Living In This World With Cut & Paste

By Complex_Ad_5944

A world where God will grant abilities called Skills to those who come of age. The protagonist, bestowed with two skills, uses them and rises to an existence called a hero.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP. Use them as you like.

Location and Time

You appear in the Angustia Capital, in the same place where the MC received their Skills. You will enter this jump at the exact moment the MC arrives in the city to receive their Skills.

Gender and Age

Choose the gender and age you want.

Origin

Your default race will be human, unless you purchase the Demon Perk.

The One with Potential (+100 CP)

The classic Drop-In option. You have no memories or family in this world, you're just a person trying to live day to day, but if you strive, you can become an important figure in this world.

The One who is Chosen (Free)

You possess all the characteristics of a main character or a significant supporting character. Talented and from a respected background. Your role in this world is crucial, taking the place of the hero or a key figure fighting alongside them.

The One with Power (100 CP)

You are someone at the pinnacle of power, or you are a few steps below. You don't have to strive for power because you already have it. Resources, power that makes the weakest tremble—you're at the top.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

System (Free/100 CP)
The classic system, stats, levels, and Skills. You'll also have stats like Strength, Magic Power, Dexterity, Agility, and so on. As you level up, all your stats will increase. Even your skills will have levels, becoming more powerful and versatile as they increase. Another feature is that any monster you defeat will drop items such as materials for crafting potions, weapons, and other valuable objects like magic stones.
It's free to use only on this jump, but for an extra 100 CP, you can use it on future jumps and share it with Companions and Followers.

Timing (100 CP)
No matter how long it takes or how many obstacles you have to overcome, you'll never be too late to save someone or prevent a horrible act from being committed against them. Like the classic main character of a shonen anime, you always arrive just in time, preventing a tragedy.
Keep in mind that this only allows you to arrive on time; if you don't have the power or the means to save them, this won't be of much use.

X10 Experience (200 CP)
You gain ten times the experience points to level up or improve your skills. This includes all allies within 100 meters of you.
Post-Jump, any training, learning, etc., will take only one-tenth the time to master and understand.

Blessing (400 CP)
You were blessed by a sacred beast, granting you the ability to communicate mentally with this being regardless of distance. This is not only having a friend to talk to, but also a powerful ally who will help you when you need it (provided your goals do not harm it or bring imbalance to the world).
Post-Jump, you can choose to be blessed by a god or an equivalent being, gaining benefits such as power, knowledge, and so on. To avoid any misunderstanding, these blessings will not harm you or turn you into a horrifying being (unless you wish it to). But keep in mind that it is not a good idea to be antagonistic toward that being; at the very least, try to respect it and not harm it.

Singularity (600 CP)
Singularities are beings that transcend mortal limits, surpassing even the average summoned. To begin with, you are immune to any type of instant-kill ability, mind control, reality manipulation, hax, and anything else that results in instant defeat.

Another advantage is that you are not limited in how powerful you become; even your powers and perks have room to grow.
Finally, you are not limited to choosing up to four skills, allowing you to purchase as many as your budget permits.

The One with Potential

Love by Everyone (100 CP)
People tend to have a very good impression of you, feeling affection, familiarity, or friendship towards you. This feeling can evolve and strengthen to the point where they consider you part of their cherished family, someone they deeply respect, or even fall completely in love with you.
But be careful; if you display ungrateful behavior or antagonize them, this effect will not work. This also does not apply to people who are your enemies or completely apathetic people.

Special Reward (200 CP)
It's not common for you to receive a reward greater than agreed upon, but you're a special case. Any job, mission, or anything that warrants payment, a gift, or a reward will be double or triple the usual amount or what they originally intended to give you. This isn't limited to money; it could also include more powerful objects, blessings from divine beings, and so on, as long as these are beneficial to you and there's no intention to harm you.

Resurrection (400 CP)
Thanks to the Sacred Tree, the MC was revived from certain death, and like him, you'll have the same luck when you're killed. The classic 1-Up that you can use once per jump or every ten years.

