureaucracy, others are suited for an entirely different sphere. You would maybe be surprised how often cooking and business crossover. Having gone on the same courses as Vania the Leviathan, you are a fully certified pro chef. A pretty talented one too. Whether it be in a specially prepared kitchen or out in the wilds with a stick fire and spices, you are fully prepared to cook up a scrumptious meal to satisfy everyone's stomachs. Truly a cook worthy of royalty.

Busy Business [200]

At odds with the typical image one might have for elves, Halkara since a young age has had a very good head for business. It could be due to having to manage her family's awful money habits. Like Halkara, you have developed the skills needed for business and management. Even as a solo start up and having to take care of familial problems, you could quite quickly start bringing in a steady sum of money. With time and healthy investments your business would really take off, opening more and more branches in new locations. Halkara pioneered the energy drink business, but there are plenty of other unexplored avenues just waiting for you out there.

Visit Across Worlds [400]

Who doesn't like a little trip every now and again? A certain Goddess has been up to her tricks again it seems. Every once in a while, while you are asleep or unconscious, your consciousness will be transported to another world altogether in a temporary body and allowed to roam the land for a few days. Due to the way time gets all twisted between worlds no-one will even notice you are gone. You may even arrive in the past or future of that world. As said, time tends to get twisted while travelling worlds. You may not be able to bring anything back with you, but it makes for a nice vacation.

Ancient Magic [600]

Sufficiently advanced technology is indistinguishable from magic. But what happens when that technology really IS magic? The ancient magic of the Thursa Thursa Kingdom answers this question. In many ways this magic could be considered the arcane equivalent of technology, serving many of the same roles and even aesthetics as you would see in the modern world, only even more potent. Due to their isolationist nature, the rest of the world will only become aware of this magic a few years into your stay, after Azusa facilitates the meeting of the ghost and demon nations. You were lucky enough to have encountered one of the denizens of this nation at some point in the past, who has taught you the basic concepts of this magic. You may not be proficient in all avenues of it, but you have the foundation to progress in whatever direction you may wish. You would certainly be able to recreate any 'mundane' technology you know with magic, in an even more potent form. The Thursa Thursa Kingdom already had the ability to create virtual creatures and dungeons in the real world, who knows what heights it might eventually reach?



Items: Now it is time to choose some items to start you off with. You can choose to discount one item of each price tier, with 100 CP items becoming free.

Witch Attire To Wear [Free]

Azusa may have appeared in this world as a new person, but she didn't appear naked. When you enter into this world, you will find that accompanying you is a fresh and clean set of clothes appropriate for this world. This could be the usual greens and whites of elven clothing, the new uniform of a dragon highschooler, or the large robes and floppy hat of a witch.

Nutri-Spirits [100]

An invention of Halkara the elf, one that saw her business gaining great success. The nutri-spirit is a mixture formed from a variety of nutrient rich mushrooms and other botanicals. Drinking it at the end of a hard day can let you endure the rest of your work. It quickly invigorates, energizes, and fills the consumer with strength! It's basically just an energy drink. You have received a crate of the stuff, which will refill within a week once consumed.

Starter Package [100]

Perhaps you wish to start off your adventure in this world with a little bit more than just the clothes on your back. Inside this backpack are a few odds and ends to help get you started on your journey. This includes a set of durable adventurer clothes for braving the wilds, a tidy sum of the local currency (probably gold) for spending on amenities, and an enchanted knife that will never chip or dull after hundreds of years of use. It's no dragon slaying kit, but it's certainly enough to let you take that first step into this world.

Peach Tree Grove [100]

Elves appreciate plants in all its forms, but in particular have a fondness of trees. The elves of Nobleaf make their home upon large flat plains upon which, stretched neatly as far as the eye can see, are rows upon rows of peach trees. You have acquired a sizable plot of land among these peach trees. There are at least a few hundred peach trees in this area. The villagers here occasionally hold a peach festival with fun games such as "which peach looks the most like a butt?", maybe you could take part? This grove of trees will follow you to future worlds and will be set in a location of your choice.

