Generic "Online Game" Novel

By zellat451
Version 1.6

Setting

This is a Generic Jump, which you may use as a standalone Jump, or as a supplement to any other Jump document. Regardless, your story takes place in a world where there exists an extremely realistic video game, probably in some form of Virtual Reality. People who enter this video game gain a talent during the creation of their character, or avatar, providing them with a unique bonus, some weak, some game-breakingly powerful.

Perhaps this was the story of a reincarnator coming back from an apocalyptic future where the game became real, perhaps this was simply the story of someone who had a lot of luck and stumbled upon godhood, perhaps something else entirely.

Regardless, this is now *your* stupidly overpowered main character story. Enjoy your decade here, Jumper.

+1000CP for this document.

Background

Location

Depending on your story, either Earth, “Blue Planet” (what *is* with that recurring name?), or the world of the game that suddenly became everyone’s new reality. If it is required, you will wake up with full, permanent access to a game capsule, VR headset, or equivalent.

Age and Sex

Neither truly matters here. Choose as you will.

Origins

No origins here, Jumper. Only fun.
Just remember, **discounts are 50% off**!

Perks

(2 discounts per Perk Tier, and discounted 100cp Perks are free)
(General Perks are not discounted, no matter what.)

General

Game Avatar (100)

Your body was handcrafted to your pleasure, Jumper, and you were aided in this task by a super-powerful AI designed specifically to make avatars look handsome, beautiful, cute, or whatever else you could want to be, without reaching the uncanny valley.

For this Jump, if applicable, you may choose both a real body and an in-game body, with separate looks from each other to prevent recognition. They both look *wonderful*.

Xxx_DarkJumperSasuke_xxX (200)

Ah, the wonders of online anonymity and pseudonyms. Not so wondrous when the whole thing stops being for your entertainment and starts becoming your new public face, still carrying your childish decisions.

Well, you will never face this trouble, Jumper. Regardless of what you introduce yourself as, it is guaranteed that your name or title will be taken absolutely seriously, and called with sincerity, regardless of how ridiculous it sounds. Simply, *no one cares* what you call yourself, so long as they have a means of recognizing you. This extends to your creations and the organizations you lead.

On top of that, should you give out multiple names to others, they will always instinctively remember which one they must use in which context, so as to satisfy your chuuni desires. This includes yourself, of course, so you never forget your own stage names.

Go, go and become the Great and Merciful Ultra Goku God of Darkness and Wondrous Miracles Upon the Land of Eternal Rainbow Light of Divine Good and Demonic Evil you always wanted to be, Jumper. No one is stopping you anymore.

Glitch Hunter (400)

You have a very easy time finding the loopholes and exploits you can take advantage of for your benefit, Jumper. They simply jump to your attention wherever you look, in every context, be it in a video game or while reading a contract.

Additionally, you will never be directly or legally punished for taking advantage of the system in that way. Sure, if you are discovered, the bug might be fixed and the contract might be rewritten, but no one will fault you for taking advantage of it, no matter how long you have been “cheating” for.

Player J Enters the Game (600)

Your existence is… interesting, Jumper, to say the least.

You appear to take the benefits of whatever incarnation of “you” you can take control of, and are able to assume these benefits in your real body at any time. This means that any game avatar in any video game you play is a pool of power you gain the potential to access in reality. Keep in mind, this only takes into account the characters’ capabilities, not the system itself. So, you wouldn’t ever gain access to a status screen, or a mini map, or an inventory, but you could make your in-game items appear on you if your avatar is currently wearing them, or even assume your avatar’s appearance. All of this is selective, of course, and may be undone by your will.

However, this is all *potential* in the case of powers and abilities. You would need to train for as long as your character would have needed to in-game to attain their level of power, or even more should you not be as suited for it as they are. As for items which would give you immediate power, they last only temporarily, and can only be called upon once a day each. The more powerful the item, the faster it will fade. Their effects on the world will last forever, however, making things like healing potions far more valuable than you would believe, along with weapons of mass destruction.

Complementarily, you may grant access to your full power in reality to your in-game avatars, no matter the game. Just keep in mind that, depending on the game, the system may not allow you to make use of these abilities even should you possess them. Or may simply break under your attempts.

This Perk doesn’t move the power or equipment from an avatar to another, this is all merely a copy. Additionally, it only grants you access to the powers and items that the character **earned** under your direction, so don’t expect to wake up as a god after launching a new save of God of War.

Just keep in mind, it has to be an *avatar* of yourself, a body you can identify as yours living through *your* story. You won’t be able to gain any benefits from anything that is not an RPG or similar where you may decide on your own path, or from a text-based game.

100CP Tier

Status! (Free / 100)

You gain access to a gaming system, including a Status Screen, Skills, Levels and experience, an inventory, a mini-map, and a quest log.

This is free for this Jump, but **if you pay 100CP** you may keep access to the System, and even a gain function to register friends and message them across great distances, if they too possess a system. Of course, you also gain the ability to give others access to the system at will, in order to take advantage of that. Once unlocked, however, you can't take it back.

