The Mimic (Book I) Jumpchain



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Characters in the Mimic belong to Mucdich, except the OC companions.

Welcome to the World of the Mimic, where four beasts broke free from the seal. For more information on each individual character, visit https://themimicroblox.fandom.com/wiki/The_Mimic_(Roblox)_Wiki
You will be spending ten years in this world of the Mimic, where the MC is searching for her friends who have been devoured by Sama the Control Goddess, and should you choose to follow her you can be in the world of Sama, the goddess who is one of the Four World Eaters alongside Hannya (Rage), Reyoko (Jealousy) Hikari (Rebirth), who are the antagonists. This jump will be updated when Book II is finished, but for now, its just Book I. You can take **1000 CP** for your journey here, and be sure to roll 1d10 + 9 for your age, or you can pick for 1 CP. Your gender can be anything you'd like.

As for location, roll 1d8 or pay 50 CP to choose.

(1) **Your Home, Japan:** As of now this is just your home. If you choose to do the *You Replace the MC* scenario, the house will feel haunted and there will be a gate to Sama's seal nearby.
(2) **Chapter 1:** You can either choose the school Hiachi is found in, the maze, the Cave Village where the farmer is found, or the hotel where Biwaki and Kuriko are. This is your choice.
(3) **Chapter 2:** You end up in the Imperial Palace where Megumi is and you must avoid her, and go through the Imperial Palace, Realm of the Forgotten and Sama's maze, and Shakus hospital.
(4) **Chapter 3:** You must go through the ship where Mariachi is, Kuchisake's Maze and finally, the Skull Puzzle of Omukade.
(5) **Chapter 4:** A different version of your home, a large cavern filled with mannequins, a haunted school like the one in Chapter 1
(6) **The Witch Trials:** New monsters and everything, you are here before the start of Chapter 1 and you are quite unprepared. Get through the witch trials and collect the masks of rage to escape, then you are transported to Chapter 1.
(7) **Reroll.**
(8) **Free choice! Your quite lucky!**

Origins (All are free. Pick one.)

Drop-In: You are you, and Sama and the four beasts know you exist, and thus, sent a monster after you. Be careful. You have no memories or connections in this world. You do get a Roblox Body Altform.
Descendant of Kusunoki: You are descended from the samurai who fought against the four World Eaters/four beasts. You have a special mark that attracts Monsters to you...and you also have immense fear resistance against them.
Citizen: Your just a normal citizen who got into this mess. I feel sorry for you dear Jumper.
Sama Controlled: You, for this jump have a body made for you by Sama, and of course, you get to choose what you look like. You also can understand telepathy, and you are freed from your seal so you don't have to serve her.

Perks

General:

Understanding Language (20 CP): You can understand the Language of the monsters. You also can understand telepathy and post Jump, you can understand what others are saying within 20 feet of you.

Enhanced Speed (100/200/300 CP): For 100-300 CP, you can decide what your speed is. For 100 CP, you'll be faster than the chapter 1 monsters but not faster than Mariachi or Omukade. For 200 CP, you'll be faster than Sama, Mariachi and Omukade but not faster than Mote. For 300 CP, you can outrun most threats that are powerful and can outrun any monster in the Mimic.

Drop-In:

Do I Know You? (100 CP): You can identify people based on if you knew them before.

Common Exploration Equipment (200 CP): Since this is a horror based jump, for 200 CP you can get a weapon of your choice on top of what you already have from previous jumps.

Protection of Kusunoki (Discounted for Descendant of Kusunoki, 300 CP): You have the protection of Kusunoki, and thus Monsters will be neutral to you at most and super friendly at best, not even jumpscaring you. However if you do something to get their ire, this perk instead makes you a very good talker.

Descendant of Kusunoki:

Blood of Kusunoki (Free): As the descendant of Kusunoki, you have the same strength and power he had, and an excellent control over the mind.

Some say he had psionics, but that is unknown if that is really true. This also makes monsters more attracted to you and you can talk yourself out of getting killed by them.

