DRAGON QUEST HEROES

ROCKET SLIME



by Faucheusestar

Welcome to the fictional world of Slimenia, a world full of bouncy puns and slime of every colour and kind. But make no mistake this is a world of fierce tank battles and vivid naval battles... Yes, that's a stuffed animal you've just seen flying!

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

Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• Boingburg
It's one of the nice villages populated by friendly and funny slime.

2• Old battlefield
It looks like you're standing on the ruins of an old battlefield where several tanks have fought. Maybe you can find something useful.

3• A forest
A normal forest... Although Dragon Quest oblige has its fair share of monsters.

4• An archipelago
You are on the beach of a large island, surrounded by the sea and shipwrecks.

5• One stage
Maybe there's a place in the game 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.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background, memories, or documentation.

Edgy slime [Free]
You're not just any slime you live in the shadows to chase the shadows!

Don [Free]
You're a mafia boss, always looking for dodgy artefacts for unspeakable purposes... What do you mean, conquering the world? There are far more important things!

Race

Slime [+200]:
You're a simple slime like Rocket if you want to be another slime species like a Healslime or something else you can but without the extra 200 CP.

A monster [Free]:
You want to be a monster that appears in the series. If you want to be one of the bosses, you can too, but it will cost you 200 CP.

Perks

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

Drop in



Catch and Throw [100 CP | Free for Drop in]
You're very good at catching objects in flight and throwing them, whether it's a highly unstable material or a huge 1000-ton weight, you can carry three objects on your head without any problem.



Elasto blast [100 CP | Free for Drop in]
You can stretch like a rubber band to move forward at high speed, colliding with objects or enemies to hurl them into the air. If you take the time to load this attack, you can send even the strongest knights behind the toughest shields!

I beat you, so be my friend! [200 CP | Discounted for Drop in]
Who said violence was bad? Not you, I suppose, because you're supernaturally good at making loyal friends by defeating them or their kind...

It's not a Jumper, we've never seen one this long! [200 CP | Discounted for Drop in]
When someone is after your species or your group members, the slightest change is enough to make the henchmen after you not understand that it's you.

Heal Slime [400 CP | Discounted for Drop in]
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 Drop in]
Not only are you a great tinkerer, able to repair/build ships and other tanks with just simple raw materials, but you're also able to combine items to create new, more powerful ones, like mixing medicinal herbs with holy water to make more powerful ones, or fusing items to your ship/tank to improve it. With time, you'll notice that you're getting really good at combining things, and will even manage to combine monsters.

It's not plagiarism if you're stronger! [600 CP | Discounted for Drop in]
When you defeat someone, whether they're in a vehicle or not, you'll find that you've just obtained the schematics to create all their equipment, whether it's a tank, a ship, or these weapons and artifacts, as well as the skills to put these schematics into practice.

Edgy slime

Ninja transformations [100 CP | Free for Edgy slime]
You can perform ninja transformations like turning into a log! Mind you, hopping around while you're a log doesn't make you invisible at all, although at least you're cute.

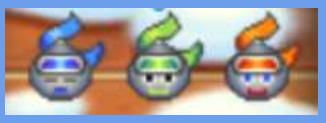
Ninja clone[100 CP | Free for Edgy slime]
You can create clones, although they can't fight. As long as there are clones in the same vicinity as you, you'll notice that your enemies hit them instead of you.

Slival's Secret Technique [200 CP | Discounted for Edgy slime]
You must have gone to the same school as Slival, because you can do all his techniques and move really fast in a tank/ship!

Slime métalique [200 CP | Discounted for Edgy slime]
When you lose, and if you wish, the person who beat you earns lots of XP and probably gains levels in the field in which they defeated you. Ideal for helping your friend progress by winning fun games against you.



Slime ninja [400 CP | Discounted for Edgy slime]
You're incredibly stealthy if you don't move, your ability to blend into the background makes you undetectable by any method. What's more, you're really good at all the usual ninja tropes!



I'm going now! [400 CP | Discounted for Edgy slime]
Seriously you just stole the mac guffing and they're not going to chase you? Well no, maybe because they're as silly as they are adorable, but people will let you go as long as you're dramatic and challenge them to a duel somewhere else (although you'll have to stick to it), even if they've surrounded you and you find yourself alone without your ship!

Chunni Slime [600 CP | Discounted for Edgy slime]
Aww, what a lovely edgy slime you make... Ouch! But you're not lacking in Edge. Like Slival, you're great at finding artifacts and other edgy-looking objects and using them. What's more, you behave in a chunni way, and the darker the connotation/appearance of what you're using, the more effective it becomes.

Don

Mafia Pirate [100 CP | Free for Don]
You are good at handling swords and pirate- or mafia-themed objects like the great mafia boss you are!

Mystery bag [100 CP | Free for Don]
You can't finance your empire on your own, can you? Fortunately, when you defeat an enemy, he'll drop a mysterious bag containing rare resources linked to the monster.

Bomberman [200 CP | Discounted for Don]
You can generate basic explosives in the iconic shape of a spherical bomb with skull and crossbones, but you are free to choose a different theme.

