Slime Life Jump v1.21



Introduction

A world of great adventure, legendary monsters and some less so, but nonetheless a very wholesome world. This is a place where a certain slime was just told he was hired to work for a certain Dark Mage in her magic shop, many stories await him and many friends are to be made. Perhaps you will also find your own wholesome friend here during your 10 year stay here.

Please take this 1000 CP and make sure to treat others kindly!

Origins:

You start as an adult of your race, choose whatever gender you prefer.

Monster Free/400 CP - You can start as a slime, a pixie, a goblin, a sphinx, a spirit of darkness or suitable if not super powerful fantasy creature. For 400 CP instead you can start as either equivalent of Fenrir or a fully grown Dragon.

Mage 200 CP - You can start as a mage with apprentice skills, either dark or white mage which specifies if you are more into combat or healing and protection. You are a human or a human with animal features.

Perks:

Origin perks have one 100 CP perk free, while others are discounted.

General:

Wondrous World 100 CP - This world is full of wonder and adventure, why not have it follow you on your journeys? Now every next world on your journey shall be so. Boredom begone! Can be toggled on/off at the start of every jump.

Wholesome World 400 CP - A world where bad things rarely happen and most people you meet are kind and friendly, isn't that awesome? Why not make every other world a better place, with this you can do it! Can be toggled on/off at the start of every jump.

Monster:

Cute 100 CP - You are amazingly cute and people have trouble being mean to you, this can even move the hearts of enemies if you act the way.

Magic Is Cool And So Are Dragons 200 CP - Your willpower is truly immense, if you put your mind to it you will preserve to overcome the odds and if you fail even then, it wasn't out of not trying hard enough. You can learn magic decently as long as you have even a tiny bit of mana and become friends with dragons if you persist. Luckily when you set your mind on something, fate tries to conspire events that help you achieve your goal, nothing grand but useful.

I Can Do It! 400 CP - It seems you are unable to do something that could be considered normal, or you just happen to need something beyond normal. You couldn't do it because you were storing energy for that grand chance obviously. When in peril you can go beyond your limits and do things you never thought you were capable of like saving your friend from a giant bear and flying for the first time ever like an expert.

Good Things Happen To Good People 600 CP - Some people say karma is not a thing, not so in this world. Good people are rewarded for being good and a sad day will soon be lightened up by a bright one. The more of a morally good and altruistic person you are, the luckier you are and bad luck strikes rarely, and never permanently.

Mage:

Mana 100 CP - A mage can only use magic if they have mana, you start out with an amount average for an adult mage and can possibly increase it with study and using your mind for tasks like reading complex books.

Curse Magic 200 CP - You can curse others, that will surely make you known as a dark mage, but benefits are cool as some say. You can cause bad luck, orchestrate bad events to happen or bind creatures with magical objects such as Gleipnir once you train yourself enough, you are adept at this and perhaps someday the world shall know a grandmaster in yourself.

Potion Making 200 CP - Potion making is an interesting discipline, you can refine herbs into potions that can grant various effects, such as healing, animalism potions to change one into hybrid of an animal and original, for example a wolf and a slime that has great sense of smell or create potions that imbue materialistic property in the being who drinks it like giving you metallic body, capable of even withstanding legendary Fenrir attacks for a time. You also get knowledge on various herbs and plants you can use for similar if weaker effect without making them into potions.

Flight Magic 200 CP - Whether it's making and using flying brooms, a flying carpet or even flying with just magic itself, you are an expert in the field, with less need of a worry that you may fall and can even fly with passengers without trouble.

Healing Magic 200 CP - You are a healer, capable of healing both injuries away as well as curing disease and neutralizing poisons. You can become quite a well known white mage with such a skill set.

Protection Magic 200 CP - You are good at making barriers that prevent entry with physical force and warding symbols that can ward monsters away, causing uncomfortable feelings should one approach, you can even tweak them to only work on powerful monsters while letting weaker ones free entry.

Elemental Magic 200 CP - You have become adept at using magic to summon forth various elements, like fire or ice and can hold your own in a fight should it happen.

Dispelling Magic 200 CP - You are a proficient mage who is capable of dispelling various magical effects, whether they come from magical spells like barriers, magical objects like baddie fruit or potions like animalism potions.

