Overgeared



The year is 2050 and an extremely popular VR game called Satisfy has just been released. The entire game is created and controlled by the extremely advanced AI Morpheus to give the players as much of a realistic experience as possible. The main character Grid is a poor, greedy and selfish asshole who mostly wishes to make a living inside this game until he eventually matures. You will be staying in this world for the next 10 years and you get to choose your starting age and gender.

You have +1000CP to play around with.

Origin:

Drop-In: The usual Drop-In option, you are simply dropped in the real world and connect to Satisfy through a capsule. You will be provided with an ID-Card, an average apartment and a high-tier capsule. You will still need to figure out how to feed yourself. Optionally you may get fitting memories from before you were inserted.

Local: Instead of being a player and living in the real world you are a resident of Satisfy and what others would think is an NPC, except you aren't controlled by Morpheus. You will be provided with a small house and enough gold to last you a month. Optionally you may get fitting memories from before you were inserted.

Outsider: A group of beings from outside the world of Satisfy yet still within the simulation, this group can be called things like cultivators, living for thousands of years in search of ever greater power. How and why they came to the world of Satisfy remains a mystery though it pertains to the God of Wisdom Judar and the increasing quality of items throughout the world. You will be given enough supplies to keep you going for a month. Optionally you may get fitting memories from before you were inserted.

Archetypes:

Archetypes determine what kind of build you're going for and for the purpose of this jump this determines what classes and perks you can discount.

Warrior: This is the close-range option and contains several types of fighting styles. You automatically learn how to use either one type of weapon or one real world fighting style.

Archer: Despite being called an archer this is not necessarily restricted to using bows. Any type of ranged weaponry belongs here so guns are fine but rare in this world.

Magician: This is for those seeking power in the mystical force called magic. There is a large variety of effects magic can accomplish but nothing is beyond your grasp.

Devout - With the existence of gods it is no surprise that religion holds great power in the world. This is for priests of large religions or simply followers of indigenous gods.

Craftsman: When you think of craftsmen you usually think about blacksmiths but any type of creator fits in here such as tailors, chefs or artists.

Other: Anything that doesn't fit in with any other archetype such as diplomats, musicians or orators. They are usually non-combative but are necessary for the world to go around.

Race:

Free - Human - The standard race in Satisfy, most players and NPCs are humans with most kingdoms and empires across both main continents being made and ruled by humans. Humans are generally decent at everything, an all-rounder race.

100CP - Dwarf - The dwarves are good at making anything due to their natural dexterity and aesthetics. The hammers in their hands are a sacred tool. The dwarves are not a race that focuses on combat. Only a handful of them are warriors and they protect the royal castle. The dwarf's obsession transcends death - the saying is not an exaggeration at all, but instead grounded in reality. The dwarves' life expectancy is only three times that of Humans, but there were some dwarves who lived longer than Elves. It is because they could not die until they completed their work... It is a case of surviving and exceeding the limits of life. They forget to die while making items. The dwarves secret technique is creating an ego in an object, essentially giving it a soul.

200CP - Twilight Orc - Twilight Orcs - are the strongest and most honorable orc tribes. They have high intelligence and skills, physical abilities which surpass those of the human species. The twilight orcs can understand human language and have their own blacksmiths. Orcs gain a higher stamina and strength multiplier than humans every 100 levels meaning they make good strength and tank builds.

200CP - Water Clan People - The Water Clan is a race of aquatic beings that lived in the Siren Kingdom. The Water Clan's physical characteristics were very similar to humans. They looked like humans apart from the gills on their shoulders and arms, as well as the sparkling scales on their thighs. It was easy to think of them as humans who could live in water. However, their strength and magic power were several times higher than normal humans and the possibility of development was high. If they didn't have the fatal weakness of low fertility and not being able to live long on land, they would’ve built a civilization that would’ve surpassed humanity.