The Hope of the World (600 CP)
There's something about you that draws people in, as if you were a chosen hero destined to etch your name in history, the world's hope. Your mere presence is enough to boost the morale of those around you—subordinates, allies, and superiors alike. Winning allies comes easily to you, regardless of species, culture, or social class. They see you as someone to follow or a valuable ally in whom they place their complete trust. You command the loyalty and respect of everyone, from ordinary people to powerful beings like Sacred Beasts or Heroes summoned from another world.

The One who is Chosen

Pretty Face (100 CP)
You are a true beauty, at least a 9/10 in appearance. You can choose what kind of beauty you want: modest, intellectual, one that highlights your masculinity or femininity, etc. It's your choice.

Well, I Believe You (200 CP)
As long as you tell the truth, people (even your enemies) will believe you, no matter how absurd it sounds. It doesn't matter if you don't have physical proof to back you up or if what you say sounds ridiculous; if you convey it with complete honesty and without twisting the truth to suit your own purposes, they will believe you.

Royal (400 CP)
You're not just a commoner; you belong to the royal family. You don't hold a position as important as being the heir to the throne or have significant standing to compete for it, but you do have all the benefits of royal lineage, without some of its disadvantages, like being in a forced marriage.
The best thing about this Perk is that nobles, especially royalty, practice eugenics to make their offspring more powerful, so you benefit from this. You gain 400 extra SP in the Skill section.
Post-Jump, depending on the race or unique ability of the family you're born into, you'll be far above average, being an extremely talented purebred, the result of selective breeding. For example, if you're a Saiyan, you'll be at Vegeta's level before he met Goku.

Hero (600 CP)
You are not an inhabitant of this world; you are a being summoned from another world through a hero summoning technique. Summoned heroes have advantages over the natives of this world, such as being able to gain a Unique or Heroic Skill, which are very powerful. They are also more powerful than average, possessing magical power and physical abilities on par with a demon.
If you wish, you can be a descendant of a hero and have all the benefits of this Perk.

The One with Power

Forbidden Technique (100 CP)
The summoning of heroes from another world is one of the most powerful and unethical techniques in existence. It allows you to summon one or more heroes, depending on the number of people you sacrifice and their quality (race, skill, etc.). The summoned heroes will inherit some of the techniques of the people you sacrificed, including those unique to their race or families (like the Sharingan of the Uchiha clan).
The summoned heroes will not become your slaves, so you will have to find an alternative way to bring them under your control.

Ready for Round Two (200 CP)
As long as your chances of escaping are at least 10%, you can escape any opponent, even if you're only a few meters away and surrounded. So, if you're not confident you can defeat them during your fight, you can escape and try again next time, but only if that possibility is within reach.

Demon (400 CP)
Demons are a powerful race with power surpassing that of any intelligent race, far superior in both magic and physical strength. Although their numbers are few, a single demon can destroy an entire city. And you are a demon capable of such a feat.
As an added bonus, you have the ability to create labyrinths or dungeons. This involves using the magical power of the world to transform a given location into a dungeon inhabited by many monsters of different species, regardless of their natural habitat, as the labyrinth or dungeon adapts to them. Upon destruction, they will reappear, requiring a 24-hour waiting period. All of this is achieved through the use of the world's magical power, with the dungeons considered parasites that drain magical power to exist. You can create as many dungeons and labyrinths as you wish, but it will take time, as you will also have to find the monsters and imprison them within these dungeons.

Corruption (600 CP)
You can grant a portion of your power to others and form a bond of subordination, allowing you to control them at will if you so desire. This power you lend is not lost; you can reclaim it by breaking the bond, which you can do at any time.
This ability is so potent that you can even corrupt enemies to subdue them and turn them into your loyal subordinates. However, as a prerequisite, you must defeat them to weaken them enough to be corrupted.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.
You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Welcome Package (Free)
Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, an adventurer's card or its equivalent, a week's supply of rations and drinking water, and finally, the equivalent of $10,000 to survive. Consider it a gift from me.

