

Bofuri: I Don’t Want To Get Hurt, So I’ll Max Out My Defense

Jumpdoc v1.3

By ltmauve (with help from daemonflayer)

Welcome to a fairly ordinary world. Except for the VR gaming. You didn't have that at your first home, did you? VR gaming here is sophisticated and common, to the point where it's synonymous with AAA games.

A new game has been launched: New World Online. For you, the next two years will involve playing the game heavily. And that's about all I'll specify. It's not like it matters too much, except for the experience. It's a game, after all.

Kaede Honjou, a.k.a. Maple, is a high school girl who is about to repeatedly break the meta of this game. On accident. It's not like she's intending to torture the dev team every single time she plays, it just happens. She's actually quite nice, and isn't a real power gamer.

Still, she'll become one of the most prominent players very quickly.

Take these **+1000 (Player) Character Points** to help you.

Starting Conditions:

You start shortly after New World Online launches, joining the game slightly before Maple does. Your age and gender can be set freely. Well, relatively freely, as being too young or too old would be odd, so your age is limited between 13 and 33. You do have to start somewhere in Japan, as NWO is only available during that time in Japan, not overseas.

You may choose to have a history in the world, as well as possess memories of that history. Alternately, you may choose to simply drop-in to the world, giving no memories or history, only enough paperwork to go to school or get a job. (And also being fluent in Japanese.)

Perks:

You get 2 discounts for 100 CP Perks, 2 discounts for 200 CP Perks, and 2 discounts for 400 CP Perks. Discounts are half off, except for the 100 CP Perks, which become freebies. Only one discount can be applied to any one Perk. Discounts can be applied to lower price tiers. If a Perk has multiple prices, it must be discounted using a discount for the purchased price.

New World Online Character (free)

New World Online (NWO) is an MMORPG played by many people. Including you. However, your abilities and items you gain inside the game are able to be used outside the game. This includes the inventory and items, the levels and stats, the interface, and all the skills.

At least, once the Jump duration is up. Right now your NWO stuff stays in the game.

If you die in real life, you do not immediately truly die as long as one other member of the Jumpchain party has a resurrection ability. You will instead only die or require the usage of a one-up once the time limit for that resurrection ability expires. We've only seen one example of that in NWO, though.

Your perks and powers will work inside videogames you play. (Though you may toggle this if you want to play fair.) When using these powers inside a game, they will not originate from your actual body. No need to worry about accidentally destroying your stuff if you need to get video-game slimes off yourself, for example.

(Note: abilities and perks that operate autonomously to protect your body will still do so in the real world.)

Beneath The Notice Of The Dev Team (free/200 CP)

There are a variety of worlds controlled by powerful beings. Perhaps they are ruled over by gods. Perhaps a shadowy conspiracy of seers directs the fate of those worlds. Or, perhaps

most relevant to the next 730 days to you, a dev team can monitor and influence the virtual world you want to play in. No reason for you to get banned.

Whatever the reason, you are now beneath the notice of these entities that should notice everything. Even if others notice you and bring them to their attention, you'll quickly be dismissed out of hand by both parties. You will not be considered a problem or threat by these beings.

This will stop working once you use your words to taunt these entities, or you start an actual assault on these beings knowing what they're up to.

This is a freebie for now, but must be paid for to be kept. If paid for by one person, it protects the entire Jumpchain party.

Weapon-Based Classes (100 CP)

NWO's class system is based on what type of weapons the player chooses. When you create your first NWO character, the weapons you select are chosen for this perk.

Your skill with these weapons are as if you have trained or fought daily with them for several years. In addition, any example of your chosen weapons will always work for you, being capable of handling your power and adding your durability and toughness to its own.

Talking Is A Free Action (100 CP)

In a VR environment, you aren't actually breathing air. So feel free to keep chatting while sprinting, jumping around, and other battlefield actions. It won't even be distracting, as it seems you've got an extra half of a mental thread to keep your tongue moving.



Virtual Sweets Deal No Damage To Your Waistline (100 CP)

NWO players don't need to eat, drink, or use the restroom while playing. They can still benefit from eating and drinking, though. (I will take this opportunity to remind you that eating has psychological and social benefits, so remember to eat.) Thus, the same is true for you all the time.

Though buying virtual sweets from a virtual shop will still deplete your virtual wallet. You have to grind to get that gold back.

You also maintain any physical, magical, or skill gains you've made. No backsliding into a couch potato for you!