Noble Wealth (200 CP): You have a lot of wealth and influence that could be used to bait people. This stacks on t5op of the wealth that you got from other jumps as well.

Emulator (400 CP): You can emulate the perk of any origin that you did not pick from other jumps. The cost is 400 - the perk cost, and if the cost is above 400, you get it for free. This can be used thrice per jump.

Sama Controlled:

I am Fear (Free): As a "puppet" of Sama, you have a scarier appearance that tends to scare people off or have an appearance like the monsters. And yes, you can choose this appearance and you gain the speed of one of the monsters.

Breaking Through (300 CP): You can break through your past limits, and able to go beyond surfaces if they need be, to try to break through is to break through limits and reach new heights. Every single time you train you can obtain power.

The Storm of Rage (500 CP): You can put your rage into one single attack, dealing devastating if not life threatening damage. This increases its damage tenfold, if not even more if you are already strong.

Citizen:

Just an Average Jane/Joe (Free): Your just an average citizen and instead of being chased by monsters while collecting butterfly spirits, they just leave you alone if you are out of their sight. You also have a fighting chance and can summon in one weapon at will.

Resistance (300 CP): You have an intense resistance and your body can take more than what others could take. You can get back up easier, and this stacks on top of other jumps.

Outrun (500 CP): Like speedrunning JUmper? You can do that with this perk, and do things in seconds, mere minutes you could already solve two problems.

Items

General:

Lantern (Free for all backgrounds/origins): You get a simple lantern that you could take with you. It also tells you when people are nearby if you pay 50 CP. This lantern seems ordinary.

The Mimic Merch (Free): You get the shirts, merch and clothing from the monsters/characters in the Mimic.

Escape Rope (100 CP): Using this, you can escape from Sama's realm or any of the chapters. This works anywhere to get you back home or to a safe place in jumps.

Drop-In:

Holy Light Lantern (150 CP): A legendary lantern of holy light that wards off Monsters, and gives you a slow, but good health regen overtime. This also can regenerate your stamina, if you have the Stamina drawback.

Rod of Calling (200 CP): You can call anyone by name with this rod, and during this jump, you can call others or know the locations of the things you need to collect in order to escape Sama's realm. Post jump this is a cool magic item your companions can use.

Personal Pagoda/Location (300 CP): You gain a personal Japanese Pagoda, or a location like any one of the Chapters from the Mimic, with the properties. You can live here and while your not hanging out with the World Eaters or anything like that, you can put your companions here.

Descendant of Kusunoki:

Spirit Lantern (50 CP): A normal lantern that seemed to have powerful spirits instead of it, and it gives off a lot of light, almost 3 times more. It is

better than the normal lantern, however worse than the Holy Light lantern and other high tier lanterns.

Blade of Kusunoki (200 CP): The blade of Kusunoki, the light blade that can wound the world eaters of course. It is the finest blade ever crafted and it allows you to use your powers in combination with it.

Corrupted Lantern (400 CP): A corrupted lantern this on par with the Kusunoki lantern, it gives off a special light that allows people to see, a dark light in comparison to the Holy Light lantern, this lantern has the most range and allows special things to happen.

Citizen:

Lantern of Duality (200 CP): The Duality lantern, it is not better with the Kusunoki Lantern but monsters tend to stay away from you when you have this.

Kusunoki Cursed Blade (500 CP): A accursed and WAY MORE powerful version of the blade of Kusunoki. It is the blade that can fight many, and allows the user to harness the powers of darkness. (If you take this, I have a right to call you edgelord)

Stone of Teleportation (600 CP): With this stone, you can set up rifts based on locations you visited, however to others it might be random. This stone can create portals as well.

Sama Controlled:

World Eater's Staff (150 CP): A small staff that contains some power of the Four World Eaters, and you can summon things if you wish that are lower leveled and weaker than you.