200CP - Demonkin - The common demonkin were surprisingly good people. Some men had horns on their foreheads, while some women had purple skin. They didn’t look strong, but it was hard to see them as humans. They did not have a good relationship with the elves who wanted to keep the balance of the world. The demonkin on average has a much higher potential than humans and can specialize in things just as well as humans. They can be seen as just better humans that live in hell.

300CP - Vampire - Vampires are sensitive to the smell of blood and light, and have excellent ability to read facial expressions. Their main skills are dark magic and the evasion of other attributes to disable attacks apart from the divine attribute. As an alternative to human blood, vampires can drink elixirs. A human who gets their blood sucked out dies or becomes a vampire. The entire vampire species suffers from the Curse of Sloth making them tired and forcing them to sleep most of the time. Their stats are superior to humans in every way.

300CP - Evil Eyes - A powerful demonkin race notorious for their cute SD form and their bizarre varieties of evil eye skills randomly given at birth, their race's name sake. The evil eyes are also notorious for their innate chuunibyou mindset that creep and annoy any intelligent species, causing the evil eyes to become banished from Hell. The trigger of the evil eye was the 'owner of the evil eye looking at the target.' Even if he didn't see the target's eyes, the opponent was seen by the owner of the evil eye. The higher ranked status the evil eyes demonkin, the more potent and stronger the evil eye skill the individual carries, with even the Evil Eyes' King being powerful enough to stall Great Demons.

400CP - Doppelganger - An almost extinct race, they have the capability to copy any targets entire build but only with 33% effectiveness, they are also limited in that they must be close in level to the target they want to copy, unless they already possess great knowledge of the target in question like if they have been thought by the target how to properly be like them, they also can't properly recreate equipment, only pale imitations made of their own flesh.. Nevertheless they are among the most versatile of races.

400CP - Giant - The Giants were the greatest craftsmen in ancient times but have since gone nearly extinct thanks to dragons with only two known giants left alive. Giants have greater strength but lower mobility than humans but their main strength is their minds, while the dwarves focus on blacksmithing as their craft the giants favored science having spawned several legendary scientists through history. As a giant you will have a greater affinity to the scientific arts like engineering though expect to turn many heads coming from a race thought extinct.

400CP - Elf - Elfs are a pure race living deep in the untouched forests of the world. They have a great affinity for contracting with elemental spirits and have strength great enough to conquer half of the west continent despite their low population. They also pick up magic with ease and are naturally good with bows.

500CP - Half Draconian - The Half Draconians are a mixed-breed born from the Evil Dragon Bunhelier and a human. This means that the blood of a real Dragon flows through the bodies of the Half Draconians. The appearance of a Half Draconian is the same as a Human but it is different when they take off their clothes. There are scales covering every important part. Their scales can't be cut with the ordinary sword techniques. This is why a Draconian Transformation is terrifying. The moment they transform, their whole body, with the exception of their face, is covered with scales, turning their whole body into a weapon. As a Draconian your claws ignore your opponents defense, your wings have the speed of the wind, your breath incapacitates targets and your scales ignore magic attacks.

500CP - Direct Descendant Vampire - The descendants of the 3rd Great Demon Beriache are the first of the vampires and have much greater strength than normal vampires with greater control of their blood magic though in exchange they are more affected by the Curse of Sloth and need to sleep at least 20 hours per day. If you manage to overcome the curse however you will be one of the most powerful beings on the continent.

600CP - Half God - Half Gods are usually humans who have been granted divinity by a God of the Beginning like the Seven Malignant Saints or to be created with the blood of a god like

the Yangbans. Half Gods enjoy greater heightened stats compared to mortal races like humans and have an indefinite lifespan.

600CP - Great Demon - Demons are the inhabitants of Hell and the Great Demons are the rulers of their individual hell. There are 33 levels in Hell all being ruled by a Great Demon, when you buy this you will become the ruler of a hell in the 30s or 20s. If you wish to rule hells further up in the chain you must kill its previous ruler. All Great Demons have excellent control of Demonic Energy as well as their own individual strengths like illusions or lies.

