



「Tensei Shitara Slime Datta Ken」

Jumpchain CYOA

By Maouanon

「Introduction」

Welcome, Jumper, to this world of Godlike Dragons, Heroic Humans, and Demonic Monsters, that all are at the end of the day just people living the life they've been given.

This world came to be when a lone True Dragon God named Veldanava that existed in the void of nonexistence decided to rid himself of his loneliness and created a world for entertainment. He himself had access to 2 types of Energy named Stardust and Nihility, the Primitive Magic, the Origin Skill: Information King Akashic Records and His Inherent Skill Mana Breeder Reactor. With these he could create entire Worlds and a System to manage them.

Veldanava's plan indeed succeeded as from the World he created, living beings with their own wills began to sprout. Even more so, soon, humans came about harboring souls of free will and possessing

high intellect. Veldanava enjoyed the lifestyles of the creatures but these humans gave him elation. However, because of humans possessing emotion, they would soon end up warring against each other if He left them unattended.

Soon enough, after experimenting about with several other worlds, each having different kinds of growth based on the slight differences He brought about, Veldanava realized that war was inevitable and that it was some kind of necessary evil for their growth. If Veldanava wanted, he could easily force the suppression of emotions and prevent war, but this would rob humans of their free will. It would become a dystopia where all beings were (treated) equal but nobody had free will, which was not the kind of world He wanted.

The world was cruel, but it gave you everything - such was the world Veldanava sought to create.

Meanwhile, he carefully chose humans with matured souls and created Angels and Demons as their managers, depending on their alignments. He created a system where souls could circulate across all dimensions. However, he also made sure that the managers could not intervene too much and thus appointed the role of Observer to three specific individuals: Dino from the Angel side, Ramiris from the Spirit side and Guy from the Demon side.

Veldanava used the Ultimate Skills, another creation of his, Creation Lord Ahura Mazda to create the worlds, Justice King Michael to bring down and reset the warring civilizations if they progressed far enough to ruin the world, and Covenant King Uriel to protect himself. He could just as easily use any possible skill, but due to frequency, he kept these three 'active'.

Also, after every single time Veldanava created a world, he would lose the ability to use Nihility since he no longer lived in the void.

Soon after, three more True Dragons were born, God lost most of His power after He had a daughter, after which He gave away His Skills that were going out of control and any other descendants He may have had after that turned into the Dragon Species. Eventually through the meddling of the World itself and by Human hands, God and His wife was killed. While His daughter somehow moved on through the help of a new pet dragon of hers named Gaia. Gaia was eventually also killed by the same human kingdoms that killed Velda and Lucia. On a completely unrelated note, Gaia turned out to be the amnesiac reincarnation of Veldanava. This caused His daughter to go on a Wrathful rampage destroying everything she could. This event caused the first three True Demon Lords to be born. Eventually a massive war with Angels and Demons happened, and the world moved on.

That is the story of this world and its creation though there exists another myth, possibly of the very first moments of the world after it was created by Veldanava:

In nothingness power finds its fill.

That is a Holy Spirit. The great Holy Spirit is the source of power.

Among these, Light and Darkness, the two great spirits.

Who came to exist at the same moment as the World.

But, the World was without form, an ephemeral existence.

Light and Shadow, Darkness and the Light. Two existences that shall never interweave.

One day, the Great Spirit Time was born.

The child of Light and Darkness.

And thus the World began to move.

The moving World spun, without purpose, around itself.

Inside the flowing currents of Life and Death,

Earth, Water, Fire, Wind, and Sky—these five great spirits were born.

And since then, these were the great eight spirits.

Until the Light consumes the world, erasing Darkness,

Until a new spirit is born, erasing all.

Life and Death.

Heralding the coming end of the world...

Now there currently exists 10 Demon Lords, half of them Self-Proclaimed and barely deserving of the title and each carved out a piece of the world for themselves to rule over, some by mere chance and dumb luck, some by diplomacy and some by blood and steel. The humans are divided in two, The Western Kingdoms ruled over by squabbling idiots and a Demon Lord that styles herself as a God and the Eastern Empire ruled over by a Brother In-Law eternally warring with the Skill he has been granted by the husband of his sister. In the time between the Angels war and now, an organization called the Freedom Association has been established by one Otherworlder named Kagurazaka Yuuki and was of course based on the “Adventurer’s Guild” of various stories.

You arrive just as Rimuru leaves Veldora’s Cave and sets out into the wide world.

You get +1000cp to spend. You may choose your age and gender freely, as long as they’re plausible.

「Location」

Determine the location you start at in this world

You may either roll 1d8 or pay 50cp to choose your location.

「1.Great Jura Forest」

-The Large Woodland that exists between the Eastern Empire, the Western Kingdoms and the Demon Continent, it would have officially been given in its entirety to Rimuru as a gift by the Demon Lords once he becomes one of them and renames them from Ten Great Demon Lords to Eight Star Demon Lords, as they had just lost 3 of their members and gained 1 new member.

There are three routes leading to the center of the Jura forest. One runs from the Canaat Mountain range. The other along the large Ameld river. These connect the north and south forests. But this is not a straight path, as the river runs east along the way. One can cross where the Ameld river meets the Eastern Empire's river. However, there is no route that can support a large army. The Eastern Plains are big grain-producers. Therefore, it is the Empire's lifeline. So flawless security is applied.

There is a lake in the center of the Jura Forest, called Shisu. A marsh surrounds the lake, and is controlled by the Lizardmen. Countless caves surround their lands, forming a natural labyrinth thwarting any invasion. Protected thus by the land itself, the Lizardmen peacefully rules over the lake. The western route is home to the Ogre's village. The marshes are also located in the west.

The monsters of the forest were under the impression that they received divine protection from Storm Dragon Veldora. That was why they could live inside that brutal surge of magic power produced by Veldora. Even though it was unpleasant, it was because of his existence that aggression was impossible. That will of course, quickly change.

「2.Brumund Kingdom」

-A relatively small Kingdom that survives the wrath of bigger Kingdoms through the trade of Intel. It's because it's such a small country, it would be immediately destroyed if it didn't regulate such information. This country is so small that all the nobles are feudal lords of villages. It is merely a country which comprises of its royal capital. The capital is the only large city, and in the castle town lies the Brumund's Freedom Association Branch whose Guild Master is Fuze and its king is a portly man I can't find the name of.

「3.Armed Nation Dwargon」

-The kingdom of Dwarves, ruled over by the Hero King Gazelle Dwargo. It is one of the most technologically developed countries in the world, mainly thanks to their natural defences such as the Dragons that inhabit the mountain ranges, the strong military and the fact that the kingdom is built inside a mountain making it incredibly hard for Angels to siege without massive losses. Because it's a free trade town the kingdom is considered the center of trade between all races and because of that the Nation keeps a policy of neutrality and violence is not tolerated.

「4.Farmas Kingdom」

-The Farmas Kingdom ruled over by King Edomalis. It is currently considered the main trading partner of the Armed Nation Dwargon and acts as the middleman to most trades with Dwargon. It formerly made most of its profits through imports though recently they've been trying to change it to a strictly in-

kingdom deal. It would in time have been taken over by the Hero King Farmenas who took down the almighty Orc Disaster and its Orcish army and have been renamed to the Farmenas Kingdom.

