



Jump made by Aleph_Aeon

Introduction

In a stagnated world ruled by the System, one day, it began to appear people that were chosen by it to receive the class "Player" and they started to hunt the monsters that supposedly threatened the common people, which have been classified as "NPCs".

Initially, the people devoted themselves to these heroes, but this peace didn't last for long, as eventually they began to treat them like toys.

Even when players committed evil deeds and abused their position's benefits, the common people couldn't do anything, not only because of their strength difference, but mainly because the System's overseers, such as the Moderator and his Operators, due to any NPC who went against a player is flagged as a "Bug" and, furthermore, as someone that must be deleted from the world in the next maintenance.

But, things aren't going well in this stagnated world. In addition to the cruel actions of the current Moderator and his inability to update the System, a far more dangerous variant of bugs, the Viruses, are growing stronger while hiding in the shadows, waiting for their opportunity to rise.

In this exact world, one day, the blacksmith Aiden, together with his little sister Alice and his entire village, were deleted by the Moderator personally during an emergency maintenance. However, the Moderator's deletion command is canceled and Aiden was restored by an external force, but this time his innate powers were unlocked.

Now, wielding powers similar to the Moderator's, he'll start his journey to destroy the current System and avenge his lost sister.

You'll arrive in this magical world at the same time as Aiden is restored and acquires his powers.

You'll stay here for the next ten years.

+ 1000 CP

Origins

Your gender is the same from your last jump and your age is $17+1d8$.

Alternatively, for 50 CP you can choose both yourself.

Any origin can be taken as Drop In.



- 1. Player (Free):** You're one of the people that were chosen by the System itself, either by their outstanding potential or by merely luck, to be one of this world's "heroes" against the threat of the demonic beasts and other monsters. As a player, your role is to grow and become stronger by acquiring experience to level up and upgrade their skills, be it through hunting monsters, exploring dungeons, completing quests or even by fighting other rival players. By default, you'll be a novice player, as the appearance of new players rapidly decreased when the updates stopped, guilds and other older players will be willing to support you and invite you to their parties, so you'll have the chance to gain of help at the start of your journey if you play your cards well. You'll start at any village or even dungeon of your choice.



2. **NPC (Free):** Instead of receiving the player class, you're among the majority of the common people in this world that weren't lucky and ended up being classified as NPCs. While players eventually acquire superhuman abilities and attributes, NPCs like you have level limits and thus are almost always restricted to be only mundane strength, even if many of them have already shown that they have at least the same or even more potential than the System's "chosen ones", like Siri, Jake, Mia and technically even Aiden to some extent. As a NPC, your supposed role in the world would be to support players to the point that, if you ever went against a player, you would normally be classified as a bug, but there are ways to avoid this fate. You'll start at any village of your choice.



3. **Demonic Beast (50 CP):** Instead of being a mere human, you're on the other side of the coin, as one of the monsters that so threaten this world. Actually, the demonic beasts aren't a threat, as they're another part of the System in the same way as the players and the NPCs, which basically work as mere equipment to support the former's growth, with this being noticeable as the monster never goes beyond their spawn zones and dungeons they inhabit. Unlike other monsters, you're actually free, to the point of keeping your mind and intelligence intact despite your inhuman nature, and not just a mere tool, so, you'll pretty much have freedom to go wherever you want but I advise you to be cautious, as you'll still be treated as a demonic beast by the System, the NPCs and the players. You'll arrive in any dungeon or wild area of your choice.



4. **Operator (200 CP):** The Operators are the top players, and in a few rare cases even NPCs, selected personally by the Moderator himself to act as the System's overseers, responsible for maintaining it stable and working by fixing any possible glitches and taking care of any bug, or even viruses sometimes, they encounter, whatever it takes. Thanks to your outstanding potential even among the players, you've done the incredible feat of managing to catch the attention of one of the current Operators and have been selected to become an Operator yourself. In order to be able to assist the Moderator in protecting the System, he shared a portion of his administrative power and thus granted you permission to use the System itself against any threats you face. You may start anywhere in the world you want, including Bad Sectors if you truly want.



5. **System Guard (150 CP):** The System Guards are golem-like automatons created directly by the System itself to serve as the main forces under the command of the Operators and the Moderator himself. They're set to the most varied roles outside the view of the common people, including a few of them serving as Dungeon Keepers responsible for maintaining the order within the dungeons. You've been made as a System Guard to serve as a weapon, but something unexpected happened, as you eventually became self-aware and developed your own consciousness and mind despite not being a high-ranked guard by default. Thanks to it, you're actually free instead of being a mere tool to the System, but you can continue to work with the Operators if you want to. In the same way as Operators, you may start anywhere in the world you want, including Bad Sectors if you truly want.



6. **Bug (100 CP):** Bug is a generic term used to refer to several different types of errors, flaws and other unexpected entities within the System and you, my friend, are one of them. Maybe you're a rogue NPC, an actual flawed entity born from the System but that hasn't evolved into a virus, a monster that escaped from their designated area or even one of the few untainted survivors of the First World, much like Trojan herself. Regardless of your origin, you've registered by the System itself as a bug and, to represent this, you must take at least the 100 CP version of the **Registered Flaw** drawback, but you still get the points for it. You may start in any place in the world of your choice, except the bases of the Operators, but I advise you to choose a place away from the System's overseers if you don't want to be immediately targeted.



7. **Virus (100 CP):** Maybe you're a native bug that mutated, an entity that was reborn after being infected or even one of the survivors of the First World that were tainted in the void that exists between worlds, but, regardless of your previous background, you're now a Virus, a corrupt existence that defies this reality's nature. You're now among the true main threats to the existence of this world and to the lives of the people that inhabit here, as even the lesser viruses are so dangerous that deleting them on sight is the recommended option, even for such a powerful being like the Moderator himself. Unlike the other origins that have more freedom in choosing their starting location, you'll be restricted to start in one of the Bad Sectors used by the viruses as bases around the world, areas that were deleted but that became corrupted overtime due to being neglected.

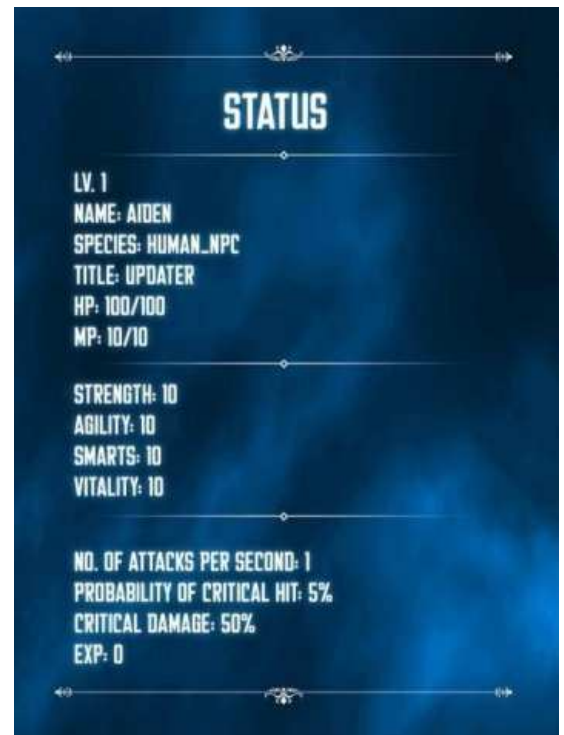
Perks

Each perk is discounted to their respective Origin.
Discounted 100 CP perks are free.

General Perks:

Bound to The Operational System (Free for Everyone except Viruses):

The Operational System connects every being native to the Second World, being made to keep the world working effectively and to serve its rightful master. Regardless if you're a normal entity or a bug, you're still connected to the system and receive all the benefits that this grants. The first benefit you receive is the access to your Status Window, allowing you to see information related to you that includes, but aren't limited to, Level, Name, Species, Title, Class, current Health Points, current Magic Points and current Experience. You'll also have access to the four Stats (Strength, Agility, Smarts and Vitality) that, much like other game-like systems, can be really increased directly both by leveling up, with the stats related to your class having more priority, and by traditional means like training. Beyond this basic information, you'll have access to the Skill List, which will contain all your Skills, which here are the special abilities granted by the system to those that own them and that can be also upgraded up to a certain max level. To finish the basic benefits that everyone shares, you can also be "resurrected" by the System, as long as whatever that killed you was also someone fully connected to it (the reason behind this is better explained in the notes section). Lastly, in addition to these basic functions, the System also grants you an innate Firewall, a metaphysical barrier that protects you from corruption by viruses and other similar influences, which, without it, anyone would be completely defenseless against such opponents.



Inhuman Nature (50 CP/Free and Mandatory for Demonic Beasts and System Guards):

While humans are still the most common species found in this world, they are far from being the only ones present here. In addition to the basic humans, there are a few other intelligent species, like Elves and the angel-like species that Celina is part of, and several other monstrous races that usually aren't sapient. By taking this perk, you might choose to be of one of these other species, with the exception of higher species like High-Ranking Guards and Dragons. Each species will grant you different extra benefits like an Elf's possible magic affinity and a Dragonian's hidden power inherited from their draconic ancestors. Optionally, you might even choose monstrous races, which grants you more benefits in exchange of, obviously, being

seen as a beast in the eyes of other players and NPCs, even if you're one of them yourself. Furthermore, **Demonic Beasts** and **System Guards** that receive this perk for free will be more limited with their choice, as the former must choose one of the various monstrous races shown in the series while the latter can only choose one of the many variations of the basic guards.

Freeborn (50 CP): At the beginning of the jump, Aiden will be only at his first step of becoming this world's true Moderator, replacing the current one, Aster, and fixing most of the System's flaws. But, why wait until there to abandon the flawed Aster's System, which is known for dividing people between players and NPCs and also passively generating new viruses, to be able to join Aiden's upgraded System? By taking this perk, you'll start the jump already connected to Aiden and his System Space, thus gaining the Freeborn class while still retaining your previous benefits as a NPC or player. Of course, you could achieve this eventually in-jump, but, if you want to ensure it from the very beginning, this perk is for you.