600CP - Archangel - Angels are artificial beings created by the Gods of Asgard with the souls of deceased Legends making them great combatants. Angels can form the Trinity by having two other Angels with them, explosively increasing the power of all three. They are a winged race capable of flight.

800CP - God - A god can be created in one of two ways, they can be created by a God of the Beginning to embody a concept like war or blacksmithing or they can be mortals achieving divinity through their actions gaining reverence from the people. You are a God created through worship, choose a concept to embody like fishing or slaughter. Remember that your concept will heavily influence your capabilities and restrictions. You start at the level of a newly born God meaning you haven't built up much divinity yet.

1000CP - Dragon - The strongest race of beings in Satisfy, their strength is absolute and they have a godlike control of mana, the ability to establish rules on the world using Dragon Words and have an Absolute Defense that reduces attacks from beings with low status to 1. Aside from all that they have their elemental breaths that can decimate cities and stats reaching the limits on what can be achieved in Satisfy. They grow to be around 30 meters long and can polymorph themselves into humanoid forms. You start on the level of a hatchling meaning older dragons would hunt you if you have no other perks or powers.

Variable - Other Race - Was it something we missed or did none of these races gel right with you? Well either take any other canon race not shown here or make up your own, use the prices shown here to determine the cost though make sure that it at least somewhat fits into existing lore.

Location:

Eternal Kingdom - The kingdom where the protagonist of Overgeared, Grid, started out. The Eternal Kingdom was found in the northern section of the West Continent, founded by King Loran. It had a history of 400 years and maintained its position of neutrality all the time. The silver dragon with wings represented the royal family of the Eternal Kingdom.

Saharan Empire - The Saharan Empire is one of the great powers of the continent, which occupied more than half of the territory on the continent. It is the authority in the West Continent and is considered the strongest out of the existing countries. The Empire is known for its unique Empire's Swordsmanship and follows extreme policies against other races, resulting in many minor races to hide or escape to other countries. The Dukes of the Empire have in general more political influence than rulers of other nations.

Fold Kingdom - The Fold Kingdom is a small kingdom and the poorest among them, massive tribute demands of the Saharan Empire for 200 years prevented the development. It had a civil war whenever the kingship was changed, the empire's intervention confused the succession to the throne by supporting and inciting princes lacking intelligence. The land is desolate, barren and scarce in resources, 70% of the kingdom is mountainous and poor in soil quality. Without access to the sea, there is a lack of resources to feed all people. Undead monsters and ghosts can be found everywhere in the bleak land, while the soldiers of the kingdom have been fighting these monsters constantly. Necromancers call the Fold Kingdom a treasure island and it is close to an ideal residence for them. The number and types of monsters that appear in the Fold Kingdom are much higher than other kingdoms.

Lubana Kingdom - Lubana Kingdom was the home of the Undefeated King Madra. Lubana is a beautiful peninsula that boasts a variety of climates. In fear of the next Undefeated King, the discrimination of the mainland by the Empire has constantly oppressed the people of Lubana. There is the legend of the Undefeated King Madra that Lubana Kingdom was unbeatable during his rule and the Saharan Empire in its prime could not occupy it. Madra's existence alone caused the empire to continuously invade Lubana and it was swept up in ninety-seven wars. Believing he could defend Lubana for eternity, Madra always ignored the requests of his son to make peace, but time passed and Madra became a white-haired old man. Fearing the empire, Madra's head was finally offered by his son and the Lubana Kingdom became the empire's possession. It was a poor ending for Madra who has protected his kingdom all his life, nevertheless, his sacrifice kept the lives of the royal family and the Lubana people.

Talima - The dwarf city Talima was called the city of heaven. Regardless of the rating, it was said that battle gear with a special performance were widely distributed. Even a small store would have a solid piece of equipment comparable to a unique-rated item, so many people wanted to go there to purchase battle gear. But it was impossible. Talima was located within the territory of the dragon Trauka, and was a city that humans couldn’t enter.

