Add Digit

Jumpdoc v1.0 by ltmauve

Welcome to the world of Add Digit. Due to increasing technology and automation, most of humanity plays videogames for a living. And the most popular is World Destiny, a fantasy full-dive MMO. It's also a mysterious enigma of a game, with no one knowing who made it or even where the servers physically are.

The story covers the tale of Cocolia, also known as Kousaka Ryou, as she completely breaks the game thanks to a cheat she gets.

Because you need your own cheat, take these **+1000 Cocolia Points**.

Origin

Game Player

Look, all the interesting stuff here happens in the game. Thus, you play World Destiny. By default, you start as a fresh level 1 player, complete with the five-day (IRL) PK protection.

As far as being a Drop-In versus Native, there isn't that much difference on my end thanks to lots of AI-controlled computer records.

Starting age is anywhere from 13 to 18 (12 + 1d6 if you want to roll) and gender is whatever you want it.

Perks

World Destiny Player Character (free, mandatory)

Once you're done here, you'll be able to continue using your World Destiny character… just in the real world and as yourself.

This can integrate with other "Systems" you have, which is good because World Destiny has mentally-controlled menus. This means you can configure Skills, allocate SP, and switch your inventory around without twitching a finger.

World Destiny online has five main stats - STR, AGI, WIS, CHA, and LCK. These are upgraded by improving your Skills. Skills are improved via SP, which come from quest rewards, leveling up (though that only gives a single SP per level) and other events. You have an HP pool, which will prevent you from being injured until it is depleted, and an MP pool, for your Arts and Spells. Arts are essentially just weapon-using Spells (so, for example, multishot attacks from a bow.)

There are also several external statistics like Fame, Faith, Favor, and so on. These mainly govern things like special shop or quest availability.

World Destiny players have an unlimited inventory, but it's only available outside of combat. There are pouches and other items with limited internal inventories that you can access in combat, for things like potions or weapons.

Chunni Activation Phrases (50 CP)

As a fun roleplaying feature, World Destiny allows players to customize the activation phrases of Spells and Arts. And now I'll extend that functionality to whatever you want. Other types of spells, chants, and other "verbal component" aspects of your magic or objects can be set to whatever you want, (at least as long as it's just as long to say) and it will work just fine.

Good Daughter (100 CP)

Despite practically having the power of a God tossed at her, Cocolia didn't change. She remained empathetic, and valued the same things as before. And now that applies to you. Power alone will not change you, nor will difference from others. Even if you become a God who doesn't need to eat, you'll still be just as able to empathize with a starving person as before.

You also find it much easier to maintain your connections with people regardless of differences in power level.

Instant Respawn (200 CP)

Normally World Destiny locks you out of playing for 24 hours after dying. You have a premium account or something, because you don't suffer that. You can just respawn at the nearest town, or your guildhall, or whatever other spawn locations are nearby, instantly.

And you can also do that when you die out of World Destiny, too. Your chain will not end from death. You can just respawn at any of your properties, or at public locations where people just show up and move on. You could respawn at a town square, train station, those sorts of places.

Have Some Levels (200/300 CP)

Oh, you don't want to start off as a newbie? Okay. This makes you a true veteran player, about level 3,700 or so. In addition to the starting power spike and the accumulated resources, this also gives you a good deal of familiarity and experience with your new powers. Of course, you won't get an initial anti-PK protection here then, and your starting age increases to 33-38

In the future, you can choose to apply this to a new power, profession, or job, granting you 20 years of experience and power growth. No resource accumulation, though (and this includes social resources like rank and seniority.)

The experience/familiarity/skill is subject to training boosters, while the power growth is not.

For 300 CP, you instead start at level 31,000, with 80 years of experience, and get similar benefits in the future.

Memory Dungeons (250 CP)

World Destiny's instanced content comes in the form of "Memory Dungeons," which allow a player to view and be part of a historical event. You can now do this in the real world. Doing so causes time to pass on the "future" end, and successfully completing the historical event will get you some rewards. Even if you don't, you still get information.