Cancel the Delete (300 CP): The best way to lead with the viruses and their victims, when restoring them isn't possible, is to delete them and ensure they'll never return, that is, literally erase them from existence instead of just destroying them. In a world where there is the real risk of you being erased by someone wielding administrative power, it's good to have some protection against it. You're now immune to being erased from existence, both through this world's delete command or through abilities and techniques from other settings, like the Hakai and Erase from Dragon Ball. This protection, due to being fiat-backed, will work regardless of how powerful the one attempting to erase you is. However, while they can't simply delete you, they can still lead with you through more conventional means, so, caution when leading with beings as powerful as Moderators or Hakaishins.

Antivirus Protocol (300 CP): Viruses are unnatural existences that taint, twist and corrupt almost anything they touch, from mere objects and living beings to even the land and reality itself in serious cases. Their influence is so corrupt to the point that all the Antiviruses, with the exception of Aria and Aster, were victims of viral infection and ended up being deleted to avoid giving birth to new viruses. Fortunately, before arriving in this universe, your Benefactor implanted a piece of code in your soul and altered your very essence in a way that perfectly counters the infection spread by the viruses, even if you're a Virus yourself, thus making you and any equipment worn by you immune to this. While your viral immunity is something unique to you and can't be replicated without access to some out-of-jump perk, you've also developed the ability to absorb this viral corruption from others in order to nullify it and heal them. Additionally, while it wasn't the main focus of the modifications done to you, as a side-effect, you've also developed some degree of resistance against the maddening effects of the primordial power used by Trojan and by the Creator, as the insanity induced by it in those without the needed authority to wield such power is similar to the corruption of the viruses.

Player Perks:

Chosen by the System (100 CP/Free for Operators): You've been chosen by the System to become a Player because of your outstanding potential among the common people or due to you just being lucky to be chosen. Your position as one of the players grants you great benefits that are enough to make most NPCs envious of them. First of all, you've stopped aging once you've arrived at your prime and your level limits were removed, allowing you to level up infinitely with enough effort and experience points. Additionally, the System will also be expanded to you and you'll gain access to new functionalities, which include functions like Inventory, Friends List, Karma System, Quest System and even Audio Calls with those you have as friends. Last but not least, you may choose a single combat class, like swordsman, archer or mage, to represent which special abilities you'll acquire and how your stats will grow as you level up.

Karmaless Life (200 CP): Considering that it was predictable that some players would inevitably abuse the power they received, a countermeasure to discourage them from committing evil deeds was developed. This countermeasure was the Karma System, which accumulated karma every time a player did something that was classified as an "evil act", like killing NPCs, needlessly attacking players or stealing private storages for example, while it could be reduced by doing "good acts". Too much karma accumulated leads to infamy among players and NPCs and to other penalties imposed by the Operators and even by the System itself, with the most common penalty for max karma being decreased level until the karma is reduced to 0 again. But, this isn't valid for you. Any action done to you won't increase any bad karma to you, for both this world's and any other settings' karma systems, allowing you to stay counting as karmically neutral for the universe regardless of how evil your actions morally are. Despite this, any good karma acquired from your good deeds will still work as normally.

Limitless Potential (400 CP): With enough effort and points of experience, players can level up with no upper limit, but, in reality, their potential isn't truly unlimited and has some clear limitations when you stop to think about it. Firstly, attributes and abilities that aren't backed by the Stats and Skills can't be upgraded by leveling up and even Skills themselves have level limits. Fortunately, this isn't your case anymore, as your potential is now fully unleashed from any of its previous limits and restrictors, meaning that you and every one of your powers and attributes, both the ones granted by the System or acquired by other means, are able to grow stronger endlessly as long as you continue training, acquiring experience and strengthening you and your abilities. Additionally, your unrestricted potential also actively speeds up your own growth, giving you a boost to how much experience points you gain by doing anything in any game-like system you have access to, effectively doubling the amount of points you would otherwise acquire.

Elite Player (400 CP/600 CP/800 CP/Discounted for Operators that haven't taken the NO_000003_JUMPER perk): Well, I was actually wrong, as you aren't a new player that have just started your journey, being instead already an experienced one that is in this game for a long time, having surpassed the average high level player and already become a **Ranker**, but, how much experienced and strong you are varies according to what version of this perk you decide to have, as even among the Rankers there are noticeable differences of power.

The first tier of this perk, costing 400 CP, puts you on par with the average Ranker, having a level of around 400, being capable of properly fighting against the low ranking Named Virus. For 600 CP, you're enhanced to enter the tier of a Top Ranker, something only that was only achievable previously by two Operators, Mia and Xenon, until now, gaining a level of around 490 and 500 and a power capable of wipe the floor with most average Rankers, as well as being able to fight most Named Viruses, with the exception of the stronger ones among them, like Worm and Virus F. Lastly, for 800 CP instead, you've managed to do a feat previously thought to be impossible and broke the previously unsurpassed power limit, reaching a level of power comparable only to the Antiviruses's transcendental strength, standing together with Aria as the two strongest players without access to System commands currently in this world, as well as even being stronger than the Moderator himself when it comes to raw strength. Your current level is unknown, but definitely surpass the supposed level limit of 500.



NPC Perks:

Worker Class (100 CP): Each NPC receives a role to fit in the scenario of this game-like world and you're no different than your fellow NPCs in this aspect. While players receive classes focused on combat, NPCs receive worker classes, so you can choose a mundane profession (blacksmith, craftsman, priest, healer, farmer...) to be your role and get all of its related basic knowledge and abilities, as well as some special skills you might develop as you level up, like how a blacksmith can upgrade items, a craftsman can craft accessories that grant unique benefits and a farmer can grow special plants.

We're Still Human (200 CP): As explained above, the NPCs are those that weren't chosen by the System, but, by the end of the day, they're still completely normal people exactly like the players are. This is a fact that anyone that will be able to notice in you, as they'll always recognize you as an individual worthy of any rights they seem fit for other people, with nobles that see commoners as basically nothing due to not even considering them people will still see as a person even if you're a peasant yourself, however they might still treat you bad if they're already bad even with those they consider as people. This basically ensures that the players (and basically every intelligent being that interacts with you in future jumps) will know you're a person and not just a tool made to follow their requests.

Legendary Character (400 CP/Requires Worker Class): You're no more a mere Non-Playable Character that fits the role of a mundane worker within a world of monsters and heroes, but someone that managed to evolve their role's abilities and skills to epic heights and whose name is going to become a legend on the future. Whatever was your chosen worker class, your skills have been upgraded to a whole new tier, allowing you to even supernatural feats worthy of a true living legend. To give you a better idea of what this enhancement means, a legendary blacksmith would be able to even create Attributed Weapons and similarly powerful items with a few years of work, a legendary healer would be able to revive the recently dead and even treat viral infection, a legendary priest would actually wield holy powers and a legendary librarian would not only have decorated a wealth of knowledge but would even be able to create magic tomes and books containing enchantments. Any class you might have selected before will be enhanced to a similar legendary degree.

Respawn Point (600 CP): For some reason, a specific aspect of you wasn't accompanied the updates and modifications made by Aster and, consequently, you're able to not only see but also interact with a previously nonexistent feature that partially replaces the resurrections backed by the System. While you can still be revived by it, you're now able to interact with several star-like nodes spread around the world, the Savepoints. These Savepoints, normally invisible and intangible to anyone without access to this perk, can be synchronized with you, so, every time you die, you'll be revived by it, as many times as you need it. You can synchronize to multiple different Savepoints, but you can choose which specific point will be the one

that will revive you. However, there are clear limitations. Once you revive through a specific Savepoint, you'll be completely struck with it until the end of the jump and thus restricting you from synchronizing with others or even resurrecting through the others you were already connected, as well as it'll be visible to other people and not only, but also vulnerable to the point that even a common human could destroy it with a good hit. If your Savepoint is destroyed, you'll be unable to revive again through any other until the start of the next jump. As a last limitation, you must be within the same dimension/universe/plane as the Savepoint to be revived, so, if you die while in another dimension, the resurrection through it will be impossible.

Demonic Beast Perks:

Civilized Beast (100 CP): No matter how intelligent you are, due to you still being a demonic beast, it's almost sure that the reaction of any person in this world is either to flee or to attack you. Fortunately, after experiencing this during your entire life, you've already grown used to this situation and now you're basically a specialist when it comes to convincing people with your words and actions that you aren't a danger or a threat as long as your intentions are genuine and you don't actually show any hostility towards them, regardless if you're just a mysterious stranger or an actual monstrous beast.

No Strings Attached (200 CP): Monsters are meant to only be mere "equipment" to support the players' growth, but you aren't like your monstrous siblings. Unlike them, you are free. Free from your role in the world, free from the control of the System and free from any monstrous instinct you would have. As such an unique being, you're immune from any form of mind control done by any being weaker than a godlike existence, as well as being able to retain control over yourself and over your own actions even when you're under the effects of certain substances, mind manipulation or even your own instincts.

Boss of the Dungeon (400 CP): Before you've freed yourself from the strings of the System, your role was that of a monster among the monsters, the crown jewel of a dungeon, a Boss Monster. Boss Monsters, much like how they work in other games, are a special variant of the regular monsters, who have their attributes considerably more powerful than would be expected for their race and many times are able to wield powerful magic in addition to their physical strength. Additionally, they're also able to control the lesser, irrational and weaker members of their own race at will, with an example being a Boss Slime that is capable of controlling lesser slimes. Your current strength is currently at least on par with the Boss located on the last floor of the Tower of Challenge, probably standing around level 100 in player terms.

