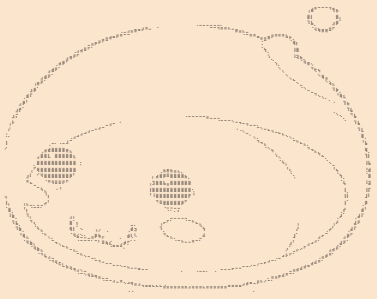
Tale of slime Jumpchain



by Faucheusestar

Welcome to a world revolving around slimes, from the small and adorable to the terrifying. This entire world revolves around these bouncy creatures. Some raise them, others fight them, and some are just small bouncy creatures living their lives one leap after another.

Take **1000 Choice Points** to fund your adventures.



Starting Location

Maybe there's a place in a fairytale/a game/story or any media related to slime that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

Age and Gender

Freely choose your own age or gender.

Origins

All Origin can be taken for Drop in



Slime [Free]
You are a slime who has lived a bouncy and rather normal life so far for your species of slime.

Slime Tamer [Free]
You have learned to train and live in relative harmony with all these strange, slimy creatures.

Slime Slayer [Free]
You are among those who relentlessly fight against the infamous and powerful slimes roaming this world.

Race

Jumper isn't reduced to the lifespan of a normal slime



Slime [+200]:
You're a simple slime element less like if you want to be another slime species like a Healslime, fire slime or something else you can but without the extra 200 CP or 400 for real powerful slime like Canzer from Dragon Quest.



No slime [free]
Really? Well, you can be a human, an elf, a dwarf, or any other fantasy-world species if you want just nothing really powerful.



Slime girl/boy [free]
You may stand on your feet? You may look like an anthropomorphic slime or maybe you prefer to have just slimes traits but a human/elf body. You can become a slime with special powers for 100 more CP, like becoming a fire slime for example.

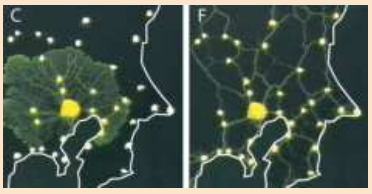
Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Slime

Poorly estimated [100 CP | Free for Slime]
The strength of slime is really subject to debate in some worlds. It is an incredibly dangerous living trap and in others it is a cute and harmless mascot. With this, you are always underestimated or overestimated depending on what suits you most in each situation.

Blob [200 CP | Discounted for Slime]
You are an expert in path construction and even more so when it comes to the metro, you always find the simplest and most efficient path between two places.



Split [200 CP | Discounted for Slime]
You can divide yourself into smaller versions of yourself, this also makes you more resistant to dying from a cut. Each one will be you, so don't worry about seeing lots of little jumpers doing whatever they want.



Marketable [200 CP | Discounted for Slime]
How cute, with such a cute face and such a bouncy look you could easily become a star in many entertainment industries and make them famous all over the world much faster.



Perfect digestion[200 CP | Discounted for Slime]
Slime had no stomach instead their acid digested their prey and converted it into energy with some loss. In your case whatever you eat you would still be able to digest it without the slightest loss of energy and could convert it into an equal amount of mana.

Absorption[200 CP | Discounted for Slime]
By eating something you gain the ability to copy its biological or non-biological properties, as well as its magic. You can then use the traits/members of your meals as your own as well as make strange combinations like the wings of one and the legs of another for example.

Gibbering Mouther [200 CP | Discounted for Slime]
Marketable... Not really, although someone would surely find the countless eyes and mouth that make you cute. Just like that creepy slime, you can babble, producing a noise as incomprehensible as it is shocking, which will momentarily freeze those who hear it. They'll eventually get used to it, though.

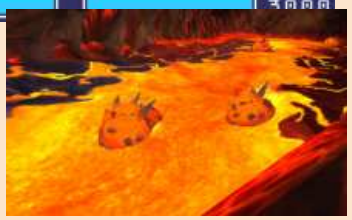


Heal Slime [400 CP | Discounted for Slime]
You're a slimes doctor, able to use healing magic and plants to make powerful medicine. With practice, you'll even be able to use resurrection magic!



Engineer [400 CP | Discounted for Slime]
Have you spent your time playing Slime Mori Mori? Because you are a true genius in slime technology, you can create tanks and ships with a slime appearance from this game, as well as all kinds of projectiles with a slime theme.