Skillful Skill Shop (250 CP)

You have permanent access to the World Destiny Skill shop. This means you will always be able to buy any of the standard Skills using your SP. It also means you can buy Skills, Arts, and Spells for your other powers, from elsewhere.

Artful Training (300 CP)

Normally, you might think that you need a teacher to get better at doing something. However, now, you just need to practice. No need to worry about bad habits, as you will actually break them as your "Skill level" improves. You'll be able to deal with dead ends and bottlenecks by just doing the thing more. If 10,000 kicks is not enough, then try 1,000,000.

This also makes your mundane skill into a game Skill (or at least something similar), which is not subject to decay from disuse. And it makes your game Skills into mundane skill, such that purchasing improvements in your Skills gives actual training.

Innate Skill

One purchase per party member only

World Destiny has Innate Skills, unique Skills granted to each player. These count as part of your World Destiny Player perk, and as such only work within the game until later.

Pretty Mid (free)

This skill, by all respects, is pretty mid. It's a mid-tier Innate Skill with a single effect, like having a decent chance for any attack hitting you to just be nullified, having your spells have a chance to hit a second target within range, having a permanent "thorns" effect on yourself that doesn't have range or targeting limitations, your attacks doing increasing damage the more you hit the same target, or something like that.

As this is "mid," it's just enough for you to play World Destiny professionally, as a job.

High Tier (300 CP)

This is a much stronger Innate Skill, usually with three or four effects, each one more potent than a mid-tier. This is the kind of thing you would expect to see an arc antagonist have. It is definitely enough to get you to higher tiers in World Destiny with a bit of effort.

S Tier (500 CP)

For this Innate Skill, it just has to be less broken than Add Digit, and significantly limited in scope. It may include an experience booster of some kind, but a fixed or limited one.

Add Digit - Boost Action (600 CP)

Requires Actual Casting drawback to replace Cocolia. Can only be taken once per party.

Time for the actual reason you're here: Add Digit. Which I am providing in two parts.

This part is the "Boost Action" part, which increases the result of an action, by adding digits. You can activate this effect for a given category of action and set the number of digits added. Then, whenever that action happens, MP is deducted and the result of the action has digits added. For one MP, you can get one additional digit, for example going from 7 damage to 79. For each additional digit, multiply the MP cost by 10. This cost triggers every time the action happens, so when you multiply the number of attacks you're making and the damage attacks are doing, you have to pay for every hit. On the other hand, you don't have to pay for misses. When looting, each different type of loot is its own trigger.

This includes a lot of different actions, like attacking, which increases the number of attacks made, dealing damage, which multiplies the damage of that hit, looting, which increases the amount of that loot item gained, which includes XP, and crafting, which boosts the number of items made. The two things that Add Digit have shown to be unable to affect are being given an item (like quest rewards and trades) and gaining SP. There are also actions that are more specific versions of other actions, giving you some togglebility on your MP expenditures.

And yes, multiplying your actions like casting spells or using arts also multiplies their effect on training.

Add Digit - Boost Status (400 CP)

Requires Add Digit - Boost Action

Does not count against the section limit

The second part of Add Digit is the ability to permanently boost your stats. Simply pay one SP and a stat or pool of yours get multiplied by ten. This applies after gains from skill increases and other forms of permanently increasing it. However, each time you increase a stat this way, it costs ten times as much SP to do it to that stat again.

Items

Items respawn or are "repaired" after *a period of time based on their size/complexity, starting at a week.*

Basic Virtual Pod (free)

This is a basic virtual pod, allowing for you to play full-dive games like World Destiny. It supports the 10:1 time acceleration of World Destiny, has only a 30% pain suppression - because yes, World Destiny does try to make its players feel pain - and doesn't have any other features. If you purchase a more advanced model in-universe, you can keep that one instead.

Apartment (free)

This is a small apartment for keeping your Virtual Pod in. And eating, and other aspects of real life. Granted, it is made using Generic Ninth-Millennium Spacefuture Technology, so it includes maintenance bots and other such quality-of-life features.