Ocular beam [200 CP | Discounted for Don]
You can shoot laser beams from your eyes! Maybe you have a bionic eye behind an eye patch, or maybe it's natural.

Invulnerability frames [400 CP | Discounted for Don]
You have invulnerability frames after you've been wounded, which will never make you purely invincible all the time, but it will make your poor opponent furious very quickly.

Dark One Vessel [400 CP | Discounted for Don]
You're a perfect receptacle for any ancient evil eager to possess unwary mortals... Well, perfect for you, because you'll have all the advantages without the disadvantages, and you'll be perfectly free to move about.

Don [600 CP | Discounted for Don]
You're a mafia boss and your talent in these matters is incomparable! Not only will your henchmen remain permanently loyal, no matter how silly the things you do. But even monsters of other species will be happy to join you and wear your distinctive signs as a cute tail, which will strengthen them!

Items

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

Drop in



Slime merch [100 CP | Free for Drop in]
Rocket slime! Yes, with this you get a copy of all the slime merchandising translated into the languages you want!

Item generator [100 CP | Free for Drop in]
This generator, found on every self-respecting ship in the world, has a strange property: when installed on a vehicle with cannon, any ammunition used by the cannon will be identically recreated and placed in a specific area of the vehicle.



Railroad [200 CP | Discounted for Drop in]
You can make a railroad appear, on which a platform on rails moves towards an opening in a wall. Anything you throw onto the platform will end up in your warehouse or in a place you own, perfectly stored and secured.

Hero flute [200 CP | Discounted for Drop in]
This flute is not so simple: not only does it allow you to summon your ship/mecha by playing a melody, but it also has the ability to unlock and activate any type of ancient machine that has been buried or deactivated long ago.



Meteorite bracer [200 CP | Discounted for Drop in]
Not only will anyone who doubts you and would normally send you on a lengthy quest to prove that you've got the skills for the job will nod in agreement when they see this bracelet, considering that you've passed the test. What's more, anyone wearing it will become much more agile and move much faster, whether carrying heavy loads or not.

A sticker “1” [400 CP | Discounted for Drop in]
This is a sheet of “1” stickers you'll find never runs out, but what's even more surprising is that when you place it on any object it can now be combined with three identical objects with the same sticker. The object created will be much more powerful and will now have a 2 stamped on it... You guessed it, by taking three other copies you'll be able to make one with a much more powerful 3 stamped on it, although it stops there and doesn't go up to 4.

Sanctuary [600 CP | Discounted for Drop in]
This area contains a number of biomes that allow the various slimes to live, as well as every creature/monster you've ever encountered. You'll always find several of them around here, and they can't get out on their own or even ravage the place, which is perfect for any slime monster trainer or anyone dreaming of a peaceful place filled with adorable creatures. What's more, you'll see emblematic items from the various games from which they originate appear (like all the throwable items found in the dungeons of rocket slime games, for example).

Edgy slime

Edgy supply [100 CP | Free for Edgy slime]
It's a black chest full of shuriken, katana, ninja accessories as well as dark villain accessories and edgy weapons that make great projectiles.

Golden key [100 CP | Free for Edgy slime]
A pretty golden key capable of opening any door, ideal for use as a stage boss to give you an excuse to fight the heroes!

Mysterious merchant [200 CP | Discounted for Edgy slime]
This vendor and his stall always sell useful projectiles at a fair price, and in the next few worlds some strange new projectiles will appear to reflect the theme!

Seed of life [200 CP | Discounted for Edgy slime]
A small pouch containing a seed of life, anyone who eats it will see their life force increase. Sometimes, in your next jumps, you'll come across chests cleverly hidden away containing them.

Ninja info network [400 CP | Discounted for Edgy slime]
You've got a huge network of information, the kind that would make any ninja envious, and you can even find out the whereabouts of two specific people locked in two of the hundred chests spread across an island.

The Dojo [600 CP | Discounted for Edgy slime]
It's a hidden dojo, and anyone who takes part in the mini-games here will see their emblematic ability improve. What's more, this place has three slime ninjas who can teach you their art and create lots of fun games. What's more, a hundred young slime ninja who regard you as their beloved senpai will be delighted to help you!

Don

A cool hat [100 CP | Free for Don]
A mafioso hat delivered with an inexhaustible supply of high quality cigars. This hat isn't just a hat: butlers and other henchmen armed with pistols, as well as mini versions of your species that will hold back your enemies, will come out of it!

Chest [100 CP | Free for Don]
A pretty bluish chest with ornaments representing what you've sealed in gold, it can seal a creature you've defeated, no matter how big it is. You get new chests every time you need them.

Henchmen [200 CP | Discounted for Don]
You get a hundred platypunk (or a bit less for any other non-boss monster).... yes they're a bit more effective than in the series, don't worry!

Pirate captain outfit [200 CP | Discounted for Don]
A pirate's outfit complete with hat, sword, outfit and, above all, a hook that can be used as a grappling hook as well as grabbing your enemies to bring them back to you and even generating explosions!

Final stage[400 CP | Discounted for Don]
A base worthy of a final boss, you're a Don, so you'll need a location like a flying fortress or a palace on an island. You can choose to make it similar to the last level of the slime mori mori games, or make a new one.