「5.Holy Empire Ruberios」

-The Holy Empire Ruberios is the second largest and most powerful of the western kingdoms. It's core foundation, the Western Saints Church which recognizes the existence of only one God, Ruminas holds massive power and influence throughout the western kingdoms.

It is in truth the territory of the Demon Lord "**Queen of Nightmares**" Vampire Princess Ruminas Valentine. It was formed hundreds of years ago after Veldora trashed a human city, attacked Ruminas and destroyed the Vampire Kingdom. Because of Veldora, she built an underground empire and deigned to create an empire on top to sustain her underground empire.

Due to poverty caused by the conflict between angels and demons, there were few mighty nations at the time and the Eastern Empire had barely taken form. They couldn't even send forces to protect the people from the threat of monsters. Naturally, almost everyone was a refugee or a bandit, and the world was in turmoil. Precisely because it was such a time that Ruminas, with the power of a demon lord, was able to control monsters and easily control humans.

In the name of salvation, humans came to her and she granted mercy to those who gathered under her. She granted them protection and the country was formed in this way. The Holy Kingdom Ruberion was established by Ruminas, with her being considered a God. As that country was born it would've inevitably been controlled by some ambitious or greedy man which caused Ruminas worry. So, Gilles Lila Ruberis, her butler and right hand, acts as its Pope to this day.

「6.Magic City El Dorado」

-The city the Demon Lord Leon Cromwell rules over. It is entirely artificially created and its streets glimmer like gold. The city creates a giant magic circle which blesses it with "Counter Magic", which seals and deflects up to large-scale magic with an absolute magic barrier, and "Enemy Radar", which alerts the people if there are any invaders. It is divided into 5 districts called Forest, Field, Lake, River and Mountain and at its center a White, Gold, Spiral castle reaches up into the heavens.

「7.The Eastern Empire」

-The Eastern Empire, officially known as the Sovereign Alliance of the Nasca Namrium Ulmeria Empire, also known as the Nasca Kingdom, is ruled over by Rudra Nam Ul Nasca. It is one of the oldest countries that still exist to this day, for atleast two thousand years and only ruled over by a single person. It is a homogenous state whose only creed is "Power is Everything". This large military nation is known as the current strongest nation in the entire world and has come to this level through invading and conquering its weaker neighbours. 348 years ago it in its hubris decided to subjugate Veldora, they lost a city built up for over a hundred years alongside 100,000 lives. For a 100 years since then, their burning wish was to conquer the Great Jura Forest and expand their dominion to try and erase their painful failure. They hardly know what actually happened, for the books, record keepers and anyone who knew what happened were reduced to ash along with their dreams and ambitions. After that, the Empire continued

Today, the Empire rejoices. For a piece of news has reached its eager ears. "Storm Dragon Veldora has disappeared". That day their beloved emperor blessed them with a single Word, 「Prepare」

-You may pick any location in the world from the Great Jura Forest to the Eastern Empire to the Ulgracia Republic and the Sorcerers Dynasty Sarion to the Ingracia Kingdom and so on and so forth.



You may take either of this as a "Drop-In" option if you wish.

「Native」

-You were born and raised in this world as one of its native children. Due to that you start with far more experience in fighting and indeed, life in general. You may choose to be born related to any canon character as long as they or their parents are ordinary citizens or around that level. Someone like Milim and her parents, Velda and Lucia wouldn't count while Cabal and Gido would count, Eren wouldn't.

「Otherworlder (Summoned/Reincarnator)」

-You were either summoned or reincarnated into this world. Those summoned may choose who summons them. You may choose any Canon characters that could summon you, for example Kagurazaka Yuuki or Leon Cromwell, or OC's of your making. Those Reincarnated may choose where they were born from any location in-world.

「Race」

Choose the race you're going to be going into this world as.

「Human/Humanlike」

-You start as strong as the average human, which is equivalent to an E-ranked monster. Without evolving into something like a Hero or a Sage and beyond, you can only get as strong as an A-ranked monster at most. You may choose any humanlike race not explicitly monsters, like Dwarves or Elves. Humans that Evolve, other than getting generally stronger also seem to become ageless Immortals, or at least get very high lifespans and/or reincarnate repeatedly exactly the same as before until they're killed. A high number of Reincarnations seem to gradually break down their souls.



「Monster - 100cp」

-You start as strong as a Slime would normally be. You can choose to be any fully physical race that isn't an evolution. You may choose/create an evolution path for yourself. The only difference between Races will be Inherent(Racial) Skills as you start as strong as a normal Slime no matter what, excepting perks and the True Dragon option.



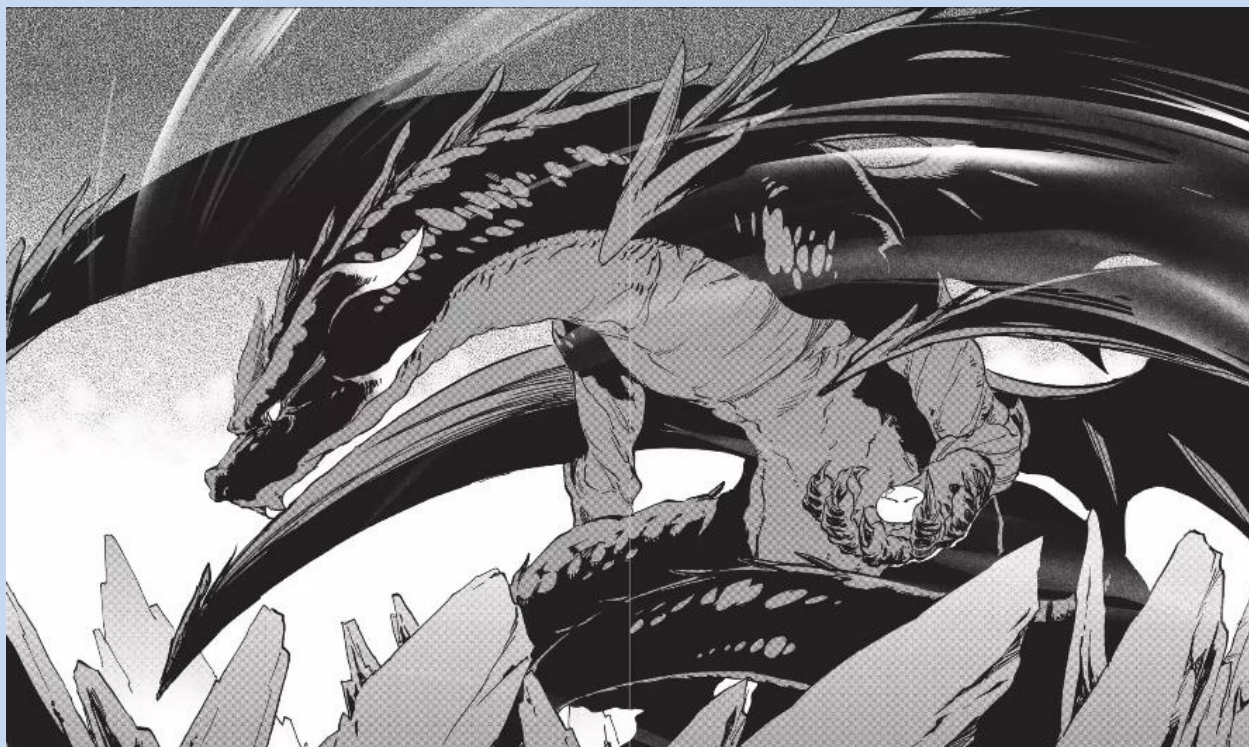
- 「Half-Spirit - 400cp」

-You are a half-spirit existence that can at will go between physical and spiritual forms. Your Spiritual form lets you ignore any and all physical attacks unless they can attack spirits. Instead of this, you may instead choose to become a fully spiritual form like the Demons, normal Dragons and Spirits, if you choose this you would start with a body. Whenever you may die, once per jump you would instead go to the spirit realm and wait to be summoned. If you're not summoned back before the jump ends, your chain ends.