Professionally Designed Avatar (100 CP)

You've got a great-looking avatar! And because the VR technology here uses the real appearance of the user for the avatar, that means you have a great-looking body! In addition to

the boost to your appearance, you get a one-time redesign of your body. This rework is retroactive, so your friends and family don't freak out. And the retroactivity means you won't be clumsy from having the wrong limbs, and you'll feel comfortable in your body. You get a redesign for each new form you get. It can't change species though.

And if you want to go maximum anime with your hair and eyes, feel free. Your hair and eyes will be considered "normal" and "acceptable" in all situations. (I mean, if you're trying to sneak around and have a massive shock of white hair, your friends will probably ask you to cover it up because it's still a massive shock of obviously white hair in the middle of a forest or whatever.)

You're also always perfectly clean and healthy, as those avatars don't have a model for getting dirt stuck to them or looking ill.

It's Just A Game (100 CP)

Taking games too seriously can lead to unhealthy salt levels.

It just makes everyone unhappy.

First, this grants you better control over your temper. You can even lock it, completely preventing it from flaring up until you unlock it.

Secondly, you always have your priorities in order. At the end of the day, it's just a game, so it doesn't matter if you win the event or not.

This also lets you be a gracious loser, and just helps you enjoy games more.

Game Development Workshop (100 CP)

Well look at you. You've managed to pick up one aspect of game development. Art, music, level design, system interaction, balancing, something like that. You're on the same skill level as the devs who made NWO, releasing multiple events and patches in months while performing the near-impossible task of slowing Maple's synergistic power growth.

(Of course, they also had tools to help them.)

In addition, you can cooperate with other game developers remarkably well

You may purchase this multiple times, picking up different skills each time, but if you want it as a freebie multiple times you must use multiple discounts.



System API (200 CP)

Grants knowledge of how to create virtual environments using the technology in this world. Includes graphics and sensory generation, physics engines, netcode for multiple users, and other common tools. However, it does not include any knowledge of how to create art, design characters, create a balanced progression or class system, or any other game design tasks.



Party Leader (200 CP)

You're a good leader for a small combat team.

You can keep your head about you during chaos. You also have extensive knowledge of small unit tactics, with such broad coverage as to handle unarmed, magical, melee, and ranged methods. Your ability to think tactically seems to increase with the diversity of your party.

Improved Experience Modifier (200 CP)

It seems you collect three times the experience as normal. And I'm not just talking about in NWO. Any training, learning, or practice yields three times the result it otherwise would.

Level Cap? What Level Cap? (200 CP)

Your physical and magical abilities have no upper limit. Speed, strength, reflexes, power, control, all of those have no cap. Become tough enough that even the final boss couldn't touch your HP bar, become fast enough to dodge attacks most consider instant, toss mountains, hit an entire world with a spell, and keep going from there.

Well, eventually, at least.

(Note that having ridiculous STR, or any ability for that matter, won't have any effect on your appearance. See Mai and Yui - they have a lot of STR and not a lot of muscle.)

Voiceless Command (200 CP)

You no longer need to use words to activate your skills or cast spells - at least, if the words are pretty much just the name of the spell, attack, or ability. You'll still need to chant if you have a spell that requires that, but for the shorter incantations there is no difference between saying the words and not. Those are just like using your muscles.

Unpatchable (400 CP)

In a world where the devs can nerf your skills with a single keystroke, it would be better if that didn't happen. You, your powers, your Items, and your personal equipment cannot be limited by external effects, except with your explicit consent. This also covers retcon-style effects, like from time travel.

If the effect is a rebalancing (some boon, some bane) of something, you may choose to have it manifest as a temporary boost with only the boons mattering. An effect with a duration of minutes or an hour will last about half as long, and longer effects have a duration that

asymptotically approaches two months for permanent changes. You can choose to accept the rebalance, and then it will work as normal, with the remaining normal duration.

This also unlocks your NWO-granted abilities during this Jump, instead of waiting until the end.

Escortees Will Stand Within Two Meters of the Player (400 CP)

Escort missions suck, especially when the splash damage starts getting thrown around. Now, anyone you're escorting who isn't a combatant is immune to being collateral damage - for them to be harmed they must be directly targeted. In addition, those you are escorting are granted a low threat status, meaning that your enemies will be focused on the escort themselves - that is, you.

Escortee NPCs also tend to have horrible pathfinding and get stuck. No more! Your escortees will be granted the speed, agility, and environmental resistance to stay close with you. If you're on the back of your giant floating turtle 50 meters off the ground, they will be able to leap that high to ride with you.



