By the Grace of the Gods **Jumpchain**

by Faucheusestar

Under the protection of the gods, a relaxed life with slimes in another world begins!

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

Starting Location

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

1• **Forest of Gana**
It's a wild forest located in the duchy of Jamil, it has no particularly strong monsters, so slimes are numerous.

2• Gimul
Gimuru is a tranquil town surrounded by nature. It has an abandoned iron mine nearby that is slowly dying.

3• Sea of Trees
This is a forest filled with raptors and extremely dangerous flora and fauna. Luckily, you are in the outer part of the forest and could easily turn around by walking behind you.

4• Keleban
Kereban is the biggest commercial city within the duchy of Jamil, it boasts a very large population.

5• City of Lost Souls
Looks like you're out of luck, finding yourself in a valley filled with the undead from a nightmarish old abandoned prison at its center.

6• **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.

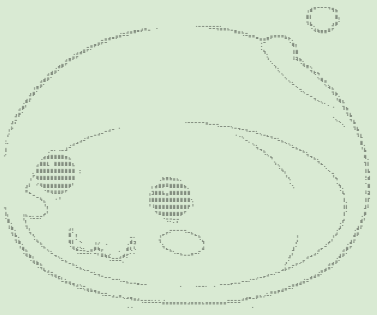
Adventurer[Free]
The classic of all isekai, you are an adventurer roaming the roads around the cities in order to hunt monsters.

Inhabitant [Free]
You are one of the inhabitants of this world, perhaps you are a merchant, noble, a craftsman or others.

Race

There are many races in this world, whether it's humans, half-humans, elves, or dwarves, you are free to choose the one of your choice and benefit from their traits.

Slime [+200 CP]
You're a little bouncing friend of your choice. If you couldn't talk, it would be hard to tell you apart from a normal slime. If you want to take a bigger one like a big slime or something similar you can but you don't get the +200 CP. If you merge with other similar slime, you are the hive mind.



Perks

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

General Perk

Magic affinity [Free/50 CP]:
There are many magical elements such as water, fire, earth, wind, light, darkness, space, healing and some that are a combination of two. You can choose two elements you have a strong affinity with. For 50 CP, you can choose one more.

Familiar Magic [Free/100 CP]:
You can use magic to tame monsters, analyze your pets, and see through their eyes. The type of pet you have the best affinity for is your choice: it can be scaly, quadruped, lupine, or others. If you want another type in addition, it will cost you 100 CP per additional type.

Huge mana pool [200 CP| Free for Drop in and Inhabitant]
Perhaps you're descended from one of the heroes summoned by the gods, or are you one of them? In any case, you have a huge amount of mana 200,000 units, to be exact though with training, the amount will increase. Moreover, this and your best ability can be passed on to all your descendants if you wish.

Resistance [200 CP| Free for Adventurer]
By venturing into dangerous places you have acquired a resistance to diseases and poisons similar to Ryoma's.

Drop in

Learn with fun [100 CP | Free for Drop in]
You learn things much faster by having fun, what should take you a week takes days instead, and the more fun you have while practicing something, the greater the progress will be.

Slime magus [100 CP | Free for Drop in]
Sticks are outdated, staffs are overrated, right? The best magic amplifiers are slimes! These cute creatures are able to blend in with the spell of their element to greatly amplify them and make them more controllable (the effect is further increased thanks to this perk). Normally when they reach a synchronization of 10 by dint of doing this magic trick it would kill them but in your case it will only strengthen them!

Knowledge from the Earth [200 CP | Discounted for Drop in]
You have a lot of knowledge from several sciences and professions coming from Earth, none of this skills and knowledge equals that of someone who has worked there all their life and rather represents someone who has done this job for one year.

Alchemy [200 CP | Discounted for Drop in]
You are an alchemist like Ryoma, which allows you to separate and combine various components, such as iron in earth from a mine, and assemble them to make an ingot, for example, or rearrange carbon atoms to transform coal into diamonds. This also allows you to make potions.

All magic affinity [400 CP | Discounted for Drop in]
You have an affinity for each type of magic allowing you to potentially learn and use them more easily. In this world this gives you: fire, water, wind, earth, neutral, lightning, ice, poison, wood, light, dark, space, barrier, healing… In other worlds you would also gain the possibility of using all the affinities of this world, however remember that this only gives you the basics as well as a better talent and that spreading yourself too thin is not necessarily the best solution.

