Online Game: I Possess a Monster Merging Simulator
By Sentry342



In the Year 2030, the ground-breaking online game “Divine Realm” shook the whole world. Its system of allowing players to exchange in-game currency into real-life money attracted everyone’s attention. This tale follows our hero Lorne who was also a player of “Divine Realm,” but he had a unique talent—the Monster Merging Simulator. It allowed him to merge a “prototype material” and “body parts” to create a new monster and tame them. [Slime] + [Poison] = Poisonous Slime (Elite)! [Brown Bear] + [Granite x5] = Rock Bear (Bronze), [Spider] + [Baphomet’s Skull] = King of Bone Spiders (Boss)! [Leader of the Minotaurs] + [Lava’s Core] + [Fire Elemental Inheritance Crown] = Lord of Flames (Silver Boss)! With that, just as other players were trying their best to level up, Lorne and his powerful pets began their expedition to the Dark Abyss that was shrouded in darkness. The choice is yours, take these 1000 Creature Points, you will need them should you intend to survive this world.

Starting Location

There is only one location in this jump. You will start somewhere on the planet earth. You may choose the specific area if you desire. Otherwise your starting location will be assigned randomly.

Once you arrive in the Divine World your location will be a randomly assigned beginner village. Regardless of who you are you must start in one of the beginning villages and are unable to leave until you reach level 10. Once you reach level 10 you will be allowed to teleport to one of the main cities in order to explore the rest of the world.



Age and Gender

You need to roll your age using a **1d20 + 1d8**. By default your gender is whatever you were previously. It is **50 CP** each to freely choose your own age or gender.

Origins

There are no origins for this jump. Everyone in this jump is a normal person. Honestly the only thing really interesting about this world is the game Divine World, little else is expanded on. So you have two choices, you either can join the fun taking over this fantasy world or you can remain a normal schmuck doing whatever.



Races

In this world it is fairly easy for you to gain a new bloodline and even change your species. So as a result you will be able to purchase the various species as bloodlines.

Human [Free]
By default you are a normal human, granted the people around here tend to be a bit stronger then they are elsewhere. You are amongst the most common races in the world. Don't underestimate humanity though after all some are capable of matching the strongest of gods.

Naga [200 CP]
The Naga are a race of serpentine beings who possess the upper body of a human or human-like race. Becoming a Naga grants you a variety of abilities. First you gain the ability to breathe underwater. Second, you gain an above average lifespan on par with an elf. Lastly your physical capabilities will be increased to far beyond that of an average human.

Frost Demon [200 CP]
This bloodline belongs to the frost demon. They are a powerful race of demons with a great amount of potential. Some of the benefits of this bloodline include a powerful body, the ability to imbue all of your attacks with frost, and an overall boost of your potential.

Fire Elemental [300 CP]
The bloodline of a fire elemental allows you to become fire itself. Granted this refers to your body you won't become the concept with this alone, but it's a good starting point. Becoming a fire elemental grants a number of boons. First you obviously gain a powerful affinity with fire.

Elf [100/400 CP]
This option allows you to become one of the elvish species. There are a number of different elves such as Night elves, dark elves, and many more. You may become one of the normal elvish races for 100cp. The elves possess a number of traits, but their most common ones are the ethereal beauty, their agility, and their long lifespans. For 400cp you may receive the Ancient Elf bloodline like Aisha. This will also make you a royal member of your chosen species.

Drake [400 CP]
Drakes are a lesser species of dragons. They aren't quite as powerful as their more famous cousins, but some of them are still capable of matching the more powerful dragons. The main difference between dragons and drakes is wings and potential. First Drakes lack the wings that are normally associated with Dragons. Second, while still incredibly powerful, drakes would have a 4 star rating instead of the Dragon's 5 star rating.

Dragon Bloodline [600 CP]
This grants you the bloodline of a normal, albeit strong dragon. Do not underestimate this however. There is a reason dragons have been recognized as the strongest natural species for so long after all. This will provide a powerful boost. Even the weakest draconic bloodline is capable of boosting the users health and magic by 10% alongside an array of smaller benefits.

Divine Dragon Bloodline [800 CP]
This option allows you to receive the bloodline of the Divine Dragon known as the Great Dragon God of Order. It is said to hold the greatest power in the world. Normally the bloodline would need to be steadily awoken slowing your growth, but since you're paying CP for it you will receive the fully awakened bloodline from the start. Lastly you may alternatively purchase the bloodline from the Dragon God of Chaos. The second bloodline will be discounted should you wish to purchase the second one.

Other [Varies]
Given the immense scope of this world there are many races not listed above. This option allows you to choose any race that is not listed. This will also include virtually any species you can imagine. This world has shown after all to possess a large array of unique fantasy creatures, monsters, some robots, and a few other special cases. Base the cost of the species on the examples above. For example a Primal Elemental or an equally powerful creature would be close to a god in sheer might so it would cost somewhere between 600 to 800cp depending on its exact power. Try to be fair when deciding the prices of species not listed here.

Hybrid [Race cost + 100 CP x amount taken]

Perhaps you want to be a hybrid of the options above. There have been some cases of Human Elf hybrids, but what about the others. Do you want to become an unholy union of Dragon, Fire Elemental, and a Naga well now you can. For cost you will add up the races cost individually then add the amount of races times 100cp for the additional fusion cost. Using the example above a Dragon, Fire Elemental, Naga would cost 1400cp (600 + 300 + 200 + 300). Lastly you will be able to combine all of the advantages of each race while avoiding their weaknesses.