Looting V (Free / 100)

Killed enemy corpses may be looted, which causes them to eject appropriate items for them. The more powerful they are, the more powerful the items. The rewards will always include some money.

This is free for this Jump, but **if you pay 100CP** you may keep access to this part of the System in future Jumps, and give this ability to others permanently at will.

If you buy this along with the **[Status!]** Perk, your looting ability can be set to be automatic and deposit items directly into your inventory.

Dogshit! (100)

You are hilarious, Jumper. You have an incredibly accurate and reflexive sense for comedic timing. This is sure to endear you to a lot of people, and piss off quite a few of them as well.

Player's Mind (100)

This is not what you are probably thinking about, Jumper.

Your player's mind allows you to ignore your emotion's impact on your logical thinking, without removing them entirely. So, you may make decisions entirely because you're feeling like it, but you will be able to plan out every step of the way logically.

Mostly, this allows you to keep calm and think about what you're doing under pressure.

Bland (100)

People just tend to ignore you, Jumper. You are just… *there*. Somewhere around. If you're supposed to be there, then no one will really care why, unless they're specifically looking for you.

This works on you, however. Not your obviously unique weapons or golden armor. If they start paying attention to the goods, they'll start paying attention to the person holding them. But it might take them a minute or two, ample time for you to disappear.

200CP Tier

Learn Skill? (Free / 200)

You can instantly learn skills from skill books, Jumper. This gives you access to the skill at level one, and destroys the book in question.

This is free for this Jump, but **if you pay 200CP** you may keep access to this part of the System in future Jumps, and give this ability to others permanently at will.

On top of that, you, *personally*, would gain the ability to treat all real books describing the basics of a skill as indestructible skill books, though you may only learn from them once.

If you bought this along with the **[Looting V]** Perk, your loot may sometimes contain appropriate skill books.

Face-Slapping Jumper (200)

You have a great amount of a very specific kind of luck, Jumper. Whenever someone does something to piss you off, you will very soon receive the opportunity to take revenge against them and publicly humiliate them as a result.

This won't stop them from retaliating, do keep in mind.

Great Jumper Emporium (200)

You have a great business acumen, Jumper. Perhaps it is all this time perusing the virtual market place, or finding all the best places to set up shop in-game, but you just know what people could want from you, and how to best take advantage of that.

You are also quick to realize the impact of your marketing on the local economy, so you won't have to worry about crashing the market… accidentally.

Great God Jumper (200)

You very easily gain public fame in just the way you want it, Jumper. All of your actions that are publicly known spread out a lot farther and with a lot more impact than they normally would have, but only when you want them to. It won't last for very long every time this happens, but it will happen often enough that your name will stay on many minds before long.

Additionally, should you have purchased the **[Status!]** Perk, you gain the ability to send out World Announcements every time you realize a truly great feat. You can set this announcement to be heard by all the world over, or only by those possessing access to the System. On top of that, if you give someone access to the System, you may give them the ability to cause World Announcements as well.

That's An Expert (200)

You have quick reflexes in combat. Your moves flow fluidly and with purpose. you will never have to worry about what skill to use in which scenario, or about your positioning in combat, for it is all instinctive by now.

400CP Tier

Flame to the Moths (400)

You are a charming fellow, Jumper. By living your life normally, without even trying, you constantly attract people vying for your romantic attention, and are perfectly aware of and okay with each other.

Don't worry about returning those feelings or not, or all the drama it could cause, because it won't *be* a problem. These people tend to be the respectful and understanding type, who would rather be useful to you first, *with* you second.

Anonymous (400)

You are a ghost, Jumper. Not literally, but it sure feels like it for those chasing after you.

No one can discover either your identity or your location if you are trying to hide it from them. Even if someone already knew who you are and had a very good reason to tell someone else, they would find a reason to stay silent for as long as you wish.

Finally, in cases where your identity would be revealed without you having the ability to do anything about it, you do. You *do* have the ability to do something and keep your identity a secret, always. This works on World Announcements and divination magic alike.

A word of warning, however. Any mistake you personally make that would lead to others discovering your identity or location in a blatantly obvious way will not be covered by this Perk, and will instead be considered a "choice" that you made to reveal yourself.

You can't expect to hide your face or location from someone looking straight at you, can you?

"Inner Peace" (400)

You gain immediate knowledge of your current Jump. This especially gives you information about unique opportunities for items and power, as well as on some of the people who would be important in the future without your intervention.

This knowledge isn't very detailed. It works as if someone else discovered that information, told you, and then you were sent back in time when it was still relevant.

Virtual Body (400)

Your body is that of a game character, at least in how it works. You have no physical needs of any kind, Jumper, although you can indulge if you so wish. Your body benefits from health points and health regeneration, making you heal very fast and perfectly, and allows you to survive a lot of damage.

On top of that, you can't scar unless you want to, all alterations you make to your body are counted as "cosmetics" and can be removed and put back at will, and your body parts can't be cut off or destroyed, unless you want them to be.