Store Front [100]

You can't really call yourself a store owner if you don't own a store. You have come into possession of a nice and well maintained double storied store house. It lies upon a moderately busy street. The inner floor plan and decor is something you can decide for yourself now, as well as the basics of what it sells; services or otherwise. This moderate store front should see you earning a safe profit, and would be a good staging post for more ambitious endeavours.

Dragon Horns [100]

Perhaps a bit redundant depending on your race, but this is a rather nice pair of large straight dragon horns attached to a near invisible headband. It's a quite convincing copy, so even other dragons may recognise you are one of their own while you wear them, provided you never have to turn into the full draconic form. As an aside, horns tend to catch a dragons 'attention', so don't be surprised if you notice them blushing or looking interested when they spot them.

Demon Hot Spring [100]

What better place could there be to relax than the (in)famous demon hot springs? This large building contains a moderately sized hot spring pool full of demonic spring water. There are changing rooms for men and women on either side, and clean towels for any visitors. Relaxing in this pool is a nice way to unwind and is known to leave people with lovely smooth skin. A word of warning though: if one stays in this water for hours without pause, you will melt.

Comfy Cottage [100]

Among the gifts Azusa was bestowed when she entered into this world was a quaint little house in the countryside. Like her you will find a vacant house near where you appear in this world, with a small note of the door explaining the previous owners had left and inviting you to take it. It has a rustic lived-in look, with vines growing on stone walls in an aesthetically appealing wall. The insides, while a bit dusty, are quite clean. This building could comfortably accommodate two people, three if you're fine with a squeeze. Basic toiletries, kitchenware, and bedding are all ready for use, though any further necessities will have to be bought on your own.

Bronze Corpse [200]

Ghosts notoriously have the ability to possess others, and move things with their mind. What better body for a ghost to inhabit than their own? Preserved in the same fashion as the body of Muu, the Ghostly Queen, this is a perfect replica of your body (or someone else's if you wish). This body is particularly attuned for being controlled by a ghost and can allow one to walk the earth once more, though the one doing so could not be called alive. This body is also strangely durable. While it is no less resistant to harm than a normal body, it is quickly able to recover from even falling to pieces with little permanent damage, so long as you put the pieces back together right.

Long Hammer Boars [200]

A race of boars common to the Nilka Forest region, the Long Hammer Boards are known for their long and hard heads which they use to bash their target. They've had a bit of a population boom recently, and you have found yourself with a herd of a tidy thousand of these boars. While such numbers are daunting for even an experienced adventurer, it is just right for a nice dragon barbecue. Dragons notoriously eat large quantities, and this may be the only way to fill the stomachs of several dragons at once. Apparently the boars taste a bit gamey but nice.

Some Sum [200]

The currency in the world is near-universally that of gold coins. There are no copper or silver coins, nor is there any higher valued currency above gold. In general, gold coins are nearly equal in value to that of Japanese yen. Upon entering this world, you will find your wallet bursting with hundreds of thousands of gold, which sounds like a lot until you realise it's the equivalent of a few thousand dollars or pounds. Still a tidy sum of money, but you are not exactly loaded. This is a nice amount to get you started in this world. In future worlds, this will start you with the local equivalent.

Witch's Garden [200]

One of the main avenues of work that witches go down is with the use of herbs. It is using these herbs that a witch will make their brew. Naturally the herbs used by them are generally of a more magical variety. It would be a shame if you were unable to continue this work without access to those herbs. This is a small tilled garden, within which is planted a variety of miscellaneous magical herbs. Each of these plants will provide seeds once harvested, ensuring a renewable source of each.

Slime Farm [200]

The leveling system in this world, interesting as it may be, fundamentally relies on the killing of monsters to gain exp. During and after your time in this world, you will be gaining this rather spacious plain. Infused with the 'essence' of this world, every morning you will find several hundred slimes wandering around the grass, having appeared overnight. Killing them all would net you several hundred exp each day. Slow and steady wins the race. This can optionally be added as an add-on to your warehouse if preferred.