Guardian Deity (600 CP): You aren't the common kind of demonic beast made to serve as a mere equipment, but you were born a long, long time, during the starting phase of this world, in the so-called days of creation, together with three other of your species. You're no more a mere boss or a mere monster, but you're actually a Guardian Deity, a beast of such power that surpasses the Operators even counting with their authority over the System and whose existence was known by the native only through the legends. By default, your species will be that of a Dragon with the prime of your life, gaining a power on par with Procyon, but, if you prefer you can instead become a legendary variant of whatever was your previous race, like you become a Titan or similar existence if you were a mere giant for example. You'll also gain the same magical mastery shown by the other Dragons and, if you have chosen another race, you'll be able to create a custom skill to replace the Dragon's Eye skill you would gain due to being one, which allows the user to see a target's true nature. Just keep in mind that his custom skill must be of similar power than that of the Dragon's Eye skill. Last but not least, you'll also have your own Star, a core-like magic crystal that will remain after your death, so, as long as it receives enough magical energy or someone used the Restore command on it, you'll return to life through it, albeit in a weakened form for some time.



Operator Perks:

System Call (Free and Exclusive for Operators and for those that have taken the N0_000003_JUMPER or the High-Ranking Guard perks): After being recognized due to your outstanding potential and/or incredible skills even among the high level players, you have been appointed by the Moderator himself to become one of his Operators. Or maybe you're one of his high-ranking guards, but, either way, he shared with you a portion of the Moderator's permissions and authority over the System itself. There are several great benefits that come with it, including access to several screens and other lists containing detailed information about the System's current status and working, but the main benefit you gain with your position is the access to the Commands. In a simplified way, the Commands can be described as special abilities of reality manipulation that are the result of the Moderator's authority over the System that controls reality. There are several different Commands and different effects, with the combination of multiple Commands can create even more complex effects, so there is a list of most Commands that were shown in the series in the notes section. Obviously, as you're just someone that had borrowed said authority (unless you take a certain perk below), your power will be pretty limited, as even the usage of certain complex Commands will be outside your capacity, and you can't grow stronger without absorbing more administrative power from some other source. You'll already start with the basic knowledge needed to understand and use the basic Commands and the more advanced windows of the System, so it'll be up to you to learn how to use the more complex and powerful abilities.

Blocked Heart (200 CP): The viruses are extremely dangerous and, if their threat isn't handled quickly every time they appear, the entire System and consequently the world run the risk of collapsing. Considering the risk and the inability of the current Moderator of restoring bugs and viral infection, the safer way to lead with it is to delete any sign of connection with viruses and bugs, be it actual threats or just innocent people near said flaws. In a way to lead with the guilt of erasing innocents just to protect the world, Aster learned how to shut off emotions and do what he thought was the right thing to do. You have learned how to do the same: you're able to temporarily turn off your emotions and let you maintain your calm in any situation, as well as allowing you to do what you need to do without feeling guilty about it. Even if your emotions are blocked, your morality and affection for others will remain intact so you don't need to worry about becoming an emotionless sociopath.

Antivirus Trait (400 CP): Actually, you aren't a random player that was chosen to be an Operator, but, together with Aster and Aria, you're a survivor of the original group of beings that were created together with the Second World, the Antiviruses. Humans made to be first protectors of the world against the First World's survivors that were corrupted by the void between dimensions and decayed into Viruses. As an Antivirus, you possess a far greater resistance against the corruption spread by the Viruses, even without a Firewall to protect you, making you unable to be infected by the ones that aren't Named Viruses and even having the capacity to eventually heal overtime from any non-serious infected wounds by yourself. This resistance also extends to other forms of corruption other than only viral infection. Additionally, your Antivirus trait gives you the ability to actually sense the presence and determine the location of any Viruses (and other corrupted beings of any nature) in a range of several kilometers, powerful enough to the point you could even sense the ones that are specialized in Stealth. Unfortunately, while you might be an Antivirus, you still lack the power of monsters like Aster and Aria, as there is another perk in this jump if you want such a level of power.

Maxed Skills (600 CP): If people didn't know about your nature as someone important to the System, they definitely would think you're cheating somehow, as there is something weird about all the skills you currently have and will acquire in the future. Every skill gained through any and all game-like systems you have is now maxed to their level limit or whatever would be their natural level limit under normal circumstances, as you might have unlimited potential or said skills might have higher stages of evolution. Just to give you an example, even if you're a mage that would only have a very low ranked swordsmanship skill, "FFF Rank" you could say, this skill will now be enhanced to match true masters of the blades, having its tier enhanced to "SSS Rank".

N0_000003_JUMPER (1000 CP): Each Operational System of each world has its own true master, its Moderator, that is determined during its respective world's creation. For example, the First World's O.S. had Trojan as its Moderator while the Second World's System, which futurely will be named as Alpha, has Aiden as her master. But, in an unprecedented twist, at the same time as Aiden is restored and unlocked his powers, you have also become a newly awakened Moderator much like him.

Even though you aren't the true master of the Second World's System, you're now an existence akin to a Secondary Moderator, having an authority over it and a potential administrative power that is only surpassed by him. Unfortunately, you don't immediately start as the godlike powerhouse that is a Moderator, starting with only access to a pretty basic ability like the Event command for example, but you'll need to slowly grow stronger and acquire this power by completing a set of quests given to you directly by the System that will grant you access to more complex abilities and Commands as their rewards, in the exact same way as Aiden's journey will be.

If you take things on a more normal path of growth, without doing such crazy feats like overexerting yourself to the point you might destroy your body and/or don't absorbing some very powerful source of administrative power like the System's core itself, I'd estimate you'll take around two to three years to gain the full power of your position as a Moderator, but, much like Aiden, you'll still have ways to acquire even further power.

Additionally, you'll also acquire a certain degree of control over other game-like systems you're connected to, like acquiring the ability to use Commands through them or manipulating their features. However, I advise you to be cautious when trying to control other systems, as most times they're controlled by divine beings that might not like you starting to usurp their control over their own systems.

Post-jump, instead of this world's System following you, a new Operational System that considers you as its true master will be created to follow you along your chain, appearing in each world you visit. Optionally (or mandatorily if you're a Virus), this System will already appear in this world, counting as a sort of Sub-System and sharing the Second World's control with Alpha, but, even so, if you manage to connect to Alpha, you'll still have authority over it.



System Guard Perks:

Threat Detector (100 CP): As basically a “machine” tailor made to protect the System, your eyes were modified to grant you the ability to detect potential threats and instantly measure their current danger level. Of course, there are limitations, as this measurement ability can’t properly detect someone’s danger level if they’re actually hiding their true power or if they’re using some factor to prevent someone from detecting and analyzing their strength, unless you have some ability like the Dragon’s Eye skill for example. For an extra, undiscounted 50 CP (free if you have taken the **God’s Guard** perk), your analyzing ability is highly more advanced than I previously thought, with it being enhanced to allow you to calculate the approximate probability of your and/or your allies to defeat whatever threat you’re facing in their current state. Of course, this has the same limitations regarding hidden power as the default ability.

United Guardians (200 CP): Despite being very powerful compared to the mundane demonic beasts, there are several threats far more above that mere System Guards can lead with. As a way to better lead with situations like this, the upcoming Third World’s System Guards were upgraded with a new useful feature in comparison to their Second World’s counterparts, a feature that now you also have access to. This feature grants you the ability to fuse with other beings of a nature at least close to yours, with golems being able to fuse with other golems and biological creatures being able to fuse with other biological creatures for example. For now, you’re limited to fuse with up to ten other beings and you’re able to only fuse with other willing participants, as well as, once you tire out or decide to, you will return to normal.

Immortal Trait (400 CP): Apparently, you were supposed to be one of the Dungeon Keepers, System Guards responsible for keeping the dungeons working properly and preventing the local monsters from escaping, and thus you were specifically made to work unassisted for extremely long periods of time, so, as a way for you better execute your functions, you’ve been blessed with the rare Immortal Trait. While this Trait doesn’t actually make you immortal, it removes any need for vital parts of your body, allowing you to continue fighting normally regardless of how much damage you receive, as well as stopping your aging and/or decay, which is a problem for many Guards that were left abandoned taking care of dungeons and other places. This partial immortality also grants you the capacity of recovering any lost body parts by simply reattaching them or by regenerating them after a few hours, thus increasing your survivability and durability to the point that even if you’re literally beheaded, you could recover by only putting your head back to the right place. The only way to actually kill you is by destroying most of your body, as even if a single limb or your core remains intact, you’ll eventually return to normal.

High-Ranking Guard (500 CP/Requires Inhuman Nature): Like other System Guard, you were born to fulfill a goal, however not as a basic entity, but as a far superior existence, a High-Ranking Guard to be more precise, being so powerful to the point that you can't even be compared to normal guards. There aren't many High-Ranking Guards like you around the world due to the Moderator's control and for requiring far more resources to create compared to the lesser automatons, but, as one of them, you have a lot of power, being comparable to that of an average Ranker. Additionally, you have been granted a portion of the Moderator's own administrative power and authority over the System itself, essentially turning you into an existence closer to an Operator and even granting you access to Commands. Lastly, you'll have more freedom in designing your appearance as a System Guard, being even able to take on a human-like form in a manner similar to Theodore if you want to.