Adaptation [400 CP | Discounted for Slime]
You can adapt to your environment such as becoming more resistant to heat as well as gaining the fire element in a volcano and other extreme conditions. Or even develop abilities based on what you eat.



Mimicry [400 CP | Discounted for Slime]
You are good at imitation, whether it is copying movements and techniques you have already seen or the appearance of an animal/object, a true master of prop hunting!



Abhoth [400 CP | Discounted for Slime]
You can create all sorts of monstrosities from your gelatinous body, with any appearance you desire. All are under your command and can be controlled by a telepathic link.



Coreless [600 CP | Discounted for Slime]
The weakness of slime and common in many worlds is their core... Well you don't have one and that doesn't just remove this weakness but also the most common weaknesses of your current species. In addition, you will more easily notice weaknesses in your constructions and techniques.

Metal Slime [600 CP | Discounted for Slime]
You are extremely resilient, much like that metallic slime from an old RPG, to the point that you only take a small percentage of the damage you would normally suffer. Furthermore, if you wish, defeating you allows the victor to gain a lot of XP, whether in combat or other like card games.



Juiblex [600 CP | Discounted for Slime]



You possess a very powerful acid (capable even of overcoming acid immunity and corrupting the environment and people) as well as the ability to control/summon demons and the least intelligent slimes, which still represents a considerable number of slimes and be able to use them as an extension of your own body.

Slime Tamer



Slimy interpreter [100 CP | Free for Slime Tamer]
Taming slime is a fun craft but it requires skills like understanding even the least expressive slime and knowing what and when they need care with this you can.



Slimeconomic [200 CP | Discounted for Slime Tamer]
Raising slime is a more profitable business than you might think, especially when your slimes produce more useful material and you have mastered the art of marketing them.Furthermore, if you are a slime or if your slimes don't normally create useful resources, you/they will now create Plorts as well as useful slime drop from various video game media.



Slimtastic Professor [200 CP | Discounted for Slime Tamer]
You are a slimtastic teacher and are able to train slime and teach them anything you know in a ridiculously short time, almost the time of a single leap for the simpler tricks and a day of being stuck in your class for the more complex ones.



Slime focus [400 CP | Discounted for Slime Tamer]
Slimes aren't just adorable, their excellent affinity with mana makes them great targets, allowing you to cast all your magic and equivalent spells. Furthermore, the magical affinities of your cute bouncy friends greatly enhance your corresponding spells (fire slime for fire, for example).

Slime Maker[400 CP | Discounted for Slime Tamer]
You're probably wondering what to do with all that slimmy jelly your friends create? Thanks to Super Alchemy Slime, you can create slime with unique properties depending on what you add: biscuits + Slime jelly, and you have biscuit slime!

Slime Fusion [600 PC | Discount for Slime Tamer]
Slimes can be combined endlessly to create more powerful variants, like the enormous six-meter sphere that is the Slime Emperor, and then revert to their original state. You can now do the same with your bouncy friends, and they will always have the upper hand over any hive mind they are merged with. Or, if you are a slime, you can even do it yourself, in which case you control the hive mind.

Legend maker [600 CP | Discounted for Slime Tamer]
Among all the tamers you are the legend, all your slime becomes in contact with you much better than would even be possible and could well be called legendary heroes. Your connection with them allows you to accomplish impossible feats, such as copying their physiology and using their power.

Slime Slayer

Slime radar [100 CP | Free for Slime Slayer]
Slimes are ambush predators. Differentiating the seat you're sitting on from a mimic doesn't help you when the house is the slime! Fortunately you notice the difference.

Treasure mimic [200 CP | Discounted for Slime Slayer]
Hunting slime is as profitable as hunting mimic chests so you will always find something valuable/useful by killing the slime on your way



Spent centuries killing slime [400 CP | Discounted for Slime Slayer]
You would think that doing the same thing would eventually stop teaching you anything and then you could kill slime for three centuries and become more proficient in unrelated things.



Slime proof [400 CP | Discounted for Slime Slayer]
Hunting all these monsters made you and your equipment immune to corrosion. You are also a little more resistant to various effects if its last one comes from a slime.

Slime slayer [600 CP | Discounted for Slime Slayer]
The slime fears your name and their gelatinous form trembles before you... Or maybe it's usual for the second! In any case, you have become a master in hunting them, your attack and creation has the slime slayer trait.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Slime

Outfit [100 CP | Free for Slime]
A collection of small crown, headgear, cape and other clothing they all function as a skin visually replacing your armor and don't fall off even when you bounce around.



