



SWORD ART ONLINE: UNDERWORLD

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- **Introduction:**

Welcome back to the universe of Sword Art Online, but this time you're in the Underworld, a world created by the Three Goddesses and split in two parts: the Human Empire, home of humans, overseen by the Goddess of Creation Stacia, and the Dark Territory, home of monsters, ruled by the Darkness God Vector. The Human Empire is ruled by the Axion Church and its highest minister Quinella and by the four empires, while the Dark Territory is a lawless place, ruled by the leaders of each race.

Well, that's the version told by the Axion Church and believed by the residents, but we both know the truth. This world is, in reality, a virtual world created by the mysterious company Rath, using the fourth generation of FullDive technology, as a part of the Project Alicization, a top-secret government project with the main

objective of creating a new type of highly-adaptive AI, to substitute humans in wars.

The fourth generation uses a machine called Soul Translator, capable of reading and connecting to a human's Fluctlight, the name used by Rath's scientists to designate the soul or consciousness of a person. The Underworld was created using the Cardinal System, in the form of The Seed, and then transferred into the STL mainframe via the Mnemonic system, which uses memories to form this reality. The NPCs in this world possess true Fluctlights, being self-conscious, like any real human.

Even inside this world there are lies, due to Quinella, the supreme priest of the Axion Church, being a sociopath human, with a well-defined God complex. She used her powers and influence to restrain the residents to keep the Human Empire the same for eternity.

After talking about the Underworld, we need to talk about you. During this jump, your soul is in a LightCube inside the mainframe of the Project Alicization (unless you're a true human, in this case you're connected with a Soul Translator). Due to your totally not ordinary existence, your out-of-jump powers work exactly like they work in the real world, because you're using Incarnation to simulate them. You aren't bound by the Taboo Index and don't possess the Code 871. Death here still is a Fail Condition.

You maintain your gender of the last jump and your age is $12+2d6$. Pay 50 CP to choose this yourself. As a gift, you can define your appearance to whatever you want, in the limits of your species.

+ 1000 CP

- **Time and Location:**

At this point, you have two choices. You can arrive exactly 9 years before the Final Load Test, when the Underworld (or just the Human Empire) can be destroyed, or if you prefer, it's possible to arrive at the same moment when Kirigaya Kazuto, better known as Kirito, gets struck here. Regardless of your choice, the jump will end 1 year after the Test, what change is the time you have to prepare for the final phase of this project.

You're free to choose your starting location, but this choice is limited by your origin.

- **Origins:**

1. **Human Empire Resident:** You were born in the Underworld, grown up like a normal child in the Human Empire and you're a normal human, possessing a human soul. Depending on your choices below, you can be a simple resident in one of the many villages or even a noble training to be a swordsman. You can start in any city or village of the Human Empire.
2. **Integrity Knight:** Maybe you were a possible future lawbreaker or you won an annual tournament, but now you're one of the Integrity Knights. These knights are the main military force of the Axion Church and the loyal warriors of Quinella. Unlike the other knights, she didn't use the Synthesis Ritual in you, what means your memories are intact. You're strong as a low ranking Integrity Knight. You start at the Central Cathedral.
3. **Dark Territory Resident:** You were born in the Underworld, but on the other side of this world. Even if you are a human, you possess a monster soul, which normally means that you have an increased bloodlust, but not uncontrolled. You can choose to remain human, becoming a pugilist, a dark knight, an assassin or a dark mage, or can become any of the five monster species. You can start anywhere inside the Dark Territory.
4. **Outsider (Drop-In):** Are you lost? Maybe you are one of the Lost Child of Vector. In truth, you are a real human, with a real body, in the real world. You're connected with a STL and stuck here until this jump ends, but you can't use any terminal to manually logout. Even if you possess a body, death is a Fail Condition. You can start anywhere inside the Human Empire.

- **Perks:**

The perks are discounted by the respective origins (100 CP perks become free and the others are discounted in 50%).

General Perks:

Basic System Functions (Free): Like any Virtual World, the Underworld has its own game mechanics, which you can also use now. The first mechanic you get access to is the three basic stats (Life/Durability, Object Control Authority and System Control Authority - see more info about them in the notes). The second mechanic is the Stacia Window, a basic Status Window , called out for any object and person, even yourself, by drawing a seal shaped like the alphabet letter S and C with your hand. The Stacia Window shows the Unit ID and the stats of the target.

Secret Moves (100 CP): also known as Secret Art Finishing Moves, that's the name given by the Underworld resident to the existing Sword Skills. These Sword Skills work similarly to the ones in the Sword Art Online, to activate them the user must assume a certain stance with their weapon, which triggers the activation of a pre-programmed move. The quantity of hits of the move is limited by the weapon's priority level. You get some years of experience and talent in using one of the canon existing sword styles and its Sword Skills or in your own style with unique moves.

Incarnation (600 CP/Discounted with FullDive Experience): The most powerful type of ability in the Underworld. Incarnation is a very complex secretive art, which, in a simplified way, enables an individual (or a group) to alter the state of the world through imagination and will. This normally requires colossal amounts of belief and willpower to be used at maximum, unless you already have a twisted mentality. Purchasing this perk gives you a special quirk, you can use Incarnation with just your rational thought, removing the need of belief in some idea or of some strong emotional state, and you can decide exactly how your Incarnation manifests and even change it whenever you want, don't being restricted to your beliefs and personality, but you still can't use two different Incarnations at the same time. Initially, you'll be capable of just the most basic usages, like calling back your weapon to your hand and using Sacred Arts without saying the command, simply by imagining the process, after various usages of the same art. With training, you can become better and learn how to use other usages of Incarnation. After years of training, you can even achieve a level of control over your Incarnation similarly to Kirito and Gabriel. Due to the fact that you're paying a special price, this perk also protects you from the negative side of Incarnation. Initially, you can use Incarnation just in virtual worlds or in spiritual places, but with enough willpower or training, you can manifest your Incarnation in the Real World.



Human Empire Resident :

Sacred Task(100 CP): Every resident of the Human Empire receives a vocation, their sacred task. That's the occupation they'll practice for their entire life. You aren't bound by this, but can still choose a mundane profession (blacksmith, craftsman, swordsman, farmer...) to get its basic knowledge and abilities. Someone that chooses swordsman will get basic sword abilities, for example.