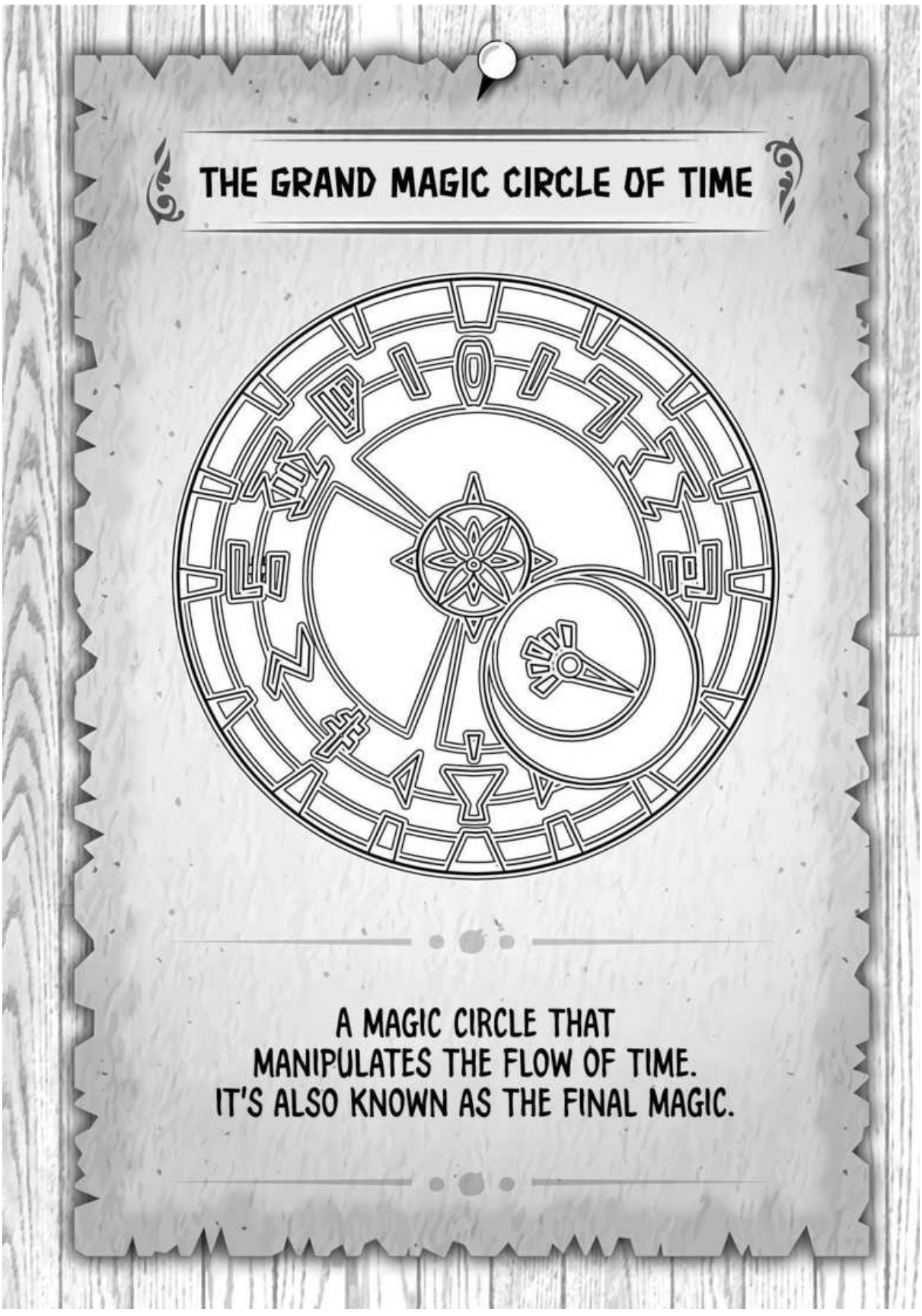
Teleportation Magic 400 CP - You are proficient with using magical methods of transportation via space itself, from short range teleportation to crossing vast distances with little difficulty, this magic is pretty rare and powerful indeed.

Prodigy 400 CP - You are a prodigy of magic equal to Darul or her older sister, few can or will ever be able to match your skill, if you also have magic perks from above, it will make you grandmaster of that magic.

Hard Work Pays Off 400 CP - You are extremely smart and knowledgeable, so much that even with mediocre magical skill, you would eventually be hailed as a great sage of this world, make sure to use this knowledge for the good of all, for what knowledge purpose is if not to help.

Vlad's Grand Magic 600 CP - Legendary and also forbidden magic that only a scarce few people in the world can use. It allows a mage to become a terrifying dragon, capable of flight and breathing fire. The downside is this transformation requires a great deal of mana, even from a powerful mage such as Vlad Alucard who is one of mages capable of this feat.