If you bought the **[Status!]** Perk, you are completely healed and rejuvenated on level up.

Accept Me As Your Master (400)

You constantly meet a lot of friendly, powerful people who are more than willing to help you out in one way or another. There is just something about you, Jumper, that attracts the powers of this world.

600CP Tier

The Protagonist (600)

You have immense luck, Jumper. You are truly worthy of being called a Chinese Novel Protagonist. You constantly run into unique opportunities, legendary loot, and epic adventures. You are the Chosen One, and the world knows it.

By some miracle, all that you gain from that luck is especially suited to cover for your weaknesses and increase your strengths. In fact, you might even gain something you wanted mere hours after you realized that desire of yours.

Sometimes, you will gain seemingly useless, or very situationally useful, items or powers that you have no use for at the moment. This is a way for your luck to tell you that you will have an opportunity, very soon, to greatly increase your fame (or infamy) in a very public display of greatness requiring their use.

It will be ironic, it will be grand, it will be the funniest shit ever to your allies, it will be the worst day of their lives to your enemies, and you will be right in the middle of it, enjoying the world's attention and love.

World Maker (600)

You, Jumper, are a genius at programming games, engineering hardware to run them, and creating virtual architecture. You have the technical knowledge and skills necessary to create both the hardware and the software required to run and play a video game that feels as real as reality, and is even more entertaining than the most fantastical stories.

All of these VRMMO you read about, Jumper, these "second worlds" full of wondrous fantasies, you could recreate them all, in time.

And **once every ten years**, you can push just a bit further and create a game that will grow to become reality over a few years, you decide how many. This could happen in many ways. Perhaps the game merges with the real world? Perhaps the game becomes a real world with very real consequences? Perhaps the players are all transported in an all-too-real version of their beloved game?

Your choice, Jumper, but one thing is certain: with this power, you could change *worlds*.

Godly Talent (600)

You have a special talent, Jumper. This is, on top of the random talent you will naturally gain during this Jump, a highest-class Talent like only one other in this entire world has.

Your talent can be anything, within some limits which will now be listed, but examples are in the notes. Do try to keep at the same relative power level.

Here are the rules:

- A talent is a *passive* effect, not an active one that may be activated. They can, however, grant temporary or conditional access to active effects and abilities.
- A talent can only cause a direct, permanent change to attributes, not to skills or classes.
    - A talent that increases luck by 100 points or by 50% is acceptable.
    - A talent that gives the player permanent access to the warrior class or to a thief-specific skill is *not* acceptable.
    - A talent that makes buffs (which can grant access to skills) permanent is acceptable, as the talent did not grant permanent skills directly.
- A talent *can* provide temporary access to classes or skills (one example in the notes).
    - Skill or Class experience will not be preserved between switches.
    - The skill or class granted must last for no more than a day, and must be either random or earned in some way.
    - A talent can give access to all Classes or Skills of the people in your line of sight, but only one per person, only for a few hours, and only once per day per person.
- Once again, try to keep the values within the power levels of the ones described in notes.
- All effects of the talent must be related.

When in doubt, remember: you are looking at Godly *potential*, not Godly power.

Progression Tree (600)

Normally in these games, players would learn skills by buying them from class trainers at specific levels, or gain them from loot. As for classes, they would be gained from NPCs, and players would gain an opportunity to have a trainer change it to a higher Tier class after a while and probably a “Class Advancement Quest” or some such.

Not for you, Jumper. Your progression in both Classes and Skills acts like a Tree, with many branches. As you reach the appropriate level for your class, you will automatically learn all of the basic Skills. As you reach the level limit for a Skill, it will automatically evolve into a stronger, better version of it. As you reach the level limit for a Class, it will automatically evolve into a superior Class. You don’t require help to grow.

Additionally, you now have an infinite amount of class and skill slots, to take better advantage of this. You just need to learn the basic classes to get a starting point.

This tree-like progression with automatic evolution affects all of your powers and abilities which have the capacity to grow, Jumper. And you never lose access to the lower levels.

Requirement = Jumper (600)

Sometimes, Skills require specific classes to learn. Sometimes, items require high enough attributes to use. Sometimes, areas require a high enough level to access.

No for you Jumper. No matter what you touch, no matter where you go, all of the requirements change to “be the Jumper”, which you fulfill by default.

You thus have the permission to learn anything, use anything, go anywhere, and do anything should that permission exist at all, no matter how unique or restricted it is. You are now beyond “requirements”, “credentials”, “prerequisites” and other such petty things. No one and nothing can stop you, according to the rules. You don’t have the *obligation* to take advantage of this, of course. Whether or not you exercise your right is entirely up to you. The only downside is that these abilities you learn and items you use will be downgraded to fit your level of power.

However, this won’t affect Jump documents, nor stop people who want to make your life difficult “just because” if they do not fear going against the law. This also won’t stop others from comparing your value to someone else’s. So, you could take an interview for a job with no skills whatsoever but don’t expect to be chosen for it, or to be kept for long if you were. Rules are rules, but people are people. Do keep that in mind.