Guild Card (100 CP)
A guild card officially makes you a registered adventurer. It contains your adventurer rank, personal information such as name, age, and gender, among other details. You can use this ID card to travel to other kingdoms, as well as a debit card for making purchases.
Post-Jump will have similar functions regardless of your location.

Labyrinth (200 CP)
A labyrinth filled with monsters, some as powerful as a King-class monster. The monsters cannot escape the labyrinth, making it an excellent place to level up. When you kill a monster, it will respawn after 24 hours. The labyrinth is divided into zones, ranging from weakest to most powerful monsters, with the latter located farther from the entrance. The weaker the monster, the closer it will be to the entrance. Occasionally, monsters killed will drop items.

Yggdrasil (400 CP)
A gigantic tree whose function is to nourish and provide the world with magical power, allowing people to use their Skill. This tree will not only provide magical power, but will also give vitality to the world, cleansing it of impurities such as harmful gas pollution, excessive radioactive contamination, or any threat that endangers the habitat of living beings, transforming the most sterile and uninhabitable world into one that is completely habitable and safe.
The tree will also aid the growth of plant life, influencing it so that fruits and crops are healthy and flavorful.

Temple (600 CP)
This temple is very special, a place where people receive their Skills. This place will grant Skills to any followers you have, but not to you or your companions. The number of Skills granted to each person ranges from 1 to 4. The minimum age to receive Skills is 15.

Keep in mind that it will not grant Unique, Heroic, or Cheat Skills. Also, Skills function thanks to magical power, so if the users do not have magical power or something equivalent, they will not work.

The One with Potential

Bag (100 CP)
A magical leather bag that can store up to 10 tons of weight in an isolated space. Time stands still inside, so you can leave a fresh vegetable inside for years, and when you take it out, it will be exactly as you put it in. You can retrieve objects simply by thinking about them.

Healing Bath (200 CP)
A bathtub imbued with magic that cures any wound or status effect (including curses) when bathing in it. Up to six people can comfortably use the tub. It requires no cleaning, and the water purifies itself, so you won't need to clean or change it.

Clan House (400 CP)
A large, three-story building, serving as the base of your clan. The first floor will house the reception hall for guests and clients, along with other amenities. The second floor will contain the strategic meeting room for members, as well as other offices for the private use of clan members. The third floor will contain the clan members' quarters, along with other amenities such as common rooms, among other things.
The building will be automatically maintained, cleaned, and repaired thanks to the magic infused within it, and will have all the comforts to satisfy even the most demanding individual. The number of rooms and floors will increase as more members register in your clan.

Weapon from father (600 CP)
A powerful Supreme Tier weapon. This weapon (of your choosing) has the elemental attribute of your choice, as well as being indestructible. As a special feature, it is effective (deals triple damage) against a specific race of your choice. It also has the special trait of only dealing critical damage, so it will do more damage than normal.

The One who is Chosen

Stylish Clothes (100 CP)
A stylish outfit that will fit you perfectly, giving you the aura of someone important (be it a nobleman, adventurer, etc.) and making you stand out from the crowd.
The clothes are imbued with magic to fit you perfectly and prevent any dirt or stains.

Flower of Hope (200 CP)
A 50-square-meter field where Flowers of Hope grow, the main ingredient in potions and healing medicines. The field will be protected by a magical barrier so that only you and those

you authorize can enter, and the same magic will provide the flowers with nutrients and everything necessary for them to grow without difficulty.

Training Gear (400 CP)
A complete set for your chosen class (archer, mage, swordsman, etc.) tailored to your combat style or specialization. Initially, this equipment will have no special qualities as it's for training purposes, but its growth adapts to you and your fighting style. As you become stronger, the equipment will grow to match your level, adapting to you and your specialization, even unlocking abilities that suit your combat style or role. If you strive to become stronger, it can even surpass items considered legendary weapons. It requires no maintenance, and the weapon in the set will be indestructible.