Sera's Grand Magic 600 CP - Legendary temporal magic is within hands reach to you. This powerful magic lets you stop time, accelerate it for specific targets(for example to rapidly erode surrounding area) and even affect magic itself(stopping a time acceleration spell) with time. You are Sera Alucard equal. If you take this along with the Prodigy perk then your only equal in this world will be Darul Alucard herself when she was pushed to her limit, which was using time magic to its absolute limit and causing the flow of time to reverse.


THE GRAND MAGIC CIRCLE OF TIME
A MAGIC CIRCLE THAT
MANIPULATES THE FLOW OF TIME.
IT'S ALSO KNOWN AS THE FINAL MAGIC.

Items:

Origin Items have one 100 CP item free, while others are discounted.

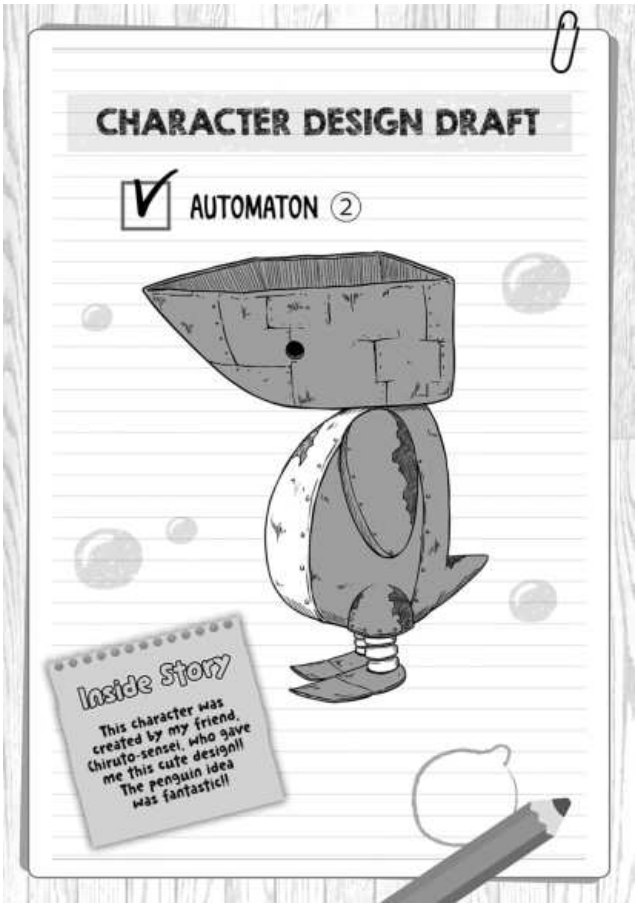
General:

Round Stone Free - A keepsake of a beginner stone collector, first you must understand its shape and roundness, the experience will surely come in handy. It also makes you a bit luckier.



Golem 100 CP - A good quality golem, it is quite strong for its size and learns by seeing and copying their master, the size can depend but can be the size of average slime to the size of a human. The golem cannot be repaired with currently known methods, but due to you buying it will completely repair if damaged after a day. It also has a security system and only reacts to your mana if you have it or just you if you don't.

Automaton Group 200 CP - A group of ten worker automatons with storage space in the form of their head, they can do any sort of work but aren't too smart. Their combat capability is also lower than the Golem option above.