Cheat ability [400 CP | Discounted for Drop in]
This is a cheat ability similar to the one given by the gods of this world to those in isekai such as:

- No limit to the number of magical beasts that can be tamed and an affinity with all magical beasts
- A huge magic reserve and your magic has great destructive power
- A steel mount that does not wear out and tireless (maybe a magic motorcycle), as well as powerful spatial magic

Slime Researcher [600 CP | Discounted for Drop in]
Slimes are the future of this world, they can do anything and are just waiting for someone like you! With this, you are far more capable than anyone when it comes to analyzing and training slimes, making contracts with as many slimes as you want, and finding evolutionary paths and applications for new slimes. Plus your slimes will be more likely to evolve through lucky coincidences, and you will see rare slimes much more often.

Adventurer

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.

With Style! [100 CP | Free for Adventurer]
Being an adventurer isn't just about strength, it's about style! And whatever your themes, all merchants will always sell you items related to it, like a magnificent cat theme tent for your stand.

Mysterious merchant [200 CP | Discounted for Adventurer]
Being an adventurer always comes with its share of problems, like the smell and stains left by monsters that never go away, rations that lack taste, and so on. Luckily for you, there always seems to be a mysterious kid with bouncing friends who will figure out solutions over time and present them to you first.

Mental fortitude [400 CP | Discounted for Adventurer]
You possess great mental strength comparable to that of Ryoma in addition to making you capable of resisting even the worst situation without cracking, this makes you extremely resistant to illusions and black magic in general.

Life force user [600 CP | Discounted for Adventurer]
You are a master of using physical energy/life force and can do so instinctively without the need for any form of training. Not only does this strengthen your physical abilities, your regeneration and the strength of your body making your skin very resilient, but you do so without wasting a single particle of energy.

Inhabitant

Musician [100 CP | 1st Free 2nd and more discounted for Inhabitant]
You know how to play an instrument well enough to earn a living from it and entertain the cute little birds. You also know how to build it and can do so easily with the appropriate materials or equivalents. You can buy it multiple times.

Jobs [100 CP | 1st Free 2nd and more discounted for Inhabitant]
You know a profession in this world and have solid skills in it as if you had been doing it for years. You can buy the perk multiple times.

Merchant [200 CP | Discounted for Inhabitant]
You have all the skills to be an excellent trader, whether it's coming up with lucrative ideas or leading negotiations, plus you have a perfect poker face.

Noble [400 CP | Discounted for Inhabitant]
You are a noble in addition to being able in each jump to be born as one, you possess all the abilities and knowledge that one expects from one like: politics, music, dance and others

Magic item creator [400 CP | Discounted for Inhabitant]
You are an expert in creating magical objects in this world, this also means that you are an expert in mechanics. You can easily create clockwork parts, music box components and all kinds of mechanical parts and assemble them.

A world created for them [600 CP | Discounted for Inhabitant]
It's as if this world was created for fans of our slime friends, every problem seems to have a bouncing solution! With this, you can influence the worlds you jump into to give them a theme related to something you enjoy. This thing will become immensely viable in its jumps to solve all kinds of problems, and you'll discover new ways to exploit this passion.

Items

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

Drop in

Book [100 CP | Free for Drop in]
This is a beginner's book similar to the one given by the gods to Ryoma. It contains lots of basic magic tricks and other interesting things to know for a beginner and to survive in other worlds. You get a new copy every jump.

Research notes [200 CP | Discounted for Drop in]
These are all the notes that Ryoma and his group of slime researchers are said to have written. They contain the evolution paths and ways to exploit them.

It's an imperial slime it's made up of 10,000 slimes! [200 CP | Discounted for Drop in]
You get an emperor slime of your choice. It's basically one of the less rare variants like scavenger, acid, or something else. If you want something rarer like pearls, it will cost you 200 CP more.

Secret base [400 CP | Discounted for Drop in]
This is a pretty clearing with a secret base carved into the rock and even a small waterfall for the little slimes to drink. The latter always has slimes from the worlds you have visited in their base form, ideal for trying to make them eat lots of things and discovering many combinations. This object appears whenever you want and can be resummoned/moved every day.