Respawn Point (400 CP)

NWO's respawn system has a bit of a problem - it only works inside NWO.

You get a limited version of it that works outside the game. If you die, you can respawn at one of your properties or inside the warehouse.

This works once before needing a refresh, which automatically happens ten years after use or at the end of a Jump, whichever happens first. But you can also refresh this if you or your companions and allies defeat the person responsible for killing you, or the group if taking you down was a team effort. Go and avenge yourself!

Boss Mob Skill Scrolls (400 CP)

Whenever you defeat a powerful and unique opponent in combat, you have the opportunity to gain skills based on what skills or abilities the opponent had. This is how Maple got her base kit that carried her through the first event, after all.

However, you won't be able to get the full arsenal of your opponent from this. You'll get only a few skills from an opponent - four at most. Defeating them again won't give you new skills unless the opponent got a sudden boost in power and a few new skills or abilities of their own. (If you "defeat" an enemy by dealing enough damage to them that they decide to unleash a special transformation, unseal their power, or so on, it'll probably count for giving you skills and/or for priming them to give you a second set of skills.)

Notably, this does provide the skills in the form of one-use skill scrolls like NWO skills, which means you can power up other people with them.

I'm Just Playing the Game Normally (600 CP)

Though really, people won't believe you if you say that.

Like Maple, you have the best luck when it comes to stumbling across skills and rare equipment. People willing to train you in a mystical lost art, angels that grant you a part of their power, lost mystical artifacts - all that will fall into your hands as you adventure. But not for free and not without you looking for it. It also works better when you're open to different possibilities about what you want, and not specifically looking for something.

And these require their own level of effort once found to get. That angel will only show up once you heal the sick child they were keeping alive. That master of a mystic art will only train you once you prove your determination. That key you found unlocks a boss fight three floors higher that you need to beat to get that artifact.

Nothing you get is unreasonably powerful for the world it belongs to, but still useful to you in some manner. These new skills and equipment tend to synergize very well with an existing part of your powers or equipment.

You can also let your friends benefit from this - that cave you pointed out to them might have their own adventure for them with its own reward, or that random ring you gave them might be critical to a quest that ends up patching a hole in their capabilities.



Class Perks:

Considering weird builds can be incredibly powerful, I'll let you discount one class perk in each price tier. You may not use the general Perk discounts for Class Perks.

Facetank/Defense Classes





I Don't Want To Get Hurt... (100 CP)

Pain is a useful trait for avoiding damage. The problem comes when the sensory threshold for pain and the physical threshold for damage are misaligned.

You don't have that problem. You only feel pain when you're actually taking damage, and the pain is appropriate to the level of damage. Paper cuts now hurt less than big bruises. Your perception of more intense stimuli are adjusted as well, even below the damage thresholds. This means you maintain the same sensitivity to minor differences in stimuli even at the top of the range. In fact, your sensitivity is enough to let you know when you're about to injure yourself (by straining your muscles or staring at the sun or something else.)

This also makes you immune to things like flashbangs, as well as a lot of irritating chemicals. Did you know how much flavor hot peppers have when your tongue doesn't get set on fire when you eat them?

...So I'll Max Out My Defense (200 CP)

Do you know what's good for you? Defense.

So why not train defense along with everything else?

Any improvement to your non-defensive capabilities comes with a similar increase to your defensive capabilities. Shields, armor, or just straight-up durability will all increase.

If you want, half the gains will go into a category related to whatever else you were training. Acrobatics or strength training will give you physical resistance. Practice fire magic and get fire resistance. Practice cooking and get poison immunity.

The other half goes into straight-up durability to soak any sort of attack, though I do recommend getting a broad set of resistances so it will last a while against more exotic types of damage.

Destruction Growth (400 CP)

Any time you or your equipment takes damage, when it is repaired you or the item will be stronger for it. The more damage taken, the greater the growth. A nick will hardly cause any growth, while near-total destruction will probably double the potency.

This also lets you toggle off any invulnerabilities you have and make any of your equipment temporarily destructible. After all, you need to get destroyed to grind.

Evasion Classes




Sally Forth With Grace (100 CP)

Let's face it, a DEX/AGI build would suck if you got motion sick from your own movements.

So let's fix that now. First, you are completely immune to getting motion sickness and disorientation. Second, you know what you can do with your DEX and AGI, and other movement abilities on an almost instinctive level. Do those rock-hopping leaps that Sally does with zero hesitation.