「True Dragon - 1400cp」

-The worlds current strongest existences, not counting the future Demigod and Great Demon Lord. You become a member of the dysfunctional family of True Dragons. Current members include the White Ice Velzado, Scorch Dragon Velgrynd, Storm Dragon Veldora and Milim Nava and now, You. You are now an immortal godlike being made of pure energy and formed by sentient beings' prayers. You may choose an aspect of reality to represent and embody. Whenever you die, unless your soul is destroyed you are reborn into a weaker normal Dragon body. Your True Dragon body and powers are restored each jump. If you have any other 1-Up perk you may choose which one takes precedence.



「Perks」

You may take 2 perks of each tier except 100cp and 800cp at a 50% discount.

Discounted 100cp perks are free.

「[Voice of the World]-ocp (Free to All)」

-As a resident of this world, Native or otherwise, you are connected to Veldanava's System and gain access to Skills, Names and Titles and so on, and hear the **[Voice of the World]** whenever it has an announcement, from Skill Acquisition announcements for just you to Emergency announcements for the whole world.

Skills are what magical, physical and other abilities are called in this world. The effects of these skills are wide-ranging. They can be practical, such as cleaning to constant use, such as improving perception to combat and other various things. Current known Skill types are:

Daily Skills, These are skills that can be continuously kept on with little to no use of MP, such as perception and enhancement skills that are ingrained into the body. They do not need to be turned off and on, but they can be if needed.

Extra Skills, These are skills that are special, in terms of use and versatility. Extra Skills are Skills that can be trained and as training increases and improved the skill level will increase. Extra Skills can also evolve into Unique Skills.

Battle Skills, These are skills that are meant to be used in fights. Battle Skills are a category of Skills that have specific use in battle situations. In low level battles Battle Skills dominate, but in high level battles Unique and Ultimate Skill will dominate.

Unique Skills, They are said to only be possessed by hero class individuals and Unique or Named monsters. They are absolutely unique from any other skill. Even if they appear similar or have the same name, each individual's unique skill will have some sort of subtle difference from another individual. However, they can be grouped together as a certain general type of Unique Skill. Unique skills can be combined into other Unique Skills or at least one unique skill can have multiple abilities. The power of the Unique skill is directly affected by the strength of the will of the individual possessing it. A powerful Unique skill can rival an Ultimate Skill, even though the power level of an Ultimate skill is generally dramatically higher than that of a Unique skill. Also if an Ultimate Skill is not properly mastered or understood then it can be weaker than it should be and thus weaker than a Unique Skill.

Ultimate Skills, They are the pinnacle stage of all skills, hence 'ultimate'. They can arise from Unique Skills evolving or combining appropriate skills together. Though any being can obtain them, they are nearly impossible to obtain. A normal human's body can't handle the burdens of an ultimate skill's energy, so under normal circumstances, awakening one is impossible. That's why the modified body of an Otherworlder or a similar physique is needed. But, at the end of one's training people may Evolve. Their race aside, there certainly is a change. Like from a human to a Sage or a Hero. It is also possible to bestow skills close to Ultimate skills by one's master if he holds an Ultimate Skill by himself, but in a much weaker form, known as Ultimate Gift, but we will get to them later. The Ultimate Skills seem to manifest differently to each person even if they may have the same or similar names. Something like only specific parts and combinations of it being allowed for each person. Ultimate Skills other than the Sin/Virtue Series based on the Seven Deadly Sins and Seven Virtues that evolve into the Lovecraftian Series, The Weapon Lord Series, and the single Ultimate Skill based on Faust, mainly seems to be named after Mythological Figures, from Biblical references to Zoroastrian Gods to Japanese Gods.

Ultimate Gifts, they are a degraded form of Ultimate Skills as mentioned before. They are the result of one's master bestowing their Ultimate Skills on to a servant in a weaker form. The strength of the resulting Ultimate Gift will depend on the servant's compatibility with the original skill, their mastery of the skill and the servant's stats.

And Finally

Manas, A kind of Spiritual Life Form of ultimate existence, that is a Manas. A Manas can be born when any form of inanimate and intangible existence develops a will and ego, and are able to maintain their own existence in the form of a 'core'. As such, they are more accurately a kind of 'will harborer' or 'will carrier'. Thus, it is natural for them to adopt the will of their original host; a kind of 'inferior psychological clone, that have high resemblance to their original host, but are still very different and cannot be considered that same person. Manas is a very unique existence as it can be considered a combination of a spirit, a pseudo soul, an ultimate skill, an individual character and an ego; or none at all. There isn't any concrete and definite 'process' for the birth of a Manas to take place, but simply a collection of conditions that have to be met. It may be conjectured that the three main things needed for their birth are, 'ego/personality', 'will' and 'self-sustenance'. There isn't any particular order in which the first two conditions need to occur, but usually, it is more common for the ego to sprout before the will. The 2 known types of Manas are Ultimate Skills and Emotions that evolved.

At times, an Ultimate Skill can exist as a separate entity within a user as meager computational existence that can act on its own if needed. Spending time with its owner let's some parts of their personality "rub off" on them, so to speak. In due time and circumstances, this developed ego can play a crucial part in driving their thought processes. In this stage, they are still purely logic driven Ultimate Skills that only exist to serve their masters, but certain behavior similar to human emotions may surface from time to time. So far, the only known method for evolution after this stage, is naming. Apparently, granting a name upon an Ultimate Skill solidifies their individuality and ripens their ego. A separate physical body isn't necessary. The newly formed Manas can live within their user as a spirit. Kind of like having two souls in one body.

Since it is the core of the Ultimate Skill itself that has been nurtured and evolved, it automatically has self-sustenance. Afterwards, it stops behaving like an Ultimate Skill according to the laws of the World and is treated like a Soul. Meaning, that once a Manas (or its host) 'dies', they are gone for good, unlike Ultimate Skills that are simply 'returned' to the World until a new individual obtains it.

Moreover, once the Manas is formed, they separate from their Ultimate Skill shell and become a separate existence on their own. Unlike conventional skill evolution, where the integrated/fused skills are erased, here, the Ultimate Skill isn't discarded. Both the Manas and the Ultimate Skills retain the same skill effects, which is basically like having two of the same Ultimate Skills, except that one can think and feel like an actual human. Even if they're kinda the same, the Manas is obviously higher spec than its respective Ultimate Skill. One important factor is that they no longer think through pure logic; their thought processes become more flexible.

The other type of development known is when an individual bottles up enormous amounts of their emotions or has a surge or outburst of it right when they die. It is also likely that the particular individual needs to be a powerful existence as a prerequisite. In such a case the emotions stored becomes its own version of the original individual's ego and also plays a huge part in deciding *which* will of the original individual the Manas will carry. It is unknown how they become Manas, as the only 2 times a Manas was created from Emotions, nobody could've named them. It is possible the Manas themselves or the World itself named them.