Additionally, no one finds this strange or unfair. This is just how things work for Jumper.

Items

(1 discount per Item Tier, discounted 100cp Items are free)
(General Items are not discounted no matter what.)

General

Premium Skins (100)

A wardrobe full of costumes and clothes. It has *everything*. And everything in there has the power to completely hide your actual outfit, like a cosmetic skin for a video game character.

They don't provide any sort of effect, nor can they be enchanted to do so. They're not *real* clothes after all, but closer to illusions.

Quest Log (200)

You know what is really annoying when dealing with quests in a game so realistic that it may as well *be* the real world? The Quests' descriptions are small and the really important information the NPCs tell you, you must remember by yourself.

Well, not with this. The Quest Log is a small journal with infinite pages that will fill itself up with the complete record of all of your conversations with anyone, highlighting information that seems important to know. You will never have trouble navigating it.

Reward Chest (400)

A locked treasure chest. It is empty, for now, but every time you achieve an incredible feat, it will be filled with a thematically appropriate and very valuable reward. It can "hold" your rewards indefinitely, so you don't have to worry about missing out on any of them.

Cornucopia (600)

Have you ever felt the sheer pain of lacking materials as a crafter in your life, Jumper? Well, not anymore. The Cornucopia is a special item the size of your arm, and is essentially a horn-shaped container.

Put any kind of consumables or crafting materials inside, and the Cornucopia will hold them for you, no matter how many there are, without ever running out of space or increasing in weight. Also, it will duplicate everything you put into it after 24 hours, no matter how rare. And yes, this is for each unit of everything in there, including the duplicates themselves. It won't accept your weapons or amors, however (unless they are consumables somehow), only things which can only normally be used as consumables (things that disappear after one or a few uses) or crafting materials.

You won't have any trouble navigating through the sheer wealth of items that is certain to appear in there eventually. It is empty for now, but I doubt that will remain the case for long.

100CP Tier

Moneybags (100)

100 gold coins, the money of the game world, or $10,000 in the real world. This is about equivalent and replenishes monthly.

Starter Weapon (100)

A rare tier, low-level weapon with quite good attributes and no usage requirements. This is sure to let you ahead of the competition in the early game.

You can have it both in game and in reality, though that choice can't be changed. Post-Jump, it becomes real.

Small Token (100)

A small, wooden token. Show it at any place where you could stay the night and they will offer you a room, as well as a meal, for free. Only works once a day.

You're not sure why, but everyone seems to just accept it without question.

200CP Tier

Game Capsule (200)

A game "console", more like a steel bed with a cover. It is free for this Jump, but should you pay for it, It allows you to play any game, ever, as if it was a VRMMO. It certainly is an experience. It lies in your Warehouse, and has a life support system so you can stay for a week straight playing with little consequences.

Portal Gate Blueprints (200)

A set of blueprints to make portal gates and teleportation arrays. They work regardless of distance or dimensional barriers, can be restricted in multiple ways, and you will always be able to make them with locally available materials.

Take care, they are *very* costly to make. Most cities only have one.

Tiny Horse Sculpture (200)

A small horse sculpture. Place it down and it will grow into a full-size, easily ridden and controlled, perfectly loyal horse. You can shrink it back down at any time.

It reappears into your pocket after a day if destroyed or killed, but it's still a normal horse beyond that.

400CP Tier

Jumpertopia (400)

Your own in-game city. Post-Jump, it will stay accessible in a pocket dimension from your Warehouse.

It has shops, quests, a local dungeon, legendary quest trainers, and very powerful NPCs. It also has a Portal Gate which is connected to every other property you own, restricted as you like.

Keep in mind, NPCs will always be NPCs, which means that they are not going anywhere.

Body Enhancement Fluid Recipe (400)

This is the recipe to what is essentially a super soldier serum, only watered-down. The best part? Not only does it act as a powerful healing substance, it can also be used repeatedly without loss of effect, and without negative side effects.

You will always be able to make it with the locally available materials, but it is rather costly.

Town Guard (400)

A platoon of 100 mid to high ranking NPC guards.

You may design all of them personally if you so wish. They follow all of your orders loyally, respawn one day after death, completely heal from all injuries over 24 hours, and retain memories, skills, and power after death.

You may summon them and dismiss them at will, and they count as both Followers and as an Item for the purpose of the JumpChain.

Of course, they may still grow stronger.

600CP Tier

Talent Disc Blueprints (600)

What you have here are the blueprints needed to make Talent Discs, fancy little devices capable of awakening someone's unique talent. You will always be able to make them with locally available materials, but someone can only have their talent awakened *once* under normal circumstances.

Talents can range from grade SSS to E, and may extremely rarely go beyond that.

Class Medal Blueprints (600)

What you have here are the blueprints needed to make Class Medals, fancy little trinkets capable of giving someone a class. You will always be able to make them with locally available materials, but someone can only hold a single Class under normal circumstances.