That's our Sacred Task(200 CP): Even if your designated task is something that will take more nine hundred years to be finally complete, you continue doing it, because that's your task. You have a will strong as a certain giant tree, being able to continue doing these impossible tasks and, if there is some way to make this task become possible, you'll have a slightly greater chance to find it. The totally impossible will continue being impossible

Noble Blood(400 CP): You aren't a simple commoner. You have noble blood running in your veins, being a true member of nobility. And this fact isn't restricted to just the Underworld. In every society you are initially member in each jump, you will be considered a noble, gaining every benefit a noble has. If you're in a kingdom where the nobles are above laws, you're above laws. If you're in society where the nobles are famous, you receive the same fame. If you're in a place where the nobles are hated and hunted, you'll be hated and hunted too. For this small problem, you can turn this on or off at the start of any future jump.

Sacred Prodigy(600 CP): Since you were a child, you have been shown to be a prodigy at the Sacred Arts. The Sacred Arts supposedly this world's magic but in truth their system commands used to arrange thoughts and guide the emotions of the caster to make use of one's imagination power. Every command uses an amount of a "space resource", called Sacred Power, with more advanced techniques requiring more power. Using Sacred Arts ritual also requires a certain level of System Control Authority. Your talent to use this power rivals even Alice's talent and you receive a SC Authority level to let you use any Sacred Art, with the exception being the supervisor level commands. Post-Jump, this gives a huge bonus to use holy magic and on learning new magic systems.

Ritual of Creation(600 CP): A Divine Object is the result of the technique of converting an animal, plant or object which had gathered a large amount of resources (in the Underworld, this means memories) in a high priority item, usually using a high ranking Sacred Arts ritual. You know how to create these items,

needing just time to work and find something that meets the necessary requirements. Post-Jump, you can still use supernatural animals, plants or objects to create new Divine Objects. As a bonus, you can use the Armament Full Control Arts of any Divine Object you create.

Integrity Knight:

Dragon Knight Training(100 CP): What is a knight who doesn't know how to fight? Definitely not a knight. You received the same advanced training as the other Integrity Knights. You know how to use basic Sacred Arts, how to ride a dragon and possess specialization in using one type of weapon (you choose which weapon, but can't choose something that doesn't exist inside the Underworld).

Above Average(200 CP): You're special. You wouldn't be chosen to receive the honor of becoming one of the Integrity Knights if you weren't special. You stand out in the crowds and every authority figure perceives it. This makes you rise easier in the hierarchy of any organization/society you're part of. You still need to do something to arise in a hierarchy, but you rise faster than anyone else.

Always Better, Never Worse(400 CP): Until some point, time turns humans stronger, but, past this specific point, time just weakens everyone, until death. You don't possess such weakness. As one of the Integrity Knight, the rituals used by Quinella halted the natural degeneration of your maximum Life. Unless you want for some reason, your body doesn't degrade with the action of time, but this doesn't restrict it to stay the same forever. You can train to strengthen your body, which means that you can become stronger, but no weaker.

Hero of the Legend(600 CP): Much like Bercouli Synthesis One, the first Integrity Knight, you're the main protagonist of a local legend from the Underworld, being some type of hero. Beyond the possibility of being recognized due to the legend, you receive a bonus in all of your stats to be worthy of being called a hero, putting you on par with a high ranking Integrity Knight, being able to fight a giant dragon without the need of use any special ability, like the powers of a Divine Object.

Armament Full Control Art(600 CP): All Divine Objects strongly inherit the properties of the object used to create them in the form of memories. Using a super high-ranking Sacred Art, it's possible to boost the offensive capacity of the weapon by linking with its true essence. The ritual is divided in two phases: the Strengthening phase, the partial awakening of the weapon's memories, and the Releasing phase, unleashing all of its rampant power, being potentially dangerous to the caster. You can easily resonate with the memories of any Divine Object. Post-Jump, you still use this to unlock the true essence of any magic object, creating a Strengthening phase and a Releasing phase to any magic object.

Dark Territory Resident:

Death Stare(100 CP): Fear is a powerful weapon in this world where memories and imagination control reality. As a monster, you know how to be scary and intimidate your victims. This perk becomes stronger as you become stronger. A simple goblin can intimidate an untrained human, but a Darkness God can intimidate even a high ranking Integrity Knight.

Not a Monster(200 CP): Independent of your actual form, even if you're a monster, as long you don't show any animalistic behavior, everyone will treat you like they treat any other human. This doesn't make them forgive any of your actions, but they'll treat you like any human.

Monstrous Tenacity(400 CP): You're very hard to kill. This isn't just brute resistance and tenacity, but also a portion of luck, specialized in making you survive. Even if your limbs are destroyed, you'll have the chance to use Dark Arts to steal life from someone and survive, for example.

Dark Prodigy(600 CP): The Dark Arts are the dark counterpart of the Sacred Arts, but in origin both are the same thing, and you're a prodigy of using them. Basically, in the matter of using Dark Arts, you're the dark counterpart of Alice, possessing a monstrous talent and you receive a SC Authority level to be able to use every Dark Art, with the exception being the supervisor-level commands. Post-Jump, this perk gives a huge bonus to use unholy magic and on learning new magic systems.

Soul Eater(600 CP): The Darkness God Vector is known to have a dark ability to use his aura made of shadows to manipulate the memories and will of his enemies, essentially making them forget themselves and temporarily paralysed. You get this same ability. With training, you can learn how to eat the souls of your dead enemies and how to absorb physical, or even some more esoteric, characteristics from opponents, like the wings from a dragon or the magical ability of a mage.

Outsider:

Ability to Adapt(100 CP): You lived in virtual worlds by an extended amount of time. Maybe you're one of the survivors of the SAO incident, but this isn't important now. The experience gives you the talent to adapt within any situation you are in, especially when in danger.

Pain Absorber(200 CP): Normally, this feature isn't present in the Underworld, but you assimilated this ability into your mind. You can perfectly control how much pain you feel. Even if you turn off your pain, you know exactly the actual condition of your body.

Dual Blades(400 CP): Your fighting ability is something of legends. You possess incredible agility and a yet more incredible reaction speed, rivalling with the Black Swordsman. Beyond this, you have a talent to fight using unorthodox ways. You can effectively fight using two swords or even bring a sword to a gunfight. This enhances your ability in any weapon you can effectively use, but works especially with swords. Especially with two swords...

