

The Weakest Tamer Began a Journey to Pick Up Trash



by Faucheusestar

This is an isekai world governed by a predetermined skill and star system, filled with monsters and adventures, but especially trash and slime! The original follows the adventures of the little Ivy, the weakest tamer, and her extraordinary slime team.

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• A forest

It's a forest and fortunately there are no dangerous monsters in the area but there are field mice if you want to try to hunt them.

2• A Town

It's one of the many villages in this world, hard to say which one it is.

3• A discharge

A classic in this world, this is a dump, there are undoubtedly useful, although worn, things here.

4• River

A pretty river with fruit trees... This tree has moved, hasn't it?

5• Plain

It's a pretty plain around you and like dew, countless small malformed slimes of all colors die at the slightest gust of wind at a frightening speed. Tomorrow they will all be dead, but perhaps you could tame them and thus save them from their dire destiny.

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

Wanderer (Drop-In) [Free]

You are dropped in this new universe with no background, memories, or documentation.

Citizen [Free]

You are one of the inhabitants of this world, perhaps you are a merchant, a craftsman or others.

Adventurer [Free]

The classic of all isekai, you are an adventurer roaming the roads around the cities in order to hunt monsters and win lots of magical objects and loot.

Perks

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

General perk

Stars and skills:

In this world, everyone is born with at least two skills and at least one star for each. You can get a maximum of five different skills, but each skill beyond the first two free skills and each additional star costs you 50 CP.

Skills are as varied as professions, including recycling, swordsmithing, farming, and more. Aside from elemental magic, defense, oracle skills, concealment, and detection, you're free to choose whatever comes to mind. This will grant you a talent bonus and increase your abilities and mana for each star.

Examples of the star effect include:

«**Tamer** ☆»It can tame small animals.

«**Tamer** ☆☆»It can tame 2 to 5 slimes.

«**Tamer** ☆☆☆»It can tame 1 monster beast (Demonic Beast).

«**Tamer** ☆☆☆☆»It can tame 2 monster beasts (Demonic Beast).

«**Tamer** ☆☆☆☆☆»It can tame 1 Divine beast.

«**Tamer** ☆☆☆☆☆☆»-???-

One skill [+100 CP]

Well it seems you didn't have the minimum two skills instead you only have one skill and couldn't buy more.

Starless [+200 CP]

You remember the famous one star minimum and well you don't have any stars so this doesn't give you the usual abilities and in addition you have extremely low reserves of mana.

However you no longer seem to be affected by the normal limits of the stars although this does not necessarily make you better: Ivy cannot understand exactly what her monsters are saying what other tamers can do without difficulty and she does not have enough mana to force a link in order to tame a monster what normal tamers can do.

Slime tamer [300 CP | Discounted for Tamer]

Slimes are our friends, they are as cute as they are useful! In this world as in others you will see many forms of friendly slime and with this you can tame them without risk of harming them and they will follow you in your next jumps for free and without taking up a slot. In addition you can harvest from them more often and at a much higher quality of their product (including what would normally require you to kill them) and this without any inconvenience for them and can teach the method to others. This also acts as a booster amplifying everything related to slime, whether real, objects or skills.

Wanderer

Survivalist [100 CP | Free for Wanderer]

You have the same skills learned by Ivy at the beginning of her adventure that are about how to hunt, hide your presence, skinning and processing meat as well as an encyclopedic knowledge of edible plants and the manufacture and use of traps.

Walker [100 CP | Free for Wanderer]

Your body is really fit for travel. You can walk miles and miles as if you've been travelling all your life. Walk difficult roads without getting hurt and run long distances.

One man's trash is another man's treasure [200 CP | Discounted for Wanderer]

As the idiom says, trash could well be treasures and surprisingly in this world landfills are common and filled with second-hand but useful objects with this advantage you will find much more easily what you need in its places. Strangely, you seem to know where the dump is near you

mouso-nomics expert [200 CP | Discounted for Wanderer]

You are really good at math and can solve any calculation by giving an answer in Field Mouse units and then converting that number to a more boring and normal unit of measurement... strangely it works very well, you would think that everyone should adopt this system of measurement!

Aura detector [400 CP | Discounted for Wanderer]

Detecting danger and reacting to the presence of what is approaching you is essential. What's more, you see people's auras allowing you to know when danger is approaching, moreover over time this ability will allow you to detect lies like Sora does.

Old memory [400 CP | Discounted for Wanderer]

You possess memories of a past life from another version of yourself in the multiverse, which has a wealth of knowledge from a mundane version of Earth. In future jumps, you will gain some new knowledge from a version of yourself who lived in a dimension/world close to your current jump.

The Traveler [600 CP | Discounted for Wanderer]

Where humans evolved for a sedentary lifestyle, you evolved to travel! This is not surprising; after all, the jump chain is a never-ending journey. Not only does this perk stimulate everything related to walking and traveling, but it also brings you luck during your hike: the weather conditions will be more favorable, beneficial encounters even extremely rare ones will occur, and those who pursue you will seem to suffer the consequences.