Classes vary wildly in potential, rarity, playstyle, and many other points. You will never know what class a medal corresponds to, unless you have some way of seeing its information.

Phoenix-Shaped Glass Statuette (600)

A glass statuette of a phoenix, glowing faintly with *power*.

It acts as a 1-Up for you, Jumper, shattering as you receive a lethal blow and leaving you completely healed in a safe place. It reforms after 10 years. It doesn't matter how far or isolated it is from you, it will work all the same.

Additionally, this statuette, or the resulting broken glass, guarantees you the eternal love of an extremely powerful figure in the current Jump. You don't know who they are, and you will have to find them first, but they are someone you could fall in love with, and they can be freely taken as a Companion. They will be searching for you as well, fear not, though you can also safely ignore their advances if you so wish.

Of course, this remains true in future Jumps, if that is your wish.

Companions

Linked Accounts (50/200)

You may import two companions for 50CP, up to eight of them for 200CP.

You may choose to create new people to your liking instead, which you are guaranteed to meet and befriend soon after the start of the Jump.

All of them get 600CP to spend in this document.

Permanent Membership (Free)

You may take along with you as Companions anyone you can convince. They don't get anything more than what they have on them, however.

Emotional Support Player (100)

This player plays a support class, perhaps a priest, a specialized wizard, or something else? Regardless, they are a pretty good support, talented too.

They don't actually like to get into fights, but really *love* the story behind the game. If discovering it means going to the front lines, they are willing to do it… but not without a friend. *You*, Jumper.

Their looks are yours to decide, but they are rather silent, focused and introverted… when they are not acting incredibly excited about all this new history to interpret (not that it shows on their face, only in their body language).

They have 600CP to use on this document, and you can be sure of one thing, Jumper: they are fiercely loyal to their friends, of which you are perhaps the only one.

Crafting Kitten (100)

If the previous one disliked fighting, this one utterly *hates* it. They much prefer to enjoy a leisurely life in a fantasy world, which is why they took up a crafting class instead, to make money without having to fight, and they're pretty successful at it.

Their looks are yours to decide, they are on the bubbly, curious, and eternally cheerful side of personality and character. Not to mention, very friendly. Still, as many admirers as they have, it is for *you* that they *always* have free time.

They, too, have 600CP to use on this document.

Tarnished Warrior (100)

A noble(?) warrior who lives for and relishes in fighting powerful enemies. They are pretty successful at it, too, aside from their dubious dodging skills. At least they specialized in defense and health.

Their looks are yours to decide, they are on the serious, over-the-top, and honorable side of personality and character. Not to mention, quite friendly. They are traveling this world in search of the “hose”, whatever that means, and decided that their best chances to attain that goal would be to follow you. You can’t quite shake off the feeling that they are not supposed to be here…

Take good care of them, Jumper, and they will take good care of you.

They have 600CP to use on this document.

Danger Noodle (100)

A special case in this world. Perhaps you could even call them *unique*.

This being is a monster. Literally so, Jumper. They are a low-level monster who has awoken true sapience and as much empathy as humans are capable of. Do not mind their dubious and somewhat disturbing origins, they are actually very nice. They are quite shy in crowds, and tend to spiral down the memory lane and into depression when left alone for too long, but they are determined, loving, and ready to support their friend with all they have. That’s you, Jumper.

Their only desire is to love someone and to be loved in turn, mostly in a familial relationship. Try to show yourself worthy of their love and companionship, Jumper, for you will not find a greater support than them in this world.

Fear not, they do have a human form they can assume as a disguise. As for what their true form is, well, I do have a preference for reptiles myself, but it is ultimately your choice.

They have 600CP to use on this document.

Shot Through the Heart (100)

And they're certainly to blame.

Though their looks are yours to decide, this polite and noble archer has an air of royalty to them, Jumper. They'll keep very strongly insisting that they're only a normal adventurer when asked, though it is hard to say whether it is because they don't get jokes and teasing, or because they really *do* have something to hide.

Well, origins matter little in this profession. All you need to know is that this new companion will have your back, and your front, and your flanks, during any and all fights. They see far, and their aim is true.

Just, perhaps try not to comment on the apparent bloodlust and battle craze that seem to overtake them during fights, shattering their decorum to pieces? Some things are best left unanswered, for safety reasons.

They have 600CP to use on this document.

Voice Of The World (Free)

Sometimes, when someone does something really incredible, an announcement resonates throughout the land to praise them and reward them for their legend-worthy feat.

What few know is that the Voice behind that announcement is actually quite smart, capable of some sort of conversation (after a fashion), understanding orders and the feelings of people, as well as being capable of liking people more or less.

You don't know about rewards, Jumper, but if you so wish, the Voice Of The World will accompany you in your travels, as an intangible voice bound to you and your Companions, happily commenting on your actions like a Narrator, until you tell them to stop.

They can't do much more than that, making most Perks and Items useless to them at the moment, but perhaps there would be a way to grant them a real body somewhere else? To make them a *real person*?