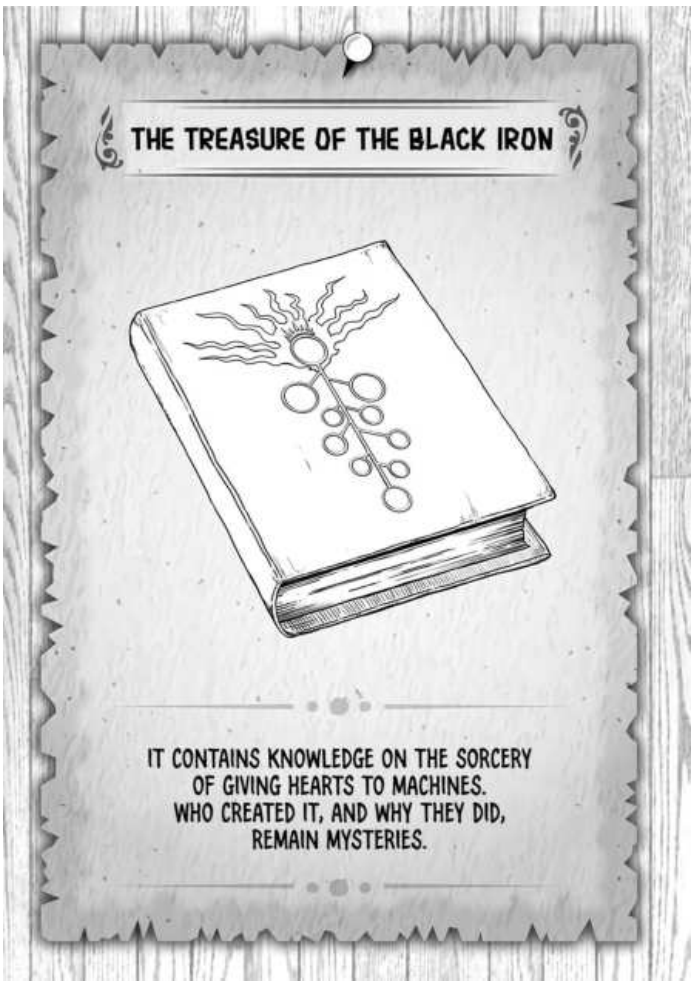
Gleipnir 600 CP - Magical rope used to bind Legendary Fenrir and force it to carry on orders of High Sage Mimir who instructed Fenrir to protect Omniscient Treasure from any and all intruders. It can be used to bind any creature and force it to carry out one order, even against its will, however doing so will create a magical orb that can be destroyed to set them free, it needs to be relatively nearby the bound creature but can be protected in whatever way you find suitable.

Ancient Weapon 'Talos' 600 CP - A gargantuan golem made of unknown material that is focused on near invincible defense. The construct is mindless but rarely a heart may dwell within it, giving it a noticeable edge compared to its mindless self. It has the special ability to overcharge its boiler and create a steam aura that melts even the strongest of ice magic while also increasing melee attack power.



Black Iron Dungeon 800 CP - A gigantic tower like construct that is capable of moving by itself. This dungeon serves to protect whatever you desire within it and is served by the ancient weapon Talos, dozens of servant automatons which maintain the dungeon as well as keep the coal coming(which it has respawning amount) in addition to a community of gremlins that are hostile to anyone but you and your allies. The Black Iron Dungeon can also act like an automated mobile golem factory and storage building as it does have several smaller and weaker versions of Talos within its deepest reaches which can be activated at your desire or if the vault the dungeon is sworn to protect is breached.

The Treasure of the Black Iron 800 CP - An ancient book containing the highest knowledge of golem making. It allows one to build structures like the Black Iron Dungeon as well as the Ancient Weapon ‘Talos’. Most importantly stored deep within it is the secret of giving heart to machines which allows them to become truly sapient, if only one shows them kindness and true friendship. It is also called ‘The Treasure of War’ for it was once the cause of a country being wiped off the map by an army of mindless constructs. I hope you use it for good purposes.