Siren Kingdom - The Siren Kingdom is an aquatic kingdom occupied by the Water Clan. The size of this mysterious kingdom under the sea was quite small. Its population was only

100,000 strong, and the land was similar in size to a large city. There were few hunting grounds and quests, so the number of players became scarce. Mandatory if race is Water Clan People.

The East Continent - The East Continent was under the control of the Hwan Kingdom. It was to the extent where just one Yangban, a Half God of the Hwan Kingdom, was powerful enough to dictate the fate of other kingdoms. The Red Phoenix Bow in the southern Cho Kingdom,the Blue Dragon Dao in the eastern Kaya Kingdom, the White Tiger Spear in the western Pa Kingdom, and the Black Tortoise Jewel in the northern Xing Kingdom. The weapons of the sacred creatures are a means to 'prevent cracks in the hell barrier.' Thus, they are kept in a place with the strongest vein in the four directions. A continent ruled by four kingdoms. The reason why the situation on the East Continent was unchanged for so long was simple. The resources and talents of the four kingdoms were too plentiful. It was no wonder since only four kingdoms shared a land that was the same size as the West Continent. Since all four kingdoms made steady progress and were vigilant against each other, it was difficult to change the structure of power.

Hell - Hell is divided into 33 zones and each hell is different, just as the human countries are different. There are three main types of races that live in hell. They are Demonic Creatures, Demonkin, and Demon. Thanks to their nature, some demonkin formed a civilization. In Satisfy, it was easy to think of hell as a world ruled by demons, not humans. It was just dangerous because there was no concept of morality or laws. All sorts of unethical things occurred throughout hell except for a few safe zones. The slaughter was brutal and matched its name of hell. Mandatory and Exclusive for Demonkin and Great Demons.

Asgard - Little is known about Asgard, since only the gods and angels live here. Sometimes humans are brought to Asgard but mostly it is to satisfy the gods own ego's. Mandatory for Archangels.

Cultivator Realms - This is the home of the cultivators, not much is known except that there exists several realms and that certain levels of cultivation is needed to ascend to higher realms, if you choose this location you won't be able to travel to the world of Satisfy until near the end of the story. Exclusive to Outsider Origin.

Other Place - There are many other places and countries in Satisfy though for most of them there either isn't much known or it's too insignificant to mention. If you know any other place in Satisfy to start, and it doesn't conflict with your race then go for it.

Classes:

Classes are one of the fundamental aspects of Satisfy, they control what you are able to learn and what types of skills you automatically gain access to. No matter what classes you get you won't be barred from equipping any types of items. There is no set limit to how many classes you can have, with each class giving you an additional 2 stat points per level up. You can get more stat points with higher tier classes. You will be provided with quests to progress your class to learn all it has to offer. Use common sense to determine if your main class falls under your chosen Archetype and if it does it's discounted, all subsequent class purchases are discounted no matter archetype except normal classes which instead cost 50CP.

Free - Normal Class - All users start with a normal class, either doing things like quests to get a hidden class or leveling up to specialize their class during every stat awakening. Stat awakenings happen every 100 levels and allows normal classes to catch up to hidden classes by specializing, for example a swordsman becomes a white swordsman or a magician becomes a wind magician. Feel free to create your own class if none of these are to your liking.