Perks

General [Undiscounted]

The Interface [Free/200 CP]
The interface is the system used by the players to control their characters in game. All origins receive this for free during the jump. If you wish to keep it post-jump however you need to pay 200cp. This grants a number of abilities such as a mission board with quest markers, a mini map, the ability to instantly level up with EXP, and a wide array of other abilities. This will also unlock additional functions when you meet the requirements. Some examples would be giving out quests to adventures, a shop management system when you own a business, and a faction system if you join/create a faction. If you purchase the second level you may take the interface with you in future jumps. Should you already possess a similar option such as a gamer power then you may merge the systems together to keep the advantages of both.

Class System - [Free]
The Class System is divided primarily into six initial classes: Warrior, Mage, Archer, Priest, Assassin and Summoner. Warriors are your stereotypical fantasy knights. They possess a powerful defense and often have powerful attacks as well. Mages are masters of the arcane and bend the elements to their will. Priests are the healers and typically specialize in support skills and buffs. Assassins are masters of the shadows and capable of killing an opponent with a single blow. Lastly we have the summoners like our protagonist Lorne. Summoners possess average stats and don't excel in any particular field. They make up for this with their summons. Summons are able to form contracts with a varying amount of monsters depending on how many pet spaces they have.

Master of Experience [100 CP]
In order to increase their levels players have to gather a large amount of experience. This can be done in a number of ways such as killing monsters, completing quests, and a few other methods. This is an even bigger issue for summoners as they have to increase the level of their summons as well. Luckily this perk is here for you. Each time you purchase this perk you will increase the EXP gained by 100%. Best of all this is a final multiplier not just added. Meaning if you already boosted your EXP by 150% you would receive a 300% total boost not 200%.

Elemental Affinity [Varies]
You possess an elemental affinity, this grants you an exceptional talent with your chosen element. The degree of your talent will depend on the price you pay. For 50cp you possess a notable affinity, but nothing truly powerful. This level will mainly decrease the difficulty of using an element. For 100cp you possess a powerful affinity

granting you immense potential with an element. This is the level where most people will choose to specialize and the level of most elemental beings. Lastly for 200cp you are the undisputed master of your element. Your chosen element practically bends to your will. This also grants you an absolute defense against your chosen element. For example if you chose fire then it would be impossible for someone to hurt you with any type of fire. The other tiers offer this defense as well to a lesser degree. Lastly for an additional 100cp you may select a more powerful element or concept. This includes things such as space, time, and abstract things like order. You can apply a similar system using the affinity prices listed above. A final note: this grants you potential and control, but not outright power. Even if you have a 200cp affinity it doesn't outright increase your power level.

Supernatural Beauty [50/100/200 CP]
You are an incredibly beautiful individual however the exact degree will depend on what price you pay. For 50cp you are considered to be a 10 out of 10 and near peak beauty for an average being of the realms. This will also remove any natural imperfections or anything that would subtract from your appearance. For 100cp you are worthy of being compared to the likes of top tier beauties of this world such as the Elves and even some goddesses. Anyone of your preferred gender who sees you will be enthralled upon first meeting you. Lastly for 200cp you are virtually unmatched in the looks department and even beings such as the Angel Gabriel and the Elf Queen will admit their inferiority. Your face alone could enchant great warriors and even the gods themselves would be susceptible to your charms.

- Elves may take the 100cp version for free

Unlimited Pet Space [400 CP]
The pet space is a special skill that allows players to make contracts with monsters and other beings. This allows them to increase the strength of the contracted members, store them in a special dimension, and a few other useful features. The biggest restriction however is how many spaces you have. Normally all classes aside from Summoner only have one space. The Summoners instead will have three and gain an additional one each time they level up 10 times. This perk will grant you an unlimited number of spaces allowing you to gather as many monsters as you want.

I'm the Exception [400 CP]
Now normally there are a bunch of special rules for each type of class let alone some of the more unique ones. An example of this is that a summoner cannot advance to the past the max level unless all of their pets have reached it as well. You however are an exception. You may freely ignore these rules and continuously increase your strength. This will also apply to any other restrictions placed on different systems that you acquire.

Skills, Abilities, and Perks

All jumpers will be given a set of floating discounts to be used as they wish. You will receive five discounts per perk tier. 100cp perks will become free and subsequent purchases if applicable will be 50% off. You may also use higher tier discounts on lower perks, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400cp, 200cp, and 100cp may be combined to make a 400cp perk free.

100 CP Perks

It's Still Me [100 CP]
There are a lot of things that can make people change, but that doesn't mean that you have to. This perk protects you from any negative or unwanted changes in your personality. This could be protection from a corruption filled item or it could be something simple like preventing you from become greedy once you're rich. Either way you will always be yourself and any changes will be ones that you wanted to happen.

Copyright Claims [100 CP]
Have you come up with some sort of marvelous recipe or method and gotten concerned about someone taking it? Well then this perk is for you. This perk will protect all of your creations, recipes, and whatever else there is from being copied. That's right no one can take your hard work. So for example if you made an alchemy encyclopedia like Lorne no one could make copies of it.