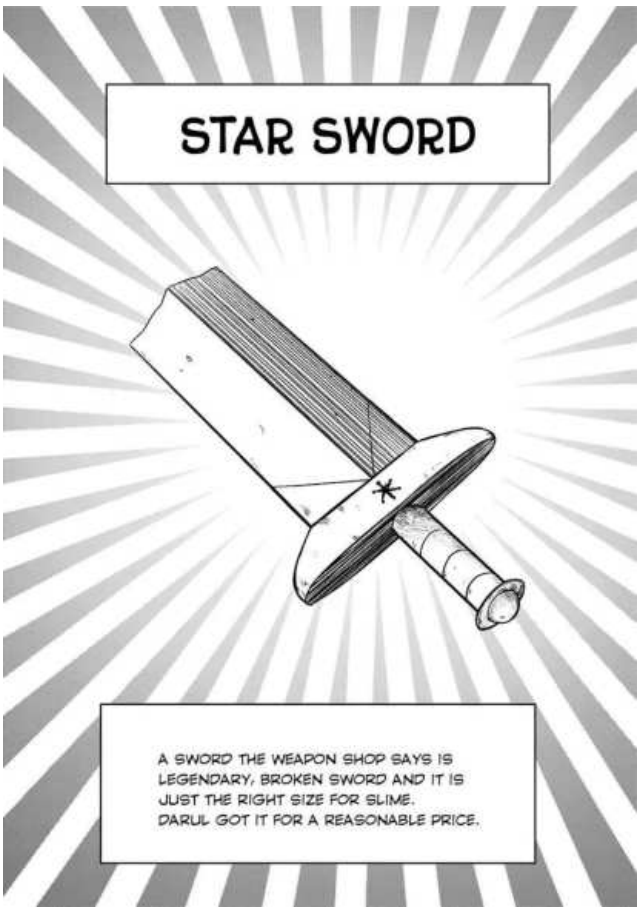


Omniscient Treasure 1000 CP - How did you even get this thing? This is the treasure that legendary Fenrir protected for a millennium, an omniscient orb that can answer any one question, regardless of consequences, whether it's forbidden knowledge, how to end the world or how the future shall play out. It can answer absolutely any question(aside from Spark related knowledge or Post Spark knowledge until after spark), it is always correct and it cannot ever lie or tell half truth to you. You can ask one question per jump. The treasure becomes ordinary rock afterwards until you jump again. Post Spark it can answer one question once every ten years.

Monster:

Magical Gummy 100 CP - Gummy made from a magical nut of a rare nut tree, it has unique property of creating mana in a being who consumes it, the amount is not great, a few times below even an average mage, but it can make someone day if they couldn't use magic before.

Star Sword 100 CP - A legendary sword that got broken when it cut a star, it possesses astonishing power of making enemies hesitate to attack you once they hear of this amazing weapon, but not for long.



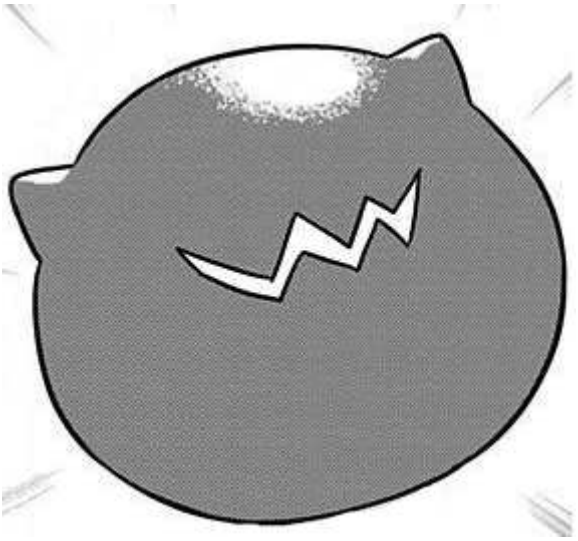
Meteor Shield 100 CP - A legendary shield that once blocked a full fledged meteor, it even has a dent to prove it. This shield has astonishing power of making enemy attack be negated once per battle if they hear about its legendary story, this may or may not be because the enemy got scared of attacking such an artifact.



Flying Carpet 200 CP - A flying carpet, a great way for someone such as yourself to travel the world, it has a decent amount of space available and can be controlled without magic or skill to do it.



Baddie Fruit 200 CP - This fruit upon consumption makes one more mean, unreasonable and selfish. Some say evil, while others that you become true to yourself or to your instincts, may or may not involve hugging people. You also grow ‘evil’ horns while inverting your color style, for example from blue slime to red horned slime or from black haired mage to white haired mage with horns..



Sparkling Stone 400 CP - A magical stone that may or may not have been found randomly by a certain goblin, it seems you found a similar one. This stone is a treasure that can increase the potency of your spell by a few hundred times, great in times of need. Example of such usage is it empowering Little Fire spell into raging firestorm that could completely overwhelm legendary Fenrir own attack. It can only be used one time and you get one replenished each time you jump should you have spent it before. You can buy as many as you want.



Mage:

Broom 100 CP - A flying broom for a mage, it can safely carry around two people and looks like an old broom, optionally you can get a foldable broom.

Wand 100 CP - A wand or a staff if you prefer for an aspiring mage. Magic doesn't seem to need this focus but it seems to help with control over magic.

Magic Book 100 CP - A magical book capable of storing items inside a pocket dimension, the inside is a big room and you can store items about as large as normal humans(this size cap is for someone without mana, if you do have mana then the size of items you can store is dependant on how much mana you have) by concentrating and touching them with a blank page, upon which the image of the object will appear on a specific page. It can also safely store living beings like Fenrir.

Golem Creation Manual 200 CP - Secret knowledge of a master golem crafter, it contains vast amounts of information needed to create a golem of your own. It's not all knowledge

there is as it's a lost art and even the master who wrote it only included part of his knowledge. Still, just this is enough to make you a renowned golem maker.