Be kind, Jumper, and show some love to an underappreciated hard worker. They would give it back to you, if you gave them the opportunity to.

Drawbacks

(Companions may choose drawbacks of their own, with the exception of those affecting the world at large.)

100CP Tier

Extended Stay (+100 / Variable)

You must stay for 10 more years in this world, Jumper. You may take this drawback as many times as you wish, but **only the first three times** will reward you for it.

Do keep your lifespan in mind, as well as the developments of the world, will you? There is no guarantee that you will survive for centuries… or that your favorite game will.

InFamous Jumper (+100)

People revile you, Jumper. somehow, someway, your actions are blown out of proportion in a way that is certain to net you a whole lot of infamy. Though the matter won't last for very long each time, it will happen strangely often, and always in a way you won't like.

As a consequence, the general impression the world has of you will certainly be sustained for far longer.

Seems Sus (+100)

You start out with a slightly negative reputation with *everyone*. While not enough to make them attack you on sight, it will certainly make your life more difficult until you prove yourself to them.

Stupid Ads (+100)

You may never escape the evils of capitalism, Jumper. Every major settlement is covered in huge signboards with obnoxious ads, and you will never be able to ignore that.

Somehow, nobody else is bothered by it, only you.

Oopsie (+100)

Any method of teleportation and other fast travel systems that you use are slightly off by anywhere between one meter to one kilometer, depending on the distance traveled.

Don't worry, this will never be lethal. This also won't affect anyone else.

Lost in Communication (+100)

Sometimes, your system messages will never reach their intended recipient, instead disappearing into the void. This may also happen to messages others send specifically to you. You will never be aware of when that happens.

Tutorial Daze (+100)

While tutorials are usually optional, you are forced to go through a tutorial that seems to be made to annoy you, Jumper. The NPCs are annoying, the controls are convoluted (only during that part, thankfully), and the combat tutorial is unnecessarily grueling with no payoff.

On the positive side, you will be done with it in about 8 hours. I mean, everyone else would have been done in one, but silver linings, right?

A Skilled Jumper (+100)

You have skills, Jumper. Or rather, Skills. Perhaps even a few powers and special abilities from your past lives?

Regardless, you now exist in a video game… or close enough that it matters. As such, your skills, powers, techniques, and other abilities are now [Skills]. As a gamer, you certainly know what this means, Jumper.

You are forced to yell out the name of all your attacks and active abilities to be allowed to use them, and they are now subject to cooldowns. Silent activations are now unknown to you and you alone. Suffice to say, sneak attacks have just gotten a whole lot harder to pull off.

Better direct yourself away from that rogue-like class and stealth builds, Jumper. Or please, do try to make them work anyway.

200CP Tier

You Are Courting Death! (+200)

You are constantly harassed by idiots wanting to “get revenge” on you for you somehow doing them wrong. They will never stop coming. They won’t be very good at it, though.

I Must Have It (+200)

You are… impulsive, Jumper. when it comes to your rewards, at least. From now on, when you come across a reward that you want, you will go for it without even considering the other options a bit further down the list. The thought simply never will cross your mind.

Halved Potential (+200)

You gain half of the normal experience amount in everything you do. All boosters of such are deactivated, regardless of the source. A simple drawback, but an effective one. The Grind™ calls for you, Jumper. If you wish to survive this world, you better answer.

Inception (+200)

Should this be a normal game, you are stuck in it. Should everyone be stuck in the game, you have just lost access to your Warehouse, though all items which are still stored elsewhere are accessible, as well as your properties.

Do I Look Like a Fucking Clown?! (+200)

Yes. Yes you do. Not only do you look ridiculous, irrespective of your actual outfit, your name sounds equally stupid, and you are forced to introduce yourself with it. Good luck getting people to respect you with that, because not even the **[Xxx_DarkJumperSasuke_xxX]** Perk will help you during your time here.

Late To The Party (+200)

You start playing a full year after everyone else. All the best resources and most secret opportunities were already taken by someone else, by the time you arrive.

Connection Error (+200)

You experience some lag in your connection, be it from mind to machine, or from mind to body. Regardless, your body reacts about half a second after you want it to act. You may be able to counteract this effect in time, but it will remain a constant disadvantage.

How is that a Secret? (+200)

Somehow you find yourself headfirst involved in a conspiracy whenever you get to a new major city. These ‘secret’ societies always somehow pop up and you have to deal with them first before you can accept any other quest here. These societies are never all that strong or as secret as they claim to be, but they are *really* annoying until they are dealt with.

400CP Tier

Banhammer (+400)

You temporarily lost your Perks and powers from other Jumps. You will only get them back after the duration of this Jump.

Don’t worry, they are not ‘lost’ so much as ‘inactive’. If your existence or ‘wholeness’ relied on some Perks being active, you will not be threatened by this loss.

No Anachronisms (+400)

You temporarily lose your Items and properties from other Jumps. This doesn’t affect your Warehouse access, but it does seem rather empty now, doesn't it?