Citizen

Job [100 CP | 1st Free 2nd and more discounted for Citizen]

You know a profession in this world and have solid skills (not star skill) in it as if you had been doing it for years. You can buy the perk multiple times.

Villager [100 CP | Free for Citizen]

Living in cities and towns has its advantages too, you always know which are the best shops, the most comfortable and delicious places to eat and you have contacts with varying influence in each place inhabited by different groups of people.

Lovely wanderers [200 CP | Discounted for Citizen]

Strangely enough you will see cute children similar to Ivy appearing around your shops who will sell you the materials needed for your craft at a very good price and with much better quality than usual.

Brevet [200 CP | Discounted for Citizen]

Everything you invent is now protected by a patent and people will have to give you money to commercialize it, if you want you can also make your invention difficult to understand for those who would like to copy it.

Magic Crafter [400 CP | Discounted for Citizen]

Although a lot of items are droppable from monsters in this world, it doesn't mean that it's impossible to craft potions and magic items and you excel at crafting the latter two. Furthermore, you can ignore the necessary conditions when crafting, whether it's skills and stars in this world or other necessities such as a special bloodline or ritual and treatment conditions unique to a few people or a world and its metaphysics. This also makes the magic item and potion you craft fiat-backed.

Star system [600 CP | Discounted for Citizen]

This world is governed by the star system. Each person is born with skills and a number of stars influencing their mana and their ability/permission to make certain career choices. With this you can give a copy of this system and those you will meet in the next world to whomever you wish. If there are specific classes or skills for the system that are normally chosen randomly you can freely select them for them.

Adventurer

Drop [100 CP | Free for Adventurer]

In this world, by killing monsters, you get magic objects. With this perk, you keep this ability in the next worlds and have a better chance of dropping useful and valuable things.

Adventurer [100 CP | Free for Adventurer]

You possess the skills expected of an adventurer, from fighting monsters to some survival and tracking skills to track your targets. You also don't panic when faced with monsters or injuries.

Tips [200 CP | Discounted for Adventurer]

Adventurers must not just kill this juicy pinata filled with magical loot that we call monsters, they must also protect the travelers and the merchants with this when you help one, he will always be grateful to you and will show you revolutionary tips or at least very little known whether: like an interesting place that he saw, a way to use local plants and other.

If it's Jumper, everything's fine. [200 CP | Discounted for Adventurer]

You have made a lot of effort as an adventurer to protect the villages from monsters and this will be returned to you not only will people accept even your darkest traits and powers but they will always defend you against those who slander you.

Sherlock Holmes [400 CP | Discounted for Adventurer]

You are an investigator from the Adventurer's Guild and excel in all kinds of investigations to the point that one could certainly compare you to this famous detective. You see even the least obvious clues at first glance and manage to make connections and find suspicious coincidences easily.

《+/-》 [600 CP | Discounted for Adventurer]

Where did you find this mysterious skill?! In any case, just like Druid, you can steal people's stars and distribute them. Apart from this jump, it allows you to do similar things for other systems.



Items

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

Wanderer

Magic bags [100 CP | Free for Wanderer]

These are four magic bags that are larger inside and that make what is stored there weigh less, although not being the best existing model, they never wear out, preserving their magic and the freshness of what you store there.



Encyclopedia [200 CP | Discounted for Wanderer]

This is an encyclopedia that updates with every jump and includes all the knowledge about plants, monsters, and various survival tips. Ideal for surviving in this world, and why not learn how to make potions to feed a gluttonous little slime!



Discharge [200 CP | Discounted for Wanderer]

A discharge! What, you don't find trash cans interesting? In any case, here's a landfill. It will appear whenever you want and will be filled with trash from this world. In the next jumps, you'll see new objects related to all the worlds you're visiting appear. A new one can be generated every day.

Get in the bag [400 CP | Discounted for Wanderer]

This is a seemingly normal bag, but any life form that enters it, including one larger than the bag, is momentarily transformed into an adorable little slime. The bag has no limits, and in addition to being endless, it is stuffed with soft, fluffy fur and has its own heating system for the winter and air conditioning for the summer. It comes with a magical SSS-rank Transfiguration Stone that never wears out and allows everyone to experience the joys of being a little slime of their choice.



Citizen

Job's tools [100 CP | Free for Citizen]

This is a set containing all the tools needed for the various professions you have, in the next jumps and this one new object will appear to reflect the new professions learned.

Coins [100 CP | Free for Citizen]

It's a bag containing fifteen Radal (gold coins), enough to rent a good, average inn for two people for an entire winter and recharges with each jump.