Mote's Katana (250 CP): You can get Mote's katana, capable of slicing through the most powerful of metals as you are incredibly powerful with this. This stacks if you want to enchant any of your weapons with it, and for 750 CP, you can make this item unbreakable.

Kusunoki (300 CP): A legendary lantern made out of the head of the now revived Kusunoki (If you took the end jump scenario) and it is rumored to be the best lantern there is, with his light guiding you always. If you

complete the End Jump Scenario, this could ward off monsters and you can toggle the light.

Powers

Steel Manipulation (100 CP): You can manipulate steel and you can manipulate the locks around you to open if they are nonmagical.

Slight Regeneration (200 CP): Overtime you can either make yourself or your allies slowly regenerate. If an ally is dead, it brings them back to a sliver of their life.

Sama's Blessing (400 CP, or complete Kami vs Jumper or complete Next World Eater): You have an extremely powerful blessing that you can bestow. What you decide to bless them with is your choice, but normally you could go ahead and fight harder, and tougher enemies.

Companions:

- **Companion Import (50):** Want your companions to join you on scenarios? Very well. You can bring each companion individually for 50 CP, or bring up to 12 for 200 CP.
- **Kayla/OC Friends (Complete Book I or 200 CP):** These are just random friends created here, you can take them on your journey if you complete the *Book I* scenario, and thus, you can take them on your journeys with you. Their strength will upgrade with each jump you take them on. Kayla can be taken for free when you free her from Sama's grasp, at the very end of the Jump.
- **Futao/Mote (200 CP):** Monster/mother of Hiachi, and has a split personality disorder. You could take both the twins for 200 CP, of course with proper convincing as well, and with some charisma, you'll be able to give them an alt form or the ability to shapeshift if you so wish.
- **Chapter 1 Monster (Kuriko, Biwaki, Hiachi, Stone Lady, Costs 100 CP):** The weakest monsters but still able to give you a run for your money. Each of them for the sake of this jump can understand human language, and you can give them alt forms if you wish. Some of them are from 6-8 feet and they can be taken for 100 CP each, or all four can be taken for 300 CP. If you manage to convince them to come with, they can be taken with you.

- **Chapter 2 Monster (Sama, Samurai, Megumi, 200 CP):** These monsters are a little hard to convince, however if you manage to convince them you can take them individually for 200 CP, or take them all for 500 CP. They can be given alt forms as said before, and you can give them weapons/equipment. Megumi was formerly known as Rokurokubi.
- **Chapter 3 Monster (Kuchisake-onna, Mariachi, Omukade, 250 CP):** All of them can be taken for 250 CP each, and are the monsters encountered in Chapter 3. All of the monsters, fun fact used to be absolutely human and normal during the Edo Period, just like all of the Monsters. If you take the *Book I* scenario, you can take them all for free.
- **Sama/Kintoru the Control Goddess (400 CP):** So you want to take Sama as a companion? Well you can try. You must complete Book I without cheesing it in order to gain her as a companion. Long ago, after roaming the Earth she was sealed to a Sakura Tree. This Sakura Tree sealed her for many years, until a girl named Hiachi unsealed her. Sama before Chapter 4 is extremely cruel and angry at the person who sealed her. Like if you took Kusunoki for a companion, expect drama and many arguments and fights.
- **The Other World Eaters (Hikari, Reyoko, Inazuma/Hannya, 500 CP):** The other world eaters can only be taken as companions if you complete either of the scenarios or pay 500 CP for one of them. They are the ones who are created by Kami to rampage the world...reason? I don't know, you find out yourself.
- **Kusunoki Masashige (Free if you take Kusunoki's Revenge, otherwise 200 CP):** So you want the Samurai guy who fought the 4 world eaters don't ya? Very well then. You gain the Kusunoki Lantern and items for free and you can give him an alt form if you so wish. He has a heavy dislike for Sama and the World Eaters however, if you take them as companions, and him as well expect some drama. (If your into that stuff)
- **Followers (100 CP):** You gain an army of Edo Period tech followers, you can equip them with other tech if you so wish from other jumps. Who knows? You could have laser sword wielding followers who obey your every command, or have laser gun wielding followers who could function as your friends. ANYTHING is possible with this.