Skills will also evolve with the "level" of the individual, referring to their Rank. As an individual levels up and evolves so will their associated skills. This is the most basic way of improving one's skills. Naturally, skills can also evolve with practice or proficiency of the specific skill. They can also be combined to form new and better skills with sufficient and deep knowledge regarding said skill.

For **300cp** you may choose to take along the System to other Jumps and may freely grant access to it to any number or kind of people you want. Without taking the System, your powers will not go away but it won't grow on their own and you can't grant other people access to the System.

「Named - 100 (Free Native) 」

-During your time in this world you've been fortunate enough to have been named by a monster stronger than your own self. The monster has granted you a name of your choosing and a decent power-boost. Enough to jump you up a rank. Depending on who names you, you get affinities with certain skills of your namer and may "unlock" them naturally. Unlike certain people, your Namer likes you very much and is friendly to you.

Humans who buy this would just get the strength and growth increase.

For 300cp more, discountable if you have discounts left, you may instead have been named by any monster up to the current True Dragons. You are not likely to get as big a boost as Rimuru did from Veldora, as he was “born” from a high concentration of Veldora’s energy which made him very compatible with his energy and his soul was compatible with Dragon’s essence to begin with. Those are also what allowed him to get a True Dragon body once Wisdom King Raphael had finished analyzing Veldora. Being named by Milim Nava is going to only give as much as being named by a True Dragon.

「Strong Soul - 100 (Free Human/Humanlike) 」

-You have a very strong and powerful soul unlike most monsters whose souls contain much less energy naturally. You may be seen as a valuable snack to demons who can utilize such energies. A stronger soul helps in getting stronger skills.

「Work Experience - 100 (Free Reincarnated) 」

-Thanks to previous experiences in a job of your choice, you’ve gotten incredibly good at that job in particular as you have several years of experience in it. You may choose any job available in the world even if you’re a Native.

「Cuteness Overload - 100cp (Free Monsters)」

-People consider you incredibly cute and very likable regardless of your actual appearance, race or alignment. Expect to receive positive attention from most people. Cuteness isn’t going to stop people from trying to kill you however.

「Connections – 100cp (Free Summoned)」

-Whether it be the person who summoned you or a person you’ve met in your life here, you have become good friends with them. Choose a canon character to form a close friendship with. You may not choose anyone above B-Rank in power.

For 100cp more undiscounted you may use this perk once a jump in other jumps.

「Combat Experience – 100cp」

-This world is a world where the Strong eat the Weak and the Weak serve the Strong and nobody without combat experience is going to survive for long here without heroes to save them. You’ve decided not to rely on something as nebulous as a hero and learned to fight and survive by yourself and gone into a fair amount scraps whether as an Adventurer of the Freedom Association or just as a Monster trying to survive their natural environment.

「Extra Skill - 200cp」

-Through training, you've managed to develop an Extra Skill for yourself. These can range anywhere from Magic Sense to Water Manipulation and beyond. They're relatively easy to obtain as long as you put in the work.

You may choose to either buy a Canon Unique Skill or create one for your own. If you buy multiple skills you may combine them into a single skill. Your created skill can only have up to 3 abilities, excepting those combined and they must stay consistent. Their power must be kept close to canon skill levels and they can never reach Unique Skill levels without evolving.

If Extra skills are not to your liking, you may choose to buy Daily or Battle Skills instead.

「Ninja Skills – 200cp」

-Because you thought they were incredibly cool and amazing, you've taught yourself whatever you could of Ninja skills from Ninjutsu to Kenjutsu to plain old Stealth. Through years of trial and error, you've finally managed to become something of a passable ninja, able to do the basics at a competent enough level.

「Magician – 200cp」

-For several years, you've studied magic at various places around the world and you can proudly say you've become proficient at the basics of all magic from Holy and Demonic, somehow, to Summoning Magic and beyond. While you don't have any special talent for it you've worked hard and gotten quite skilled at using the magics you know.

Otherworlders may have just been given the knowledge and ability by the **[Voice of the World]** if they wish.

「Royalty – 200cp」

-You are considered Royalty among the members of your species and anyone you meet can instinctively sense it, or not if you wish. Thanks to your parents or guardians you don't have to rule over anything if you don't want but you get the benefits of being Royalty regardless, from wealth and connections to whatever the specific kingdom may give. You may choose which Royal Family you're a part of from any canon kingdom, empire or nation. This perk also applies in future jumps.

Otherworlders may have been adopted into a Royal Family shortly after their arrival.

「Sapient Skills - 200cp」

-For some reason, you're incredibly compatible with Skills and they quickly gain Egos and Personalities around you. They of course would be absolutely loyal to you, as they are your skills. While the Skills you get from this world can get Egos and Personalities without this perk in jump, if you buy this perk you can give any and all skills you have Egos and Personalities. Their gender is most likely to be your preferred

gender and if you wish, you may toggle this Perk on and off as you wish and decide on which it would work on and which it wouldn't.

「Craftsmanship - 200cp」

-Maybe you were just too weak to go on and fight like all the other cool kids or maybe you had an actual interest in the Art like a weirdo but for whatever reason it was you've gained experience and skill in a crafting art of your choosing equivalent to an Expert in it and are very creative when it comes to coming up with new inventions related to that craft. Examples may be Kurobee and Kaijin in blacksmithing and metalworking or Shuna in tailoring and dressmaking.

「Unique Skill - 400cp」

-Whether you've gotten it from being an Otherworlder or you got it naturally, you've been given a Unique skill of your own tailored to your desires by the **[Voice of the World]**.

You may choose to either buy a Canon Unique Skill or create one for your own. If you buy multiple skills you may combine them into a single skill. Your created skill can only have up to 3 abilities, excepting those combined and they must stay consistent. Their power must be kept close to canon skill levels and they can never reach Ultimate Skill levels without evolving.

「Spirit Warrior- 400cp」

-Whether it was some sort of birth defect or troubles from summoning, your magical energies were going out of control and was likely to kill you while you were going through puberty. To save you from that fate you or someone you know took you to the Ulgracia Republic's Ulg National Park where the Dwelling of the Spirits exist to beg those in it to help you get your powers under control. Although there were some troubles along the way and conflicts with the Fairies inside, you managed to get permission to try to summon or create a spirit of your own but halfway through the ceremony as you were just starting to pray, someone hijacked the summon and came in. Whether it was one of the 8 Great Spirits here to help you for as long you need because they like you for some reason or another or it was somehow you from a few years later, coming back from the future to help you, they nonetheless grant you minor powers related to their element which can grow in power as you yourself grow in power and they will also interact with you and sometimes help you if you've been fused with a Great Spirit. If you've been fused with yourself, they merely assimilate into you and grant you the memories they've experienced alongside the power boost. While your magical energies haven't completely gone under control, when they do you might receive a Unique Skill.

「Summoner- 400cp」

-Instead of focusing on any other magic, you've focused exclusively on the Summoning of Spiritual races like, well, the Spirits and Demons. This allows you to summon them from the Spirit Realm with a quick spell and the payment of Magical energy. After summoning you have to make a deal with them with payments ranging from your Soul for them to their eternal subordination to you and anything in between or beyond. The eternal subordination mostly happens with Demons who're looking for strong

masters and depends a bit on how much energy you spent to summon them. Once summoned, most of them need bodies to inhabit. You can create them bodies using Materials or give them the bodies of others to reshape and inhabit in their image. With this perk you are more likely to attract the stronger spiritual entities and those with developed egos like Ifrit and they are more likely to be loyal, like the Arch Demons and higher. If you have enough natural energies you may instead create spirits of your own with attributes of your own though they're not guaranteed to develop egos or personalities.