Casting Animation Cancel (200 CP)

Spells are slow, and you're fast.

This cuts down the time needed to cast any spell or skill by five seconds. This means the shortest-cast spells take no time at all to cast. In addition, any gestures involved in casting those spells aren't needed anymore, and the gestures for the spells that aren't now instant are simplified and shortened.

No need to worry about doing a gesture exactly right while in the middle of a backflip anymore.

Morning! I Took Care Of It While You Were Sleeping! (400 CP)

The more speed, acceleration, evasion, teleportation, or other mobility you have available, the stronger your attacks hit. Those are "available" if you have a temporary boost ready to use, are using those attributes, or those attributes are ready to use at a moment's notice.

DPS Classes




Specialization Is Actually For People (100 CP)

Someone once said specialization is for insects. That's not true - specialization has worked extremely well for you, and you're definitely human (at least.)

Choose one type of damage, like Blunt for Mai and Yui, or Fire for Mii. This is your specialization damage. Whenever you receive an attack boost that does not affect your

specialization damage, you can convert that boost into one for your specialization damage, giving up the original attack boost in exchange for one that fits your build much better.

If you receive a general attack boost, you can convert it into a boost for your specialization damage only, being twice as strong in exchange for only affecting that type of damage.

Aura of Violence (200 CP)

When you kill people, it's scary. And I'm not just talking about the fact that seeing a corpse is scary. You have a supernatural level of that.

As you deal more damage during a battle, you generate an aura that makes you increasingly intimidating. You may choose to turn this ability off, if you desire.

In addition, you may also have this aura generate threat, making you more tactically important in the eyes of your opponents. While this will draw opponents off your allies, it will put them onto you. Make sure you can withstand the firepower that will head your way before you turn on threat generation.

When All You Have Is A Hammer (400 CP)

Specialization is great, until you run into someone immune to your specialization damage.

This guarantees the presence of a "nail," a method by which you can use your specialization damage to hurt someone or something normally immune to it. It might be something you've already done, or it might be something new, but it will be available. It might involve a bit of something besides the hammer, but it will be something you have (or can easily get) and it will leverage the massive power of your specialization.

Support Classes



Status HUD (100 CP)

When working as part of a party, things can get very hectic. Keeping track of what debuffs or buffs you have on various targets can be hard, so let's make it easier.

This gives you the ability to instantly see ongoing effects on a target, as well as the duration and strength of those effects. Makes managing a crowd much easier.

Don't Mind Me (200 CP)

It seems that when you want to, you can be incredibly non-threatening. Or at least whenever someone else threatening is around to act as a distraction for your enemies. It's like you're not even there.

Seriously, it would take Sun Tzu or another tactician of similar capability to realize that hey, maybe they should shoot the medic. (Though unfortunately those are common enough across the Jumpchain, and you'll definitely run into a couple of them in NWO.)

Banes and Boons (400 CP)

Whenever you cast a spell that buffs or debuffs a target besides yourself, you may cast an inverted copy on another nearby target if you wish, for free. Each additional target hit by the original spell is another target hit by the mirror spell. The mirror spell can only hit a single target multiple times if the original spell could. All effects have opposites: for example, a spell that cures conditions, would, when mirrored, result in the target suffering from its conditions for longer or more intensely.

This does not apply to directly damaging or directly healing spells.

Crafting Classes



War Chest (100 CP)

Look, you could spend all your time crafting a bunch of one-use traps, throwing knives, and explosives. Or you could get this perk.

This provides you with infinite copies of common consumable weapons and ammo. Use up one and another will take its place. Uncommon and rarer consumables will still be replaced, but not all the time. The rarer the item, the less the chance it will be replaced. Spend your time crafting actually interesting things.

Ingredient Pouch (200 CP)

NWO may give players a finite inventory space, but you've got so many different ingredients that you need access to. And playing inventory management simulator 20XX is just a pain.

The Ingredient Pouch provides infinite space for you to put crafting ingredients in. (And before you argue that "this sword is an ingredient because it's used in that recipe to upgrade it," I've already heard it. Nope. Its primary purpose is as a weapon, so it's not an ingredient.)

New Frontier (400 CP)

In addition to granting you access to a variety of powerful or useful recipes, this also allows you to develop at least one new recipe whenever you encounter a new ingredient.