Shop [200 CP | Discounted for Citizen]

This is a shop perfectly suited to your profession, in addition to requiring no tax or maintenance it will be supplied with a small reserve of materials useful to your profession which is recharged every week.

A mine [200 CP | Discounted for Citizen]

This is a mine filled with magical crystals and precious stones like diamonds. The mine refills over time and new galleries appear behind collapsing walls containing other resources linked to your next jump.

A city [400 CP | Discounted for Citizen]

You are no longer just any peasant, you are a noble and own a large piece of land under your authority, the latter owning a main city and a few villages. If you add 200 CP it is a kingdom over which you reign

Adventurer

A reliable weapon [100 CP | Free for Adventurer]

A good weapon forged by someone with many stars, along with basic tools for your adventures like a tent, cooking utensils, and other small items.

A Map [200 CP | Discounted for Adventurer]

It's an extremely precise and annotated map showing the different plants and monsters of the region as well as anything that could be of interest, ideal for finding your way during your quests.

Bounties [200 CP | Discounted for Adventurer]

These are bounties like the ones you could find in the adventurers guild. You receive them every week. Some are blank and you can put your own request there, and others are requests made by people in the area, whether it's defeating a monster, finding certain plants or others. If you go to an official building like a town hall or others, you will receive the bounties that you have completed and post your requests.

Potion bag [400 CP | Discounted for Adventurer]

A magic bag with the stasis function, as well as a larger size and containing magic stones of random quality and element, each one can be used to produce the corresponding magic without the need for knowledge and with just a little mana, as well as many various potions, you get new ones every month.



Adventurer's guild [600 CP | Discounted for Adventurer]

You are not a simple adventurer, you are the master of a branch of the adventurer's guild. Not only does this give you authority but your building comes with it filled with brave and competent adventurers and all the staff to make your adventurer's guild the best in the world.

Companions

Companions can purchase more companions. Jumper can transfer CP to his companion with a ratio of 1 to 1

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 [50 CP One Free for tamer]

A small, stabilized, malformed slimes (it doesn't take up a slot) like Sora or Flame, the latter has 400 CP (perk only) and the same abilities as the slime corresponding to its color and loves the corresponding potions as well as what it produces (ordinary stone/or worn magic stones for the red ones, swords for the blue ones):

Blue Slime: Heals wounds very well, produces equivalent potions as well as swords

Red Slime: cures diseases very well, produces equivalent potions and powerful magic gems/recharges/upgrades them.

Green Slime: Nullifies pain, produces equivalent potions, and has an unknown power

Purple Slime: Removes curses, produces equivalent potions, and has an unknown power

Black Slime: Eats magic (can break spells as well and kills creatures mutated by magic)



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 (max five after you gain no more CP)

Hunted [+100 CP]

You're being hunted by a horde of superstitious and stupid peasants. They're not really adventurers and could clearly die chasing you. What's more you're a few miles ahead of them so far. For an extra 200 CP, they're the same organization that kidnaps children and does shady things. Ivy won't be able to stop them this time.

SMALL [+100 CP]

Oh, look at that little jumper, it's so SMALL it must be 6 years old! Everyone talks to you like you're younger than you are and emphasizes how small you are and all the physical features you don't like.

Cute little Jumper [+200 CP]

You're a child between six and nine years old, and even after you grow up you'll still have a small body as if it came from poor nutrition. Oh, and you'll be as adorable as Ivy!

Phobia [+200 CP]

You have a really problematic phobia if you are an adventurer or a traveler you might be afraid of walking, or traveling. If you are a slime tamer, you might have a phobia of garbage etc...

To Pick up TRASH [+200 CP]

This world is strange, the rules make it extremely hard to recycle anything, melting a sword for metal requires someone with the three-star recycling skill, this, as well as the difficulty of creating a sword and the non-existent rarity of swords dropped by monsters, slowly fills this world with trash! Well, apparently this is already the case, gigantic piles of waste are quite common, which causes lots of problems, like mutating monsters by making them more powerful!

Monster bait [+300 CP]

Have you been bathing in Blessed Balm Fruit juice? You're definitely attracting monsters, so let's hope you're strong enough and prepared to survive.

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 not compatible with **Partial**

Lockdown [+400 CP]

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

Green and purple slimes have not yet appeared in the series (although purple could be black) their ability and therefore unknown although an ability related to eating magical objects of a type like those made from tissue and producing the same category seems likely. But feel free to choose abilities equivalent to those of blue and red slimes.

Blue slimes heal on a conceptual level as long as the limbs are not gone, being able to heal even non-physical things like a person's damaged magic.

Black can not only cancel all kinds of persistent spells by eating magic but can also grow to encompass a creature mutated by magic and eat its mutation which kills it instantly and reverts its corpse to its former form.

The Traveler + Walker: just like Ivy you can easily walk 14 hours a day, and if you force yourself you can walk for five days without sleeping, although without any other perk or special physique you will be very tired afterwards.