+God's Guard (300 CP/Requires High-Ranking Guard): Well, I was definitely wrong, as you aren't one of the System Guards, but yes one of the guards that fight by the Creator itself and responsible for taking down the obstacles in its path. Your power is far beyond that of the non-divine High-Ranking Guards, having a transcendental strength comparable to that of the Antiviruses, standing equal to Aster at his prime before he became the Moderator. You're now also protected by the Firewall developed by the Creator, which not only protects against metaphysical attacks like the viral infection, but also withstand all kinds of attacks that aren't being backed by a Command, making most people in the entire Second World (including Aria) to be unable to even scratch you unless they're using attacks enhanced to be far more effective against beings like you and even their attacks will be weakened in these cases. You'll be free to choose between the two variations of divine guards: the Executioners, humanoid guards designed specifically to take down threats, and the Destroyers, giant guards equipped with mass destruction weapons and used to dismantle worlds, but, regardless of your choice, you'll have the same power level. Lastly, the other Creator's Guard will consider you as one of them, so they won't attack in any situation unless you provoke them or the Creator first.



Bug Perks:

War of Change (100 CP): Are you just a mere bug or actually one of the Viruses' tacticians? Either way, you're an expert not only in administering, leading and coordinating groups that can range from small teams to large armies but also being a specialist in the best tactics to fight against an enemy force when you're at the disadvantage and in finding ways to integrate the supernatural properties of your allies in said tactics. This also includes things like Hit and run tactics, trap-setting, wilderness survival, finding possible hideouts, but you're also an expert at basically all mundane offensive, defensive and deception war tactics. This also means that you're especially good at protecting yourself and your other allies from those that employ the same tactics as you.

Through the Mirror (200 CP): What does the Trojan and the Creator have in common in addition to their absurd primordial power? They're both unable to move from beyond their domains and are forced to interact with the rest of reality through other means. Even if you aren't limited to such an extent, like them, you're capable of interacting with others through avatars, people that willingly accept to temporarily be your vessel and essentially act as extensions of you for as long as both you and the host still want to. While acting through avatars, your power will be severely limited, staying at a tenth of their original potency at best if the vessel is strong enough to endure it without slowly being damaged and eventually crumble due to your presence. Theoretically, you can maintain the connection with an avatar even through different dimensions, as long as they're within the same local multiverse, but, of course, it's possible for external influences to cut off your connection with them.

Trojan Horse (400 CP): The trojan malware is specialized in misleading the system of its true intent by disguising itself as a standard program, with this being the reason of why Alice eventually became known as Trojan, as she started to disguise herself as a native inhabitant of the Second World in order to get closer to her goals. Even if you aren't a being like her, you've acquired a similar ability that the one that granted her the name of Trojan, shapeshifting. You're able to take on other forms in order to hide from people and even from the System itself, with your disguises also extending to hide you from mind reading, energy sensing and even abilities like the Dragon's Eye skill, as long as you refrain from actually using your other powers. As a beginner shapeshifter, you'll be limited to only changing your apparent age, meaning you can disguise yourself as a child or as an elder, but eventually you'll become able to take the forms of other people as long as their size is around the same as yours and even of small objects like trinkets, allowing you to stay dormant until you need to reveal yourself.

The Usurper (600 CP): A mere failure of the System? You're destined to be a far greater existence. Either you were actually a native to the First World and related to a certain extent to Trojan or you're a new type of all-consuming bug, by taking this perk, you'll be enhanced to be exactly what the Operators thought Aiden was when they first discovered his existence: a bug that consume, absorb and assimilate the System's properties, slowly of hacking the entities connected to it by overpowering them, either by just having power that dwarfs theirs or by weakening them enough to do it, in order to steal the abilities they have and potentially even the administrative power they hold, like how Trojan hacked directly the System and temporarily usurped Aiden's position as its Moderator. Post-jump, you won't stop by only the System, as your all-consuming hunger will be enhanced to allow you to steal any kind of ability, power and/or energy you already have some access to. Basically, you won't be able to consume Jutsus if you don't have some previous access to Chakra but you'll be able to consume Cursed Techniques if you already have Cursed Energy.



Virus Perks:

Malware Physiology (Free and Exclusive for Viruses): Regardless of how you became what you're now, you're a corrupted existence known as a Virus and your special, tainted physiology reflects this fact. By default, you'll begin as low ranked Virus, an entity whose body is purely made out of a sort of viral energy that is particularly malleable, giving you healing factor that allow you to regenerate as long as most of your body is intact and even stay unbothered if your head is damaged, as well as granting you some control over your shape to form natural weapons like claws and blades for example. As you grow stronger, your form will become more defined, gaining more physical and potentially human-like aspects, but you'll still retain the basic malleable aspects of your physiology. Additionally, as a Virus, the same viral energy that composes you is toxic to reality itself, so, by touching objects or living beings that aren't protected by some Firewall or similar protection, you're able to infect and corrode them, causing even legendary weapons to crumble into dust after being contaminated. While most living beings will only eventually die from viral infection, whose progress speed varies according to how severely they were contaminated, they may also mutate and be reborn as new Viruses in rare cases. Lastly, as an existence that defies this world's nature, you have a natural resistance against the System (and other similar game-like systems in future worlds), allowing you to resist better against its effects and Commands than common beings.

Cheat Genie (200 CP): In association to the Named Virus Regin, the Hydra Guild is currently researching a new kind of player, powered up by the exact same corrupted energy that composes the viruses, the so-called Cheat Players, which have gained enough power to be make even a basic high level player to be an equal to a Ranker. Apparently, you're related to their research, either as a virus allied with Regin and the guild or as just someone that attempted to create your own supersoldiers, as you've acquired the ability to share your own energy to others in order to enhance them in the same way as the Cheat Players are created, as long as they're able to support such energy in their body, considering that giving them more power than they're able to support will seriously wound them and make them return to normal at best or even just make them explode at worst. For now, creating such Cheaters (which not necessarily need to be players, just to remember) will grant them only a limited portion of more raw power, but, as this is an art in development, it's possible for you to eventually learn more ways to make them more suitable for receiving more energy or to grant them even specific traits you have access to, but this will require lots and lots of in-jump research to even reach this level.

Named One (400 CP): You aren't a basic newcomer, but you've already become powerful enough to be recognized and enter the ranks of the highest and most powerful class of Viruses, the Named Viruses. As a named one, in addition to the authority that your position grants among the lesser viruses you've also acquired a unique form with an appearance of your own choice, rather than staying as a mass of pure viral energy, as well as a strength that matches that of the average Ranker,

but this isn't your actual ace up your sleeve. During your growth, you've suffered a series of mutations that not only helped you become stronger but also granted you a Specialty, a special ability that will be the core of your combat style as a Virus. Your specialty can be pretty anything (preferentially something related to the behavior of some specific computer virus), but it must be within the level and utility of the canon examples, which will be mentioned in the notes section. An example of a possible specialty would be "Zombification", which would give you the capacity of altering how those fully taken over by your viral contamination are affected, making it capable of effectively turning them into zombie-like minions to serve you, instead of killing them or turning them into new independent viruses.

Adaptive Resurrection (600 CP): Born from your desire almost obsessive to stay alive combined with your already unstable physiology, you're way more prone to suffer beneficial mutations everytime you're wounded, with the probability increasing proportionally to how serious the damage you suffered is. Normally, these mutations which can occasionally be caused by regular damage will be minor, only altering some little aspects of your abilities or giving a pretty small but accumulative growth boost, but, if you're ever fatally wounded, there is a chance of suffer some major mutation, which will give you access back to some power that was previously locked by some external force or modify one or more of your abilities (with your specialty as a Virus being the more probable one to suffer mutation) to grant them extra traits and usages in a way to better counter whatever wounded you. Additionally, this isn't restricted to only mutations due to your Virus physiology, but also extends to other types of beneficial biological mutations you might suffer thanks to other out-of-jump perks. Lastly, as a bonus, if you ever is actually killed, once per jump (or once per decade, whichever comes sooner) you'll regenerate your body from nothing and come back to life in some distant safe place, but a little different this time, as you'll return as a variation of Virus, in a manner similar to what happened with Worm after his final fight with Aiden, meaning you'll suffer a major mutation with 100% of chance.

The Malware (600 CP): You're the very embodiment of what it means to be a Virus in this dimension, being more like an entity born from the literal void between worlds rather than only a being that was merely corrupted by it. The first aspect enhanced by your true nature is your infection powers, as they're now able to contaminate not only objects and people but also extends to reality itself, allowing you to slowly overwrite a place into a location similar to the Bad Sectors by merely staying there for enough time. The infection speed on regular beings is also enhanced, as common NPCs and players can be fully taken over by it in a matter of minutes after a mere scratch from you. Furthermore, your mastery and control over how the infection develops is also enhanced, giving you the ability to decide if the infection destroys objects and people or actually convert them to viral-infused objects and new Viruses. Additionally, as you're technically a more pure strain than the Viruses currently in the Second World, which are either the corrupted survivors of the First World or mutated bugs born from the System's flawed updates, you're actually able to infect even other Viruses below the level of the Named ones, which, while it doesn't further corrupt them, it overwrite portion of their data and make them loyal to you, making them consider you as their master. Post-jump, it'll also be usable with other viral entities of any nature, as long as they aren't fully independent.



Items

Each item is discounted for their respective origins. Every item is fiat-backed.
Discounted 100 CP items are free.

General Items:

The Cure (150 CP): Inside this cyan-colored vial, there is something that many would call a miracle in this world, an actual cure for viral infection. You receive a box containing ten of these vials, which, when fully consumed, can heal someone from any sign of viral infection, no matter how serious it was. It has no effects on actual viruses, so it can't turn them back to their previously uncorrupted selves.

Unfortunately, as this cure is something from beyond this universe, with this being precisely the reason why it can cure viral infection, it also can't be replicated with mere Commands such as Copy and Create Item, but it can be mass-produced through out-of-jump means if you do a lot of extra research involving it. If consumed, each vial will be replenished after a year.

Player Items:

Basic Gear (100 CP): You receive the famous basic set of equipment that every beginner player receives. In addition to a basic armor and weapons specific for your class (if you've one), you also acquire basic exploration tools, including tent, map, backpack, self-replenishing supply of a week-worth of food, among other things. All of this equipment is fiat-backed and, if lost or destroyed, they'll reappear in your Warehouse next day.