Drawbacks

- **Stamina (Depends):** If you have this drawback, chances are you want the ideal experience. You now have more limited stamina, represented by a bar that only you could see. For 100 CP, you have 3/4s of your original stamina and for 600 CP, you have the average normal human stamina.
- **Omake (+200 CP):** Wait hold the fuck up. Why is everyone in school clothing? Why are the World Eaters the teachers and Kami the principal? Why is Hiachi in a schoolgirl outfit? So basically, you made this an Omake anime. Nice, take this 200 CP.
- **Monsters are in Love with youuuuuuu, darling~! (+400 CP):** You can pick which monster is in love with you, and you get them as a free companion if you can convince them that your love exceeds all bounds. You cannot take this with the Sama's Ire scenario unless you convince Sama that your not an enemy.
- **Sama's Ire (+600 CP):** You can take this drawback, and all of the monsters will try to hurt you instantly or kill you. This drawback can be overcome if you simply ask Sama to stop.
- **Nightmare Mode (+250 CP):** You can take this drawback immediately when you take any scenario. Enemies are faster, stronger and more elite and your friends are weaker. This can be overcome by beating the *Book I* scenario.

Scenarios:

- **Next World Eater:** You will become the next world eaters and make them bow to you. To achieve this, you must defeat Kintoru (Sama), Hannya, Hikari and Reyoko in combat, and then earn the trust of Kami-san, the God of Japan and while that happens, you must also make sure that no allies of yours die. If you win this scenario, and stop them before they are fully powered, you will become the next world eater and you will get 800 CP, a special item of your choice and the respect and possibly the companionship of the Four Beasts. You can also ask Kusunoki to come with you if you so wish.

- **Kusunoki's Revenge:** This scenario is very simple. You defeat Sama with the help of Kusunoki or give Kusunoki powerful gear and bestow him powers if you so wish. You can get Kusunoki and/or Sama as companions plus 300 CP if you decide to take this scenario.

- **Kami vs Jumper:** Can be taken after *Book I* or *Next World Eater* if you so wish. So you want to fight the legendary creator of the world eaters do you? You want to fight them off and save everyone in the Mimic from their plight? Well, you can. Kami is one of the strongest deities in the multiverse of Jumpchain, and you must be quite careful as if you lose to him, it may count as a chain fail depending on criteria. Kami is also backed by the four world eaters, but if you defeat and decide to spare Kami, then he will bow down to you and you can have 1,000 CP plus Kami as your companion, or an aspect or creation made by Kami as well. You can also take the four world eaters as companions if you do this scenario as well. Reminder that Kami is leagues above even the 4 world eaters.

- **Book I (End Jump Scenario):** You are now the protagonist of The Mimic! You are locked to only using the equipment you got from other jumps, and your powers are more limited. The monsters are stronger. You must go from the Witch Trials all the way to chapter 4 without dying from any of the Monsters. From the Ancient Villages where Futaomote is all the way to fighting Sama with Kusunoki's blessed blade, you must fight. If you win this scenario, you get:
    + 1000 CP
    + Everyone you choose as a Companion
    + Your Oldwalker Spark
    + Kami as a companion
    + Your powers back along with some new stuff.

If you complete the Book I scenario without cheesing it, then massive respect to you. Its on Light of Terra level difficulty, its very hard to win the scenario (If you don't cheese it that is...)

Ending

Its finally over Jumper. If you took the Book I end Jump Scenario and won, you have officially earned your Spark, and completed Jumpchain.

You can:

Return the fuck home: You can return home with everything you got, if this is the end then very well done, I'm proud of ya.

Stay here: You have a peaceful home near where everything happened and you choose to stay here, enjoy yourself now!

Move Forward!: You can keep moving forward.