Account Conversion(600 CP): You aren't from this world, why not bring something that doesn't belong to this world too? You used a feature of the Amusphere and converted your account from another game to the Underworld. Apparently you played hundreds of hours in that game, because your account is a very high level one. The benefits of doing this is to receive a huge bonus in the stats of this world, equivalent to a high ranking Integrity Knight, and maintain your high level equipment and some of your abilities, like the magic from ALfheim Online and the Sword Skills from Sword Art Online. Due to the nature of the Underworld, everything that doesn't fit in this world's style will be altered or totally removed (guns becoming crossbows and the fairies losing their wings). You can choose which canon game the account you used is from or can import from any game in past jumps.

Eternal Light(600 CP): Your fluctlight is special. Unlike a normal fluctlight, yours possess an infinite capacity of store information and don't suffer degradation from time. Your soul is also extremely resistant to active attempts of damaging it, but the true gift of this eternal light is another. It possesses the unique ability to heal itself. Even if it is completely shattered, with time, what can be some years, you will come back as if nothing had happened.

- **Items:**

The items are discounted for the respective origin, like the perks above.

General Items:

Basic necessities(Free): You receive a basic set of clothes, together with an amount of Shear, the currency used in the Underworld, so you won't need to sleep on the street. Both of them restock weekly.

Divine Object (400 CP): Divine Object class items are created from objects, animals or plants that existed for long periods of time and have thus absorbed a large amount of resources, because of that, have a large level of Priority. The Divine Objects inherit the memories of the base material, allowing the usage of Armament Full Control Arts. You now have a high ranking Divine Object, on par with the Night Sky Sword or the Blue Rose Sword, and you can already use its unleashing phase without the worry of damaging it. Can be purchasable multiple times. For an extra 100 CP, your Divine Object has something more than just memories, it has the remains of a Fluctlight. This enhances slightly its Priority Level, but the main advantage is the phantasm of the soul inside it, helping you emotionally and giving a better control over the Unleashing phase of this Divine Object. You can import a companion to become the Fluctlight inside it, or can be a random helpful someone who just wants to help you.

Human Empire Resident:

Basic Tools(100 CP/Requires Sacred Task): How someone can do their Sacred Task without the needed basic tools? You receive the basic tools with average quality to do your chosen Sacred Task properly.

Advanced Tools(200 CP): What a basic tool can do is limited and sometimes you need to do more. You received the same equipment from the Basic Tools, but now it's made of high quality material, with very greater quality.

A Pile of Dragon Bones(400 CP): Dragons are one of the most feared beasts of the entire Underworld. But, fortunately, this specific dragon died many years ago, leaving just their skeleton. The bones of a dragon are the highest grade material which a weapon can be made in this world. Just Divine Objects are stronger. You can sell the bones to gain a good fortune or use them to create high quality equipment yourself. Maybe the memories of the dragon still reside in this decaying skeleton...

Sword Mastery Academy(600 CP): You have been accepted as one of the 12 best swordsmen to enter at the Sword Mastery Academy of one of the four Empires, or a new, independent one. Here, you can train to enhance any of your abilities regarding swordsmanship and the usage of the Sacred Arts. After your graduation, depending on your position in the ranking you can get the chance to participate in the Four Empires Unity Tournament, but I don't think you will want to win this. Post-Jump, you can bring the entire academy to any future jump.



Integrity Knight:

Knight in a Shiny Armor(100 CP): You receive a high quality armor, similarly in shape with the other knight's armors, but you can choose the aesthetic of your armor.

Armory(200 CP): The Axiom Church, especially Quinella, feared the power of a well equipped army, united against them. One of the ways she used to restrain the residents was to take to herself equipment enough to equip an entire army. You get a part of this armory, gaining hundreds of sets of armor and hundreds of swords, shields and other combat tools. For an extra undiscounted 300 CP, there are even some lost high quality Divine Objects class weapons here.

Draconic Mount(400 CP): Dragons are one of the most feared beasts of the entire Underworld. But, fortunately, this specific dragon is tamed and can be used as a mount to you. You can choose the specific features of your dragon, but, independent of your choices, they're extremely loyal to you and count as a follower. Also comes with the needed stuff to take care and ride your dragon.

Memory Crystal(600 CP): The crystallization of your most treasured memories, removed from the victim during the Synthesis Ritual, but don't worry, it's not the original memories. This crystal contains just a copy of the memories of your most loved person and, while you are with this, you'll always know who you are and for what reason you fight. It's possible to sacrifice the crystal to create a very powerful weapon, stronger than a Divine Object, but after the usage, the weapon will vanish together with the crystal.

Dark Territory Resident:

Knight in a Dark Armor(100 CP): You receive a high quality armor, like the armor of the other dark knights. If you don't want the armor, you receive the basic equipment of your guild or tribe.

Throne Room(200 CP): A throne worthy of an emperor. You receive an exact copy of the throne room used by the Darkness God Vector, becoming an Warehouse add-on or part of any of your properties.

Vial of Death(400 CP): Used by the assassins of the Dark Territory, this immensely powerful poison, capable of even killing a Colossal Earth Dragon, with around 30000 of Life, in just one hour, or an adult human in just one or two minutes. The poison in this vial is replaced weekly.

The Red Army(600 CP): Once by jump, you can summon, at will, an army composed of thousands of red knights. They're loyal to you and each one possesses the strength of an average normal knight, but their true strength resides in their numbers. As a bonus, you can also, once by month, call a small group of these knights, around 5-10 red knights, but these vanish after a month. For an extra undiscounted 100 CP, instead of just summoning red knights, you can also summon specialized squadrons inside of the main army. Part of your army can be knights, while the other part can be dark mages, archers, pugilists, assassins, healers... it's up to you to choose which types of soldiers will appear when you summon your army.