「Holy Knight Training – 400cp」

You have been trained in the ways of the Western Saints Church of the Holy Empire Ruberios. You are considered among the top 100 Elite Holy Knights. Against any of your fellow Holy Knights you have a very good chance of defeating them though against Cardinal Nicolas and the Leader of the Imperial Guards Hinata, you would handily lose. You are incredibly skilled with Holy Magics and your strongest magic is “Disintegration”. It is a spell that can vaporize any kind of enemy. But, using it on a large area will cause it to disperse. It is a skill limited to those taught by the Western Saints Church. This magic is the ultimate attack magic from the divine magic archive. A power befitting a god. Though it's not an area attack, since it targets everything from the atom to the soul, it is considered the strongest anti-personnel magic.

Upon completing the chant, a brilliant white light shot out from the castor's hands. A blinding light. It travels to the target at a speed of 300,000 km/s. Equal to the speed of light. The skill completely vaporizes the target via holy energy. The downside is that it requires a long time to prepare.

Amidst a magic fight, or a duel, it is not a power you can use. Moreover, it requires a large amount of energy to use, and can be used at most once per day. However, there is not a single being who could withstand this attack. This is also a skill which only erases its target.

「Massive Potential and Talent – 400cp」

-You have such great potential that even if you were a small Hobgoblin you could keep up around Oni's and their evolutions through sheer ingenuity and talent. If there is even a small chance for you to get an ability or the like from connections to you or others, like Racial and Class abilities that Unlock or special bonds that grant abilities, you are likely to get it very quickly as long as you have need of it even if it needs special requirements. An example may be the Outsider's Mark from Dishonored.

「Immense Skill – 400cp」

-You're as skilled in a weapon of your choosing as the Sword Saint Hakurou is skilled at a sword. As long as it's using your weapon, you could handily always “thread the needle” with an almost perfect success rate and anyone you teach is likely to quickly reach at least B-Rank and beyond through mere skill alone. If they go on to become people of import then your own legend grows as theirs grow, for is the one who taught such impressive people not far more impressive than they?

「Ultimate Skill - 600cp」

You have been blessed and lucky enough to obtain an Ultimate Skill through some means. Rejoice, for you've joined the ranks of this world's strongest although you're nowhere near the actual top.

You may choose to either buy a Canon Ultimate Skill or create one for your own. If you buy multiple skills you may combine them into a single skill. Your created skill can only have up to 3 abilities, excepting those combined and they must stay consistent. Their power must be kept close to canon skill levels excepting Veldanavas abilities, which are entirely off-limits excepting his actual Ultimate Skills like Uriel, Michael and Ahura Mazda. You also may not choose the Ultimate Skills "Storm Dragon Veldora" and "Scorch Dragon Velgrynd". If you choose a canon ultimate skill it will not stop the canon characters from getting it themselves, though you can stop them from obtaining it through other means.

Normally if you have an Ultimate Skill named after Angels, Justice Lord Michael could force Absolute Command on you and force you to do anything it wants unless you had an Ultimate Skill named after Demons too or your Angel skill was evolved or discarded. Normally if you had an Ultimate Skill named after Demons and was too weak to control it, your personality would change with the traits close to what Sin the Demon represents being heavily emphasized. But since you're buying these with CP, both of these things won't happen to you.

The Lovecraftian Series is restricted unless you buy a Sin/Virtue Series and buy this perk again. You may discount the 2nd purchase if you have discounts available.

For 100cp more undiscounted, you may turn your Ultimate Skill into a Manas with a name of your choosing. Regardless of your chosen Origin they are incredibly loyal to you and would never do anything you wouldn't want them to.

「The Wannabe "Charisma" of a Wannabe Hero – 600cp」

-Strong enough to handily defeat Demon Lords, Fast enough to outrun bullets, whatever they are, and Charming enough to have dozens of Princesses chasing after you, you are truly a Legendary Hero, or at least that's what the people seem to believe. You've gained something of an aura that makes whatever you do look and feel vastly more impressive, though it changes nothing of what actually happened, merely what people think of it. Those of actual Import to the world are far more resistant to its effect than the faceless mobs of the world who would handily believe you could defeat True Dragons merely by seeing you defeat Drakes. This despite the name isn't actually a Charisma perk, but a Luck perk.

This manifests not through the Charisma of a once kind hearted man who wished to conquer and create a world without poverty and war and eventually created the strongest empire in search of that goal nor through the Will of a man who could stand toe to toe with Guy Crimson as a mere Human and who kept the rebelling Ultimate Skill of God under tight control for hundreds and hundreds of years, to his detriment but as the immense luck of a man who achieved all that and more and who would be the only person to ever call God a beloved brother in law.

This Luck you inherited from your previous incarnation manifests as the aforementioned "Aura" and as a general luck increase that helps you be a Hero coming in at the nick of time and also saves you from

tripping your way into a Lucky Pervert moment on people that could kill you as easily as they breathe, mainly by having it seem like you just saved their lives on purpose from Sniper attacks or the like and on top of that you are still a reincarnation of Rudra Nam Ul Nasca, the human who captured Velgrynd's heart. Once the last scraps of Rudra's soul, His Charisma, die off Velgrynd is likely to come looking for you, after Rudra is avenged if he was killed, and she will likely very quickly find you. His Will is currently just floating around, not reincarnated. Maybe you could do something with it?

If you buy this option, you may choose whether or not Masayuki exists.

「Unlimited Name Works - 600cp」

—In this world names have power. It gives and takes massive amounts of power from individuals, connects people through their souls, grants blessings and can even give something life and sapience. Naming people could be as much a blessing as it could be a curse for the namer as it could permanently take away from their power and grant it to someone not even guaranteed to be loyal to them. Now you don't need to have such worries as just for naming only, you have infinite mana. You could name as many as millions of people a day and not even be a little tired. Though this does nothing for your actual mana and can only work for naming. You are also able Name others in future jumps even without the System and on top of that, may even name Humans.

「But it was me, Yuuki! – 600cp」

The original true final boss of this story, Kagurazaka Yuuki was an incredibly cunning manipulator and actor that could fool even Manas:Ciel let alone anyone else on top of his Unique skills that let him effectively mind control people. Now you too can easily keep an act going on for years on end, fool anyone who meets and regularly interacts with you into thinking you're a pleasant young man with heroic ideals and no malicious bone in his body, while also regularly although stealthily interacting with the criminal underground and full-blown Demon Lords for business transactions of various types. Even if you're somehow found out you can still fool and influence anyone who thinks they know the true you. Even someone with a living supercomputer inside their head that has effectively omniscience and infinite time that can 99% correctly predict the behavior of literally anyone else in the world will still be fooled by you, though they may eventually learn their lesson and just focus on killing you, which also wouldn't do much as you could play mind games with them even then.