Castle (600 CP)
A grand castle. The castle is equipped with every comfort that even a king would envy. The castle has everything: a throne room, your bedroom, a room for distinguished guests, your servants' quarters, dungeons to imprison your enemies, and more.
The castle is protected by a magical barrier to detect intruders, as well as for its maintenance and repair. You will have the necessary staff to serve and protect you, acting as your followers, but don't expect superpowers; their abilities will be on par with any staff in a king's castle.

The One with Power

Hiding Place (100 CP)
A secret, well-hidden place where you can take refuge from your enemies (or hide your belongings). This location is in a remote and isolated area, but free of monsters for your safety. It also features several detection spells to identify intruders.

Map (200 CP)
A world map showing your location, with a precise design of different countries or kingdoms, as well as other geographical locations. The map will also have accurate topographical information, including details about each marked location. Very useful for generals who want to use enemy territory to their advantage or detect weak points for invasion.

Subjugation Collar (400 CP)
Six slave collars that can affect any being the owner has touched with the collar. The collar turns its wearer into a slave who follows any order of their master (the owner of the collar), even if they are unconscious while under its influence.
To remove the collar, you will need the owner's permission, use spatial magic to separate it from the victim's neck, or be so powerful that such magic has no effect on you (post-jump, being more powerful than the jumper would be enough).

Monster Army (600 CP)
Your loyal army of 100,000 monsters, ready to obey your commands and give their lives for you. This group is mostly composed of weak monsters, some of which are on par with Rank D and C adventurers, but it also includes a minority that are on par with Rank B and A

adventurers, posing a threat of General Rank. All of these will be commanded by a King Rank, who will be your spokesperson and direct subordinate.
All monsters count as followers; you can choose the species of each monster, thus forming a mixed army or an army of a single species.

Skill Section

Each person receives a Skill in an age-appropriate ceremony upon turning 15. Skills can be the same as or similar to those of their parents, or they can be different. There are different types of Skills, including combat, support, profession, etc. The maximum number of Skills a person can have is up to 4, although there are exceptions, but we will set this limit in this section unless you have purchased a Perk or you are a special case, as indicated in this document. Have 1000 SP (Skill Points). You can convert CP to SP at a 1:2 ratio, but not vice versa.

Type

In this section, you will choose the type of Skill you want.

Combat (200 SP)

Combat-oriented skills can include martial arts or weapons handling. These rely on magic for their use, but are more techniques than magic itself. While most are for close-range combat, there are also mid-range and long-range skills (such as archery).

Profession (Free)

Professions are traditional jobs. These can vary, such as craftsperson, blacksmith, cook, etc. There's not much to say except that they are useful for obtaining lower-risk employment.

Support (100 SP)

These skills are the type that increase a person's stats. They boost stats like Strength or Agility, for example, as well as senses like Smell. While useful on their own, their full potential can be unlocked by combining them with other types of skills.

Magic (200 SP)

These skills are classic magic. There is a wide variety, such as healing, elemental, and taming magic, among others. Of all the skills, these are the least common.

Other (100 SP)

These are skills that don't fit into any of the previous categories, such as Intuition, Judgment, Reflexes, etc. They are more supportive and don't directly affect your stats; instead, they are skills that can help you in combat or in your profession. You can also find Skills such as regeneration, intimidation, etc.

Tier

Each skill, except in special cases, is divided into different tiers, from lowest to highest: Low-Medium-High-Extreme-Holy. The first tier (Low) is free, but as you progress, the cost

will increase by 100 SP, 200 SP, 300 SP, and 400 SP. It's not cumulative, so buy the tier that interests you.

Special

Here are the most powerful Skills. You won't need to have purchased anything in the previous sections to access these, so consider it a separate category. These Skills are powerful and unique, and their users include Heroes, Mighty Demons, King-Class Monsters, and Holy Beasts. However, in some cases, you will need to meet certain requirements to purchase these.