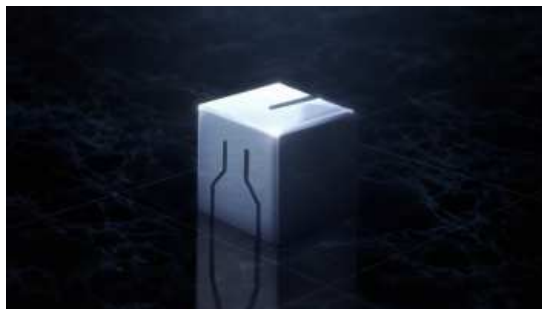
Outsider:

Soul Translator(100 CP): Also known as STL, the Soul Translator is a fourth generation FullDive machine, capable of connecting directly to the user's fluctlight instead of the brain, like the previous generations machines. During this jump, that's the STL you're connected to, but post-jump you receive it, with the capacity of connecting to any game, even if they don't possess a virtual reality feature. For an extra undiscounted 200 CP, the machine maintains the capacity of copying and manipulating souls.

Converted Weapon(200 CP/Free with Account Conversion): This weapon is special, being from the same game of your converted account. Even if this item doesn't fit the style of the Underworld, it'll continue the same (a Hecate II from Gun Gale Online will continue as a Hecate II in the Underworld, without becoming a crossbow or something like that).

A.L.I.C.E.(400 CP): The main objective of the Project Alicization is to create A.L.I.C.E. (**A**rtificial **L**abile **I**ntelligent **C**ybernated **E**xistence), the first of a new generation of highly adaptive artificial intelligence. Post-jump, you'll receive a blank version of an AI on this level, with customisable personality and functions. You can use this base version to create fully conscious AI or limited AI to diverse different usage, like fight in a war to you.

LightCube Cluster(600 CP): During the development phase of the Project Alicization, the Rath' scientists developed a powerful quantum computer to store Fluctlights and the mnemonic visual data of the Underworld, the Light Cube, measuring five centimeters in construct and made of Praseodymium crystals, capable of housing hundreds of millions of qubits of data. The mainframe of the STL is a cluster of hundreds of thousands of LightCubes, capable of housing all the data of the Underworld. Post-Jump, you receive an exact copy of this, together with the twelve Soul Archetypes.



- **Companions:**

My Good Friends (50 CP for each one, 300 CP for eight): Every purchase allows you to import an existing companion or create a new one. They get a free origin, with all the benefits, and 600 CP to spend.

New Friends (50 CP Each): You can bring any canon character that you can convince to follow you in your chain, but with this purchase you already have a previous relationship with this character, like being friends, rivals or even lovers if you want. If you choose one of the Underworld visitors, they'll follow you with their original form and not with their Underworld form. You can't bring Quinella or Cardinal with just this purchase.

Your Own Squadron (100 CP): You become the leader of a specialized squadron, composed of loyal persons, each one of them counting as a follower and can be imported separately as companions in future jumps. The exact nature of your squadron varies according to your origin.

If you're a Human Empire Resident, your squadron is formed by around forty normal knights or mages. It's up to you to choose the exact proportion between mages and knights, but can't have more than forty persons in total in your squadron.

If you're an Integrity Knight, your squadron is basically formed by your apprentices, three or four Integrity Knight trainees, as they yet have to undertake the Synthesis Ritual, but already strong like a low-ranking Integrity Knight.

If you're a Dark Territory Resident, your squadron is formed by around forty members of your guild or tribe. For example, if you're a pugilist, your squadron is composed of pugilists.

If you're an Outsider, your squadron is formed by around five of your gamer friends, but they'll convert their other games' accounts to enter the Underworld. They aren't high level like you, but their stats are just slightly smaller than of a low-ranking Integrity Knight.

Familiar (200 CP): In the Underworld there were numerous large beasts, but Quinella started to hunt them to create Divine Objects or just to eliminate them. This beast was saved by you and now is your familiar. It's up to you to choose the kind of beast your familiar is, but independent of it, they have high stats and can shrink to a fraction of their original size and return at will. Your familiar don't possess a Fluctlight, but still are an advanced AI. You can choose if they count as a follower or a companion post-jump.

- **Special Companions:**

Some of the canon characters are special, being worthy of more than just 50 CP. These companions follow the same rules of the ones from the purchase of **New Friends**.

The Land Goddess, Leafa(200 CP): In Real Life, Kirigaya Suguha. Suguha is the cousin and adoptive sister of Kirigaya Kazuto, and in ALO, she is Leafa. But here, in the Underworld, she utilizes the **Super Account** of Terraria, the Land Goddess, which gives her stats on par with the strongest Integrity Knight and a near infinite regeneration, while she stands in nature. She'll follow you with her Underworld form.



The Sun Goddess, Sinon(300 CP): In Real Life, Asada Shino. Shino is a skilled VR game player, and, in GGO, known by the name Sinon. To help the Human Empire in the Underworld, she received the **Super Account** of Solos, The Sun Goddess, with the same stats of Leafa, the ability of limitless flight and the Annihilate Ray, a bow on par with a high ranking Divine Object. She is also shown to be able to utilize Incarnation to transform her bow in a Hecate II and to protect herself from Subtilizer's powers. She'll follow you with her Underworld form.



Embodiment of the System, Cardinal (400 CP): After Quinella merged her own Fluctlight with the Cardinal System, the system's error-checking sub-process manifested as an alternate, opposing personality of Quinella. The sub-process deemed the main process, Quinella, to be conducting a great error and tried to kill her many times. After Quinella hijacked the Fluctlight of a young nun, both of them collapsed, and the sub-process transferred itself to the nun's body and became a separated individual, becoming the Cardinal that we know. Cardinal is the existence with the second highest Authority level in this world. She has extensive knowledge about the Underworld's system, rivaling Quinella's knowledge, and basically has every power that Quinella has, but weaker.



The Darkness God, Subtilizer (500 CP): In Real Life, Gabriel Miller. Gabriel is chief tactical officer of the Glowgen Defense System and the one directly commanding the assault at the Ocean Turtle. He is a legend in GGO, using the name Subtilizer. He's also a psychopath with signs of schizophrenia, obsessed by the nature of the soul. Besides his experience and abilities with guns and combat, in the Underworld he has the ability to use Incarnation focused in controlling his shadow aura. He's very skilled in using his Incarnation, being even able to become a six-winged angel made of shadows. He'll follow you with his Subtilizer's Underworld form.