Krak pot [400 CP | Discounted for Don]
This jar has two powers: the first is to allow you with a recipe and ingredients to instantly create the product, plus you can throw grains inside to make random objects like explosive rocks, medicinal leaves, chimera wings, etc. come out.

Rainbow Orbs [600 CP | Discounted for Don]
These are seven orbs, each capable of bringing to life anything that absorbs it and turning it into a boss that will be loyal to you. You get seven extra orbs with each jump, and the form these bosses take is entirely up to you.

Tank:

You get 400 Tank Points (TP), which you can distribute as you wish as well as one of the basic tanks/ships of the game and three monsters for your crew. You can also convert your CP in TP at a rate of 1 for 1.

Importation 0 TP: Already have one? No problem, you can import it and benefit from a 200 TP bonus thanks to the materials saved.

S(ub)lime 50 TP : the person responsible for building your fortress is not content to be practical, as it is magnificent and particularly comfortable, while maintaining the same level of boarding difficulty.

Engine is a load-bearing wall 50TP: your ship cannot be completely destroyed instead the wall/door guarding the heart of your ship will open. But it will still be able to fire and function perfectly and once the ship is repaired the door will close again.

It's a trap 100 TP free for Don: your ship is filled with booby traps, saws protruding from the walls and trap shoes that you can activate to fight the invaders with a red button or the click of a finger.

Modular Form 100 TP: Your own mobile fortress is highly modular, allowing it to change shape from a tank to a ship.

Modular Form II 100 TP Required Modular Form: Remember when I said you could switch from a tank to a ship's form? Well, it doesn't stop there, you can easily swap parts with other machines, without any compatibility problems.

Engine better protection 100 TP : the heart of your tank is not easy to reach it is protected by a version of each type of protection in the slime mori mori franchise including several lines of glass walls, traps of all kinds and false paths

Super weapon 150 TP: It's one of the tanks' signature weapons, whether it's the horn missile in Carrot Top or the axe in The Argonaut.

Shrine 200 TP: Nobody will die on board! Or to be exact, if they die, they'll reappear at this little altar in perfect health.

More tank 200 TP: One tank isn't enough for you? Well, you can pick up another. It can be any of the basic tanks/ships in the game and it gets all its basic capabilities from the game.

Redundant Engine 200 TP discounted for Alchemical fusion! : Your tank has two redundant systems of your choice, such as two engines, several additional cannons and several ammunition dispensers. What's more, you'll notice that the least useful systems are the ones that are destroyed first.



Flucifer 400 TP: Where did you get this? It's the Dark One himself, his power easily crushes any tank and he can fight several at once. He even has a huge energy beam and can launch spikes that act like drills.



Alchemical fusion! 400 TP: Thanks to the alchemical power of Mount Krakatroda, which has infused your machine, you can combine as many ships, tanks and vessels as you want, as long as one has this ability. The result will be a much more powerful version with all the abilities of the merged ships! (The ships can separate and recombine whenever you want)

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

Scenarios

Scenario One [Save all kidnaped slime]



Oh no! All the adorable slimes have been kidnapped and put in chests. You have to go and rescue them, they're all over the world. It's up to you to save as many as you can and there are 100 chests in all.

Reward

Bravo, you can get each slime you save as a follower. What's more, each one will give you items related to their slime type when you save them. You'll also get a maximum of 600 CPs depending on how many you save for completing this scenario successfully.

You also get the village of Boingburg.

Scenario Two [Scenario Name]

Oh no! The seven rainbow orb flew off to the four corners of the world turning things into bosses you had to get them back before the platypunk. Who knows what he could do with them!

Reward

That's strange, wasn't there seven orb? Then why were you holding an eighth! Well, you went to a lot of trouble to get the sevens, so you can keep it. Once per jump, it can bring an object to life, turning it into a boss.

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

Rocket [+100 CP]
You are the hero of the slime chosen by the great goddess, or at least you have gone to live the same adventure as him.

Rival [+100 CP]
You have a rival. He's not really mean to you, but he really wants to fight you and will steal macgufing from you so that he can challenge you to a duel. Although he'll give them back to you even if you lose to him many times, basically he's just a cute chunni who's more annoying than anything else. If you want, after this jump he can follow you on your adventure for free and without taking a slot, and of course he has the chunni slime perk and Edgy slime origin.

Simp [+200 CP]
For this jump you would be the fan of an idol who is looking for ever more improbable and rare objects that you would absolutely want to bring him.

The area of 3D gaming! [+200 CP]
Not only will there be 3d monsters when the world usually has pretty 2d sprites, but they'll be much bigger and more powerful than normal. You can think of them as mini bosses.

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.

Note

The perk **Engineer [400 CP | Discounted for Drop in]** can fuse monsters in a similar way to the synthesised from dragon quest monster joker series.

You can merge two monsters to create a new one and choose which the dominant personality is, or whether it's a mixture of the two or it’s a new one. The new monster will have the skills and other spells of the two merged together, and could be more powerful and rare, so you can continue to merge it with others. Like merging four slimes to create a slime king.