777 lucky slime [200 CP | Discounted for Slime]
Slimes is truly versatile and this little slime plush proves it by taking the shape and powers of a slime randomly every day although most often it seems useless you will notice that there is always a time of day where an odd use turns out to be incredibly useful.



Manual [200 CP | Discounted for Slime]
An illustrated manual including all the techniques based on bouncing from the various slimes in fiction. All compiled to make it easy to understand even for the least bouncy slimes of the lot!

Royal stickers [400 CP | Discounted for Slime]
Certain slime can fuse together to create royal versions. These inexhaustible stickers boards work in the same way if you stick them on two identical objects, they will merge to create a better version, put together enough to have a great object!



Slime crown [400 CP | Discounted for Slime]
By wearing it, you become a Royal version of your species; a slime, for example, will become a king slime, making it much more powerful. Furthermore, you can designate slimes as your knights, strengthening them and giving them a small doll that looks remarkably like a real knight. If they place it above themselves, they can control it.



Slime Tamer

Slime snack [100 CP | Free for Slime Tamer]
You can take some delicious snacks out of your pockets to help you tame the bouncy, slimy creatures.



Viscous equipment [200 CP | Discounted for Slime Tamer]
This incredibly good magic conducting slime can take the form of anything from clothing to weapons retaining slime properties. Feeding it with magical energy increases its biomass.

Slimy fits in the bag! [200 CP | Discounted for Slime Tamer]
This cozy bag contains a small slimastic dimension filled with juicy berry bouncing trampoline, pillow and syrup. It's the perfect habitat for your bouncing friends.

Slime tree seed [200 CP | Discounted for Slime Tamer]
A bag of slime tree seed, once planted the tree will grow quickly and produce small fruits looking very much like translucent slimes with a pit in the center. The fruit, in addition to being tasty for the slimes, fills them with energy. If a slime sees its core destroyed it is possible to save it by replacing its core with that of the fruit and if a non-slime eats the core or if the core is thrown into a liquid it will transform into a slime version of its species (slime girl/boy for a humanoid).

Slime dojo [400 CP | Discounted for Slime Tamer]
The most bouncy dojo in the world and for good reason it is an immense mimic! Its rooms can change shape to adapt to whatever you need.

Slimtopia [400 CP | Discounted for Slime Tamer]
A beautiful kingdom populated by friendly slimes living in harmony with their tamer and you are its leader... Don't worry this comes with a slime that can replace you if you don't want to.

Slime paradise [600 CP | Discounted for Slime Tamer]
An island archipelago perfectly adapted and constantly increasing with each slime discovered by you. You will always find copies of the different slime that you have seen, perfect for having more friends.

Slime Slayer



Bounty [100 CP | Free for Slime Slayer]
This bounty pile that you can take out from anywhere contains all the bounty to hunt dangerous creatures like slime around your position and once you have completed them, it's perfectly valid to get your reward in any guild, town hall, police station or other.

Metal slime sword [200 CP | Discounted for Slime Slayer]
A blade capable of inflicting some damage on even the most indestructible slime is not necessarily a sword and may be anything else.

Slime crafting [200 CP | Discounted for Slime Slayer]
This small portable forge comes with a copy of the book "101 Ways to Use Slime Materials", allowing you to transform all sorts of useful resources extracted from your favorite prey, whether it be to make armor, ointments, or other items.

Adventurer guild [400 CP | Discounted for Slime Slayer]
You are the leader of the organization hunting terrifying slime for bouncing currency. You have branches in every city filled with loyal and capable adventurers. In future jumps this will be replaced with a useful equivalent while keeping the puns and aesthetics.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Slime Family [100]
This is the slime family from Slime Mori Mori, each possessing their own skill from the series, such as the Engineer perk [400 CP | Discounted for Slime] or Heal Slime [400 CP | Discounted for Slime]. Since they are a companion group, they only take up one slot.



Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

Squishy [+100 CP]
You look so squishy, Jumper, a real stress ball! Everyone wants to squish you and stretch your cute cheeks.

Bounce [+200 CP]
Bouncing is supposed to be normal for slimes, but you might just be a cross between a bouncy ball and a pinball, because the slightest bump sends you bouncing all over the place.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.