Special Subscription (50 CP)

If you want to keep playing World Destiny, then buy this. This allows you to keep playing video games with, and thereby remain socially connected to, those you leave behind in your travels.

Loot Chests (50 CP)

Loot chests give you equipment. They go in rarity class, Common, Advance, Rare, Epic, Legendary, Mythical, Supreme, Artifact, Divine, World, Stellar, Cosmic, Universal, Phantasmal. Each loot chest gives 10 items. Common chests only give Common items, while all other chests have a guaranteed item of their rarity, a 1% chance of an item from the five next-highest rarities, a 2% chance for each other item to match the chest rarity, and the rest of the odds being from the three next-lowest rarities.

There are also General Crafting Material Chests, which also have the same rarities. Those are usually better than the Loot chests since you can control what you get, but taking full advantage of them requires a bunch of skills.

You get weekly deliveries of these chests. They start off with one Common Loot Chest per week, and you get one more every three levels, starting at level 3, and continuing until you are getting 50 per week. After that, the new chests will be Common General Crafting Material instead, which is convenient because they can be opened in bulk like currency chests.

You get your first Advance Loot Chest from this at level 20, with an additional one every 5 levels after that. These are likewise capped at 50 per week, with the growth going into Advance General Crafting Material Chests instead. Each successive rarity starts at twice the level and takes twice as many levels to increase.

In addition, once you start getting chests of a rarity 5 classes higher, all Loot Chests of a given rarity become General Crafting Material Chests instead. (So when you get your first Mythical Chest at level 320, you no longer get any Common Chests. The same with Advance Chests when Supreme Chests enter the delivery at level 640)

Currencies (50/100 CP)

A regular deposit of a few different types of loot chests. Iron, Copper, Bronze, Steel, Silver, Gold, Platinum, Mithril, and the rest of the "metallic" chests contain gold and consumables like potions, revival drops, elixirs, and other such boosts.

Crystal, Diamond, Tesseract, Tetrachron, and other chests contain only a specific type of rare currency. (Destiny Crystal, Phantasmal Diamond, Silicon Tesseracts, Tetrachron Tokens, etc.) The amount you receive is dependent on your external statistics like Fame.

This item initially gives you one Iron chest per week, but as you level up, you will get more chests and different chests. Tier increases of metallic chests happen at level 50 and every doubling of that level, and the count of each one per week increases on every tenth level.

You start getting those other chests when the associated external statistic reaches 5, and get another per week for every doubling after that.

Of course, you also get access to shops that take those currencies too, ranging from the basic archery vendor in Revznedel or other starting cities, to whatever other vendors you unlock, all available via warehouse terminal. Publicly known vendors get unlocked just by entering the cities, while hidden and/or locked ones like the Azendal Sprite Construct Smugglers must be located and/or have their unlock conditions met to become available.

The terminal is also good because some of those vendors move around and as hilarious as Cocolia falling off the bell tower was, tracking down a bunch of people selling stolen military hardware out of their jacket pockets is a pain, especially when only one of them has the cute robot bat pet you want.

For 100 CP, this will add more vendors as you “unlock” them in future world.

Generic Ninth-Millennium Spacefuture Technology (200 CP)

The impressive infrastructure that keeps this world running doesn’t get shown off until Volume 25, which is a shame because it’s really neat.

There’s a lot of Artificial Intelligence and Expert System support technology, such that barely anyone needs to do actual work. Tokyo, with a population of 450 million people, has five people responsible for maintaining its agriculture, manufacturing, and logistics. Good thing all the competitive and enrichment needs of humanity can be met through video games!

Medical technology is absurd. Humans can live well into their second century even with basic healthcare, and cancer is no longer an issue. Neural feedback technology is mature, and biomodding is possible but mostly obsolete thanks to full dive VR technology.