In The Zone [100 CP]
There are many different types of play styles that are used by the many players in Divine Worlds. One of the more amusing ones is the role player. These people will strictly adhere to the guidelines and beliefs of how their characters would actually behave. You are quite skilled in this particular style and as a result have learned how to mold yourself to fit into your chosen character. Most importantly you have learned how to avoid or at least explain any crucial mistakes that might ruin your disguise. So if you are trying to fit in as a Paladin of light you'll never accidentally use a curse or hurt an innocent.

Regenerate No More [100 CP]
Quite a few bosses and unique enemies have various types of powerful regeneration. Normally the only way to deal with this is to simply overwhelm them with more damage faster than they can heal. You however have a simpler method. You are capable of disabling your enemies' regeneration. Your attacks do this by temporarily preventing your enemies from healing. This will affect both natural regenerative abilities and healing spells.

I'm a Traitor So What [100 CP]
Normally betraying your faction would cause you to be despised by almost everyone. For some reason though people don't seem to care if you do. You will always be welcomed in any faction as long as you haven't personally forged an unforgivable

grudge. This only makes new factions more welcoming however it will not prevent your original faction from hating you.

The World's Most Popular Streamer [100 CP]
You seem to have a way with words. You are particularly skilled in attracting a crowd like Little Orange. When it comes to putting on a show and holding their attention. You could easily become a famous performer or streamer with your skills. In addition this grants you a small charisma boost as a result of your talent in dealing with people.

Subclass [100 CP]
In addition to the six initial classes there are a number of subclasses. These range from simple things like Miner and Builder all the way to more magical classes such as Enchanter and Alchemist. Each time you purchase this perk you may receive one subclass. The subclasses essientally cover any field that is not directly involved in combat.

Bump up the Prices [100 CP]
When the demand for an item or service is high enough people will be willing to pay whatever you ask for. Whenever you are selling something you have the ability to raise prices and still get people to buy whatever it is you're selling. This becomes even more effective the greater the need for your products that exist.

I’m not Interested [100 CP]
Every now and then you just want to relax. Not everyone wants to jump into the action. This perk will ensure that if you don’t want to get involved in the action you will be left alone in peace. Granted this just stops things like the main villains from attacking you directly. If they start some apocalyptic attack meant to destroy the world you’ll still be affected as much as the average person.

Treasure Hunting [100 CP]
The treasure hunting talent grants you the ability to detect treasures and other resources such as underground minerals. You will be able to sense these resources anywhere within a large radius. This area will start out around five miles. With time however you will be able to expand your detection radius.

200 CP Perks

Merge Master [200 CP]
One of the best ways for Lorne to increase the power of his monsters is to increase the capability between materials. You are capable of applying this concept to any form of creation. For example when making a potion you can create a stronger potion even if you used the same ingredients. Under your care any blending or merging process becomes more effective giving you a better result.

Secret Mission Detector [200 CP]
Aside from all of the normal tasks and various quests, the most rewarding ones are the hidden missions. These typically offer unique classes, special weapons, and rewards far beyond what are normally offered. The only problem is finding them. You are a sixth sense that allows you to locate these special opportunities. You will also be able to figure out any hidden requirements if there are any.

Roll the Dice [200 CP]
Whenever it comes to matters of chance you seem to hold lady luck's favor. Drawing cards, opening chests, and any other activity relying on luck seems to end up more favorably for you. For example if someone else opened a chest they might receive a piece of gold equipment. You on the other hand would likely get a piece of platinum equipment.

More Than Close Friends [200 CP]
Whether it's due to status, personal vows, or some other unique challenge there can be a number of obstacles you must face in your attempt to pursue a lover. Sometimes however, love can transcend these obstacles. This will make it so that anyone you pursue will at least be willing to give you a chance. Should they return your feelings then they will do their best to overcome the obstacles that separate you. To give you an idea of when this works, things like pursuing an elven princess as a human or a virgin goddess would be simpler examples of what this could affect.

Orange Level Skill [200 CP]
As befitting a game like world there are a number of special skills that can be learned by players. Unfortunately there are only a small amount of skills that have been shown off. This perk allows you to purchase one of those skills. Two examples of these skills are Hellhounds summon and Triple Blink. Hellhounds summon allows to call (number of levels * 5) Hellhounds with 20% of your stats. Triple Blink allows you to rapidly teleport three times to any location within your sight. Lastly you may freely design skills given the small number of skills. The only restriction is that they can not be overwhelmingly powerful compared to the in-game skills.

The First to _____ [200 CP]
One of the most important opportunities sought out by the heroes are moments where they can create legends. You seem to have a habit of running into these situations far more often than most. This will allow you to develop your saga to a much higher level and increase your fame. This can have many effects such as

making your organizations more desirable when viewed by outsiders and grant you greater rewards from those above you.

Friend of All [200 CP]
In order to access most factions' special functions and recruit their heroes you need to earn more reputation points with them. This perk boosts the rate you earn faction reputation and makes you more likable overall. This affects both the faction itself and specific members.

Beloved by the Light [200 CP]
The light of your soul seems to call out to the various beings of light and order. You seem to attract and can easily befriend any creatures/beings that are “good”. This effect becomes more noticeable the closer their connection to light or order. For example Angels which are beings practically made of light would have a much greater impression of you then a basic creature like an Elf.