Most of the time these recipes will be okay at best, but with the number of ingredients you're likely to encounter in the future, you're sure to stumble on some seriously powerful items that can be made.

Items:

Gain **+200 CP** for this section only.

Items with physical form respawn and repair over the course of 24 hours if lost, damaged, or destroyed. You may import one item already owned into each purchase.

Only the VR Gear gains a physical form during this Jump.

VR Gear (free)

The Virtual Reality gear used here is a headset that covers the top of the face, as well as gloves. The system is fully immersive, fully projecting the senses and actions of the user into whatever environment desired by the software. However, death and injury in the VR environment have no actual effect on the user. Ripping it off without properly turning it off might give the user a headache, but they'll be fine generally speaking.

This also comes with blueprints and protocol specifications to make more of them in the future.

NWO Subscription (free)

You've gotta be able to play the game, right? A subscription, paid for your time here.

Private NWO Server (free, end-of-jump)

A server that allows for NWO to be played locally after the Jump. It can also be used for training and power testing. If you destroy the virtual environment too much, you can always reset the server. Like the real NWO, death in the VR environment will not cause any injury, let alone death, to the players.

While NWO is just code and someone with enough programming capability can change it, items won't be fiat-backed (and therefore able to exist in reality) if too far from the vanilla rewards. And nerfing the difficulty will nerf your gains and drops, once removed from the VR environment.

You can increase the hostile mob level cap if you want, though. That's a relatively simple tweak and you'll be duly rewarded for your difficulty.

MMO Money (50 CP)

You get 1,000 NWO Gold a day, credited to your player account. In future Jumps with important MMOs, this grants the most common currency for any MMO you have an account with, adjusted for differences in the value of that currency. In future Jumps where MMOs aren't a major part of the Jump, this acts as real money, about $100 USD in value a day. If needed the real-life money can come with taxes already paid and a legitimate paper trail.

(For a value reference, it was an impressive feat when Sally collected 5,000,000 gold by herself in three days at level 24 in order to purchase a guild house. And it costs 50,000 gold to relearn a skill that was forgotten.)

This may be purchased additional times, with additional purchases increasing the amount of money quadratically (2 purchases gives 4,000 gold a day, 3 purchases gives 9,000 gold a day, and so on.)

Gold Medal (50 CP)

A gold medal identical to the ones provided to the top ten players in the first event. It can be consumed in exchange for a skill, similar to those given out after the second event. Examples include "Fortress," which increases defense by 1.5 times, or "Pursuing Blade," which gives afterimage attacks that are a third as strong as the main attack.

You get one each year, as well as one after defeating a powerful enemy and at major milestones in adventures. This may be purchased multiple times, each time increasing the number of medals received at a time by one.



Bridge Of Bonds (50 CP)

Bridge of Bonds is a ring, designed for storing and healing a companion monster. The monster can rest within the ring ("Hibernate") and be called out when needed ("Awaken.") If "killed," they will recover in 24 hours within the ring.

This ring comes preloaded with a companion monster. Pick one that would synergize with you. Like Mii, the fire-using mage, and Ignis, her phoenix companion. Feel free to customize their appearance now, instead of waiting for your guild crafter to make you the right item.

Your monster will have their own stats, level, and skills that you call upon in your adventures. If you have any training or learning boosters, they also apply to your pet, as do uncappers.

As a bonus for paying CP for your new friend (instead of waiting until floor seven,) your friend can manifest in a mundane, pet-friendly form in reality. (A phoenix would be a parrot or songbird, a mimic would be a snail, a bear would be a ferret or guinea pig or something else, etc.) Comes with all the pet accessories too, for your living space.

Paying also lets you import an existing familiar, pet, or similar into the Bridge of Bonds with their permission.

Unique Series Set (100 CP)

A Unique Series Set drops from a boss that is killed by a single person on their first attempt. That's rather difficult, so you can just pay for one using CP instead.

A set provides all four pieces of armor (head, body, legs, shoes,) as well as your class weapon(s). The armor is of a type appropriate to your class - Great Shield users get heavy armor, obviously, while Dual Blade users get lighter armor. Also, your set looks really cool. That's a standard feature of these sets.



Your set will grow with you. When you have newbie levels of power, the armor is only as effective as starter gear. Once you start growing in power, so does it. Pieces will start getting skills as you get strong enough. If you're already strong, this immediately gains skills and power appropriate for what you already have. These skills will tend towards being appropriate for the weapon class you picked, though.