Magical Streaming Service [200]

Perhaps it was inevitable that the outcome of an Idol (Demon Lord) meeting an advanced technological magic was the invention of streaming services. Similar yet different from what you may be familiar with, this magic takes the form of a large screen that appears in front of a person's face, transmitting a live video from the caster to the viewer. It took several weeks of development before the rather unwilling viewers were able to opt OUT of the arrangement. You have obtained a magical artifact that can be used to either live-stream yourself, or access the live-streams of others. Distance appears to have no effect on the magic. When live-streaming yourself, you can choose whether you are streaming to a general aether that those able to can tap into, or whether to stream to specific people whether they want it or not. In future worlds lacking a magical live-streaming platform, you will be able to tap into the local equivalent for either streaming or viewing.

Animal Shelter [200]

On the surface this seems to be a relatively normal, if squat, building. Stepping inside one will find what appears to be an animal shelter of some sort, though one strangely lacking in staff. Wild animals seem to be, if not drawn to it, at the very least inclined to visit it. Those animals that do visit appear at ease in the presence of humans. The secret to this is the fact that the staff aren't missing, merely dead. They are ghosts, to be precise. Animals are naturally able to see such spirits and so have long grown accustomed to their presence. The ghosts will take care of the animals' everyday needs, leaving you free to simply cuddle them to your heart's content.

Ghost Ship [400]

Upon a misty water does this ship sail. Upon windless night and hazy day will it journey. With skeletal crew and fishy captain does it cross the oceans of the world. It's also entirely legal, thank you very much. This ship is a legitimate ghost ship. At some point in the far past, the crew died and rose again as skeletons. The wooden boards, while looking a bit spooky, are entirely sea worthy. The ship generates its own mist around it, which blocks out most wind and thus spares it from choppy storms. The lingering evil resentment of the crew pushes the boat along, helped a smidgen by the oars. If questioned, you'll also find all the paperwork is in order. How else would they dock?

Guild Slate [400]

Unfortunately there is no easy universal way for one to view their level and stats in this world. Instead guilds, among other businesses, have slates that allow one to display their stat screen on said slate by putting their hand on it. You have received your very own slate, which you can use to check your details and the details of others whenever you desire. The benefits of this particular slate doesn't just end there though. In future worlds, those who activate this slate will find themselves also gaining access to the magical levelling system of this world too. They will find themselves with the appropriate level and stats, and the ability to increase them via killing monsters.

Swamp Crystal [400]

This is a creature similar in appearance but still distinct from a jellyfish or slime. It lives exclusively in swamps, and grows up to the size of a carriage seat. These creatures feed on impurities in the water. But what makes them interesting is that if fed a person it will eat the "impurities" in their heart, leaving them in an ascetic and zen like state. Consuming the flesh of the Swamp Crystal after they have done this is the only known way to regain those traits and return the person to normal, though getting the *right* flaws to return can take some trial and error so make sure you keep a live Swamp Crystal handy. If nothing else this could serve as an interesting way of removing or even transferring certain behavioural traits between people. You have received 5 live examples of this species. They will restock in a month if all are consumed.

Magical Mushrooms [400]

There are a variety of strange transformative mushrooms in this world. Rather than being poisonous, these magical mushrooms will transform the consumer in some way once eaten. Mushrooms like the gnomesform are known to shrink the user to a childlike appearance until a cure can be administered. Others like the Foxform Mushroom can temporarily turn the consumer into a foxperson, giving them a fluffy tail and ears. You will be gaining two dozen or so different mushrooms of your choice. Any one of these mushrooms could sell for hundreds of thousands of gold. These also come with the cure medicine for reverting the more permanent changes if need be. You will gain more within a month if all are consumed.