Guarded by the Dark [200 CP]
Such a dark soul, the darkness you emit is practically a seductive embrace to any creature of the dark. Be they demons, beastmen, vampires, and any other being of the night. This effect becomes more noticeable the closer their connection to darkness or evil. For example Devils which are beings basically darkness incarnate would have a much greater impression of you then a basic creature like a zombie.

Building A Network [200 CP]
One of the most important parts of building up a network is acquiring the right contacts. Knowing the right people to befriend and the proper wheels to grease is an important aspect of making sure things run properly. This perk makes those opportunities much more common. For example if you were trying to recruit a large amount of alchemists you could end up befriending an elder of the alchemist guild or accidentally saving the child of the city lord. These opportunities will present themselves, but it will be up to you in order to seize them.

400 CP Perks

Architect of an Age [400 CP]
Constructing a city that can stand the test of time is a greater challenge than many realize. You however are certainly up for it. You are immensely talented at creating designs and managing their creation. Under your care the world shall witness the birth of new legends. With your talent you shall be sought out by lords and empires seeking your expertise. So how far will you dare to dream in pursuit of your craft?

Sworn Enemy [400 CP]
You are the sworn foe of a specific race or type of being. This perk makes you more effective against specific foe. The more specific the foe the greater the damage you deal and less you take. For example choosing dragons in general might give you a 25 percent boost in damage and resistance, but choosing a specific type of dragons could increase this to 60 or 70 percent. This may be purchased multiple times to stack the effects or to choose multiple enemies.

Power of Faith [400 CP]
To preserve their power and to help deal with some of the issues that have arisen over time the Dragon of Order has used the faith system set in place by the Great Dragon God. Interestingly enough you have a similar ability. You have the ability to harness faith that is directed towards you. This is affected by a wide range of sources.

While actual religious worship is among the most effective you also can receive strength from those who believe in you or those who admire you. For example as a city lord you would receive power from all of the citizens you govern. This can also become more effective the more they desire to help you. Meaning if you were facing a powerful foe directly outside of your city's walls and the citizens were watching you, their desire to see you win could boost your strength beyond your normal maximum power.

Purifying Corruption [400 CP]
You have the ability to purify darkness and evil energy that has infected others. For example Lorne had to use the Monster Merger to purify Aisha, but you would be capable of doing so on your own. In addition corruption in this case can refer to anything that is not naturally a part of a being and beneficial to them.

Alternatively you may purchase the ability to magnify the corruption with a being or to plant it within them. This aspect would instead allow you to create corrupted versions of your targets. Similarly the exact definition of corruption is open to interpretation. This could be normal corruption making them evil or it could be your own twisted ideal. Either way you may shift between the types you are using. You may purchase this perk twice if you wish to gain both effects.

Materialization [400 CP]
There are many special features to Divine Realms, but the most unique one is likely the materialization ability. Materializations allow the user to take things from the

game and bring them into reality. There is no limit to what can be brought forth as well. This includes abilities, talents, summons, items, and essentially anything within the game. You now have the ability to do this as well. Should you enter a game like jump such as Sword Art Online or simply have your own games you may bring them to life. Everything will function perfectly and possess the full scope of their abilities. The only caveat is that you must have acquired your choice in game. So go ahead, log into your favorite game and become your character.

Level Suppression [400 CP]
One of the interesting mechanics Divine World has due to its nature as a game is a level suppression system. Every five levels below or above your level increases and decreases the amount of damage you deal/receive. You have gained the ability to mimic this partially. When combating beings that are weaker than you, you gain the ability to suppress them. The greater the gap between you the greater the suppression you can exert.

Gnome Craftsmanship[400 CP]
The Gnomes are a species of relatively fragile, but incredibly intelligent beings. In order to deal with their physical weaknesses they have mastered technology, robotics, and many other unique fields. You are either a close ally or a student of the Gnomes. As a result you have been imparted all of their knowledge and been taught by some of their best. Granted you still need to gather the necessary materials before you start creating wonders.

Overwhelming Defense [400cp]
When calculating damage in the Divine World there are two main factors. The damage dealt and the user's resistance to physical or magical damage. Should the resistance be high enough then an attack may be outright ignored. This allows you to either choose physical or magical damage and gain a massive boost in your resistance. If you were previously capable of being killed by 2000 points of physical damage then now it will take 6000 points of damage. You may purchase this multiple times to continuously multiply your resistance.

My Name is Super Rich - [400 CP]
There are few problems in life that cannot be solved with money or at least that’s how it seems to work for you. You have the ability to solve all of your problems with money. This could be purchasing reputation with gold, paying your enemies to forget your enmity, or any other issue you are dealing with. One way or another a solution will present itself. Even if it is simply making a trade with the universe itself you will be able to do so. The only restriction is that the more difficult your request the more you will have to pay. For example killing a bronze rank boss might cost 30 gold, but trying to kill a mythical rank boss could cost thousands of gold.

True Hybrids [400 CP]
Given the sheer scope of how many beings exist here as well as the sheer number of species it shouldn’t be that surprising that hybrids can appear. This perk reflects and grants you a number of boons. First, you will become compatible with any

species and capable of having offspring with them. This guarantees that the child will be born without defects.

In addition you may freely choose how much of each parent is inherited and their species. Second, it makes it so that anyone you are interested in or admired by is willing to be a part of a harem. Hopefully you will be able to avoid some major headaches due to this and your lovers will be more likely to resolve any issues before you are even aware of them. Lastly this will boost your capabilities in your relationships both in and out of the bedroom so that you are capable of satisfying all of your lovers.