You may Import both a set of armor and a weapon into this purchase.

Guild House (100 CP)

It might not be a tree, but it is a useful base for operations. It has space for all your guild members to stay comfortably, as well as some workshop areas for crafting. Some treasures you find can be placed in here to boost all guild members. Guild members can also teleport back to it if they're not in a fight.

In future Jumps, this can either remain attached to the warehouse, or be imported into the setting as a Property.

Development Tools (200 CP)

These are the tools used by the devs of NWO, which allowed them to so effectively work on NWO. Not only is this a full suite of graphics, modeling, design, and programming programs, there are a huge collection of scripts, processing programs, and other little workflow tools that make all the difference. Comes with full documentation for everything.

Free with three purchases of Game Development Workshop.

Jumper-Grade NWO Subscription (200 CP)

Once you leave this world, normally you wouldn't be able to play NWO with the friends you left behind. This allows you to keep up with your friends in some way, as well as to continue to experience whatever new content comes out in NWO.

How does this square with your future Jumpchain being "sideways" with respect to time in this world? Look, I could explain but explaining using your knowledge of mathematics it would take about three days and might make your head explode.

Time Acceleration Program (200 CP)

The VR technology in this world allows for time acceleration. The version used in commercial software allows for users to experience a week in two hours. You have the same version, which allows you to accelerate training, researching, or other tasks while in a VR environment that you have the correct privileges in. (So, probably not NWO itself.)

However, using it more than once every 24 hours could cause brain hemorrhages. Take care not to injure yourself with it.

AI Maple Boss Mob (200/600 CP)

Following her massacre during one of the events, the devs enshrined Maple as the final boss, creating an NPC version of her with her skills for players to fight in-game.

You get a copy of this boss. She has an adaptive combat program that learns from you and increases in skill, though that information is stored in files that can be removed from their directory to reset progress.

For 600 CP, this boss is now capable of scaling up in power and versatility, up to the point where she could stomp you just as easily as she stomps most NWO players. This is under your control, being set to a fixed level or automatically scaling with any in-combat growth you can do.

Note that you can't load this into the main NWO server, but if you have your own VR environment you can have a nice relaxed sparring match in there.

Companions:

Only the Jumper may make purchases in this section.

Guildmates (50 CP, 200 CP for 5-49)

Max 49 purchases.

Import your Companions into the Jump. They may choose between having a history here and not, as well as their age and gender. Each one gets 800 CP to spend as they like, as well as all discounts and stipends. They cannot purchase additional Companions.

You may import Companions as both Guildmates and as Bridge Of Bonds companion monsters, in which case they do not have a history here.

Guild Recruitment (100 CP)

You'll need to start a guild in order for this to start working, but once you set one up you'll get new members signing up. These members will get along well with the existing Jumpchain party, (assuming you're not a huge dick and try to exploit that) but the real common trait is that they are all inclined towards the kind of adventure the Jumpchain provides. Feel free to give them a recruitment speech. If you can get informed consent from them, without mind control, "super charisma," or anything else that takes away free will, they'll become Companions. They also just happen to live nearby in real life, so you can meet up out of game.

They get New World Online Character, a collection of Class Perks related to their abilities, three 100 CP Perks of their choice, a Unique Series Set Item (possibly as an upgrade to an existing set they have) and a Bridge of Bonds Ring, if they didn't have one already.

I must note that they won't be the canon characters, as they already have their own guilds. The total number of Companions collected by Guild Recruitment, plus the number of Guildmates you have, cannot exceed 49. You can pause recruitment at any time if you don't want that many buddies.

Drawbacks:

No Drawback limit. Most Drawbacks will automatically affect Companions. Companions may choose to take drawbacks that do not automatically apply to them, even if the Jumper does not. Companions get 75 CP per 100 CP of Drawbacks that apply to them, rounding up to the nearest 50 CP.

Anti-Cheat Measures (+300 CP)

The dev team for NWO couldn't anticipate Maple, but they did anticipate you. Or at least someone like you. Your abilities, perks, and powers from before this Jump are unavailable while logged into NWO. And no taking out your Items from the Inventory either. The only Items you're allowed to use in the game are the ones the devs created.

While your skill won't be taken away, actual skill and NWO skills aren't the same thing.

This Is Reality (+300 CP)

No weird supernatural powers are allowed!

Your abilities, perks, and powers from before this Jump are unavailable while logged out of NWO. It's like you don't have them. Only your skills distinguish yourself from an ordinary human.