The Administrator, Quinella (500 CP): The immortal Supreme Priest of the Axiom Church and the actual ruler of the Human Empire, Quinella. She was a talented Sacred Arts Researcher and the creator of the church, but her two greatest achievements were to discover the entire command list and fuse herself with the Cardinal System, but a single error in this process burned the core principles of her Fluctlight. She is the existence with the highest Authority level in the entire Underworld, with extensive knowledge on Sacred Arts, even supervisor-level arts, and on soul manipulation. She is also shown to be able to utilize every of the Super Accounts' admin abilities on a minor scale. She'll follow you and, thanks to Jump-chan, her memory capacity problem will be corrected.



The Goddess of Creation, Asuna (300 CP/Can't be taken unless you take Kirito together): In Real Life, Yuuki Asuna. Asuna is a skilled VR player and one of the survivors of the SAO incident, being one of the strongest Sword Art Online players. Her skills with the rapier had earned her the nickname The Flash. She received the **Super Account** of Stacia, the Goddess of Creation, that gives her the same stats as the other Super Accounts and the powerful ability of Terrain Manipulation. She also uses Incarnation to create a phantasm of Yuuki and to manifest angelic wings. She'll follow you with her Underworld form.



The Black Swordsman, Kirito (300 CP/Can't be taken unless you take Asuna together): In Real Life, Kirigaya Kazuto. Better known as Kirito, he's a very skilled VR player and the one to defeat Heathcliff and complete SAO, as well the player with the fastest reaction-speed in the entire game. Beyond his notable skill with computers, he is extremely skilled with swords and, in the Underworld, is probably the strongest user of Incarnation. His Incarnation seems to focus on strengthening the already existing game mechanics, like the empowered Releasing phase of the Night Sky Sword, and manifesting his equipment from other games. He'll follow you in his Underworld form.



- **Scenarios:**

To Become a Knight (Exclusive to Human Empire Resident): Many people in the Human Empire dream of becoming an Integrity Knight. This isn't your dream, because this is your objective. To complete this objective, you need to join and graduate in one of the four Imperial Sword Mastery Academy as a top-ranked student to get the right to be the one of the two representatives of your respective empire in the Four Empires Unity Tournament. The Tournament is held annually in the first third of the 4th month, in Centoria. The winner receives the right to become an Integrity Knight, but if you win, you'll become an Integrity Knight Trainee, due to not having through the Synthesis Ritual yet, but just if you show your loyalty to Quinella. If she uses the Synthesis Ritual on you, you fail just in this scenario, not your chain. If Quinella is already dead at this point, you won't need to pass by the ritual.

-Reward: You receive both the **Dragon Knight Training** perk and the **Knight in a Shiny Armor** item for free and receive a **Dragon Egg**. The dragon born from this egg will need just one year to reach maturity and stop their aging, receiving the same privileges as a **Draconic Mount**.

Guardian Angel: Someone is being hunted. Maybe a noble or a monster chief wants them dead. Independent of the reason, teams of average knights/monsters will be sent after them. You can help this person survive the attacks. You can choose a canon character (with the strongest character you can choose being Sortiliena Serlut or Golgorosso Balto) or create a new one. They'll be hunted for years, having little chance of survival without your help.

-Reward: If this person survives, you can bring them as a companion.

-----FINAL LOAD TEST-----

You can choose just one of the below scenarios. The exception is the last scenario.

Glory to the Empire (Exclusive to Human Empire Resident/Integrity Knight):

The Eastern Gate will fall, and at this moment, the Dark Territory forces will attack the Human Empire. Considering the actual situation of the Human Empire, they will win. It's your responsibility to change this.

To give the humans a chance of winning, you'll need to convince the four emperors to join forces and create a unified army and train the warriors. If Quinella is still alive at this point, she will enter a dormant period and won't help you (at least, you don't need to worry about her turning half of the humans in Sword Golems), but her Integrity Knights can help you. If you took the **Love of a Goddess** drawback, she will try to actively stop you.

With the army ready, the war of the Underworld will start. Winning the war will be hard, but victory is necessary to complete this reward.

Failing this scenario means the destruction of the Human Empire and the start of a new age of darkness.

-Reward: The Human Empire is saved thanks to you and every human recognizes this fact. You receive the unique perk, **Star King/Queen**. You are recognized as a figure of authority by every human being in every place of the entire multiverse. This title also gives you the needed abilities to rule as a legendary king/queen.

Age of Blood and Iron (Exclusive to Dark Territory Resident): The Eastern Gate will fall, and at this moment, the Dark Territory forces will attack the Human Empire. They'll smash them and destroy the Empire. But the humans are now organizing an army capable of certain victory. You need to change this.

They will need your help to convince the guilds and the tribes to prepare a more organized unified army. The Glowgen mercenaries won't help this time. Maybe they'll try to capture Alice alone, but this isn't important for now. If you took the **I Want You for U.S. Army** perk, the mercenaries will join forces with the Human Empire to try to capture you and they won't want to capture Alice anymore.

Once the Dark Territory forces are ready, it's time to destroy the Gate and start the war of the Underworld. The Dark Territory must win this war.

Failing this scenario means the destruction of the Dark Territory.

-Reward: The Dark Territory finally destroyed the Human Empire, and you proved to be the strongest (not literally) in this world, and the monsters follow the

strong. You receive the unique perk, **Emperor of the Monsters**. Every rational monster recognizes you as an authority and the irrational monsters treat you friendly and can even sometimes follow your orders.

Radiant Medium (Exclusive to Outsider): Your arrival in the Underworld isn't reasonless. You have a mission to complete. You must recover Alice Synthesis Thirty from the Underworld. Maybe you are one of the agents of Rath or an infiltrator working for the U.S. government. Regardless of this, you must remove Alice from the Underworld using the Terminal at the Shrine at the end of the world that will be active just after the start of the Final Load Test.

If you work for Rath, you can convince Alice to follow you, but the Glowgen mercenaries will try to capture her with the help of the entire army of the Dark Territory and the help of converted players from other countries.

If you work for the U.S. government, the Human Empire will protect Alice from you and there is a high chance that the Dark Territory forces ally themselves with the humans. The Glowgen mercenaries won't enter this world.

To help you in this hard mission, you will get access to a **Super Account**, a special account based on the gods of the Underworld's mythology. Your account possesses stats on par with the strongest Integrity Knight, have a unique admin ability (Terrain Manipulation, Infinite Life Regen, Limitless Flight, Item Generation, Memories Manipulation...) of your choice and gain a weapon on par with the Annihilate Ray.

Alice must survive to you be able to complete this scenario.