Aged Mandragora [600]

It is said that when you pull up a Mandragora it releases a scream that kills those who hear it. That isn't true. However, when a mandragora reaches 300 years old it will gain a human form and intelligence, and will be able to speak clearly. Such an old mandragora could be used to make the ultimate medicine in the hands of a witch. Perhaps that is why intelligent Mandragora fear witches on sight. Alongside a variety of century aged Mandragora, you have also been given a single pot with a 298 year old Mandragora plant in it. If left to grow for a few more years, it will reach 300 years old and subsequently gain a childlike human body and intelligence. At heart they will still be a plant though, and will spend much of their time planted under the ground, gathering sun, and so on. They are very good at helping grow other plants, being one themselves. You could alternatively use this plant to create a medicine the world will rarely see, one potent beyond all compare.

Spiritual Gathering [600]

When a monster is slain, its soul does not simply vanish. Fragments linger on the winds of the world. On rare occasions, these fragments can come together in great numbers to give birth to a Spirit. This particular tract of land naturally attracts said soul fragments. It can only collect the souls of one type of beast at a time, but once several tens of thousand soul fragments have been gathered it will give birth to a young humanoid spirit. Depending on how you approach them, this spirit is likely to see you as a parental figure. Understandably, as a spirit, they will naturally be incredibly knowledgeable about the species of creature whose souls formed them. They'll even have the ability to transform into said creature.

Azusa accumulated three different slime spirit daughters. Who is to say you cannot do the same?

Dragon Academy [600]

In a large hollow, near the top of an incredibly high mountain, lies a magnificent academy. Shaped like a temple, its pillars and smooth walls seem to exude light. Where a human school might have a water fountain, instead this has fountains of fire. The journey up is a treacherous one, one that few humans could ever hope to do. What could be a better place for young female dragons to learn? Here they can learn to be both beautiful and powerful.

Despite being a school for dragons, this place nonetheless was built at a human scale, dragon-sized facilities simply not being feasible. The academy is built to accommodate 6 grades, and each grade typically lasts ten years. It comes with everything an academy might need, including vast quantities of food to feed the many hungry dragon mouths. If you need a place to educate some powerful creatures, there are few better places than here. Courses include how to turn into and maintain a human form, elegance while fighting and eating, and basic draconic knowledge that will update with each new world you visit. The teachers and other faculty that work here are, as you might expect, dragons of various races.

In future worlds this can be placed in a location of your choice, and word along the grapevine will have spread about it for prospective students. Dragons and other draconic beings will be particularly inclined to join up.

Companions

Import [50]

In such a nice relaxing world, why wouldn't you want to enjoy it with your friends and family? For 50CP, you can choose to import an existing companion into this world where they will gain 600CP to spend on a race, background, perks, and items. For each further 50CP spent, you may double how many companions you import, up to 8 for 200CP.

Canon Companion [100]

With such a diverse and fun cast of characters, perhaps there are some people in this world that you would like to take with you on your journey? For 100CP, you are guaranteed to meet with one of the characters of this world and hit it off. If you can convince them, you will be able to take them with you as a companion to future jumps.

Free Spirit [100] - Free Townsfolk

As has been mentioned, there are spirits for many different aspects of the world, and each role is not confined to a singular spirit. This is a relatively newly formed storm spirit that was formed only a few days prior to your arrival, appearing with nought but a sword in hand. They have taken the form of a young girl with purple hair and purple eyes. As with all spirits, they have a general idea of human culture and can walk and talk fine. This spirit is still struggling with the concepts of names, unable to decide what to call herself. Her attempts to cook for herself have similarly been met with failure. That said, she does have the potential for great power, and shows an incredible affinity for controlling lightning.