As for other technologies, humanity has spread out through most of the Milky Way, with all the weirdos who can’t be satisfied by video games working on expeditions to spread humanity to other galaxies. Or making ringworlds and whatnot. Intrasystem transit is similar in difficulty to taking the train. FTL communications are instant, which is good for inter-server game ping. FTL transit in the built-up regions of human territory is instant, thanks to blinkgates capable of moving entire space colonies at once. Outside of that, it is much slower, thanks to stutterdrives that normally operate at half a lightyear per day.

You get complete schematics, technical documentation, theory documentation, and plenty of the economic and political notes on how to implement this technology without completely blowing up the world, physically or socially.

Oh. It’s only for the technology developed by humans or human-derived AIs. That means that World Destiny’s time acceleration VR, and other “proprietary” technology, isn’t included.

Companions

Only the Jumper can make purchases in this area.

Basic Party (free)

You can import up to eight Companions. Each one gets 600 CP, plus half of your Drawback CP.

Full Dungeon Raid (100 CP)

Import as many Companions as you want. Each one gets 600 CP, plus half your Drawback CP. You may also choose to gain a new Companion for each Companion imported.

Drawbacks

All drawbacks take primacy over perks and items. All party members are affected by all drawbacks.

Actual Casting (+0 CP)

Add Digit hasn't gotten an anime adaption as of me grabbing you, so I'll instead cast you as one of the characters. You, and each one of your Companions, can take the place of any human characters. You will be getting whatever Innate Skill you paid for, not the original (although you can just pay the right amount for those.)

Anticheat (+300 CP)

You know the drill for this one - all your special powers, perks, and items are sealed away so you can't use them. You do keep mental hygiene effects (not the entirety of the perks, seeing as sometimes they're bundled with other effects.)

That's Not In The Wiki At All! (+100 CP)

Congrats. You've forgotten all about Add Digit, and apparently you don't know much about the actual mechanics or world inside World Destiny. Have fun working things out.

"Clueless" Debuff (+100 CP)

You really lack common sense. You'll misinterpret rumors, not realize how busted or influential you are, and generally miss common inferences until they are pointed out to you.

Also, you're really into roleplaying as your character and have no shame. At the moment.

Grand Interstellar (+200 CP)

Every decade, World Destiny hosts a massive tournament, the Grand Interstellar Cup. It has trillions of competitors and takes over a year. Well, officially and in its entirety. The parts watched by most people only involve thousands of competitors and takes a month.

You are going to have to win the Cup to leave. This involves going up against the most broken cheat players in the galaxy, in several different match formats (1v1, battle royale, random teams, deathmatch, capture the flag/hill/whatever, PvE, etc.,) to get to the finals, before getting through 1v1 single elimination to win at the end.

You've got almost nine years to qualify, but don't worry if you miss it, or can't make it to the pinnacle. You've got a few more tries. How long is your lifespan again?

Not Actually A Game (+200/+400)

Congrats. World Destiny is real. And there's no going back or logging out.

At the lower level, all World Destiny players are getting isekai'd to another plane of existence. All 45.2 sextillion of them. In foreign lands with no idea where they are or where their friends are. It might look like World Destiny's environments but they aren't the same. At least they're getting spread out across enough space and native population that they're not going to be more than a drop in the bucket… okay, that's both a plus and minus.

At the higher level, this happens in the existing Milky Way human civilization. You know, System Apocalypse, monster spawns, infrastructure failures, all that stuff. You know. Infrastructure failures. In a setting where densely packed planets can have populations in the tens and hundreds of billions. And where basically no one knows how the infrastructure works.

For either level, the duration of the Jump gets extended to 100 years, to match the 100 years of experience you could get in World Destiny in normal timelines.

Yeah, this ain't the fun timeline I'm sending you to.

Conclusion

It has been ten years - or a century within World Destiny. The Jump is now over. Drawbacks fall off, and now everyone gets to make a choice.

Continue
Travel onward to another world.

Go Home
Return to a previous world and end your Chain

Stay Here
End your chain and remain here.

Notes

All the technology involved? Yeah, that's never shown. It's just extrapolated a bit. No, there is no Volume 25. The story fell into a coma and died after seven chapters.

I am pretending the story went on for longer when making this.