- **Archer** - The classic ranged DPS, specializing in using a bow and arrow to deal a lot of damage from a distance, though weaker than most classes in close-range fighting.
- **Assassin** - Specialized in stealth, high damage, traps and other sneaky ways of fighting, has a speed advantage compared to other classes.
- **Blacksmith** - The crafter of weapons, armor and other items, normal blacksmiths have access to a production button that makes them craft automatically giving out a product faster but at a lower quality.
- **Magician** - A manipulator of Mana, they can make seemingly impossible things happen with just words and/or gestures. They can diverge into specialities in their class-ups like fire or lightning.
- **Martial Artist** - Those who generally fight without any weapons or armor, they focus on their technique and strength of body alone but can use weapons like brass knuckles.
- **Necromancer** - A class that takes the bodies and souls of the deceased to create undead like Skeletons, Death Knights and Liches. They are only limited in their Domination stat limiting how many and how strong undead they can use.
- **Orator** - A non-combat class that focuses more on their speech to solve quests. They can't use any weapons or magic unless they have a second class but they can however debuff enemies by cursing them out.
- **Swordsman** - Those who use swords and sometimes other weapons to fight their opponents.

100CP - Rare Class - The lowest rating among hidden classes, they are stronger than normal classes by a small bit but not enough that normal classes can't catch up with some effort. Instead of 10 stat points per level up you will gain 12 and if your secondary class is Rare rated you gain 3 extra points instead of 2. Feel free to create your own class if none of these are to your liking.

- **Beast Master** - A transformation class that allows its holder to temporarily take properties of various predators in nature.

- **Crusher** - A tank class that specializes in CC techniques and inducing abnormal states into their opponents.
- **Explosion Sorcerer** - This is a magician type class that specializes in explosions.
- **Lightning Swordsman** - This is a combat class that incorporates lightning into swordsmanship.

200CP - Epic Class - The halfway-point to becoming a legend, Epic rating is where hidden classes start gaining unique abilities that can't be replicated by Normal classes' stat awakenings. Instead of 10 stat points per level up you will gain 14 and if your secondary class is Epic rated you gain 4 extra points instead of 2. Feel free to create your own class if none of these are to your liking.

- **Blood Warrior** - The blood warrior gains a passive skill to turn any weapon held in their hand sharper, and covered in pulsating veins. By attacking an enemy with this modified weapon, the blood warrior can absorb a certain amount of health in proportion to their attack power.
- **Duplicator** - A Duplicator can analyze and copy the skills of others and use it themself, thanks to this it has the potential to being called the "strongest class" however it can only copy three skills a day, can only use copied skills once before needing to copy them again and can only copy skills epic rating and below.

300CP - Unique Class - The highest rating of hidden classes, they are nearly on the same level as legends, and can fight on the same level as them with enough effort and training. Instead of 10 stat points per level up you will gain 16 and if your secondary class is Unique rated you gain 5 extra points instead of 2. Feel free to create your own class if none of these are to your liking.

- **Blue Sky Rider** - A class specialized only in riding, which means not only horses-like beings or some monsters, but also vehicles. It has the unique ability to amplify the performance of mounts, which includes skills that can be performed while riding. The Blue Sky Rider can drive all vehicles perfectly and on a vehicle their stats increase significantly.
- **Goddess' Agent** - Being the Goddess' Agent means being a pope candidate to the Rebecca Church. The Goddess' Agent has access to strong buff and healing spells and is also one of the tankiest classes in Satisfy.
- **Red Sage** - The Red Sage Winfred, The First of the Red Knights of the Empire, he had an unique style of fighting with a spear, a sword and magic at the same time. As his disciple you will learn this also and can through quests learn the talents of the other previous Red Knights.

500/700CP - Growth Class - These are classes that are able to grow out of their initial rating. For 500CP your class is able to grow into a Legend meanwhile for 700CP you are able to grow into a Myth. Growing into a Legend has so far taken around 15-20 years for those who've had growth classes. The stat gain of these classes are based on their current rating though when the rating goes up you will get refunded the points you've missed out on. Feel free to create your own class if none of these interest you or change the price of these ones depending on what you want the limit to be.