「Hero - 600cp (Incompatible with Demon Lord and Monster Races)」

- Heroes are the Human or humanity/good aligned equivalent of the Demon Lord, meaning they are equal existences through the eyes of the Voice of the World. They are the opposites of the same coin. Unlike Demon Lords, however, their existence is extremely rare, even more, rare than a True Dragons that number only three or four. They are said to be an existence that appears only once in a thousand years. Perhaps due to this reason, newly born Heroes are also possibly stronger than newly born Demon Lords. Also unlike Demon Lords, Heroes are always Human, meaning they are a human-specific existence. But I'll allow you to buy it as a Humanlike race. To become Heroes, a Human generally needs to have a selfless and caring person even if they have a particular goal in mind that they are chasing

after. If so, as long as the person is strong enough and has done many acts of good, out of the good of their heart for the sake of humanity, the Voice of the World will grant them the Hero's Egg.

The Hero's Egg is a skill which is also not a skill. It has no other purpose but to awaken its bearer into a Hero once the conditions have been met. It gives no additional abilities nor skills but it does protect its wielder from attack prediction abilities. Afterward, the only step remaining would be to 'hatch' the egg. Although it sounds simple, it is actually more difficult a task than the Demon Lord's 'collection of 10,000 souls', since the Hero's Egg seems to only hatch by the strong willpower and conviction of the bearer. The person needs to truly know right from wrong and believe that what they are doing is a righteous act, and also be willing to face death for that conviction.

Your egg has already hatched and your body has been reconstructed and your lifespan was increased, you are immensely stronger than before and a skill of your choosing has evolved to its next level. You receive a discount on a purchase of Ultimate Skill.

You may eventually evolve into a Demi God, an existence on par with True Dragons.



「Demon Lord - 600cp (Incompatible with Hero and Humans)」

-In the beginning there were 3. One who would pursue the Ultimate Skill, One who would live as one pleased and One who would judge the world. Because their objectives were different, they could recognize each other. After that 2 more joined, and now there are 6 including you.

To become a True Demon Lord one must first possess a "Demon Lord's Seed". The Demon Lord's Seed is something along the lines of a skill but not really a skill. Its only purpose is to allow the user to evolve into a Demon Lord and nothing more. If one has the Seed, then the next task would be to collect 10,000 souls. The souls do not have to be directly collected by the one partaking in the ascension, but rather as long as the deaths are conducted by their intention the souls will be collected. If two opposing parties are involved in the same soul collection period, the party who has more direct access or contribution to it will receive the souls.

The Harvest Festival occurs once all the requirements are met and the one to ascend agrees to begin the evolution. Once it is about to begin, the Voice of the World will announce it and it will start immediately.

Some will lose consciousness or enter a hibernation state, while others will be able to maintain their composure. Others will struggle to control their new powers.

During the Harvest Festival, the one ascending undergoes a transformation in which they can physically and racially evolve, and gain a tremendous amount of magical power, notably ten times as much as their previous magical power. Additional abilities and Ultimate Skills can be obtained during the transformation. There is also the possibility of a significant change in personality.

Additionally, the subordinates of the one who ascends will also receive "gifts" of power or ability.

After consuming 10000 human souls and going through the Harvest Festival, you have emerged as a True Demon Lord. You are immensely stronger than before and you have become a Half-Spiritual existence and a skill of your choosing has evolved to its next level. You receive a discount on a purchase of Ultimate Skill.

You may eventually evolve into a Great Demon Lord, an existence on par with True Dragons.



「Mana Breeder Reactor – 800cp (Undiscounted) 」

-This is the Intrinsic Skill of God that had previously been forcibly passed down from Veldanava onto Milim Nava when she was born. It's a skill that allows the user to infinitely generate mana and makes the user capable of using the densest possible type of energy in the world called Stardust energy, the energy of "everythingness" and the counterpart to Nihilism, the energy of "nothingness".

「Primitive Magic – 800cp (Undiscounted)」

This is the primordial origin and core of all magic. Up until this moment, only two people have ever wielded this magic, the Stellar Lord Dragon Veldanava and Fairy Queen Ramiris. It is a magic that does anything, even rewrite the rules of the world, not the System one just normal rules, as long as you have the Will and Power for it. You could even use it to create Fire in a Suspended World where "Emission"-type powers explicitly don't work.

「Items」

「Cute Merch- 50cp」

-You've gotten cute little slime plushy. If you don't like slime somehow, you monster, you may choose any other monster or animal you want.

「Arms and Armour - 100cp」

-A full set of Arms and Armour made from High Quality Steel.

-For 100cp more you may upgrade them to Magic Steel. A Rare Class dark-red colored steel, it has immense durability and high resistance to temperature and shape changes.

-For 200cp more you may upgrade them to Mithril. A Unique Class alloy created from mixing Magic Steel with Silver. Weapons created from Mithril are very effective on Undeads and Ghosts.

-For 300cp more you may upgrade them to Orichalcum. The Legend Class mouthful known as God's Shine Metal Steel is a special alloy created from mixing Magic Steel and Gold

-For 400cp more you may upgrade them to Adamantine. The Myth Class God's Steel considered a lower version of Hihiirokane, it has great durability against all types of magic and weapons except Hihiirokane and Ultimate Skills.

-For 500cp more you may upgrade them to Hihiirokane. The Myth Class Divine Steel known as the Ultimate Steel. It either has a rainbow color or scarlet and it repels all others except its owner.

-For 900cp more you may turn them into Genesis Class items, something equivalent to turning a True Dragon into a physical weapon, like a sword for example. A cut by it could separate the sea and cut all for kilometers on its path.

「Water Vortex Spear – 200cp」

-The prized spear of the Lizardmen, wielded by its chief. Why do you have it? I don't know. Is it really the actual Water Vortex Spear? Who knows? Maybe you do.

「Erofu Host Club – 200cp」

-You've become the proud owner and proprietor of a Host Club manned by a few dozen incredibly attractive and friendly elves, or another humanlike race of your choosing, that are of course, very loyal and grateful to you and they may even be interested in you. If you're the jealous type, you may instead choose to make this a Bar or Pub where touching or flirting with staff is strictly forbidden.

「Town - 200cp」

-You've become the leader of a small town filled with races of your choosing. The only defenses it has is a small fence and some weak guards as strong as the average Human.

In future jumps you may have it be completely imported or with the citizens changed to local ones.

– 「Kingdom - 200cp」

-Your Town has grown into a full-blown Kingdom, of course with you as their eternal king. You've now gained a kingdom of equal size to Farmas and a Capital built into a mountain in the vein of Armament Nation Dwargon. Its Military is equivalent to Dwargon's Military in size, power and skill.

If you've purchased Royalty and chosen a Canon Kingdom then you may choose to take that, apply upgrades as you wish, and take it along on your chain.

— 「Underground Kingdom - 200cp」

-You've gained an underground Kingdom right below your aboveground one. It is essentially a gigantic science lab filled to the brim with immortal Vampire Scientists. Its facilities and the Scientists knowledge is equivalent to 20th century Science facilities and Scientific Knowledge.

「Demon Possessed Magic Golem - 400cp」

-A magical golem you've made completely of Orichalcum and had possessed by a strong Demon you summoned. It's completely loyal to you and likes to act as a sort of butler to you. Its body can regenerate from most any damages it incurs as long as there are enough magic around for it to do so.

「Labyrinth Creation - 600cp」

-Like the True Demon Lord Fairy Queen Ramiris, you are able to create underground Labyrinths of various sizes. Though you can theoretically create as many floors as you want, realistically you can only make 100 at most. Making it takes a full day at most, no matter the size you're trying to make. While in your Labyrinth, those you give special accessories, like bracelets for example, and your subordinates, whenever they die in the Labyrinth, will be revived immediately and as many times as you want.