After the completion of this scenario, you can use the Terminal to end this Jump.

-Reward: You maintain your **Super Account**, with everything you gained from this. If you work for Rath, **Alice Synthesis Thirty** will follow you in your chain, with her Underworld form. If you work for the U.S. government, you receive an exact copy of the **Ocean Turtle**, containing enough resources to replicate the Project Alicization.

Final Objective (Exclusive to Outsider): Kayaba Akihiko created the Cardinal System to manage everything within the Sword Art Online, but he also programmed a last action to the system when the game is finished. After Kirito defeated Kayaba, the system destroyed Aincrad and deleted the game. The final objective of the Cardinal System is to destroy the world it controls, and its embodiment inside the Underworld seems to inherit this objective.

You must help the Cardinal to delete the entire Underworld. To make it possible, you'll need to destroy Quinella or find some way to separate her from the system,

which isn't an easy task. After it, Cardinal will absorb the main process of the system and enter a small period of unconsciousness to complete the process. To finish your task, you need to take control of the three terminals inside the Underworld and use them to destroy the world. Both the Integrity Knights and the monsters will try to stop you. Remember, Cardinal must survive to be able to complete this scenario.

-Reward: If you complete the scenario and successfully delete the entire Underworld, granting a peaceful ending for every life in this world, **Cardinal** will accompany you in your chain, with her powers and the powers she gained from Quinella. As a bonus, you get a copy of the **Great Library Room**, a library inside a pocket dimension, which you can open a portal to it at will. The Great Library contains all of Quinella's knowledge in the forms of books, from all the system commands to her knowledge about soul manipulation. The books are made of memories, and they can be sacrificed to create Divine Objects. You can also learn how to turn your own memories and knowledge into books.

The Convergence (+300 CP/ Can be taken with another Scenario): From the release of Sword Art Online until the Project Alicization, everything is connected. Now and here, the Seed is finally showing its true purpose. The Underworld is created using the Seed that contains a more basic of the Cardinal System, but this specific version now has the data from the other 3 main games.

Choose a side: the **Human Empire** or the **Dark Territory**.

If you choose the **Human Empire**, the Dark Resident forces will become much more powerful. Every boss monster from SAO, ALO and GGO are now part of the Dark Territory, including the 100th floor boss of Aincrad, An Incarnation of the Radius. Non-boss monsters from these games are also helping the Dark Territory. Cardinal, in a desperate measure, decides to ally with the monsters to destroy Quinella. She used her powers to strengthen every member of the Ten Lords Assembly, each one being now strong as a High-Ranking Integrity Knight. The Glowgen mercenaries will enter the Underworld accompanied with the still living members of the Laughing Coffin Guild. The members of the red guild are strong as a Mid-Ranking Integrity Knight. The army of converted players from other countries is formed now by more than a million of players. Gabriel will be able to use his Incarnation at full power while using his Super Account.

If you choose the **Dark Territory**, the Human Empire forces will become much more powerful. The Human Guardian Army is now formed by the armies of the Four Empires, and every knight will receive adequate training. Every alive player from SAO, ALO and GGO (with some exceptions) will decide to convert their

accounts to the Underworld, each one using their strongest equipment and abilities, and the players from Gun Gale Online will maintain their weapons. If Quinella is still alive, her Fluctlight will be repaired, with her humanity being recovered and her memory capacity problem will be corrected. She will decide to help Kirito and the Human Guardian Army, sending all of her Integrity Knights and five Sword Golems to fight. Sinon, Asuna, Leafa, Agil, Klein, Silica and Lisbeth will go to the Underworld using STLs and each one will receive a Super Account. Eugeo and Yuuki will have their Fluctlights reconstructed, essentially coming back to life, thanks to Kirito's Incarnation and Asuna's Incarnation respectively. Kirito won't have his Fluctlight damaged.

There is also a third side in this war you can choose, **You**. If you don't align with the two main forces of this war, both will become much more powerful, how described above, and no one of them are your allies. Initially, they aren't exactly your enemies, but your objectives can put them against you.

To win this war, you'll need a miracle, so you'll need to **Make a Miracle Happen**, receiving this unique perk. This perk works as a Capstone Booster to every 600 CP perk. Defeat is now a Fail Condition. Good luck, you will need it.

-Reward: You maintain the unique perk, **Make a Miracle Happen**. You get a physical copy of the entire **Underworld**, both the Human Empire and the Dark Territory, and its population, retaining any modifications done to it. The Underworld can become part of the world in future jumps or become a Warehouse attachment.

- **Drawbacks:**

There is no drawback limit, take as many as you want. Remember, drawbacks override perks.

Familiar Faces (+0 CP/ Requires that you have been in a Sword Art Online jump before): You've been here in this universe. You're one of the survivors of the SAO incident. This option lets you bring your previous actions to the story of this jump, that can be near the same or vary wildly. The Underworld Visitors will recognize you, or they'll think that you are very similar to someone they know, if you aren't a Outsider.

Lack of Poisoned Weapons (+0CP): Maybe the police were more competent in this timeline or maybe Johnny Black died in SAO, because Kirito wasn't attacked and he's healthy and alive, without any damage to his brain. This means that Kirito won't be trapped in the Underworld. This choice will change many things. Prepare for the Butterfly Effect.

Test Subject (+100 CP/Exclusive to Outsider): You're now an active part of the Project Alicization, as a test subject like Kirito. You'll be reborn in the Underworld like a normal baby, with no memories about your old life. These memories and your powers will come back with time. Kirito will be here too, so don't worry about the butterfly effect. You'll grow together with Kirito, Eugeo and Alice and your objective here is to make sure that Alice survives. If she dies, your STL will destroy your soul completely and your chain ends here.

Bound by the Taboo (+100 CP/Can't be taken by Dark Territory Resident): The Taboo Index is a set of the absolute laws of the Human Empire, created by the Axiom Church to control the masses. Now, you must follow that same set of rules, if you don't want to be located by an automated senator and posteriorly be hunted by the Integrity Knights.

Seal of the Right Eye (+200CP): There is something in your right eye, something that prevents you from breaking any rule imposed by an authority. That's the Code 871, better known as the Seal of the Right Eye. The seal works by inducing an incredible amount of pain in the victim's right eye everywhen they even attempt to think about questioning or breaking any rule. If this doesn't stop them, the seal paralyzes the body and a message of system error appears in the victim's vision. If the person overwhelms the seal with willpower, the seal, together with the right

eye, are destroyed. For some reason, you possess this same seal in your right eye and no amount of pain immunity will protect you from feeling this pain.