And it's not like you have your Items available either. Those are locked in the warehouse for the Jump duration. (You can still open the Warehouse and leave things in it, but it's not like you can take things out.)

This also cancels the part of Unpatchable that makes your NWO powers and items available outside of NWO.

I'm Addicted (+100 CP)

Requires This Is Reality

You keep trying to use your powers in reality. You're not going to jump off a building or anything, but it is embarrassing to constantly be shouting "Cover Move!" during dodgeball or whatever.

In addition, due to the fact that you are obviously addicted to video games, no one will believe you if you tell them about the Jumpchain (with the exception of Guild Recruitment targets.)

This does not automatically apply to Companions.

Get Bonked In The Head With A Mace, Say "Huh?" (+100-+300 CP)

And not because it bounced off with no damage.

It's because you're going to lose some memories. And you're not getting them back for a bit. Even if you try to remind yourself of what was missing it will barely work.

It'll be so much fun watching what happens if you have no idea what's going to happen. If you want, I can remove your metaknowledge for the Jump duration. I'll suppress the metaknowledge available by reading this document, too. This offer of the Drawback actually makes you unable to remember any metaknowledge, including notes you might have made for yourself. In one eye and out the other.

Or I could make you forget your life before the Jumpchain. Even remembering about it while you were on the Jumpchain is blocked.

I could also make you forget the Jumpchain itself, too. You will still remember your purchases for this Jump and that you only have a limited time before you move on to another world, but nothing else.

For each one of the three offers you take, you get 100 CP.

Now hold still for just a moment....

The second and third options do not automatically apply to Companions.

Extended Subscription (+200 CP)

Congrats, Jumper! Your NWO subscription has been extended by eight years. That has also increased the duration of the Jump and all other Drawbacks by that long as well.

What Is This, An Anime? (+100 CP)

It seems instead of having to just shout the skill names of your NWO skills, you've got to shout the names of all your active abilities when using them. Passive abilities or perks, or ones that activate independently of you, are safe at least.

This does not automatically apply to Companions.

Stepping Stones for Evolution (+100 CP)

It seems you'll have to fight dopplegangers of your friends and allies at some point during your stay here. Both your Jumpchain party and any other friends who play NWO and your other allies. At least the level of tactics the doppelgangers have is about the same as the basic mobs.

However, you do forget about taking this Drawback, and it disguises itself on your build sheet as an additional discount or stipend. You aren't going to see it coming.

How Can I Get Used To That...? (+200 CP)

You have a deep phobia of something. Maybe it's ghosts like Sally, or maybe it's water, snakes, or something else. Probably not blood. Whatever this fear is, it leaves you deeply uncomfortable and it's also a major part of NWO. Like Sally's fear of ghosts and the ghost-themed sixth floor.

This does not automatically apply to Companions. Also, not everyone who takes this has to pick the same fear.

One of the 2028 (+200 CP)

During the first PVP event, Maple got third place, with 2028 kills. In this timeline, Maple will now have one extra kill to her total. You will have to participate in every event and you will run into Maple during each one. At least only the first event guarantees your ignominious, zero-damage-dealt defeat.

This does not automatically apply to Companions.

Grinding & Waiting for the Patches (+200 CP)

Your purchases aren't going to just fall into your lap! You've got to grind for them! Regularly playing the game will get you 1000 CP worth of purchases in a year, but you'll need to spend time grinding and participate in the events if you want a higher rate of CP "generation."

You still get your freebies at the start, but you don't get to choose in what order your other purchases unlock in.

Background Character (+200 CP)

Maple is the star of this show! Don't think you can outshine her!

You will be ignored by most people besides your Companions in the game and the game-related forums.

Party up with someone? They probably won't remember you. (Unless they're a Guild Recruitment target.)

Discover a game-breaking combination? Not only will the community not remember it at all until someone else discovers it independently of you, but the devs won't react to it either until then. And you won't get credit for it either!

Guild Events (+200 CP)

Requires Guildmates or Guild Recruitment

Starting with the third event, some of the events were Guild events. Your guild is required to participate in all of these. In addition, your Guild will need to make it into the top ten of the final rankings during at least one of these events.

If you don't, you'll need to **forfeit 300 CP** worth of purchases (your Companions and your Bridge of Bonds are not eligible for being forfeits, by the way) so decide on those now. The forfeit is based on what you paid for the purchases, not the undiscounted cost.