Dragon Maid [100] - Free Wanderer

The blue dragons have a rather peculiar custom, which is that if someone is to touch their horns, they must totally submit to that person and obey their wishes. Many adventurers have lost their lives trying to touch the horn of a blue dragon for this exact reason. Whether by accident or on purpose, you will soon come in contact with a young blue dragon. Perhaps Flatorte herself. Through a series of interesting events, they will begrudgingly allow you to touch their horns, and submit their being to you in its entirety. They are relatively young as far as dragons go; only a few centuries old, not long out of dragon college. Their personality, like all blue dragons, is similar to that of a delinquent. They like fighting, eating meat, and prefer going around without clothes even in human form. Despite that they do genuinely have a good heart. It's just that handling them can be a pain at times.

Levi-Chan [100] - Free Bureaucrat

As an exemplary member of her species, and having spent literal centuries working in the demonic government, this leviathan is the model assistant for any bureaucratic needs. In leviathan form she measures nearly 600 meters long and 50 meters wide, the average for her species, though in human form stands several inches taller than the average. While able to maintain a stern outer layer, inside she secretly yearns to see the world. She has an embarrassing fondness for soft plushies, and so refuses to allow people to see her room lest they find the mountain of huggables contained within. As one of the ultimate predators of the sky and the sea, said to be capable of matching ten thousand human soldiers, she has a deep sense of pride.

Financial Fox [100] - Free Business Extraordinaire

Money! It makes the world go round! Well, at least it does for this foxy business person. I'd like to say there was a dark story behind why they are so obsessed with gaining money, but honestly they just really like wealth. The brightside is that their constant pursuit of it has ensured that they are very accomplished at gaining it. Through legal means, thank you very much. No need to risk losing it after all. Through you they have seen a cash co- I mean potential business partner! You'll find after spending some time with each other that your personalities do mesh with each other quite well, oddities aside. They strangely seem to have an innate distaste for those transformative mushrooms... Perhaps there is a story behind that?

Custom Creation [100]

There are some ready made options above, not to mention the plethora of characters from canon, but perhaps you wish to have a companion with a more personal touch. In this case, you are free to personalise and create your very own companion who you will meet upon your arrival into this world. What they look like and how they act is up to you to decide. Think of it as a gift. You can spend 600CP to choose a race and background, and pick their perks/items from the above options.

Drawbacks: *You may take as many drawbacks as you wish.*

Early Start [+000]

Rather than starting 300 years after Azusa has entered this world, during the events of the story we hear about, you will instead be entering into this world around the same time as Azusa all those years ago. Overall little is different in this period, bar the fact that various main characters are much younger and weaker, and Azusa's many daughters are not yet born. You can choose to stay the full 300 years if you wish. Maybe you wish to accompany Azusa in her relaxing everyday life? Or perhaps go to school with Laika at Red-Dragon Academy for Girls.

REALLY Early Start [+100]

If you thought the previous option was starting early, then get ready for this one. Rather than starting when Azusa entered this world, you will be starting much much earlier than this. You will be entering not long after the current demon lord ascends to the throne, and Beelzebub was made minister of agriculture. The uneasy peace between humans and demons have yet to form, but the demon lord has plans for that. It'll be another few centuries before Azusa will turn up. Like before, you can choose to stay the full period until the events of the story if you wish.

Unfortunate Summons [+100]

Someone you know in this world, whether it be one of the cast or even one of your own companions, has been given a spell that allows them to summon you should they need it. For the most part these summons will generally be for miscellaneous odds and ends. The problem is the incantation is a bit squiffy. To be specific, it always seems to eject you straight into an empty bath of cold water nearby. To compound the problem is that there isn't really a way of rejecting the summons. At most they'll only summon you every other week, but waking up at 2am to a faceful of cold water is never pleasant.

Blue Dragon, Black List [+100]

The Blue Dragons are very much the problem child species of dragon. Their simple minded delinquent-like behaviour has ensured that Blue Dragons are banned from a large majority of tournaments and events. Flatorte is personally responsible for at least five of those bans. Unfortunately you have been painted with that same brush. Due to past actions of you or your associates, you similarly have been banned from most events. If you want to go to them, you'll need some form of disguise.