「Companions」



「Import Companions 50/200/400」

You may import a companion of your choice into this world with an Origin of your choice and a 600cp budget. For 200cp you may instead import 8 companions with 400cp and an Origin of your choice. For 400 you may import 16 companions with the same conditions.

「Canon Companion 50」

You may take along any canon character you can convince along with you on your chain. One for each purchase.

「Eternal Loyalty 0cp」

How remarkable. It seems the connection and bond between you and your subordinates has allowed them to follow you through worlds of distance. You may take along those you've named as followers for free.

「Pet 100cp」

A lone Direwolf has basically become your pet, tail wag, tricks and all. For saving his life and nursing him back to health, he has sworn undying loyalty for you. Whether it was due to the method you saved him with or an innate quality of him, he gets stronger the more you get stronger on top of whatever skillset and Skills he may get on his own. You may choose for him to be of any other minor species instead, like Beetles, Bees or Foxes.



「First Lieutenant 100cp」

Tatsuya Kondou is currently known to the world as a First Lieutenant of the Eastern Empire and as a tense 20 year old young man. He is in truth the Generalissimo, Royal Knight No.1 of the Empire, leads the Intelligence Bureau and is over 90 years old. He is a cunning, cold man but is nonetheless incredibly loyal to the Emperor and his Empire and would die for them if they needed it. He is also a Human Saint with an Ultimate Skill of his own called Sandalphon the Executioner although he is unlikely to get any higher than that. You have gained a man that looks remarkably like him also named Tatsuya Kondou and is as loyal to you as Kondou is to the Emperor. Whether or not he really is Kondou, only you know



「Vampire Noble 100cp」

A minor noble Vampire girl has decided that you're her Ultimate and Perfect Waifu, no matter your gender, and will do pretty much anything for you. She has something of a short temper and not much tolerance for idiocy from anyone other than you and on top of that she is very, very obsessed with you. Good luck trying to keep her from murdering others from either her temper or for looking at you funny. She is obsessed enough with you and keeping you safe and satisfied that she would very quickly catch up to and maybe even surpass Ruminas Valentine without any outside interference.



「Ramiris 100cp」

Not the one considered a part of the Ten Great Demon Lords but just one of the other clones of Ramiris that still live. This poor NEET fairy would like to bum around with you and borrow money from you. I'd recommend not introducing her to Anime and Manga unless you want an Otaku HikiNEET Fairy Companion. She'd be willing to help you do almost anything as long as you help her make an impressive labyrinth filled with powerful monsters under her control. You're quite fortunate it seems, as this Ramiris can go into her Adult form once every jump or once a dozen years, whichever comes first. This form allows her to use Primitive Magic on top of her power, which is the power of a True Demon Lord enhanced by the Draconic power she had once absorbed from Milim Nava that fateful day she turned into a Demon Lord. If you can go 100 years without having her use her true form, she would finally permanently grow up.



「Drawbacks」

You may take as many drawbacks as you want.

「They changed it, now it's ruined +0cp」

You may choose to go to any of the versions of this story like the Web Novel Version, Light Novel Version, Manga Version or the Anime Version.

「The Protagonist should be me+0cp」

You may choose to replace Rimuru and start in Veldora's Cave in his place. This time Mikami Satoru is never killed and lives on. Alternatively, you may choose to replace any Canon character of your choice, as long as you're roughly equivalent or beyond them in race and power, for example: only Demons can replace Diablo and only Demon Lord Demons with a Unique Skill could replace Guy Crimson.

「Form Lock +100cp」

For your entire time here you are locked into the initial form of your race and any power you have and will have for Shapeshifting alongside any Alt-forms are locked until post-jump.

「Zealous +100cp」

Choose a religion of this world from any time period. You're now a member of it far more Zealous than Sakaguchi Hinata's external persona and Alexander Anderson multiplied.

「Loyalty +100cp」

You have become as loyal and zealous to the country you've been summoned into as Tatsuya Kondou is to the Eastern Empire and Rudra Nam UI Nasca, the Emperor.

「Uncreative +100cp」

Stemming from the fact that Naming things in this world is an immense risk, as you're risking permanent and massive power loss for something not guaranteed to be loyal to you on any level. Most monsters in this world absolutely suck at naming things and are very uncreative when it comes to them. Now you have joined their ranks. Someone naming a Storm Dragon, Tempest would be seen as the absolute height of creativity by you.

「Unnamed (Monster Only) +200cp」

For your entire time here, you may never be named by anyone or anything, this restriction of course goes away once the jump is finished. After the jump you may get named by one of your companions, you returning here or one of the perks above.

「Summoned Weapon (Summoned Only) +200cp」

The person who summoned you summoned you just to summon a powerful weapon. They have slaved you to their will and don't care a lick about you beyond having you as a weapon and making sure you live long enough to be useful. That may change in time, though for the better or worse only time will tell. While you may not break free by yourself, someone else can save you from slavery whether that be a passing hero or your summoner themselves.

「Dead Parents (Reincarnated Only) +200cp」

When you were young your parents were murdered in cold blood right in front of you and you were completely helpless, unable to try and save them in any way. This sense of helplessness and the feeling of loneliness from your parents' death has stayed with you and instead of making you cynical and old beyond your years, has instead made you a childish person who never truly grew up.

「Tragic Backstory +300cp」

A classic part of the standard package for Isekai characters, a Tragic Backstory of your choosing, from slavery and abusive relationships to several years of unending rape. The trauma you get from this is unlikely to be "cured", no matter the "level" of tragedy.

「Yuuki's Thought Guidance +300cp」

You have been unknowingly put under Yuuki's Thought Guidance skill. This allows him to guide your thoughts without your knowing, as you may have guessed. While your companions and others could cure you, you yourself cannot and it is infact impossible for you to know it's there until you're finally cured. Your companions are very unlikely to find anything wrong with any attitude changes you might have as they would think it's just you naturally changing.

「Yuuki's Thought Restraint +300cp」

With this, you are put under Yuuki's Thought Restraint and are restricted from thinking anything Yuuki doesn't want you to. The same conditions as 「Yuuki's Thought Guidance」 apply. If you take both this and 「Yuuki's Thought Guidance」, you may take 100cp more and turn this into fullblown Mind Control.

「Rule of Three +400cp」

Due to Yuuki finding out about your nature, overall power level, though not your individual powers, and nature as a Jumper, he has somehow or other put you under his Unique Skill Ruler, which allows him to give you 3 absolute orders you cannot disobey. You need not follow the spirit of the order and you can also do anything you want inbetween him giving you orders. His very first order is likely to be to never harm or kill him in any way unless you're very weak.

「Unnatural Abominable Freak +400cp」

Like the time the **[Voice of the World]** decided that Velda Nava was an unnatural abomination for God must love every one of His subjects equally but he loved one human above all others and manipulated events to get him killed, the **[Voice of the World]** has decided that you too are an unnatural abomination and will do its absolute best to manipulate events and people to get you killed.

「Status Quo is the Will of God +400cp」

And the Angels shall certainly enforce His will. They come down to the world every five thousand years to purge Human countries which they deem technologically advanced enough to be too dangerous to the world. Most countries have developed plans and countermeasures for this event through trial and error, like by deliberately provoking Angels to see where they draw the line on technology, developing in secret or straight up fighting against them. Whether it's true or not, the Angels have decided that you're much too technologically advanced and will focus most of their forces on you and they will come every year with their forces mysteriously replenished back to full. Depending on how troublesome or powerful you are they might just involve their Seraphim, the Fallen, the Giants and Guy Crimson himself.