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600 CP Perks

Creating a Demoness [600 CP]
There are two desires that seem to appear universally in humanity no matter where you go. They want to fight to get stronger and they want to find an attractive mate. So honestly it's not that surprising that when the players found out they could recruit NPCs and monsters that some of them wanted to create a so-called "demoness" which was basically just a monster girl. This however is an ability that you possess. You have the ability to grant an attractive alt form to other beings and objects. For example using this on a red dragon would likely give them a form resembling Alexstrasza from World of Warcraft. If this ability is used on a non sentient being or object it will raise their intelligence to that of a normal human.

King of Assassins [600 CP]
You have decided to tread on the path of an assassin. None only that, but you seem to have done so spectuarly. Even if you relied on your skills alone you could prove yourself worthy of this title. Should you actually have the power and equipment to boost your strength then even gods may fear your blade traversing the night.

Dragon Pharmacopeia [600 CP]
The dragon's pharmacopeia is a gift passed down through generations by the Dragon of Light. It records a virtually unlimited amount of characteristics on medical herbs and potion formulas. Possessing this talent automatically gives the user a master level potion brewing skill and herb picking skill. Anyone with this is practically guaranteed to become a legendary alchemist. In future jumps it will update with all of the possible herbs and potions in the system or the closest equivalent. Lastly this will also be filled retroactively with knowledge of your previous jumps.

God of Entrepeurs 600 CP]
While a lot of businesses can be made by providing sufficient resources it takes a talented mind to turn them into powerful enterprises. You have one such mind. Under your guidance you could turn a small family shop into a world wide powerhouse capable of rivaling titans in a few years. The effects of this perk shall become more prominent the greater your network and resources become.

Hero of our Race [600 CP]
The Elves created an incredibly difficult challenge in order to stop other beings from having relationships with an elf. A hidden aspect of this test however was to also find a being who would be worthy of being the hero of their race. After Lorne passed the test he was declared an honored guest to all elves and effectively became their species champion. This perk allows you to choose a race to gain one such relationship with. Races that are technically made up of multiple groups will still be counted as one.

For example the Elves have dark elves, night elves, high elves, and a number of other subspecies. This will make any member of your chosen race view you favorably. Should there be a faction opposed to you such as how the Dark Elves side with the evil faction then this will translate into great respect and fear. It will not stop

them from opposing you, but will make it significantly easier to convince them of surrendering or making them corporate with you. This perk can be purchased multiple times for different races.

Who Said You Could Only Have One [600 CP]
Normally you would be restricted to just one class, but one of the advantages of being a jumper is breaking these rules. So if you take this perk you'll gain the ability to take as many classes as you want. One warning though you will have to level up and gather the EXP for each class separately. So keep in mind it is often better to be unrivaled in one class rather than being basic in all of them. Second this will also remove the number restriction on any other abilities. This could be anything whether it's having multiple Stands or naturally acquiring more than one Quirk in My Hero Academia.

One Against Ten Thousand [600 CP]
After reaching a certain level any player can become a true titan. Of the descriptions used was a being who could fight off an army of ten thousand alone. Now the vast majority of players have a difficult time reaching this point. You however are one of the few who is capable of doing so. You are a skilled enough combatant that even against ten thousand beings near your equal you could come out victorious. This also extends to fighting beings stronger than you. You may not be able to beat someone fifty levels higher than you, but 20 or so wouldn't be out of the question.

Evolved to the Pinnacle [600 CP]
There are a number of special mutations and unique variations of different species in this world. You however are a representation of the raw potential your species possesses. This perk multiples all of the abilities and attributes that are a result of your species. For example if you took this as an ordinary elf you would be even stronger than one who possessed the Ancient bloodline of their species. This boost will be applied to any bloodline or species you possess.

I Want to Create a Free City [600 CP]
Despite the various alliances that exist many races still have a good deal of tension between one another. This is due to a wide array of differences be they cultural, economical, or due to something else entirely. You however dream of establishing true peace. You may actually be able to achieve this though. You possess an innate aura of peace that allows you to break through and reach people. Under your care you can dissolve hatred that has kept races apart and replace them with new friendships. As a final effect you will never be harmed should you act as a peaceful ambassador. For example as a member of the Order faction you could be sent to meet with the Dragon of Chaos and leave without being harmed if you acted in kind.

Unique Talent: Monster Merger [600 CP]
If you came to this jump then this is probably one of the main reasons you're here. The monster merger is a powerful talent that allows you to enhance monsters. This is done by using the monster as a prototype material and then combining them with different materials. Next you must pay a certain amount of money depending on the

level of the monster created. The species evolution that occurs will depend on what materials are used. For example by combining an undead archer with a fire dragon crystal it turned the creature into a fire elemental archer. This ability can be used on any species including intelligent races such as elves.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All jumpers will be given a set of floating discounts similar to the perks. You will receive three discounts per item tier. 100cp items will become free and subsequent purchases will be 50% off. You may also use higher tier discounts on lower items, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400cp, 200cp, and 100cp may be combined to make a 400cp item free.

General [Undiscounted]

Equipment [Varies]

There is a wide array of equipment and armor used throughout this world. Expanding on that even further is the different ranks for the equipment. This item allows you to purchase equipment with the price depending on the rank. For 50cp you may purchase any Silver equipment. For 100cp you may purchase Gold ranked equipment. For 200cp you may purchase a platinum or diamond rank item. Lastly if you pay 400cp then you may purchase a mythical or divine piece of equipment. Some examples include Gabriel's wings or the Ghost Deity Necklace.