Bothersome Adventurers [+200]

The fact that adventurers as a profession is now unnecessary doesn't mean they aren't around. Rather, their competitiveness means that they are all the more motivated to do silly things in order to gain fame and enjoy celebrity status. Somehow word has gotten around that you are special in some way. Consequently you will find that adventurers are frequently knocking on your door in order to challenge you, request something of you, or otherwise just annoy you. It's rarely malicious but that doesn't make it any less bothersome.

Plight Of White [+200]

I'm sorry to inform you Jumper, but you have developed something of an obsession. This isn't "I quite like fluffy tails". This is a true obsession. There is one singular thing that you are obsessed with to the point of it consuming large portions of your life. Wynona was so enraptured with the colour white that she would only eat white food, only live in a white snowy house, and only wear white clothes. For the brief period that Azusa was a foxperson, her obsession with fried tofu was so great that she defeated the entire demon army to acquire some.

Oddly Fearful [+200]

You would think the most powerful being in the world, capable of besting the gods themselves, would be less than scared by a few weak ghosts. Especially when they are personally friends with the queen of an entire nation of them. Yet here we are. For some reason you are unreasonably scared of anything vaguely spooky. The suggestion of it is rarely appreciated and actually acknowledging it nearby is going to set your heart racing. Nothing you do seems to rid you of that fear.

Overworked To Death [+300]

Pushing yourself is all well and good but you need to learn moderation. You have a tendency to push yourself too hard, far too hard. Learning how to just take a step back and STOP will be important, though achievable with a little help from your friends. If left alone, you are liable to push yourself into such a fugue that by the time you come back to your senses, you are bone tired and practically starved. You are unlikely to be as lucky as Azusa and have a golden egg waiting for you after working yourself to death.

True Shut-in [+300]

We've warned you of this in the past! You have to go outside, you can't stay indoors in front of your magic tablets all day! Look at what it's done to you! Your body is weak. Incredibly so. Centuries of inaction have reduced it to the point where walking a few steps is already a great achievement, and walking down the street would leave you panting on the ground. It would take dedicated training for you to start improving, and it's an effort you'll have to keep up. Slacking off will quickly send you down the spiral again.

Danger Magnet [+300]

At times it genuinely seems like the world is out to kill Halkara. It's honestly hard to tell whether she is unlucky for experiencing it all, or lucky for surviving everything she's been through. Unfortunately you have inherited that same propensity for encountering danger during your time in this world. Walking in a forest? An odourless gas is seeping through the trees. Passing through a swamp? A giant slime is waiting to pull you down into the water. Make a successful business? A series of misunderstandings have led to you fleeing while thinking the demon lord is after you. You aren't in for a pleasant time.

Divine Ascension Scenario

Gods are not a major presence in this world. While originally they were viewed as holy and divine beings, their lack of care of the world and the various scandals they got into turned that faith into criticism. In response, Popular Gods were created to compete with the Traditional Gods. As their name would suggest, they compete for popularity by spreading positive feel-good messages, and granting small blessings to their followers. Goodly Godly Goddess is one of these Popular God. She is quite a popular up-and-coming god too. She has created some stamp cards that people can use to keep track of their good deeds. When they perform a good deed, they get a stamp. Once they fill out a stamp card, they get a new one. In this way, they keep track of their good deeds and everyone is happier.

That all sounds nice but rather banal doesn't it? Well, Goodly Godly Goddess also has another special card, one that she has only given out to Azusa. The Gold Virtue Stamp Card. Only a truly noble person can fill out this card. Where the other stamp card can be filled up with little acts of good, this can only be filled up by truly great and heroic acts of goodness. Ones that leave a real impact on the world. It takes ten of these truly great acts to fill up the card, but once you do you will gain the power of the Gods themselves. The stronger you are before you ascend, the stronger you will be after. Azusa went from barely able to track gods fighting to being stronger than most of them.