- **Aura Master** - Aura is an incredibly versatile power that allows one to strengthen your weapon or amplify the power of a skill. However the Aura Master can control aura in a much more versatile way, being able to create physical constructs of it and

making their own skills with it. The aura's strongest main points are its fixed damage that ignores defense and its form changing. As the class grows in rating the fixed damage increases and the ease of creating complex forms such as dragonfire becomes easier. Normally costs 500CP

- **Baal's Contractor** - The servant of Baal, the 1st Great Demon. Baal's Contractor holds the single most potential amongst all classes in Satisfy since they fight alone. They are the enemy of all life, all human kingdoms, their only purpose is to follow the will of Baal and create chaos in the human world for his amusement. The class is focused on creating undead and summoning demons from hell but it is still strong in both magic and swordsmanship, a powerful all-round class. If you do not follow the will of Baal he will remove you as his contractor. Normally costs 700CP
- **Dungeon Maker** - As the name suggests, it is a class that specializes in producing Dungeons, but like Pagma's Descendant, it also has combat ability. In particular, a Dungeon Maker has all their stats and skills increased in the Dungeons created by them.The rating of the constructed Dungeon varies according to the location, design, and scale. The higher the rating of the Dungeon, the greater the number of traps and monsters that can be placed. The Dungeon Maker can't tame monsters, but can lure less intelligent monsters into the dungeon to protect it or form contracts with intelligent monsters. Normally costs 500CP
- **Mumud's Successor** - Mumud was the disciple of Legendary Great Magician Braham and deserved to be a legend had Braham not stolen his achievements. Mumud had the greatest magic potential in Satisfy, even greater than his teacher Braham but sadly his weak heart was the death of him but even through his failing health he built the magic system that anyone could easily use. As his successor you possess his legendary rated magic and have the potential to become a myth. Normally costs 700CP.
- **Saintess** - The ultimate healing class in Satisfy and the only healing class that doesn't rely on the favor of the gods. The Saintess has access to strong buffs and percentage heals, but the strongest point is that the saintess is the only one that can break the reincarnation cycle of great demons and angels leaving them the only option to permanently killing one of those beings. Beware however as the saintess is feared and hated both in Hell and on Asgard. Officially this class is restricted to women but we'll make an exception if you're not. Normally costs 500CP

600CP - Legendary Class - The highest ranking of classes that players can normally get. While obviously being stronger than other classes, legends also have the perk that they don't die easily, instead of dying HP will be fixed at 1 for 5 seconds. Legends also have immunity to status effects, so mental effects are useless against them. Instead of 10 stat points per level up you will gain 20 and if your secondary class is Legendary rated you gain 10 extra points instead of 2. Feel free to create your own class if none of these are to your liking.

- **Bow Saint** - The greatest archer in existence. Excelling in dealing damage at a distance but not losing out in a close range fight. The legendary archer Povia tried becoming a Bow Saint but lacked the talent, perhaps have the talent required to make this class blossom?
- **Demon Slayer** - Demon Slayer Alex was the bane of all demons, the only human to ever have invaded hell itself and bring the fight to the demons themselves. The Demon Slayer class is special because it is the only class that doesn't get weakened

in hell, in fact, they grow stronger. In hell the Demon Slayer is the strongest legend but is lacking compared to other classes in the world of humans. Specializes in using swords and magical rifles.