Monster Materials [Varies]

In order for Lorne to use his talent to the fullest he requires valuable monster materials in addition to useful monsters to act as a base. Even if you don't have the monster merger talent I'm sure you can come up with some use for a bunch of monster materials, various potions, and other assorted treasures. Anyhow this item grants you a continuous supply of various materials. This can range from scales, to limbs, complete bodies, and even go as far to create souls.

The exact quality of what you receive will depend on the price you pay. For 100cp you will receive average materials this includes materials from basic monsters, average potions, and maybe every now and then a rarer item. For 200cp you will get items from rare monsters and occasionally some bosses. This tier and above also increases the chance for more complete items such as undamaged bodies and souls to appear. For 400cp you will receive legendary items. This includes options such as Gabriel's feather, a dragon's reverse scale, and complete dragon crystals. You can receive virtually anything with this option and without fail it will always be something that could be considered an invaluable treasure.

The Other Goodies

100 CP Items

Virtual Helmet [Free/100 CP]
In order to enter the Divine Realm you must acquire a virtual helmet so that you can log in. You will be given a helmet for temporary use while you are in the jump. It will allow you to login and will conceal your identity from anyone who might investigate you. If you pay 100cp then you may keep the helmet and allow it to retain its connection to the Divine Realm post jump. In addition you will be able to use it on other games or any technology in order to enter the virtual realm.

Purification Crystal [100 CP]
The purification crystal is an item capable of cleansing the surrounding area of evil energy and anything else that contaminates the area. By default this crystal will only be strong enough to cover a single person, but it can be supercharged with a stronger source of energy such as a dragon crystal. Using that as an example a dragon crystal would allow it to spread over 100,000 hectares.

- Disclaimer: Dragon crystal not included and must be purchased separately

Antidote Cache [100 CP]
While it isn't the most common type of damage, poison can certainly be an issue if you're not prepared for it. Which is why this item is perfect for you. This is a supply of antidotes capable of dealing with most poison. There will be enough of them to keep a party of a dozen in good health. Should they be used up it will be refilled the next day.

Pet Space Crystal [100 CP]
Now obviously there is more than one way to increase the amount of pet spaces that you have. This is one of them. This crystal grants the user one additional pet space. You will receive one crystal every year. Purchasing this multiple times will grant you additional supply of crystals each year.

Bag of Gold [100 CP]
When you start out in the Divine World each player will be given 2 silver. This can last a short time, but honestly is a pitiful amount overall. This item will grant you a supply of 50 gold coins or in real world money $50,000. You will receive a new bag each month.

200 CP Items

Faction Discount Card [200 CP]
Many factions will offer some benefits once your relationship with them reaches a certain point. A simple, but incredibly useful one is some form of discount. Sometimes though it's hard to keep track of who will let you have one. Which is where this comes in. This is a card that will give you a discount with all friendly factions. The exact amount will vary based on your relationship. For example, being acknowledged as an ally might give you a 5% discount. Should you however be the champion of the patron god and have rescued their princess you may receive 50% off. Lastly this will be capable of stacking with any other bonuses and discounts that you have or are offered by a specific faction.

Labor Utilization Token [200 CP]
The labor utilization token is a treasure that discounts the hiring cost of any workers. Specifically it will decrease all worker hiring costs by 50%. This discount may be applied to any service where you are hiring workers. This will also be recognized by any organization you seek out. Finally it will work on any form of payment. For example some factions will use reputation points instead of gold. The token will still decrease the cost by 50%.

Dragon Soul Compass [200 CP]
This compass is a treasure created by the Dragon God of Order. It allows the user to track down and locate dragon souls. It is capable of generating a map and directing the user towards any souls located within its detection radius. As a bonus since you are paying CP for this you will gain the ability to alter its target. Perhaps you want to locate the soul of a phoenix instead of a dragon. There is no target that can not be located by the compass.

Dragon Treasure Vault [200 CP]
The dragon treasure vault is another of the treasures created by the Dragon God of Order. Its main function is its virtually unlimited storage space. The vault has been described as an item that could theoretically devour the world itself. In addition there is practically nothing that can not be stored with the vault. Even the bodies and souls of fully grown dragons were capable of being absorbed into its space.

Gnome Airship [200 CP]
This is a standard kilometer long airship capable of carrying 10,000 people and with all the cannons necessary to defend itself. The gnome airships act both as large transports and mobile mining facilities allowing the gnomes to rapidly harvest entire mines. Your ship will be fully staffed and contain all of the materials necessary to carry out its various operations. Lastly if the ship is somehow destroyed or heavily damaged then you will receive a new ship in a week.

400 CP Items

A Business of Your Own [400 CP]
Given the potential of the virtual world it shouldn't be surprising how quickly people started trying to develop businesses. You will have a leg up on them though considering that you already have a business set up and integrated into the area. The exact business will be based on your choice. For example you could choose to have an auction house, a potion shop, or a forge. Should you be successful perhaps you could even do all of them together at some point. In addition the business will be fully staffed by competent NPC's who will become followers. They will be talented and well suited to handling the business. Lastly your business will retain any modifications and may be inserted into new jumps.