Healing Potion Supply (200 CP): Much like Aria, you're a cautious person. To show it, you've in your possession a supply of thirty healing potions that self-replenishes themselves at a rate of two potions daily. Each one of these potions can heal mundane diseases, debuffs and common damage, requiring around ten to fully heal a high-level player that was fatally wounded. As I'm feeling generous today, I'll also put a special grade healing potion among the regular potions, capable of fully healing anyone that drinks it and is even capable of regenerating lost limbs, but, once consumed, you'll only receive it back next month. Unfortunately, no number of potions, not even the special one, can heal someone from viral infection.

Legendary Equipment (400 CP): Either you're already an experienced player or some other player decided to gift you for some reason, you've acquired a set of legendary class equipment, the highest class acquirable for common players, below only to the Attributed Weapons. This comes with a legendary weapon (specific for your combat class if you have one or a sword by default), and a legendary armor, each one of them useful even for a Ranker. Additionally, unlike most equipment in this world, your legendary gear is protected from viral infection, making it capable of facing Viruses without problem. If lost or destroyed, they'll reappear in your Warehouse next month.

Your Own Great Guild (600 CP): You've founded your own guild and, eventually, it grew to be as big, influential and powerful as the other five Great Guilds. Your Guild currently counts already with around a hundred of members, with most of them being medium leveled players combined with a dozen of high level players and at least two Rankers in your numbers. The players affiliated with your guild will receive certain benefits beyond mere support, including an experience bonus and a team chat. You also receive a huge mansion that works as your Guild Base, containing resources and gears to be used by your guild members, including an arsenal of several legendary class weapons and armors. Lastly, any player affiliated with your Guild (or any other people that join it in future jumps) may follow you along your Chain if they want to, as well as the mansion and its resources will reappear in future worlds, retaining any modifications done to it.

NPC Items:

Role-Related Tools (100 CP/Requires Worker Class): Similarly to how the **Basic Gear** work, you receive the basic tools and other equipment needed to fulfill your chosen role, like a hammer and anvil for a blacksmith for example. All of these tools are fiat-backed and, if lost or destroyed, they'll reappear in your Warehouse the next day.

Luxurious Tools (200 CP): Why stop only with the basics? By taking this item, you'll receive very rare, high quality and precious variants of the tools and other equipment needed to fulfill your chosen role in the best way, as well as accessories to boost your attributes and effectiveness in order to better work, including some items that players would classify as legendary. For example, if you're a miner, you'll receive a diamond pickaxe, accessories to better navigate in caves, a teleport mirror to get away in an emergency and even an armor of dragon scales to better endure that environment. Additionally, these tools will also be protected from viral infection. If lost or destroyed, they'll reappear in your Warehouse the next day.

Class-Change Altar (400 CP): This is a specially unique altar that has the property of serving as a catalyst to change people's classes in exchange for gold coins or experience points rather than the usual costs. Actually, it also extends to any class of any game-like system that exists in the setting or you have access to, but it has its own limitations. You can freely choose any class of a rank equal to or below yours, but you can only choose higher classes if you actually fulfill their requirements, as the more powerful the class is, the more expensive the change will be. In theory, in addition to common classes, it could also be used to alter the class of a NPC for them to count as a player within Aster's System with enough money/experience points.

Jumper's Village (600 CP): You've been declared as the mayor and technically owner of an entire abnormal village, with all of its around five hundred inhabitants, which are NPCs, considering you as their benevolent leader. This village is bigger than the Erzge Village, even after its growth as one of civilization's last bastions, but, to make things better, it has an equal amount of resources and its inhabitants also are used to wielding precious tools in their roles. You also gain access to a special menu related to the village's administration and containing information about its current status, inhabitants and resources. The village itself has an integrated giant Firewall protecting it regardless of the current status of the System. Lastly, any of the village's inhabitants may follow you along your Chain if they want to, as well as the village and its resources will reappear in future worlds, retaining any modifications done to it.

Demonic Beast Items:

Monstrous Gear (100 CP): Most equipment you might find in this world and in other settings you might visit in the future will be developed to be used by humanoid beings with a pair of arms and a pair of legs, as well as possibly no tails or other similar extra appendages. So it might be inconvenient to take a non-humanoid form and be unable to wield your items. As a way to solve this, this item actually gives an extra capacity for every other item you have, allowing them to adapt to be wielded by you no matter your current form, like armors and clothes altering their shapes and size to always fit you for example. Some things may not be able to adapt to certain forms, like a sword being unable to be adapted for a slime Alt-form for example, so, every item that can be adapted will be adapted.

Demonic Pack (200 CP): You're the leader of a small pack of around five to ten monsters of the same species as yours. They consider you as their alpha and none of them will ever think of betraying you, but they're also fully independent and intelligent as human beings much like you, rather than being mere "equipment". Additionally, these monsters count as your followers.

Staff of Curses (400 CP): Even if bosses are powerful, many of them don't rely only on their raw strength to win battles but also utilize tricks and other gimmicks to maximize their victory chances. A common strategy is applying debuffs and other negative effects on their enemies, either through their own powers or some external equipment. Apparently, your case is the latter. You receive a staff infused with runic magic that allows you to apply a myriad of debuffs, from more basic ones like stat reduction and slowness to the more dangerous ones like temporary insanity and decomposition, which can last for several minutes. Using the staff doesn't consume your own magical energy, but each debuff, after being used, has a cooldown of exactly an hour until becoming usable again. If someone without your permission attempts to use the staff, they not only will be unable to activate but will also be cursed with every debuff and negative effect currently available at the moment. If you ever lose it, the staff will reappear in your Warehouse next month.

Personal Dungeon (600 CP/Discounted with Testing Chamber): For some reason, you've acquired complete control over the high level dungeon you were initially stationed in. Now, you're responsible for administering it and its "inhabitants", that is, the horde composed by a hundred of level 100 monsters that live there, the two level 200 Boss Monsters and a level 300 Final Boss that is located at its last room. Each one of the "inhabitants" is loyal to you, including the bosses, but they're still "puppets" to your will instead of being free like you. You'll also be granted control over the dungeon's layout and the limited traps (think in traps like arrows from the wall, lava pits, spikes and other similar dangers found in game-like dungeons or alternatively traps you personally install with your resources), allowing you to alter it at will while no one is currently inside the altered areas. Monsters killed within the dungeon will eventually respawn, so you can also create trials for challengers that

accept to enter it, in a manner similar to how Aiden's Tower of Trial works. Like what happens with the **My Own Village** item, you also gain access to a special menu to administer the dungeon. Lastly, in addition to the monsters, you also gained the loyalty of the local Dungeon Keeper, a strong System Guard with the Immortal Trait.

Operator Items:

Eyes of the Beholder (100 CP): Operators can't be everywhere, so these small, cute orb-like drones truly come in handy. You receive a set of ten of such drones, with them capable of autonomous operation to explore the world searching for bugs and other threats. Once they detect something suspicious, they'll send you an alert through the System (or some other kind of psychic message if you prefer or aren't currently connected to it). Unfortunately, the drones have no defensive capacity, but, at least, they can teleport back to you when you recall them.

Integrated Cloud System (200 CP): The Integrated Chest Storage is a special pocket dimension that allows players to store items and recover them at any connected chest around the world. While you don't have automatic access to this storage dimension like Aiden and thus can't steal the players' equipment, you now have access to your own Integrated Cloud System, a pocket dimension that works similarly to a virtually limitless inventory that can be shared between you and any other people you give permission to use. You can also set if other people can access anything within the cloud system or if they'll only be limited to access the things they personally store. You can also connect this storage space to chests and other similar containers, like how the integrated chests work.

Guardians of the System (400 CP): You've granted authority over a team composed of dozens of System Guards, most of them basic guards, which are equivalent to middle rank bosses, but they have some particularities. Starting with you being able to summon them to your current location and back to whatever place you classify as your base at will when needed, as well as being absolutely loyal to you to the point that not even Moderators themselves could hack them to make them betray you. Additionally, while the System Guards are basically just automatons, there is a self-aware High-Ranking Guard on par with Theodore to act as a leader of this squad, which is also equally loyal to you as the lesser guards. Both the basic System Guards and the High-Ranking Guard count as your followers, unless imported individually as Companions.

Attributed Weapon (600 CP): Above the legendary class weapons wielded by players, there is a class of items that stand as the greatest weapons and tools existing in this world and that can only be created personally by a Moderator or some equivalent entity. Even someone like Aster needs to put in his heart and soul over a long period of time to make personally Attributed Weapons. Regardless if you're affiliated with Aster or not, you've been gifted with your own Attributed Weapon, a mythical weapon of a type your choice (like a sword, bow, mace, gauntlet, shield, scythe, hammer, among any other melee weapon/tool), of a quality and strength on par with Aiden's Decapitation Sword, thus considered high quality even among other weapons of the same class. In terms of raw attributes and properties, an Attributed Weapon already surpass an legendary weapon, but it isn't its true advantage. What makes Attributed Weapons so special and strong is their capacity of conducting and

greatly amplifying any one of the user's abilities, no matter how powerful they are, including any Commands that you might have access to. Additionally, such a weapon is also immune to viral infection and can be used to fight viruses normally.

System Guard Items:

Threat Log (100 CP): To better fulfill your role as a guardian of the System, you receive a complete log with detailed information about every threat, from bugs to viruses, ever detected in the Second World by the Moderator, his Operators and the System Guards. Of course, there will be some information lacking, but you'll have access to all of their knowledge about them. For an extra discountable 100 CP (free with the **God's Guard** perk), this log is extended to also include all the information of the threats detected by Trojan and her Operators in the First World, as well as the ones detected by the Creator and its Guards.