Goodly Godly Goddess has seen the potential for good you hold in you (and also how much popularity you might bring her), and has decided to bestow you with one of these elusive and rare Golden Virtue Cards. It is now up to you to fill it up before the end of the jump. The kind of acts you need to fulfil may not be world changing, but they should be true acts of nobility and kindness. Saving a town from the attacks of a dangerous monster perhaps? Or alternatively serious resolving a problem that has been plaguing a city. Each time you do one of these acts, Godly Goddess will appear in a dream to let you know, stamp your card, and have a little chat. Once it is filled up, she will appear one final time to grant you your true reward. Divinity.

Notably, once you have acquired this power, you will have either broken or be capable of breaking through the level cap of this system. This powering up is an instant process, so no need to worry about slowly reaching your potential. Where before you would be stuck at level 99, you can now step past that into the realms of gods. If you are high enough level before this ascension, you may just leap past the limit immediately. Similarly in future worlds with their own systems, you will find they don't confine you in quite the same way. There is no longer a true limit to your level.

Perhaps the most defining power of a god though, is the ability to create worlds. This is no easy process. Even a god as high up in the hierarchy as Goodly Godly Goddess could only struggle to make an empty world full of slimes after much effort. But with care and time, that is now in the realms of possibilities for you. Think of it like a much larger scale version of the virtual dungeon in the Thurga Thurga Kingdom.

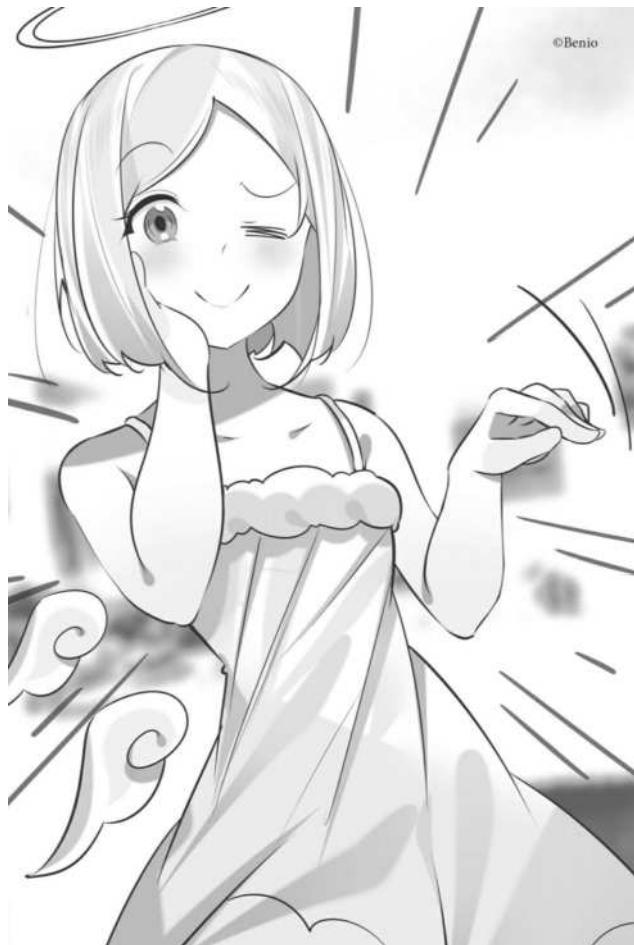
The End

Your time in this jump, relaxing, fun, or exciting as it may have been, has come to an end. Now you have several choices ahead of you. Do you wish to:

Stay Here? You have enjoyed your time in this world and have settled in quite nicely. You no longer feel the need to continue jumping. You end your chain and stay in this world.

Move On? While nice here, ultimately it was only a pitstop on the long road that is your journey. You will move on to the next jump, ready to see what awaits you in the great multiverse.

Go Home? For whatever reason, your time here has made you miss home. You don't wish to continue your chain, nor do you wish to stay here. You head back to your original world, keeping everything you have gained over chain. The ride is over, but that doesn't necessarily mean it has ended. There is still much you could do.



Jump by Lone Valkyrie. Hope you enjoy.