Guild Creation Token [400 CP]
The guild creation token allows you to create a registered guild. This organization will be fully recognized as an independent military organization and should you guild grow large enough perhaps even its own sovereign nation. Once you have created your guild you may freely invite anyone you wish into it. The guild will contain all of the typical features possessed such as a communication system, a mission system, and the ability to monitor all active members.

City Creation Token [400 CP]
The city creation token is an item that allows you to claim a territory. The terrority you claim will be recognized as yours by other nations. The exact size of this territory will depend on the conditions and value of the area. For example choosing a corrupted wasteland would cost nothing and would allow you to continuously expand the area as you purified it. On the other hand, trying to claim the most sought after territory of a kingdom would cost a literal king's ransom and likely would be unable to expand much in the future without conquering the surrounding area.

Rituals for Dummies [400 CP]
This is a book which is capable of teaching you how to perform rituals. It contains a vast array of different rituals that will unlock as you progress further into the book. Best of all is that the book will contain perfect teaching methods and tips on how to properly go about doing everything. The book will always be capable of providing new rituals for you to learn no matter how far you progress as well.

Resource Distribution Token [400 CP]
This token allows you to receive the basic resources needed to supply any construction project. This won't allow you to receive special resources, but any basic material will be completely covered. Best of all this can be applied to any territory under your control. What qualifies as a basic material will depend on which jumps you have been to. For example in this jump metal, wood, and magical crystals all qualify as basic items. This token will update in future jumps unlocking more materials to its supply. In addition it will retroactively update based on which jumps you have been to.

600 CP Items

Gnome Construction Company [600 CP]
The Gnomes have long since proven themselves to be incredibly skilled workers and masters of technology. Unfortunately they don't like to share their technology outside of honored allies and those who have benefited their race. Good thing that you are among that group. Not only have you acquired a large amount of Gnome technology, but you have in fact acquired an entire Gnome company. This company will be made up of around 10,000 gnomes in the beginning and will continuously expand as long as you can support them. They will have access to both the knowledge and the necessary facilities needed to produce anything their race is known for. Best of all since they are part of your organization (or just you) you only have to provide materials with no other fees necessary.

A True Monopoly [600cp]
There are thousands of different companies, but only a few of them are truly capable of moving the world with their influence. You however are the proud owner of one such company. You have acquired or are in possession of a business that possesses a virtual monopoly over a chosen field. This can be anything you wish. It could be a pharmaceutical company, a weapon developer, or even a toy company. Either way the company has dominated this field and is unchallenged. In addition the profits of this company are nothing to sneeze at. You will instantly be propelled into the 1 percent of the 1 percent. This business may become a warehouse attachment or imported into future jumps if you desire.

The Guard [600 CP]
When managing all of your properties a common issue that can appear is safeguarding them. After all, keeping order requires quite a bit of manpower especially when you have very large and numerous territories. This is a force of guard capable of safeguarding any location you possess. This force will expand as needed and be made up entirely of followers. The strength of these followers will be in the upper scale of the jump you are in. The vast majority will be powerful, but not quite at the peak of the world. There will be a leader and if the area is large enough an elite team equal to the jumps true elites.

A City of Your Own [600 CP]
There are a number of marvelous cities throughout this world and it appears that you have acquired one of them. This is a fully functioning and staffed city equal to Cold Desolate Dragon City at its peak. Whether this means the original version when it housed an army of dragons or the version that Lorne created is up to you. Either way this city will be a powerful fortress possessing numerous forces. Should you choose the ancient city then it shall house an army of dragons. Should you choose the newer variant then instead you will find a multitude of races here including Gnomes, Elves, and many other species. Lastly you may purchase a second time to receive the other version.

Font of Resources [600 CP]
In order to function the cities and large guilds need an incredibly large amount of resources. Each time you purchase this you may select some fort of abundant resources. For example if you were in charge of the blacksmithing guild then you could select a large mine. It would contain dozens of different metal veins including some incredibly rare ones like mithril or orichalcum. If instead you lead an alchemist organization you could receive a titanic garden holding numerous types of plants. Regardless of what you choose you shall receive an truly immense supply capable of providing for millions for hundreds if not thousands of years. Best of all should you somehow manage to dry this resource of all it has then it will quickly refill back to its max capacity in approximately two weeks. Lastly this may be purchased multiple times to receive multiple types of resources or to combine them exponentially increasing the size of your stockpile.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import companion [50-400cp]
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion [Free/100cp]
If you befriend any of the various beings in this world you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarrantte that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Capable NPC [100 CP]
This is an NPC who is quite close to you. They are extremely talented in a field of your choice. For example you could choose business to get a companion like Rona. Regardless of what you choose, they will be skilled in at least one useful field and loyal to you. You may customize their personality and appearance if you wish. They receive 700cp to spend on customization. Like the others, further purchases are discounted.

Subordinate Race [100/200/400/600/800CP]
There are numerous species and factions throughout the world that face a variety of threats. One of the main methods they use to protect themselves is to serve under a more powerful group for protection. This option will allow you to pick a species/faction to either recruit or create. The power of the chosen species will depend on the price you pay.