Unique Skill (500 SP)

Unique skills are abilities possessed by only one user in the world, possessing immense power and versatility. These skills can be passed down to offspring, but they will be slightly diminished versions of the original. Among the known skills are Gravity Magic, Ice Magic, Space-Time Magic (which allows you to teleport yourself and others to different locations; you can apply it to objects and people, with both long and short ranges), Sacred Tree Control Magic (allowing you to control the roots of the Sacred Tree regardless of your location, making it a versatile magic), Hyper Reaction (which allows you to see everything around you in slow motion) and so on. These skills are essentially above the Holy Tier.

Heroic Skill (600 SP - Only if you purchase “Hero” Perk)

These Skills are those received by Heroes summoned from other worlds. They are superior to Unique Skills. Among these Skills we can find Resurrection, which allows the resurrection of the dead as long as there is a body (regardless of its state, whether fresh or just bones), and Holy Sword, which allows the user to create a holy sword with its attributes, regardless of anything it touches, even a weak branch.

Cheat Skill (800 SP - Only Jumper)

These skills are on another level, so powerful that they're already considered cheating. If you purchased the Perk “Demon”, you can choose one for free (except Cut and Paste). List some examples, such as:

Undo
You can undo the change state before it was changed. Basically, it's about returning anything or anything to its original state. For example, someone who's dead can be brought back to life, someone who's lost their abilities can regain them (by creating copies of them, the originals being the ones they lost). You can even undo injuries you've sustained (but not death).
You can even restore things, people, or beings to their original state, such as returning a person to their original state before they obtained their Skill.

Judgment - Eye of the God
You can see all the information about people, things, or beings. Their skills, statistics, information, etc., are all there. Nothing escapes you, even if they have skills or other means

to hide their information; you can see them without any problems. You can even see the truth about things and the world; nothing escapes you.
As an added bonus, you can see the future, such as predicting your opponent's movements with clarity and precision. This vision can extend up to 5 minutes into the future.

Cut and Paste (Discount to “The One with Potential” Origin)
A very powerful ability, it allows you to instantly steal any Skills from people, objects, and beings, and grant them to other people or objects, including yourself. It works by cutting the Skill of the target or yourself, then using Paste on yourself or another target, all instantaneously and without restriction.
Besides stealing and giving Skills, you can store them in a special space for later use, whenever you want.
But this ability can also be used separately, allowing you to use Cut to cut anything, and Paste to join or glue anything, whether physical objects, intangible things, or concepts. You can do anything from gluing a person's foot to the ground to restrict them, to cutting magic to pieces.
The range of this Skill is limited only by your vision or senses.

Time Manipulation
This skill allows you to rewind time by 10 seconds, allowing you to recall everything that happened during that time. It also allows you to stop time for 10 seconds. Unlike the original from the series, there is no cooldown or range limit for using this skill; the only limitation is your magic power (like all skills that depend on magic power).

Instant Death
A skill that instantly kills or destroys the target struck by a kind of miasma you summon. This miasma takes the form of a ghost, which will pursue the target to deliver an instant death. The only limitation is that if the miasma touches something else before reaching the target, such as a spell or object, it will kill or destroy whatever it touches first. Therefore, despite being a powerful skill, it can be avoided.

Companions

Import (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into a friendship. They will receive 300 CP to spend on this document.

My Exclusive Receptionist (100 CP)
Your personal receptionist will manage all your tasks and paperwork as an adventurer—something like your own exclusive salesperson or personal agent. If you're not an adventurer, you'll have a personal secretary who will handle all your commitments and help you organize your schedule. You can customize their appearance and personality to your liking. This person is completely loyal to you. This person gains 200 SP.

My Pet Companion (200 CP - free if you buy skill tamer)
A monster you can use as your mount or combat companion. You can choose from different classes, such as Orcs, Wolves, or even a dragon, as long as they aren't too powerful—level 50 or with a power level similar to an A-Rank adventurer.
You can customize their appearance and personality to your liking. This person is completely loyal to you. It will have 400 SP to use for its skills

My Powerful Husbandu/Waifu (400 CP)
Your partner, the one who will be with you through thick and thin. Includes the “Pretty Face” and “The System” perks for free, as well as the “Stylish Clothes” and “Top Tier Equipment” items. As a bonus, they will have 1000 SP to customize their skills.
You can customize their appearance and personality to your liking. This person is completely loyal to you.