Cloud Ship 200 CP - A ship made out of a solid cloud, it's fluffy and can handle around 10 people flying on it. You do not need magic to fly this one, nor the skill.



Animalism Potions 200 CP - Replenishing supply of 10 potions that can change the one who drinks it into a hybrid of their original form and an animal. You are free to choose which animals and can make such a choice once per jump. The potions can only be of common animals of the jump.

Protective Herbs 200 CP - Replenishing supply of 20 herbs, each can have various purposes, ranging from increasing resistance to attacks, poisons, or healing effects. You can choose the effect to be anything healing magic can do. After this jump you can choose from among rare but not unique herbs found in the jump you find yourself in, you can make the choice once per jump.

Magic Library 400 CP - A big room containing hundreds of books with subjects ranging from magic, to history to golem making and potion making. This is enough to turn a complete novice into a respectable adept in the field given time.

Companions:

Slime 100 CP - By chance you happen to meet this wholesome and sweet slime who decided to become your friend, optionally you can have jump-chan conspire to make you meet Slime-san in a wholesome situation where you can try to win his friendship.



Pixie 100 CP - This trainee pixie is very determined to be a great person, she tries to better herself every day and for some reason is incapable of flight yet, will you be her encouraging friend? Optionally you can have jump-chan conspire to make you meet Pocona-san in a wholesome situation where you can try to win her friendship.



Darul Alucard 200 CP - A dark mage who likes squishy and cute things, especially slimes but is also too prideful to show it in front of others, behind dark facade she is a sweet person and powerful mage to boot. Jump-chan conspired to make you meet Darul-san in a wholesome situation where you can try to win her friendship.



Yorul Darkeye 200 CP - A very talented academically dark mage and also a cook with great potential, she is kind of bad at magic but makes up for it with her determination. She is also very kind. Jump-chan conspired to make you meet Yorul-san in a wholesome situation where you can try to win her friendship.



Siroro Elixir 200 CP - A white mage who is honest about loving cute and fluffy things, she is a healer and a great cook. Jump-chan conspired to make you meet Siroro-san in a wholesome situation where you can try to win her friendship.



Vlad Alucard 200 CP - Darul brother and a powerful dark mage who likes to tease people but is a good person inside. He is one of few people capable of using Grand Magic to transform himself into a powerful dragon. Jump-chan conspired to make you meet Vlad-san in a wholesome situation where you can try to win his friendship.





Fenrir 400 CP - Legendary wolf, wise due to living millenia and also a pretty sarcastic individual. He is a powerful mage, a master of ice magic as well as capable of decreasing his size if his giant wolf form is too big. Jump-chan conspired to make you meet him in a positive situation where you have a chance of freeing him from Gleipnir, this will surely make him consider you his friend.





Drawbacks:

Slime-San Twin(Must choose Monster Slime Origin) +0 CP - Turns out you were also sent for training to Darul as a slime and so you shall be equally involved in the plot of Slime-San journey, hopefully you are a wholesome person.

Extended Stay +100 CP - You can stay here for an additional ten years, take this drawback as many times as you need but you will get points only for the first one.

Not So Wholesome Anymore +200 CP - This world shall know pain, everyone is under the effect of a baddie fruit. Can you survive this mean world? You can save them if you know how to make a cure potion.

I Have Wings Yet I Can't Fly! +200 CP - It seems your OOC powers are locked, trying hard enough doesn't seem to help and you will be powerless in this world for the duration of this jump, hopefully you can have fun at least.

Item Lock +200 CP - It seems your precious artifacts were sealed by a mean person! Worry not for they are probably hidden somewhere, you will find them after you leave this world.

Actually Evil +400 CP - Exclusive with 'Not so Wholesome Anymore', this time the baddie fruit was spoiled and turned people into actual evil people, this is a grim dark future of this world, murder and other evil events shall happen… no, they will happen unless you stop them and force them to drink a cure potion.

I Wish To Repair My Friend +400 CP - Upon your arrival, your friend and you were in an accident and he took the brunt of the force, he is now in a semi dead state and only you can revive him by going on an epic quest, clues are hidden around the world.

End:

Stay here - This place is nice, why not stay?

Go Home - I miss Earth.

Continue - Let’s make future worlds even half as wholesome!

Notes:

It became known within the setting that to affect someone magic itself, you need to be a stronger mage to overpower their spell as told by Sera Alucard time acceleration spell not being stopped by Darul Alucard time stop spell because she is weaker, even if only slightly.

Do not bully Slime-san or face my wrath!

Created by Sordahon.