Testing Chamber (200 CP): You've have access to a chamber built to do experiments related mainly to monsters and other weapons, as its owner, in this case you, have access to special terminal that control the customization of its interior, allowing the creation of arenas and traps made for training, and the teleportation of the beings within it, allowing you to summon monsters you've under your control and to remove people from there. Additionally, due to the purposes of the room, while they're only training and the room's outside part is intact, any damage done to anything inside it can be reverted and even people that die inside it can be freely resurrected. The chamber can be freely integrated with any of your other properties.

Arm of the Destroyer (400 CP): You've acquired the arm of a fallen destroyer-class divine System Guard, which was salvaged after the destruction of the First World. This arm was further modified to be fully disconnected from the Creator and to become purely a weapon of mass destruction, capable of shooting energy beams capable of obliterating entire huge mountains in a single shot at full power. Unfortunately, while all of its structure is intact and functional, it currently lacks its own power source, so you'll need to find a way to fuel it that probably will involve some energy source capable of powering an entire city. Lastly, the weapon itself also retains its original owner's Firewall, giving an extra degree of protection to it.

Monster Waves (600 CP/Discounted with Demonic Pack): Either you were responsible for the administration of a high-leveled dungeon like the Tower of Challenge or were just responsible for taking care of the monstrous masses, you managed to secretly collect monsters that were abandoned to the point that you acquired a small personal army composed by them. Now, you have a force of around a thousand lesser monsters, ranging from the lowest slimes to the high level wiverns, as well as an elite force of a hundred of Boss Monsters. This elite also includes even ten level 400 Boss Monsters, each one of them being a monster among monsters that would require a party composed solely by well prepared Rankers to be defeated. Unlike the **Demonic Pack** item, these monsters aren't independent, so, while they also count as your followers, they're basically your "puppets" to follow your will.

Bug Items:

Lots of Gold Coins (100 CP): A few days after your arrival here, a bug will occur with the Integrated Chest Storage and items from several players will start to disappear. Even if we know it will be caused by Aiden just stealing these items, apparently you, as a bug yourself, managed to get a hold on some of the items that were being stored there. The first thing you acquired was bags and bags of gold coins, the currency used in this world, enough for you to pay for a comfortable, luxurious life for an entire year. This money will be replenished at the start of each jump and, in future worlds, it'll be updated to the local currency, whatever it is.

Special Pendant (200 CP): The second item were two pendants made by a player to them and to their significant other. In a manner similar to Aria's pendant, whoever wears one of the pendants will be able to communicate with the other person that is currently wearing the second pendant and will always detect their current location, as long as they're still in the same universe. Additionally, even if they're separated in different dimensions, it'll be possible to detect if each other is still alive and well or not. If lost or destroyed, each pendant will reappear in your Warehouse the next day.

Bow of Execution (400 CP): Apparently, a player managed to craft a unique item but, for unknown reasons, they left it abandoned until you acquired it. This unique item is a legendary class weapon, the Bow of Execution. In addition to being a very high quality bow even for Top Rankers that are archers, it has the special effect of giving the properties of an arrow of execution for any kind of arrow shot by it. An arrow of execution is a special kind of arrow, considered very expensive to make and use due to its material cost, but it has the unique trait of ignoring any physical armor that its target is using, being in theory even able to bypass some physical barriers like walls. Now that such a treasure is in your hands, if lost or destroyed, you'll receive a new one the next month.

Trojan's Item (600 CP): Supposedly, there are only two other such items in the entire world, but now there is a third one, which you have managed to acquire. What lies in front of you is a dagger that is only known as a Trojan's Item, a tool that contains her primordial power and is probably an Attributed Weapon made by her during her time as the Moderator of the First World. While it lacks the properties of a default Attributed Weapon, due to being a weapon enchanted with a portion of Trojan's administrative power, it can utilize its power to greatly enhance your own strength, allowing you gain equivalent power to a hundred levels above your current power level. But this is the effect of the partial manifestation of her power, once per year, you can fully release the limitations of the Trojan's Item, allowing you to wield the totality of the energy contained in it for five minutes, granting you a degree of transcendental strength and even access to some Commands. During these five minutes, as you're paying a special price, you won't need to worry about any collateral damage due to it, like losing your sanity or even needing to sacrifice your life to wield such primordial power, but, of course, you can extend the amount of time

you use it for beyond the five minutes limit, however you won't be protected from its negative effects. If lost or destroyed, you'll receive a new Trojan's Item at the start of the next jump.

Virus Items:

Natural Weapon (100 CP): Much like a certain virus that was born with a natural advantage over other basic viruses, you're capable of manifesting two blade-like protrusions from your shoulder blades, sharp as steel while flexible as tentacles at the same time, as well as they're capable of infecting anyone wounded by them. Additionally, you're able to manifest these protrusions even in other Alt-forms and they share any healing factor you might have.

Anti-Debugging Zone Access (200 CP): Even if you aren't a Virus specialized in stealth, during your exploration, you've located a space located in a hidden zone within the world, the Anti-Debugging Zone. This safe zone, which will reappear in future jumps, is an area granted to be unknown to everyone in the entire setting (with the obvious exception of omniscient beings within the setting and of Regin in this specific jump) and, thanks to it, is a perfect hideout to be your base of operations. Unless you personally show them the existence of this zone or they manage to successfully follow you, no one will ever be able to find it purposely or accidentally. The Anti-Debugging will retain any modifications done to it.

Virus Core (400 CP): Every virus possesses a core, including the lower ranked ones but it's only actually visible in high-ranked viruses. What you have in your hands is a very condensed core taken from a very powerful and old virus, at least on par with Worm at his peak. In addition to potentially being a powerful energy source if you discover how to power up devices by using viral energy, there are other more conventional usages for such a treasure. The condensed power within it can be consumed by a mere basic virus to strengthen them to closer to a middle rank, one step behind becoming a true Named Virus, and it also holds enough data to be used in a process that can be used to heal even an old Named Virus back to their uncorrupted form. Additionally, if a Moderator or System has the chance of scanning the core's data, they'll discover secrets related to the creation and birth of the viruses, giving them the capacity to prevent bugs from mutating or to even create their own controlled viruses. If used, you'll receive a new virus core after a year.

CIH Virus Package (600 CP): Can you imagine the horror that would be born if the greatest threats in this world managed to put their hands in the most dangerous power? Now, your enemies will discover this horror. Years ago, a rogue and very powerful Named Virus capable of assimilating those defeated by them was defeated by the Moderator himself, but, in an act of desperation, attempted to assimilate the Command used to erase them. While they were still deleted, it partially worked as a portion of the data of the Permanent Deletion was assimilated and was condensed in a crystal-like object, which now is in your possession. By wielding this crystal and fueling it with a lot of viral energy (or other forms of esoteric energy post-jump), you gain the capacity to use the Delete command through it even when away from the System, regardless if you have administrative power or not. If lost or destroyed, you'll receive a new one at the start of the next jump.

Companions

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Operational System (Free and Exclusive for those that have taken the NO_000003_JUMPER perk): The System, while being a metaphysical entity, can also manifest as a physical being if it wishes to, with Alpha being the physical body of Aiden's System. Your System is no exception to this, so, if you wish to, it shall also have its own physical avatar, one with an appearance and personality of your design. There are few limits related to its appearance, as Alpha looks like a High-Ranking Guard, Abneb initially looked like an orb-like drone but eventually assumed the appearance of a divine younger version of Trojan and Elisia looks like her previous incarnation as an Antivirus. Your System's avatar will have limited strength, being unable to fully access its true power without your presence, as you're its Moderator.

Drawbacks

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

Extended Stay (Varies): For every purchase of this drawback, the time you'll need to stay in this jump will be increased by 10 years, gaining +100 CP for each extra decade, for a total of 110 years, which will grant you +1000 CP. Just remember that this reality is already in a pretty much unstable situation and there are no guarantees it won't collapse in less than a few decades, even more depending on your influence.

Registered Flaw (+100 CP/+300 CP): Your very existence contradicts some important rule of the System and thus you were marked by it as a bug the instant you were connected to it. While this does not block you from using the resources and functions granted by it, any Operator that finds you will detect your status as a bug and will readily attempt to delete you in order to protect the System. For +100 CP, you'll be marked as a bug but your existence will remain hidden, but, for +300 CP instead, you'll be a bug known by the Operators, meaning you'll be actively hunted by them and, even if you manage to convince them to spare you, the System itself will autonomously start sending guards to take care of you. Fortunately, in both cases, this isn't a death sentence, as there is a way to solve your current status. If the canon events happen, Aiden will eventually manage to fully ascend into a Moderator and he'll wield enough authority to convince the System to update your identity from a bug that should be deleted to a regular being that won't be targeted anymore.

Dark Love (+100 CP/+300 CP): You're pretty special in the eyes of a certain someone and, my friend, I must say, you attracted the attention and, worst, the affection of someone dangerous. By default, this someone is a level 50 player (of the gender of your choice), which despite being in love with you and unfortunately is very skilled in battle, also possesses several yandere traits. Alternatively, for +300 CP instead, this someone isn't a mere player, but it's actually an Antivirus on par with the likes of Aster and Aria, while remaining each bit in love with you and still completely a yandere. In both cases, they're pretty unstable and it's almost guaranteed that they'll try to kidnap you and/or try to hurt people around you at some point. In theory, it's possible to learn how to lead with them, but they'll remain a sort of ticking bomb waiting to go off eventually. If you really want to, you will have the chance of helping their mentality and instability at the end of your stay here, letting you take them as a companion for free.

Monster Bait (+100 CP/+200 CP): Maybe it's because of your peculiar smell or of your unique aura as a multiversal entity, but, either way, you actually attract any irrational lesser monsters in a range of a kilometer, as well as making them consider you as a priority target over any other possible one. Demonic beasts seem to hate

you so much that they will even attempt to escape from their dungeons only to attack you, so I advise you to stay away from wild areas for now. Fortunately, it's limited for common demonic beasts, thus Boss Monsters won't be affected by this. However, for an extra +100 CP, this effect will also be extended to bosses.