Sacred Beast (600 CP)
One of the powerful sacred beasts that exists in this world. You can choose a canonical one, like Fenrir, a silver wolf with the ability to control gravity, or Juggernaut, a gigantic, shining dragon that commands dragons. Or you can choose Ymir, the ruler of the earth, a colossal humanoid being that can control the earth and destroy an entire army with ease. These beings are at level 160, a very high level that surpasses what a mortal could achieve, even those summoned from another world.
If you wish, you can create your own sacred beast and give it an elemental or other power (it's good to be creative, but don't overdo it). It will have 1200 SP to use for its skills. As a bonus, it will have the Intimidation skill, allowing it to inflict a fear status on lower-level beings. Furthermore, it is not limited to having 4 skills.
You can customize their appearance and personality to your liking. This person is completely loyal to you.

DRAWBACKS

You may take any number of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, games or novels that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Popular Guys Should Die (+100 CP)
It doesn't matter if you have a harem or are surrounded by beautiful people but aren't in a relationship; people will be envious of you and take it out on you. It won't be anything as extreme as picking fights or hurting you, but rather passive-aggressive behavior like insulting you, treating you disrespectfully, or refusing to help you when you need it.
To be clear, this won't happen with everyone, but it will happen with people more prone to envy because of the situation, like someone who has a crush on your partner.

Is Mine (+200 CP)
People are incredibly jealous of you, so much so that, whether it's an object or a person, they'll invent an excuse and challenge you, betting the aforementioned object as the prize. Be prepared to get involved in these problematic situations at least once a month, with the risk of losing it**.**

Bullies (+200 CP)
It might be your face or your attitude, but people with bad intentions will want to use you as a punching bag and steal your things. Be prepared to have to fight (defend yourself) against arrogant, bully types who think they're superior to everyone else. It's not that everyone is looking for a fight with you, just people with trashy or vile personalities.

Dangerous Monsters (+400 CP)
You're a monster magnet, and not just for regular monsters, but also for general and King-class monsters. These latter ones are calamity class, capable of destroying a kingdom if they organize.
During your stay, you'll have to deal with these monsters; even every time you leave a city or village, these types will be outside waiting to kill you. If you think that taking refuge in civilization will be your salvation, that won't be the case, because if you don't leave a place for a month, a large number of monsters will invade the city or village where you are.

Hero Complex/Villain Complex (+400 CP)
You have a problematic, jumping complex. You can choose between having a hero complex, being a defender of the weak and always fighting against evil or injustice, or being a vile villain, committing immoral acts to achieve your goals, regardless of whether you massacre innocents in the process.
Whichever option you choose, it won't be so extreme, so you're not on a crusade to eliminate evil or taking on the role of a psychopath, senselessly killing everyone. You'll only act when the situation warrants it (like saving people close to you, people you know, or people you saw being mistreated or in danger). Similarly, if you're a villain, it will only be if there's a justification, like obtaining a powerful object or eliminating an enemy.
Keep in mind that you're not limited to one personality type, so you can be a vigilante fighting against injustice, or a mastermind using the laws (the system) to your advantage to gain benefits, no matter how unjust the system is.

Demon Invasion (+600 CP)
Demons are a powerful race, and unfortunately, they see you as an enemy. These creatures know your nature as a jumper and perceive you as a threat, to the point that they prioritize eliminating you before draining all the magic from the World Tree.
We're talking about powerful beings with deceptive abilities like time manipulation, instant death, and other problematic powers.
The worst part is that these creatures have ways to control monsters, both general-class and King-class, allowing them to easily invade a kingdom.
Your job is to eliminate them or negotiate with them to avoid being killed, though that will be a difficult task because they see you more as a natural disaster than a person.

Power Loss (+600 CP)
Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Special thanks to L “Blackscorp98”, Антон Соколов and everyone for fixing my grammar and helping me make this jump.