The Silent's Curse (+200 CP): Much like a certain Integrity Knight, your soul suffers from a terrible curse. Everywhen you see a thing, you want to slice that in two, smash them, whatever, but you want to destroy them. With willpower, it's possible to suppress this subconscious desire, but it's not easy.

Moon Cradle (+200 CP): 200 years. This is the time you'll need to pass here after the Final Load Test. You'll go out from the Underworld just when the Star King and the Star Queen would leave from here, in the canon timeline.

Jumper Synthesis Thirty-Four (+200 CP or +400 CP/Exclusive to Integrity Knight): I was wrong. Even if you don't remember, Quinella used the Synthesis Ritual on you and now you possess a Piety Module inside your fluctlight. The module forces you to be unconditionally loyal to Quinella at all times. Again, willpower can help to break her control over you. Fortunately, your memories are intact. For an extra +200 CP, your memories are now suppressed and the memories of your most loved person are now transformed into a memory crystal. You don't remember being a Jumper. There is a single way to totally revoke the ritual. First, someone needs to remember who you are and your past to make the Piety Module physically appear in your forehead. Second, the module must be replaced by the fragment of memory removed from you, that's in the 100th floor of the Central Cathedral. I really don't recommend taking this drawback without companions. One last thing, if Quinella is alive during the end of your jump and you're still loyal to her, your chain ends here.

Unbalanced Stats (+300 CP): One of the functions of the original Cardinal System used in SAO is to maintain the balance of the gameplay in the world. Somehow, the Underworld's Cardinal System kept this function, but the data of this function is damaged. As a result, this function just works in one person, You, and constantly messes with the stats of the things around you and other local system elements. Sometimes your weapons will have an unusual reduction in Durability or Priority. Sometimes your enemies will have a buff of Durability or their weapons will have an increase in Priority. Sometimes the Sacred Power in the area will literally vanish when you try to use Sacred Arts. This won't turn any fight impossible to win, but will become harder.

FullDive Experience (+300 CP): Now, you'll live the complete experience of this world, losing everything from past jumps, restricted to maintaining just your body mod and everything you purchased from this jump. Normally, you would use your Incarnation to simulate your powers, but now you can focus your mind in just using your specific Incarnation.

Critical Limit (+300 CP): You noticed something strange about you. You keep having problems recalling things you memorized perfectly and briefly lose your consciousness at random moments. You discovered that your Fluctlight reached its limit of memory capacity, like a certain Administrator. You have many times more free capacity than her, but you can't freely manipulate your memories. Unless you find some way to expand your memory capacity, you need to minimize the amount of recorded memory or run the risk of collapsing your own Fluctlight.

I Want You for U.S. Army (+300 CP): You're now a possible candidate to be a substitute for Alice, well, that's what the NSA thinks, even if you're a true human. The attack of the Glowgen Defense Systems will start when you enter in this, but not the main attack at the Ocean Turtle. Initially, starting at the first month, they'll send one or two soldiers to the Underworld to hunt you, and their numbers will increase with time. These are experienced soldiers using their Gun Gale Online account, so don't underestimate them. During the main attack, Gabriel himself will hunt you, but at this point, he'll be hunting Alice too.

Love of a Goddess (+400 CP): Quinella wants you. Maybe she wants you to become one of her Integrity Knight, maybe she wants your place as Jumper, maybe she wants to use your soul and memories to create the strongest Sword Golem. Independent of the reason, Quinella wants to capture, and will, initially, use her influence with the authorities to bring you to her. After some time, she'll start sending her Integrity Knights after you, but if they can't capture you, it's possible that Quinella herself will go after you. Unfortunately to you, she discovered some way to increase her Fluctlight's memory capacity, being now able to fight at full power.

If she captures you and completes her objective, your chain ends here.

- **Ending:**

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

Stay Here: Continue in the Underworld, or find a way to go to the Real World.

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

- **Capstone Booster Perks:**

Incarnation: You made a sacrifice. To be able to use your Incarnation with rational thought, you lost the ability to use your emotions to fuel your power. You can still use your Incarnation rationally, but now you can use emotional bursts to get an increase in power. You now have the power of the reason and of the emotions.

Sacred Prodigy/Dark Prodigy: Like Quinella, you successfully fused yourself with a part of the Cardinal System and, unlike her, you maintained your Fluctlight intact. The process gives you the maximum Authority level, on par with Quinella and Cardinal. With time and resources, you can replicate anything that the Administrator did. You don't need to worry with some subprogram of the Cardinal System taking control of your body and trying to kill you.

Ritual of Creation: You perfected the ritual used to create Divine Objects. Normally, the power of a Divine Object is equal to the value/power of the base material. You, somehow, learned how to create Divine Objects slightly stronger than the base material. Every one of these weapons created by you is of great quality. You can also use a single base material to mass produce Low-Ranking Divine Objects, each one of them inheriting part of the base material's memories, but dividing the total power that a single Divine Object would have. Basically, you can create just one weapon with 100% of the power of the base material, but can create ten different weapons with each one of them having 10%.

Hero of the Legend: You're a legendary hero, and fate itself is on your side. When facing a battle, or another type of situation, impossible to win, once a jump, fate will modify itself to give you a power up, turning your victory possible. Fighting a Fairy King with administrator privileges and you're struck in a gravity magic, you

get access to an account with developer privileges. You're trying to remove a bomb from a Fission Reactor, but you reach the physical limit of your android body, somehow your body repairs itself and you remove the bomb.

Armament Full Control Art: Everytime you activate the Releasing phase of any Divine Object , or any magical object post-jump, you can increase tenfold the power of the attack. A bow capable of launching a phoenix-like fire arrow will launch a giant dragon made of fire. A sword capable of firing ultra-hot light rays in every direction will fire a single, giant light ray, leaving just death in its way. Such power is not free, due to the powered Releasing phase damages the Divine Object.

Soul Eater: You have an abyss inside your soul. Your actual form isn't your true form. You're made of pure darkness, with your true form being an abomination made of shadows. This greatly enhances the abilities of your shadow aura and gives you the capacity to regen even limbs in seconds, unless you're completely destroyed in a single attack.