Glitching Reality Itself (+100 CP): Well, this dimension isn't actually a game but rather a true world, however, despite this, it could pretty much also be a game made by a certain video game publisher. This is due to the System being far more flawed than it was originally, which causes several glitches to happen in reality itself, including things like clipping through walls or the ground, duplicating common items, monsters randomly getting struck inside objects or appearing with weird anatomy bugs, carriages or similar vehicles rarely starting to float toward sky after being used, the appearance of absurdly rare indestructible monsters, among many events you would expect from a bugged game. These glitches are more weird and potentially fun than actually harmful, but some experienced players, NPCs, Operators and even Viruses might have already found ways to take advantage of them. Fortunately, these glitches will remain limited to the Second World and Aiden, as the Moderator, may be able to fix them eventually.

Cut One Head Off, Two Grow In Its Place (+200 CP): Right after you arrived in this world, somehow, you angered a random player that turned out to be a very important member of one of the Five Great Guilds and the most evil of them, the Hydra Guild. As a result, you're now one of the priority enemies of the entire guild, so their first act against you will be to ban you from every territory controlled by them but eventually they'll start sending parties to hunt you. If you manage to defeat each team they sent after you, expect to see higher leveled members going after you too. Fortunately, unless you give them a reason to, they won't go in a full-out war against you until the beginning of the Viruses' invasion, when the Hydra Guild will grow considerably stronger thanks to the creation of perfected Cheat Players and to its guildmaster acquiring limited administrative power as a Hacker. At this point, expect them to put all of their resources and forces to destroy you and your allies, so, I advise you to stop this threat before they grow too powerful.

Karma Level = 10^{356} (+200 CP): You actually broke your limits but not in a good way. As a result of breaking one of this world's greatest taboo set by Aster and his Operators, your Karma level is astronomically high to the point of the System itself having difficulty in displaying it. Unlike Aria, which also has a similar Karma level, you'll actually suffer the penalties for such a high karma, being restricted from entering dungeons, forming parties, entering guilds, having your skills reduced to their basic level and having your own level (and consequently your overall strength, including out-of-jump powers) reduced in 300 to a minimum of level 1. Fortunately, there is still a solution for your case, as doing good deeds will slowly return your Karma to normal, but it'll basically take something on par with doing charity acts almost everyday for years for it to return to 0. I hope you like helping others.

Unable to Update (+200 CP): The System is currently stagnated, as a result of Aster permanently deleting all of his abilities related to updating it, which was partially a good decision considering that he, as a substitute Moderator, could only update it in flawed ways. However, while he was still capable of updating the System, Aster abandoned several Demonic Beasts and System Guards that were unable to update together with it. Much like these entities, you're also unable to be updated together with the System, even by Aiden himself. That means that, if the current System actually becomes damaged like what happened in the canon story, you'll be unable to connect with Aiden's System and you'll lose access to things like Firewall and other advantages. So, I advise you find ways to preserve the current System or discover some form to protect yourself from the Viruses and other interdimensional invaders.

Incomplete Conversion (+200 CP/Exclusive for Viruses): Thanks to some part of you being resistant to the contamination of the viruses, or some other weird reason depending on your background, you aren't completely a virus, retaining some parts of your body made of flesh rather than viral energy, mainly part of your torso and head, but, more importantly, your brain, which is now your sole vital part, meaning that damage to it will be lethal in almost every case, even if you have perks and other traits that would remove any need for vital parts, that would grant some resistance against brain damage or would be able to heal such damage.

Corrupted Core (+300 CP/Can't be taken by Viruses): Bad news, during your entrance in this universe, a virus attacked and managed to infect you. Good news, your Benefactor stabilized your situation and you won't be taken over by it, however, this doesn't mean you were cured from it. You're still infected by the virus, which will slowly weaken you and cause severe pain around the wound it caused on you, no matter how much pain resistance/immunity you have. This also makes any possible case of further viral infection able to spread much faster than it would normally. Until the end of this jump, there is no way to heal you from this condition.

Restrained by the World (+300 CP): You might even be blessed with godlike powers, but, much like other two entities also gifted with power beyond mundane comprehension, you're cursed to be unable to go beyond a designated location for some specific reason, Maybe you were imprisoned by the Moderator, you're currently with no forces remaining for you to move due to some permanent damage or perhaps you even serve as a sort of metaphysical world anchor, but, regardless of the reason, the effects are the same. You're simply unable to move beyond this point, even if some external force attempt to forcefully move you, which is going to be a hidden region within the Second World, so, if you want to interact with the rest of the world, you'll need to find other ways like using avatars and finding allies to act for you. The only situation you'll be able to temporarily move before this drawback is removed is if the Second World's destruction begins and the Third World isn't

complete yet, as, when the Third World is finished, you'll eventually teleport to a new similar location within it.

Connection Terminated (+300 CP): Something went wrong during your entrance into this universe. You aren't the first multiversal entity to try to enter here, so the Creator already made some backup plans by developing a special chain of Commands to be activated in case someone actually manages to arrive here. While it wasn't able to prevent you from entering in this setting, you've been reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump. Lastly, unless you take the below drawback, you don't need to worry about the Creator knowing your true nature as a Jumper.

A NPC's Level Limit (+300 CP): NPCs have predetermined limits when it comes to leveling up, unlike players, with them being restricted to reach peak human level of strength at best. While this is limited only to the System's level up even if you wouldn't suffer from it even if you're a NPC yourself, by taking this drawback, this will be a different case. During your stay in this jump, you're now as limited as any other mundane NPCs, meaning your personal power level will be limited to that of a mundane human. While you still might have access to superhuman abilities including Commands, your body will remain as strong as any regular powerless human, not matter what forms to become more powerful you might have access normally.



Divine Wrath (+600 CP): Your Benefactor attempted to hide all of the signs of your arrival in this universe, but nothing, apparently not even you, can escape from its all-seeing eye. The entity identified as No_000000_CREATOR, Abneb or even merely as the Creator, is the force of creation and destruction that determines the worlds' fates and whose primordial power is, according to Alpha, something far beyond imagination. Unfortunately for you, it has not only detected you but is also completely aware of your true nature as a Jumper and decided you're a threat that shouldn't remain existing, putting your destruction as a priority on par with building the Third World and keeping Trojan within this universe. However, the Creator is currently being restrained by Trojan, so, until she reaches her limits in around three years, it'll be unable to do anything against you, giving you some time to prepare yourself before his arrival, but, once it escapes, it'll do anything in its power to destroy you, either it requires deleting you from afar, sending several System Guards or even its own clones to go after or even come personally to lead with you if needed. There is no way you can dialogue with the Creator to try to convince it to spare you, so, good luck my friend, you're going to need it.

Ending

Go Home : Return to your home, with everything you gained until now.

Stay Here : Continue in the world of Updater, ending your chain.

Move On : Go to the next jump and continue your adventure.

Notes

1. Just for clarify, this universe, despite being another dimension separated from the regular Earth and created thanks to the influence of Alice, isn't a VRMMO or some other virtual reality, being instead a real, physical world in which there are some concepts of games being integrated as rules and laws of physics of this universe, so all NPCs, players and even the operators are normal people, even if they aren't exactly humans;
2. **List of Commands:**
 - Edit:** Allow the user to edit the numerical values of the System, as well as some classifications like classes, item effects and roles for example. The Edit command is mainly used to add multipliers to the stats and to better alter the other Commands' effects when combined with them.
 - Unlock:** In a few words, it gives the ability to unlock anything within the system, be it a door, chest, barrier, status window. By default, the Unlock command will work best with physical things, but, by combining it with the Edit command, it'll work with other esoteric things, like allowing the user to enter the System Space for example.
 - Permanent Deletion:** This is a very basic Command but also one of the most dangerous power in this setting, being exclusive for Moderators and those with equal or higher authority, as its function is to erase the user's targets from existence, letting nothing behind, unless some powerful external influence manages to recover a part of their essence before they're fully deleted. Anyone that is actually deleted by this Command is forever gone to the System and no other ability within it can bring them back.
 - Deletion:** This is the watered down version of the Moderator-exclusive Permanent Deletion, being mainly used by the Operators. While the main differences between these two variations wasn't actually explained, probably this lesser version of the Command doesn't fully erase someone, with some of

their essence probably surviving somewhere, so, through a Command like the Restoration, the System can still bring back someone erased by it;

-Copy: This Command allows the user to create copies of objects they have seen and understood their workings and structure, as well as make some changes to the copies by combining it with the Edit command. With enough power, the Copy command can be strong enough to even allow the user to literally replicate an entire planet.

-Firewall: This is the Command behind the creation of the System's Firewall, being capable of different kinds of barriers that can protect from both physical and esoteric damage. These barriers can be used to wrap someone with it, in a manner similar to how the System's Firewall works, or to imbue cube/crystal-like objects with it to project a Firewall large enough to cover an entire village.

-Build: The Build command allows the user to create raw materials from nothing, with more complex materials requiring more energy to create than more simple ones. There are some limitations, as this Command can't actually create complex objects other than mere cubes (or other similar basic shapes) of raw matter.

-Item Creation: While the Build command is limited to only generate raw matter, the Item Creation command allows the user to shape materials into actual objects they have knowledge of how to make. The items it can create range from basic tools to even Attributed Weapons.

-Chain: When used, this Command generates a set of pretty durable chains to immobilize a target. Despite this Command being simple, its chain can still be customized through the Edit command and it can theoretically serve as a modifier to a set of Commands, like creating a chain of effects to be activated one after the other for example.

-Slash: Another simple Command, the Slash command does exactly what its name implies, it literally creates a very powerful cutting wave to cut through objects. It can also be used to amplify the strength of bladed weapons and, in theory, to disassemble objects with mastery over it and/or with the help of other Commands.