- **Legendary Assassin** - The title of Lantier has been passed down in the Eclipse Assassin Organization as the leader of the group. The 25th Lantier was an exceptional talent and managed to grow into a legend, despite being an assassin who didn't reveal himself to the world. As a legendary assassin you are greater than most Lantiers and can become the next Lantier.
- **Legendary Great Magician** - Many Legendary Great Magicians have existed in this world, like Jessica who created Echo Magic and Braham who created his Enhanced Magic. You are a magic genius like those two and have the capability to learn any magic you encounter as well as create your own magic with enough training and research.
- **Pagma's Successor** - Pagma was a legendary blacksmith and great swordsman and you inherited his techniques. Pagma's swordsmanship is like a dance, requiring precise steps to unleash techniques that give effects similar to magic. It is inferior to other legendary fighting techniques but Pagma was also a blacksmith. As Pagma's Successor you are the only one in the world (aside from God Hexetia) who can produce [Legendary] - and eventually [Myth] - rated equipment.
- **Sword Saint** - There have been numerous Sword Saints in history, most famous and strongest of them being Muller, who is notable for sealing multiple Great Demons. The Sword Saint is special in that there is nothing in this world that they can't cut, no matter how tough. Sword Saints can also create new sword techniques.
- **Undefeated King's Successor** - The Undefeated King was known for never losing a fight and developed his own, unrivaled swordsmanship utilizing simple but powerful, perfect swings using only his upper body. It is so perfect that not even a Sword Saint cannot fully reproduce or break the Undefeated King's Swordsmanship. The swordsmanship is divided in two parts, the massacre sword meant to deal devastating damage to all enemies in view and then there are techniques that use intangible will for an additional effect with no focus on power. Is the only legendary class with [Perfect] status resistance. While being a legendary class, the Undefeated King's Swordsmanship is actually [Myth] rated. Difficult to both attain and to keep since if you get defeated even once, then you are no longer qualified and will lose your status.

1000CP - Myth Class - Myth Classes are reserved for those who serve a huge role in the Worldview of Satisfy like Gods, Absolutes and Dragons. While having a myth class doesn't make you one of those automatically it means you can become something on that level guaranteed with some effort. Instead of 10 stat points per level up you will gain 30 and if your secondary class is Myth rated you gain 15 extra points instead of 2. Feel free to create your own class if none of these are to your liking.

- **Overgeared God** - The combination of the legendary classes Pagma's Descendant, Duke of Wisdom and Magic Swordsman of the Epics it is the first [Myth] class achieved by a player. Stat points each level up that automatically gets invested in the stat most beneficial to you in a way that you achieve the golden ratio and also doubles your health, mana and sword energy. The class focuses heavily on craftsmanship and swordsmanship with a bit of magic mixed in there.

Perks:

Here is the perk section. 100CP Perks are free for their Archetype and others are discounted. Also feel free to choose 3 400CP or cheaper perks for free, my treat!

Universal Perks: (No discounts)

Free - Satisfy System (Mandatory during Jump) - The world of Satisfy has its own unique Magic & Power System and in order for you to utilize these methods of growing stronger you need this system. What you gain from this is the ability to use the world's magic system, being able to grow yourself a Legend, reaching the Realm of Transcendence or becoming a Myth through worship. The most important part of this is that you will get properly rewarded for your hard work like when you defeat a particularly powerful opponent you will be rewarded with either more power or items or when crafting an item you will be rewarded with stat points. Thanks to this perk, anything that has been shown by any character in Overgeared can be achieved by you, the only limiting factor being your own talent and the opportunity for you to prove yourself. After this jump you may keep the perk if you want, you will also be able to grant all or some of it to anyone you want, be it an individual, a whole world or anything in between. If you give this to others you can't take it back however, and all their descendants will have access to it as well.

Free - Satisfy Interface - This interface doesn't do much except show you about yourself. It doesn't give you any ways to power up except how you wish to invest your stat points when leveling up. If you don't have this system you will still have levels and stats you just can't observe them - at least while in the world of Satisfy. You will also be able to access a standard inventory that can be expanded through micro-transactions.

Free/100CP - Act Normal - Now this might not be your first jump so you probably possess some abilities that may not.. ahem fit into the worldview of this jump. With this perk noone, not the players, not the NPCs, not the gods, not the devs watching you 24/7 will find it weird that you and your group have bizarre abilities or crazy items that don't make sense, people will just accept that you and your friends are special. Additionally people won't become jealous of you because you have abilities or stuff that they don't. This is free in this jump but to keep it you must pay 100CP, how this works in future worlds is up to you if you want everyone to think you're just special or think your abilities is something possible within their system that only you can access.