「Possessed by the Star +600cp」

Due to your complementary nature, a being named Angra Mainyu, going by the name of Velda, in truth the lingering negativity of Veldanava after the dragons soul was reincarnated as his daughters pet dragon Gaia after Velda Nava and Lucia Nava were killed by an enemy kingdom under the manipulations of the [Voice of the World], has possessed you. While you may try and resist his possession with Willpower you can never truly get rid of him, unless someone not you or one of your companions can manage to convince the mass of negativity to let go of his hatred of humanity and all life in general.

「Wrath of the Lords +600cp」

This world would in time relearn just what incurring the Wrath of the Demon Lord entails. It seems you've never learned this lesson as you've somehow managed to anger all current Demon Lords. Guy Crimson has access to all future Ultimate Skills the Demon Lords would've had, Milim Nava is at her Max Power at all times, Ramiris is restored to double her previous full power, Dino is willing and able to use his full power, Dagrue is at his full power, Ruminas has access to Lustful King Asmodeus and so on and so forth. Good Luck Jumper, you may need it.

Ending

The end of your time in this world has come.

Return Home

Stay Here

Move On

Farewell Jumper, and I hope you've enjoyed your time here.



Notes

If you buy **Voice of the World**, in future worlds it will be unable to decide you're an anomaly and do anything to harm you.

Monsters that aren't born from natural birth are born from high concentrations of energy. Like the monsters in Veldora's Cave and Rimuru himself. If you just reign in your Aura you can avoid that though.

The World itself calls True Heros and True Demon Lords as just Hero and Demon Lord because it only recognizes them as Heroes and Demon Lords. The True, Awakened in the WN translation, is there to separate them from the self-proclaimed heroes and demon lords.

The requirements to become a Demi God is unknown as by the end of the story only 2 people got to that level, with one only getting there because their body was reconstructed by Rimuru based on the other. That other only got there in the middle of countless amounts time loops we're not actually shown what happens in.

Veldanava's personal brand of Mana Breeder Reactor, the version you are getting, seems to work by keeping your magicules perpetually at your max as long as it's activated.

Nihility Energy seems to be available to certain skills. Previously I was kind of confused because of the former translation and the specific mention of Veldana losing access to Nihility but it seems Void God Azathoth can indeed use Nihility Energy.

I'm unsure of the relative costs of using this magic as by the end of the story, only 3 people alive even had it, let alone used it. One of the 2 that got to use it had a Mana Breeder Reactor and the other barely used it. The last person, Ramiris, got cockblocked from using it by Rimuru.

Rank		Approximate Magical Power/Amount	Examples
Unrankable		Effectively Limitless	Veldanava, Rimuru Tempest, Milim Nava
S rank	Special S (SS)	5000000+ (At least)	True Dragon, Demon God, Demi God, Great Demon Lord
	S	2000000+	True Demon Lord, True Hero, Seraphim, Fallen Angel, Human Saint, Demon King, Flame Spirit Oni, War Spirit Oni, Water Spirit Insect, Wind Spirit Wolf, Earth Spirit Beast, Chaos Metalloid
A rank	Special A	1000000+	Dragon King, Dark Spirit Oni, Death Spirit
	A+	200000+	Demon Noble, Demon Lord->(Self-Proclaimed), Fair Oni, Dark Oni, Fenrir, Hero-> (with Hero's Egg unhatched)
	A	100000+	Oni, Tempest Star Wolf, Arch Demon, Human Sage, Adult Dragon, Orc King, Celestial Demons, Chaos Doll
	A-	9000+	Greater Demon, Arc Doll
B rank	B+	7000+	Angel, Star Wolf, Orc General, Wyvern
	B	5000+	Ogre, Storm Fanged Wolf, Lesser Demon, Dragonewt
	B-	4000+	
C rank	C+	3000+	Lizardman
	C	2500+	Fanged Wolf, High Orc, Orc Knight, Hobgoblin
	C-	2000+	
D rank		1500+	Orc
E rank		1000+	Slime, Human
F rank		500+	Goblin

The Ranking is based on the amount of their Magical Power and not skill, thus even though there are Monsters with the same A Rank, sometimes there's a very large difference in their power.

There seems to be a minor error I've noticed in this ranking, which is that the Arc Doll should be way higher than A- or A rank, so take it with a grain of salt.

While the highest Rank for Monsters is Special S, the Highest Rank for Humans is only A Rank, there aren't any A+ Rank Humans no matter how strong they are, unless they too go through Evolution.

In the LN & Manga the ranking system for monsters are only applied for determining their power level for destroying a nation. Till now they've only revealed four levels. In ascending order they are:

- Hazard-equivalent ranks to A (i.e. A+, A & A-).
 - A threat that could potentially cause widespread damage to a single town or region.
- Calamity-equivalent ranks to Special A.
 - A threat that could topple a nation's government, caused by the maneuvering of high-level magic-born and demons.
- Disaster-equivalent ranks to S.
 - Normally applied to demon lords. Small nations would have no chance against such a threat, and a larger one would need to expend all its resources to handle it.

And a special class called:

- Catastrophe, which is equivalent to Rank Special S.
 - This could be applied to some demon lords, as well as dragons and their kin, and reflected the kind of threat that no single nation could handle. It would require international cooperation to give the human race even a chance at survival.

Skill lists:

http://tensura.wikia.com/wiki/Category:Extra_Skills

http://tensura.wikia.com/wiki/Category:Unique_Skills

http://tensura.wikia.com/wiki/Category:Ultimate_Skills

Changelog - Jumpable WIP VO.1 Finished.

-VO.2-Fixed text in **Form Lock** and **True Dragon**, fixed small spelling mistakes I noticed, changed Image for **Hero** to a clearer one, clarified **Royalty**, minor text change in **Labyrinth Creation**. Fixed the **Battle Skills** and **Unique Skills** mixup. Added **Erofu Host Club** item. **ADDENDUM:** Lowered **[Voice of the World]** Price from 400cp to 300cp.

-V1.0-Added **Links**, Added **Rank Chart**, Added extra line to **Unlimited Name Works**, Restructured the **Town** upgrades, Added a line about interactions with **Royalty** to **Kingdom**, Added a few lines to **True Dragon**, Added 100cp perk for the **Natives**, fixed **Unique Skill** text, added a few lines to **Voice of the World**, added **Manas** upgrade to **Ultimate Skills**, added warning about **Ultimate Skills** named after Angels and Demons, adjustment to **Human** text, addition to **Monster** text, adjustment to cp budget **Imported Companions** get, added missing line to **Canon Companion** option, added new perks, minor additions to "OC" companions, Added a line to **Extra Skill**, addition and adjustment to **The Wannabe Charisma of a Wannabe Hero**, adjusted **Introduction**, adjustment to the 8th location roll, adjusted a few perks, minor edit to **Hero**, some minor things I've probably forgotten to mention.
ADDENDUM: Added new Drawback **Status Quo is the Will of God**

-v1.1-Fixed text in **Primitive Magic**, removed a drawback of **True Dragon**, minor fixes and notes here and there, added more explanation to **Named**.

To do list: Try to articulate **The Wannabe "Charisma" of a Wannabe Hero** better.

At the end of Time and Space, there is only Rimuru.