-Restoration: The Greatest Taboo Command in the entire Second World and one of the reasons why this System is decaying, as it's feared due to its maximum potential of being even able to bring the entire world back to nothing. This Command's ability is that of restoring people and objects back to a previous state, with a creative mind being to find a wide array of several different usages for such power. Its basic usage is to heal people from both physical wounds and even viral infection, but it can also be used to erase memories and bring back people that weren't fully deleted for example.

-Cloud: This Command has two different but related usages depending on the user. Firstly, it can be used to manipulate shared/personal storage spaces and possibly other kinds of pocket dimensions, including inventories, with this function being more useful when the user already has some kind of

hammerspace connected to them, like how Aiden assimilated the integrated chest system. Secondly, it's also used to manipulate the connections between the people and the System itself. A possible combination using this second function is the Cloud+Copy Commands, which allow the user to make mindless copies of those connected to them.

-**Block**: Arguably the antithesis of the Unlock command, this Command allows the user to block things, like locking physical objects being the most basic usage. Unlike the Unlock command, this one also has some interesting combat usages, like being able to lock targets within an isolated space, preventing them from somehow escaping, and being able to block the access of specific abilities of a target if the user manages to wound them.

-**Stat Down**: This one is possibly a more specialized version of the Edit command, being used only to specifically reduce someone's all stats or just specific one of their stats.

-**Enhance**: As the name implies, this Command enhances the effects and/or damage of attacks, magic spells and items, as well as, theoretically, also being able to enhance other Commands' effects beyond their regular limit if the user is skilled enough.

-**Search**: Through this Command, the user is able to locate specific people and objects as long as they're connected to the System and have lower authority. It can also be used to scan and analyze things, allowing you to discern what they are and how they work.

-**Exit**: Apparently, this Command allows the user to teleport out of the place they're currently to a definite location. In a manner similar to how the Stat Down command is a more specialized version of the Edit command, the Exit command also seen to be a more specialized version of another one, implying the existence of a Teleport Command

-**Stop**: It allows the user to stop the movements of objects, projectiles and people. The Stop command can even freeze them in time with enough power, administrative power and mastery over it.

-**Compression**: This Command gives the ability to the user generate a suction force to compress matter into a condensed size, or alternatively just attract them to a specific point if the user stops before actually condensing them). With enough experience and mastery over this ability, the user could even be able to do this with non-living things without damaging the compressed matter,

-**Event**: Allows the user to create events similar to the ones in RPG games for people connected to the System. It also works to create certain notifications, quests and other messages. By combining the Event command with other Commands, the events can even grant special effects that can be passive bonuses or rewards gained by completing some task, like mixing it with the Edit commands to create events that grant a multiplier for experience gain. The Event command is possibly also the one responsible for activating

the maintenance and inspections, which, by default, teleports the players to a safe zone and freezes the NPCs in time.

-**Cancel:** This Command has a very straight forward effect, it can be used to cancel other Commands, as long as the user has more authority over the System than the one that used them.

-**Revert:** The Revert command allows the user to take control of ranged attacks and magic, reverting and sending them back to whoever used them in the first place. This Command can even be used to revert other people's Commands, but it requires even more administrative power to be properly used than the Cancel command.

3. List of some of the Viruses' Specialities:

-**Production and Self-Replication:** Arguably the most problematic specialty possessed by a Named Virus, Worm's specialty gives him the ability to create lesser clones of him, fully independent but completely loyal. These clones are also capable of sharing information with the main body and, even if he's killed, he can just regenerate back from one of his clones by cloning his main body.

-**Stealth:** Regin's specialty was focused on exactly hiding from the System's overseers, granting him the capacity of hiding his presence to basically any ability except the Dragon's Eye skill as well as allowing him to enter in secret areas like the Anti-Debugging Zone.

-**Resistance:** While this wasn't actually possessed by a Named Virus, this specialty grants its owner a way more powerful natural resistance against the System, allowing them to even resist some of the weaker Commands used by a fully awakened Moderator.

-**Infiltration:** Virus E's specialty allows her to bypass any and all barriers, including the ones powered up by Trojan's primordial power. This also granted her the ability to hide most of her inhuman features (with the exception of her white hair) to allow her to pass as a human, but this didn't prevent her from being detected as a Virus by an entity like a High-Ranking Guard.

4. It's possible to resist the effects of Commands, but, for someone be able to do this, they must have at least an equal administrative power to that of the Command they're trying to resist, an innate resistance to the System's effects, own reality manipulation abilities and/or a simply absurd amount of raw power, far above that of the strongest Antivirus;
5. If you die while having the **Guardian Deity** perk and you aren't resurrected through your Star until the end of your stay or your Star is actually damaged beyond repair, it'll count as an death;
6. If you have the **Guardian Deity** perk together with other 1-up bonus, you may choose for the other bonuses to take precedence instead of you needing to wait to be potentially resurrected from your Star;

7. Apparently, viruses grow stronger by consuming things, including other viruses;
8. The System's resurrections aren't actual resurrections, due to it being supposedly unable to bring back the dead, because, as long as NPCs and players are perfectly protected by it, what happens is that it recovers their body right before their actual deaths, heals them and then teleports them to their respawn area. So, System's resurrections aren't possible in the cases of someone not connected to it kills them, like a virus for example, or if it's critically damaged;
9. If you ever are disconnected to the System, while you'll obviously lose access to things specific to it like Inventory and Commands, you won't lost the power and abilities granted by stats and skills;
10. The series' translation is a bit confusing when it comes to Moderators and Operators, as they're also mentioned as Administrators and Moderators respectively in several points of the story, but I preferred to maintain this first version in this jump;
11. Post-jump, you'll maintain the functionalities of the System, but without all that context of Moderators, Operators, Viruses and Bugs, thus allowing you to still use Commands if you have the **System Call** perk;
12. Unless you're a virus, you also receive a random Identity Number, an unique numeric code (like how Sirius' identity is NO_000013_SIRIUS for example) that every being connected and native to the Second World's System possesses. This works slightly different if you have taken the **Registered Flaw** drawback, as, due to you being marked as bugs by the System, you'll still receive your identity code, but it'll be glitched like Trojan's identity;
13. If you take the **NO_000003_JUMPER** perk, all of the people's identity numbers, except Trojan and Aiden, will be updated as you'll replace Aster as the third identity in this world;
14. Despite being mentioned early in the story that the Karma Limit is 100, Dyke was a player with 200 karma, so that is the actual limit;
15. The five Great Guilds are: Hydra Guild, Griffin Guild, Unicorn Guild, Kraken Guild and the Phoenix Guild;
16. While in the series is mentioned that the Players can level up infinitely, I believe that this isn't the actual case, as there are no examples of someone bypassing the limit of Level 500, even considering that the only two people with this level, Xenon and Celina, should theoretically be able to exceed this level if it wasn't a limit. The only ones that are stronger than this level naturally without counting administrative rights aren't players but the Antiviruses, which were already made to be absurdly powerful and didn't need to level up to acquire their strength;
17. The Savepoints of the **Respawn Point** perk will only exist in this world and in any future setting you visit if you, or any of your Companions, have taken this perk;

18. If you take both the **Boss of the Dungeon** and the **Guardian Deity** perks, the boosts stack and you'll gain a power that put you on par with the likes of Aster without his Moderator powers, so, you'll still be weaker than the strongest Antivirus Aria;
19. If a human the **Boss of the Dungeon** perk or the **Guardian Deity** perk, they'll technically become a boss or legendary variant of a common human respectively, like something akin to High Human or Demigod for example;
20. It's currently unknown how old the Second World is, as, basically, if you take the **Guardian Deity** or the **Antivirus Trait** perks, your age will be changed to you being as old as this world is.
21. About the **Maxed Skills** perk, to explain better how it works, if you're in the world of FFF-Class Trashero and acquire the Archery skill for example, instead of it beginning at the lowest rank, you'll immediately receive it at SSS Rank, as it's the maximum natural level it has, so you won't immediately receive it at Z-Rank (the actual maximum level within that setting' system), as this rank makes it a transcendent skill and thus count as an evolved stage of the original skill;
22. Unlike the canon Threat Detection, the ability granted by the **Threat Detector** perk isn't limited as it, so it'll have extra tiers of danger level instead of only having the ones shown in the series and will only detect someone's dangerousness as "Unable to Measure" if their power massively dwarfs yours;
23. The healing factor granted by the **Immortal Trait** perk is a bonus to prevent you from permanently losing a body part that was completely destroyed. It's able to heal limbs in a few hours, but it would take at least an entire year to fully regenerate the rest of your body from your core alone;
24. While both are Antiviruses, Aria is stronger than Aster when it comes to raw power, so the 800 CP version of **Elite Player** grants more raw power than the **God's Guard** perk;
25. If you have take the **God's Guard** perk, technically your Commands won't be result of you receiving administrative power from a Moderator but rather they're from the Creator's primordial power, so your Commands will be naturally more difficult to resist against and even more to actually cancel;
26. Primordial power works similarly to a Moderator's regular administrative power in most ways, but far stronger and more influential over reality, as well as being very harmful for those that aren't powerful enough to wield it;
27. The armory of the **Your Own Great Guild** item aren't protected against viral infection;
28. The Creator, also known as Abneb, was the first being born in this dimension right after Alice/Trojan first arrived here. While it's technically an entity similar in nature to that of a System, whose power over reality comes from utilizing Commands and eldritch math equations, it has already definitely evolved far beyond this a long time ago;

29. If you're an Operator and have take the **N0_000003_JUMPER** perk, you might choose to not be affiliated with Aster, as your administrative power don't come from him in this case;
30. **Drawbacks** are removed after the end of your jump.

History

V 1.0: Released