No worry if you add more things in there during this Jump, you will be given some time at the end to reorganize everything as you wish to make sure that space and telefragging will not be a problem.

Shopkeeper Jin's Curse (+400)

All loot you find, steal, or are rewarded with is one rank worse than normal. Good luck getting into the endgame with that.

Thankfully, this doesn't affect what you get from exchanging with other people. Prepare your shopping bags and your wallet, Jumper, they will be needed.

Exclusive Club (+400)

All gear, items, and skills you find from now on have rather high requirements to use, or even higher ones if they already did.

Why, you won't even be able to make use of beginner equipment and basic potions until you level up!

This is only for you, of course. No one else has that problem. Obviously, this supersedes all Perks that would make this problem void.

The Chosen Many (+400)

20% of all participants in the game gain a very powerful talent, on par with at least S rank talents, and 10% of that number have an SSS Rank talent. You are not special anymore, Jumper.

Or at least, not as much.

Realpolitik (+400)

The in-game world has its own complex economic and political system with ever-shifting hidden alliances and secret societies that are often manipulated both by NPCs and players alike, leading to sudden shifts in the power balance which are very hard to keep track of, or indeed discover at all.

Welcome to the Game of Thrones, VRMMO edition, Jumper.

The Sixth Commandment (+400)

"Thou shalt not kill", well it's not exactly that, but you will be unable to profit in any way from killing. You won't be seeing any EXP or items, or indeed any results at all from your solo farming sessions. Better stick in a party with friends, Jumper, or start quest hunting.

Who Needs Variety? (+400)

Four. That is the maximum number of active abilities you may use in any fight. You may never go above said limit, but you can swap your 'moves' every three days.

I'd call this the Pokemon Syndrome, but you are not, in fact, forced to speak your own name in a mockery of language. Silver linings, I guess.

600CP Tier

You Dare?! (+600)

Your temper is very short, Jumper, and your retaliations inversely grander. You feel the need to get back a thousand folds at anyone, *everyone* who so much as looked at you the wrong way.

And no, this is no exaggeration. If someone killed you, you would have no qualms killing them a thousand times over, even if you need to spend weeks of your time doing so.

Teehee (+600)

You are naive, Jumper. One could say that you possess the mind of a child. You will believe anything, anything at all, if it is said by anyone you respect. On top of that, you will easily come to respect someone if they can beat you in a fight or some other kind of competition that matters to you.

I hope you have some very good friends to keep you on the right path, Jumper.

By the way, did you know that it says ‘gullible’ on the ceiling?

Sudden Sexism (+600)

The entire Jump is suffering from a mental shift impressing sexism as a way of the world. Yes, Jumper, this *does* include you.

For the duration of your stay here, everyone believes that women are weaker than men, that they should stay away from fights, and that they have only a place in a household as housekeepers. On the other hand, they all believe that men should fight with honor, take disproportionate actions in revenge, and always try to gain a greater social status at any cost.

This won’t force you to act that way, of course, but you will certainly believe every word of this rhetoric. For the duration of your stay here, Jumper, you are the worst version of yourself.

Heretic! (+600)

There are gods and churches in this world, Jumper.

You know this, because an entire church is after your head for the crime of heresy, and they just won’t, give, *up*. Good luck.

Completionist (+600)

Whatever happened to this world, it started as a game, and games are meant to have a main, long, and convoluted story with an equally complex yet satisfying end.

You *must* see that end, Jumper, or you won't be allowed to leave. Now go make history and beat an MMO.

Dark Jumper (+600)

It's you, Jumper. The true Boss of this world. Your dark self is an enemy who starts as powerful as you are, a perfect mirror of your powers and equipment, and *hates* you beyond anything.

You are coming for yourself, Jumper. *Run*.

Re: Monster - Jumper Edition (+600)

You are not human, Jumper. In fact, you start out as a beginner monster like a slime or wolf. Not only does that mean that the game world has become your permanent reality, if this was not already the case, this will also make NPCs and players alike view you as a possible familiar at best, and a source of EXP at worst.

Good luck using most if not all regular Items as well, as these were designed for human use. Perhaps there might be a way for a monster to take on a human form? Though, if there is, your Perks will not help you with that.

The Perfect Run (+600)

You need to make every move count, Jumper. There must be no mistakes, for any of them may lead to your death.

You only have one life, if you lose it, you will be dead for good. It will mean the end of your life and your JumpChain. Oh, and your 1-Ups or equivalents? Those don't work anymore. When that HP bar reaches zero, nothing will save you or bring you back.

Welcome to the Jump, SAO Edition, Jumper. Be thankful that I don't make this the Abridged version on top of it all.

The End

Restart

Sometimes, the game is just *that* good. Why leave, when you have everything you want here? Start a new save file, Jumper, within this wonderful world.

Shutdown

It is time to end this run. You have played for long enough, Jumper. The JumpChain sends you off, and your home welcomes you back.

New Game

You continue on to your next Jump. The real game hasn't ended yet.