For 100cp you take an average race such as normal humans, goblins, or something of this level. For 200cp you can take a slightly stronger race such as a knight house, kobolds, or orcs. These are decently powerful groups, but still far from the peak. For 400cp you can receive a major race such as the Night Elves, the Church of Lights Paladins, Giants, or any other truly powerful groups. Getting closer to the peak for 600cp you may choose some of the real titans of the world. This includes Dragons, Angels, Devils and other truly powerful beings. The final option is to choose a group of the world's true powerhouses for 800cp. This will consist of the ultimate species of the setting such as divine dragons, gods, primordial beings, or another species that could be considered their equal.

In addition you may also freely design a species if you wish. You can use the prices to judge their cost. For example choosing a subordinate race made up entirely of seraphim level angels like Gabriel would cost 600cp as this would not quite reach the divine level, but certainly be stronger than the majority of species. Lastly these species will be loyal to you above all else. So if you choose an elven species they will consider you more important than their race's laws. This may have some far reaching effects if you choose a canon species.

Summons [100/200/400/600/800 CP]
Considering how many mythologies are mashed together here there are far more monsters and beasts then one would normally expect. This option will allow you to take one said monster as your summon. The strength of the monster will depend on what you pay. For 100cp you can take a normal monster like a slime, a demonized hound, or a Minotaur. For 200cp you can take a more powerful type of monster such as most normal types of undead, a Cerberus, or one of the various species of beastmen. For 400cp you can choose a boss version of a particular monster or just go with a more powerful species. Some examples would be the King Slime, a werewolf alpha, or a fire elemental. For 600cp you can choose a real powerhouse such as an Elf with an ancient bloodline, a Dragon Commander, or a Seraphim such as Gabriel. Lastly if you want to really feel special then you may pay 800cp to receive an ultimate level or unique summon. This will include beings such as the Abyss Demon gods, the Dragon of Order, and the Ancient Dragon Turtle. Each of the beasts you purchase will be intelligent and loyal towards you. Finally you may purchase a canon beast or create a new one entirely.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0cp
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0cp
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

Old Injury [+100 CP]
Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the medicine and magic capable of healing you in this world, but you'll be stuck with phantom pains and miss what you lost until you find one such opportunity.

Poor Pauper +100cp
You can't seem to enjoy the riches you gather. For one reason or another whenever you gather a large sum of money you will either be forced to spend it on something immediately or lose it. This doesn't prevent you from being rich, but for some reason you will never have a large amount that is just sitting around to enjoy.

Sinner +100cp
When a player murders another player they will gain sin. This comes with a variety of negative effects such as losing an additional level when you die, an increased chance of dropping valuable items, and allowing other players to kill you without consequence. You seem to be affected by these punishments even if you don't actually have any sin. I hope you're good at staying alive because dying is going to hurt more now.

Feminine Fatale +200cp
This seems to be a running theme. For one reason or another you keep running into beautiful and very dangerous women (or men if you prefer). These individuals could be friends or foes, but no matter what you'll end up dragged into dangerous situations because of them. Perhaps their family is in danger and they need your help to save them. Maybe instead you pissed them off and they're hunting you with their team or even entire organization and now have to calm them down. Should you manage it you can take the surviving individuals as companions for free since you managed to endure their challenges.

Sister in Need +200cp
It seems much like Lorne you have a family member such as a sister or brother who is suffering from a disease that at the moment is incurable. Luckily there is hope after all within the newly arrived Divine World there are many legendary treasures and healing methods the world doesn't possess. You must seek it out within the world and materialize it in order to cure your sibling. Should you succeed then you will be allowed to take them as a free companion once the jump is completed.

Forgotten Payments +400cp
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400cp
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around some sort of class system.

What Have You Done! +400cp
This isn't the worst thing you could have done, but it's definitely high up there. While you were exploring you discovered a powerful seal on a coffin. Obviously being an adventurer you had to break it. Unfortunately instead of acquiring a legendary artifact you have accidentally freed an ancient god. This being is of the opposite faction that you are and has only allowed you to live due to them refusing to owe anything to such an insignificant creature. Either way you have now given your foes a powerful ally and should your allies learn of this they most certainly won't be pleased.

Marked by the Divine +600cp
Oh this isn't good, you seem to have been marked by a powerful divine being. As a result they are capable of tracking you anywhere in the world. Only the strongest of barriers will be capable of masking your presence. Even then it will only be temporary. The god in question will use this in order to dispatch their forces to kill you. These hunters will become progessily more powerful the longer you survive. Eventually the god will become willing to disregard their pride and hunt you down personally. At this point you will either kill the angry god or die trying. Should you succeed in doing so then all attempts at hunting you will cease. If not well then you really aren't concerned anymore.

Wrath of the Gods - +600cp
You have someone offended the gods to the point that you have been declared their sworn enemy. They shall do their best in order to hunt you down. They will start out by sending smaller groups of their followers. As more time goes by these parties shall become larger and larger. Eventually the gods will descend in order to face you personally. It will be impossible to broker peace with them. This fight shall only end once either you have perished or they have.

Scenarios

You are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. The scenario will also give you 500cp as well to spend on the jump upon completion.

The Monster Merger

Congratulations, you are now the protagonist of our story. That's right you will be replacing Lorne. The jump will last until the story ends canonically or you die. You will face all of the challenges that Lorne did without his plot armor and abilities unless you purchased the relevant perks. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Lastly you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

The farthest I read in the story is chapter 337 so I may update the jump in the future if more chapters are released.

There are multiple conflicting answers on whether the story is continuing when I use different sites. I believe that Novelfull and some of the other sites may have dropped the story however.