Account Conversion: Your account isn't a simple user account, it's a true Developer account, with developer privileges. These privileges consist in two main advantages: First, you get the strongest existing equipment of the game that your account is from (For example, an account from ALO will get the Holy Sword Excalibur as weapon); Second, you can use any system commands, having more authority than any other admin account, but not more than the system itself. You can use this in any virtual world, including the Underworld.

Eternal Light: Your Fluctlight, or soul if you prefer, is immune to any active attempt to damage it, being literally indestructible. The eternal light of your soul can be extended to others, healing any damage done on their souls and even undoing unwanted modifications.

- **Notes:**

1. You receive a random Unit ID, an unique alphanumeric code that every object and living being in the Underworld possess one.
2. Ignoring the hidden parameters, there are 4 main stats: Life/Durability, Object Control Authority, System Control Authority and Priority.

Life/Durability: It's the durability or HP value of each object or living being in the Underworld. This stats seems to work in a more realistic way than their counterpart in other VRMMORPG games.

Object Control Authority: Abbreviated as OC Authority, this stat determines what kind of tools, weapons and armor the person can wield. A person needs to have an OC Authority equal or higher than the item's Priority class to be able to wield it properly.

System Control Authority: Abbreviated as SC Authority, this stat determines what Sacred/Dark Arts rituals one can use and their success rate.

Priority: Exclusive to certain items, this stat basically controls the strength difference between weapons and armors. A sword with lower Priority can't cut an armor with higher Priority.
3. The OC Authority and the SC Authority can be increased by killing any creature capable of movement, with Dark Territory's creatures giving a bigger increase. The SC Authority can also be increased through steady use of the rituals, with a bigger increase with successful difficult ritual usage.
4. About the **Jumper Synthesis Thirty-Four** drawback, it's possible to break free from Quinella's control without removing the Piety Module.
5. About the same drawback, if you have the **Memory Crystal** item, you lose access to it until you recover your fragment of memory from the Central Cathedral.
6. Each character shows to use a specific type of Incarnation (Kirito uses his Incarnation to strengthen the already existing game mechanics, while Gabriel uses his Incarnation as a powered up version of Vector's memories manipulation and shadow aura). If you take the **Incarnation** perk, you can choose what type of Incarnation you can use and even change the type at will. But if you can use an Incarnation focused on draconic powers at full power and choose to alter to one focused on gravity manipulation, you'll need to start your training from the start (this doesn't restrict you from using again the draconic powers).

7. You can still use Incarnation without the perk, but will need willpower and belief and will be restricted to just one type of this power and you can't use this outside this jump.
8. The Sacred/Dark Arts are at same time system commands and a controlled form of Incarnation.
9. You can use any type of power from the Underworld in the Real World, and every perk that increases your stats also affects your physical body post-jump.
10. The Final Load Test will start at the same moment it started in canon, but with your intervention, the test can start early.
11. If you take any scenario connected with the Final Load Test, the test will happen independent of your actions.
12. It doesn't seem right for me to separate Kirito and Asuna.
13. The Underworld is separated into 5 human guilds (the Assassins, the Dark Knights, the Merchants, the Dark Mages and the Pugilists) and 5 monster tribes (the Ogres, the Giants, the Orcs, the Plain Goblins and the Mountain Goblins).
14. Normally, you can just create one Divine Object from one sacrifice, be it an animal, a plant or an object. If you use a rose made of ice, you can create just one Divine Object. If you use a giant tree, you can create just one Divine Object. Unless you have the boosted version of **Ritual of Creation**, in this case, if you want you can create any amount of low level Divine Objects from the base material, but when you increase quantity, you decrease quality.
15. With both the **Ritual of Creation** and **Great Library Room**, you can discover how to convert animals, plants or objects which have gathered a large amount of resources in books, which inherit their essence and memories. These books can be used much like Divine Objects or can even be used to temporarily summon a construct of the being used in its creation.
16. If you take a scenario that aligns you with the **Human Empire** and take **The Convergence** scenario, you must choose the **Human Empire**. The same happens with a scenario that aligns you with the **Dark Territory**. If you take both the **Final Objective** scenario and **The Convergence** scenario, you must choose **you** in the scenario.
17. The **LightCube Cluster** is an extremely powerful quantum computer, capable of housing trillions of qubits of data. It's capable of housing hundreds of thousands souls, a double-layered virtual world and an around 500 years old self-evolving program at the same time.

18. If you take both the **Test Subject** and **Lack of Poison Weapons**, you can choose to replace Kirito in the Underworld.
19. About going to the Real World, fanwank about it.
20. Thanks CaldeanGaralos, Grimms-VI, Nerx and Kutlessheromon for your suggestions.
21. Thanks everyone for your upvotes.

-History:

-V 1.2: Final Update

- Removed the limitations of some abilities being restricted to just the Underworld;
- Rephrased **New Friends**;
- Rephrased **Secret Moves**;
- Rephrased **Incarnation** to add the possibility to use it in the real world without the need of a reality bender perk;
- Added a bonus ability in **Ritual of Creation** and in **Soul Eater**;
- Rephrased **Above Average** to make it easier to understand;
- Rephrased **Hero of the Legend** to give a better idea of how powerful the increase in the stats is;
- Rephrased **Armament Full Control Arts** to make it clear that this perk works post-jump.
- Rephrased **Sacred Prodigy** and **Dark Prodigy** to add an increase in your System Control Authority level;
- Transferred the named companions to a separated section from the regular companions;
- Corrected some grammar errors (again).

-V 1.1: First Update

- Corrected some grammar errors;
- Added an extra buy-in option for **Divine Object**;
- Added an extra buy-in option for **The Red Army**;
- Added new companions options:
 - Embodiment of the System, Cardinal**;
 - Your Own Squadron** (now Nerx can have his group of pugilists);
 - The Black Swordsman, Kirito**;
 - The Goddess of Creation, Asuna**;
 - Familiar**;
- Added new drawbacks:

- Familiar Faces;**
- Moon Cradle;**
- Unbalanced Stats;**
- Added new scenarios:
 - To Become a Knight;**
 - Guardian Angel;**
 - Final Objective;**
 - The Convergence;**
- New friends** rephrased to include that you can't bring Cardinal with this.
- V1.0: Released