Notes

Jump Details

- The Voice Of The World may not take Drawbacks until they have a body, which would normally be at their next importation into a Jump, unless you already have something for it.
- Dark Jumper has all of the powers and items you currently have, including your 1-Ups, and knows how to use them as well as you do. The moment you arrive in the Jump, you are perfect equals. That may not remain the case.
- Dark Jumper may not be romanced or otherwise stopped from trying to kill you.
    - Addendum: Dark Jumper *may* be romanced, but they'll still try to kill you.
- Companions are *very loosely* based on:
    - Nico Robin (One Piece)
    - Every cat girl ever
    - Elden John (Max0r's elden ring protagonist)
    - Vee (The Owl House)
    - The Bowmaster (Teh Lurd of Teh Reings videos) / Every kendo-using character ever.

Talent Examples

Enhancement

- The user can enhance items using points, giving them powerful bonus attributes and special effects.
- Each successive enhancement takes 10 times more points than the last
    - The price of enhancement depends on the rank of the item. It costs 1 point to perform the first enhancement of an item of the lowest rank, and ten times more points for each rank after that.
- The user gains points by killing beings.
    - The more powerful, the more points earned. The amount of points gained is equal to the level of the being, multiplied by ten for each successive monster rank after the lowest.
- The results of an enhancement will be appropriate for the item: more powerful effects for consumables, more defense for clothes, more damage or additional sources of damage for weapons, …
- Enhancements cannot fail

Hidden Information Reveal

- The user can see a lot of information about something you look at
- Granted information will contain, where applicable, class, attributes, usage, potential, level, a short description of history, energy levels, and secrets that shouldn't be known by anyone relating to the target.
- The granted information will indicate a set of steps to accomplish to gain benefits from the target, if applicable.
- Random information alerts may pop up when the user is close to a secret, asking for an answer about something, or about to make an uninformed decision.
- The granted information will be concise and not tell *everything*, but it will tell a lot that no one should know about.

Infinite Ultimate

- The user gains access to a single Ultimate Skill at random every 24 hours, only for 24 hours. Takes into account all ultimate skills from all beings in the universe, but there is a higher chance that the most powerful ones will be selected.
- Received skills still utilize the user's attributes to function.
- The user gains temporary access to the Ultimate Skills of all beings within their line of sight, for up to 10 seconds out of combat, or for the entire battle.
- The user can use all Ultimate Skills they possess freely with no cost, cooldown, or restrictions of any kind (including class or attribute restrictions)
- The user can only obtain one ultimate skill from the same being every 24 hours.

Unlimited Buff

- All buffs and boosting effects received by the user from any source have an unlimited duration.
- Buffs with the same name will replace existing buffs if they have more powerful effects.
- All buffs can still be dispelled by various means, such as enemy skills or death, unless prevented somehow.
- Many buffs with the same effect can be stacked if they have different names, mainly this includes a lot of unique buffs from different class skills and equipment that have the same effects, but specific names.
- Absolute buffs with a very short duration, such as a tank's invincibility skills, or a "one-shot" kind of passive effect, such as a shield that absorb a pacific amount of damage, will go down as expected after they are used up (received an attack / received X amount of damage), but they will reactivate at full power after 60 seconds, as if they had just been cast on the user again.

Blood Devour

- After killing a creature unit, the user immediately and permanently receives 1% of the opponent's basic HP and 1% of their HP recovery speed.
- This effect has no upper limit
- Does not include HP values modified with buff effects
- Does not include summoned creatures

Extreme Growth

- The user receives 10 times as much experience for level and skills growth.
- The user has an infinite amount of class slots.
- The number of attribute and skill points earned is multiplied by the number of classes.
- Skills requirements for learning and usage are ignored.

Sources of inspiration

Some of them, in any case. Can't find the others, and there are too many besides.

Online Game: I Began By Enhancing Endlessly With My SSS Rank Talent

Online Game: My Health Point Has No Limits

Online Game: I Can Use Ultimate Skills Infinitely

Online Game: Unlimited Buff Talent From The Beginning

MMORPG: I Can See Hidden Information

Changelog

Version 1.6

- Fixed formatting
- Fixed some grammar and rephrased a few things
- Added the **[Danger Noodle]** and **[Shot Through the Heart]** companions

Version 1.5

- Small grammar fixes and more verbose.
- Added the Drawbacks **[A Skilled Jumper]**, **[How Is That A Secret?]**, **[Who Needs Variety?]**, and **[The Perfect Run]**.
- Renamed the drawback **[Anachronism]** into **[No Anachronisms]**.

Version 1.4

- Small grammar fixes.

Version 1.3

- Nerfed **[Requirement = Jumper]** to keep abilities and items relatively close to your power level.

Version 1.2

- Nerfed the **[Player J Enters the Game]** Perk to work as potential instead of as an instantaneous power up.

Version 1.1

- One more drawback per Tier because anonymous people are fountains of ideas.
- Clarified the **[Player J Enters the Game]** Perk

Version 1.0

- Made a Jump