Minmax (+200/+300 CP)

NWO has five stats: STR, VIT, AGI, DEX, and INT. During this Jump, you can only improve physically or magically in the ways that would be granted by two of those stats.

In addition, the other three stats are halved for you - both in-game and IRL. So if you didn't choose AGI as one of your two stats, you'd be half your speed both in- and out-of-game, and your "skills" that depend on your "AGI stat," like dodges, lunges, and teleports would only be half as effective. And you can't improve them, either.

For an additional +100 CP, you, like Maple, Mai, and Yui, have chosen to focus only on one stat. Choose which one will be unaffected now.

This does not automatically apply to Companions.

The Most Dangerous Game (+200 CP/+500 CP)

Everyone says that hunting humans is the most dangerous game. And they're right!

At least for you, you're hunting them in a game and not actually killing them.

And yes, you are going after the most dangerous target. Your goal is to defeat Maple in 1v1 PvP combat in NWO. Yep. Fortunately, you only need to do it once to clear this Drawback. However, there is a lockout - you have to wait until Maple has completed the Labyrinth of the Poison Dragon and gotten her skills and gear from it for your defeat of her to count.

For an additional +300 CP, Maple seems to have gotten enough extra playtime to have matched you in power, with a commensurate increase in her versatility. That's impressive.

If you don't beat Maple by the end of the Jump, you have to **forfeit whatever you got from this Drawback + 100 CP**. Like with Guild Events, a Bridge of Bonds and Companions are not acceptable forfeits. Choose your forfeits now. The forfeit is based on what you paid for the purchases, not the undiscounted cost.

By default this Drawback only applies to the Jumper. Their Companions cannot clear this Drawback even if they do defeat Maple. There is one way for companions to be applicable for clearing the drawback, and it comes with an extra challenge. All Companions must agree to take this drawback if any Companion is to take this. If Companions take this, then your target becomes the entire guild of Maple Tree, and you have to defeat all of them in a single battle. If taken at the 500 CP level, the entirety of Maple tree gets the extra playtime before you can run across them, making them the equal of your entire guild. Regardless of the value taken, the lockout from a successful clear is moved back until Maple Tree is founded and all the members have joined.

Retroactive Lore (+0 CP)

I'm going to slip the NWO devs my records of your prior Jumpchain, and they get to integrate areas, enemies, weapons, and spells from your adventures into the game from the start. You have no control over this.

At least the integration means that these additions will be done in a lore-friendly way. And that the power levels and types will be tuned to be appropriate for the game. Though skilled enemies will probably become legendary bosses because they retain their skill.

Yes, Guildmaster Honjou (+0 CP)

Requires Guild Recruitment

So, if you really want to join a canon guild, I'll let you. However, you have to get yourself invited on your own behavior, and no cheating your way in!

However, there's a caveat: you can only Import four Guildmates. You can still take Guild Recruitment, but now it'll allow you to recruit from the canon Guild members instead. You'll still need informed consent from anyone you want to take as a Companion, with no mind control "super charisma," or anything that takes away free will.

Conclusion:

Thank you for playing New World Online!

Take this box full of companion monster plushies, the complete anime soundtrack, a copy of the mobile LINEWARS game for the franchise, and don't forget about your private server!

Also, your Drawbacks have worn off now.

Everyone, choose one now:

Continue Playing?

So you've decided this will be your home? Alright, have fun.

Log Out?

Return to a home from your past. This adventure is over for you.

Connecting To New Server...

Onward, to greater adventure and another world!

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Notes:

The known classes of NWO are:

- Greatsword (Very much a BFS size of sword)
- Zweihander/Longsword (Kasumi is this class. Katana may technically be a subclass.)
- Sword + Shield
- Magic staff
- Axe
- Bow
- Mace
- Dual daggers
- Spear
- Halberd
- Greatshield + Shortsword

When All You Have Is A Hammer does not require a purchase of Specialization Is Actually For Humans, but if you purchased both, you can only have one Specialization Damage.

New Frontier will trigger on "new" crafting ingredients that you already had before getting the perk.

A companion monster associated with Bridge of Bonds can be imported into any Jump simply by taking the ring into the Jump. They do not get any CP or an origin, though.

Changelog

v1.3

-Unique Series Set can only be purchased once.

v1.2

-adjusted Minmax Drawback again to try and make it work properly. It's not supposed to be first-jumpable.

v1.1

-adjusted Minmax Drawback to be more clear.

-War Chest now duplicates ammo