Mana for everyone! [400 CP | Discounted for Drop in]
In this world the gods made a habit of Isekai people coming from the earth to recover a lot of mana for their world, with this each time you jump into a world you can choose to introduce the mana or revitalize the mana of the world if there was already some

Slime merging [600 CP | Discounted for Drop in]
Slimes can be combined endlessly to become more powerful variants, like the enormous six-meter sphere that is the Slime Emperor, and return to their separate state. With this item, you can now do this with any creature or object. Not only is this very useful for storage, but it greatly enhances the properties of things when they are in their combined form.

Adventurer

A reliable weapon [100 CP | Free for Adventurer]
A good weapon and armor along with basic tools for your adventures like a tent, cooking utensils, and other small items.

Manual [200 CP | Discounted for Adventurer]
This is a manual containing many tips on the monsters and terrains you explore in this jump and others, such as the fact that this rafflesia you found in the forest is really expensive.

Tresor hunt[200 CP | Discounted for Adventurer]
This is a quest poster. It always indicates, through clues, a quest that will allow you to obtain the item you are looking for, as long as it actually exists in this world, whether it is a legendary weapon, a tome containing ancient magic, a sage's research treasure, or the weapons of a legendary blacksmith. You receive a new one every year.

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.

Tsukumogami [400 CP | Discounted for Adventurer]
This is a tsukumogami, it can be any object that comes to mind like a mansion or something else, in any case they have the same abilities as Korumi like reading the mind and obtaining the knowledge of the people around them, making illusions and necromancy.

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.

Inhabitant

Mysterious sponsor [100 CP | Free for Inhabitant]
You have a mysterious sponsor who sends you something valuable to the world you are visiting every year, such as: one pearl, one bloom diamond or other items. However, you'll need to find a way to sell them.

A shop [200 CP | Discounted for Inhabitant]
It could be your own laundromat, which you could run with slimes, or any other business. You never pay taxes, it's always in a prime location of your choice, and you have the necessary staff. For an additional 200 CP, it's a thriving chain of stores that will now follow you in your jumps and everything you do to strengthen it. Whether it's like buying new buildings, applying for patents, and more.

A mine [200 CP | Discounted for Inhabitant]
This is an old iron mine, though you can find other metals and crystals from worlds you've visited here. It recharges over time, and some metallic slime related to the metals found within will appear.

Jumper mansion [400 CP | Discounted for Inhabitant]
It is a large mansion similar to that of a duke, they have lovely loyal maids to take care of everything and even a library containing many magic books whether beginner or advanced. In the next jumps the library will be updated.

Kingdom [600 CP | Discounted for Inhabitant]
This is your own kingdom that you rule and everything it contains, whether it's armies, villages full of villagers and other useful things to allow the proper functioning of your territory. You can instead take just a small territory closer to that of a noble in which case the cost of the item decreases accordingly (400 CP for a duchy, 200 CP for an even smaller territory)

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

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).

Streamer [+100 CP]
Looks like Jumpchan isn't the only one keeping busy looking at you now all the local deities are too! For an extra 200 CP you can be the star of your own reality show visible to every inhabitant of this world...

Slime fan [+100 CP]
You're obsessed with slime like Ryoma, at the same time they're so useful and cute! For an extra 100 CP, your tameable creature type is slime only, although this has the side effect of making you even better at them (you can choose to have this drawback concern another species of creature if you want).

Cute little Jumper [+200 CP]
You're a child between nine and thirteen years old which doesn't necessarily help people take you seriously.

Not so blessed by the gods [+200 CP]
In this universe, everyone looks like a human being, too perfect in the way they act... With this you have a choice to make either people are less nice and more normal or you will feel the awkward side of this perfection in a way similar to the uncanny valley but turned up to eleven.

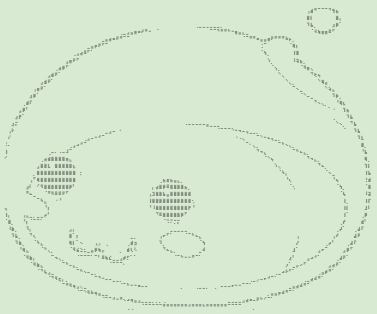
Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

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.