Free/600CP - Respawning - Dying is a natural part of playing Satisfy, all of the successful rankers have dozens or hundreds of deaths under their belt since if they never risk their life they won't grow. Like all players you will be able to respawn once when you die, you will respawn at the closest town or safe location. However this respawn can only be used once per day after which if you die you will be unable to login for 24 hours, or in your case a chain-failure. The perk is free In-Jump but you can purchase it permanently for 600CP but Post-Jump you won't be able to respawn once per day but instead once per jump or 10 years whichever happens first.

50CP - Character Creation - Do you not like what you see in the mirror? Maybe your parents didn't provide you with good genes or your previous adventures left you disfigured? Don't worry, with this you get to change your looks to whatever is possible within your race's limitations.

50CP - Incorruptible - What is a commonly accepted truth is that those that come into power often tend to become corrupted by it. You fall into the group that won't become corrupted, no matter how powerful or rich you become you will stay normal and won't lose sight of what truly matters to you.

50CP - Lantern of Humanity - Like Grid, you are one who lights the path on the darkest nights, when everything seems lost you can lead the way into the light, no matter how dire the situation is people can still place their hope on you. Even the Goddess Rebecca will put her trust in you to keep the inhabitants of her world safe, for what differentiates you from others is that you truly care about people, even if you have a crude exterior and say crass things you are a truly kind soul deep down and that is something anyone can see if they truly look.

50CP - Canon Fate - The thing about fate is that oftentimes it comes about from small discoordinated events that if even one of them happens differently the entire future will be different. This perk ensures that some events out of your control will still find a way to happen, you only need to designate an event you know will happen and that event will still happen but only if you had no direct control over the result so no cheating in fights by saying "I won" but saying "This item effect to summon a dragon activates as it did in canon" is fine.

50CP - Dragon's Blessing - Grinding in Satisfy is intense, to stay in the top rankings most players stay logged in to their daily limit of 20 hours, grinding and doing quests. The Dragon's Blessing makes things a bit easier by giving experience increases when hunting monsters and boss monsters, 10% and 20% respectively. You can grant this blessing to others as well.

50CP - Farm Training - Not the kind of farming that is grinding exp from killing monsters. No this is real farming; planting seeds, growing crops that sort of thing. What this training has done for you is giving you a more even musculature since you have trained muscles not used much otherwise as well as having grown a stage when it comes to martial prowess, don't ask me how that works. You are also a professional when it comes to agriculture.

100CP - Weapon, Armor or Magic Mastery - Mastery skills are essential to combat classes. They passively increase things like damage, crit rate, crit damage, evasion rate, defense etc. Not all classes come with mastery skills though, like production classes or some legendary classes like [Pagma's Successor].

100CP - Good Bad Luck - You have such bad luck that somehow it turns good. You have trouble producing legendary equipment? It lets you accumulate the stat rewards from producing lower grade equipment; ultimately leaving you with a huge amount of stats. It will seem like you have really bad luck at first but somehow leads you to a better outcome down the road.

100CP - Mind For Mindless Grinding - Spending day in day out killing monsters or hammering at a sword in the forge will make the average person go insane. Not you though, you can pull yourself through any mind numbing activity with no difficulty and face no boredom from doing it.

100CP - Level Up (Requires Satisfy System) - Normally you would start this jump at level 1 but by purchasing this you instead gain 100 levels, each level grants some stat points depending on your Class(es) and every 100 levels you gain higher stat coefficients, that is how much a certain value of a stat affects actual performance. You can buy 100 more levels how many times you want but each time the price will increase by 100CP.

100CP - Contracted Spirit - Spirits are immaterial elementals that come in 4 stages, elementary, intermediate, advanced and king. You have contracted with an elemental king, or at the very least a spirit on the level of a king. You get to choose which element the spirit adheres to, those being fire, water, wind, earth, light, dark and nothingness.

100CP - Harem God Jumper - The thing when you have multiple love interests is that you eventually have to choose one of them and break the hearts of the rest; unless you forgo choosing *one* of them and instead choose all of them. The thing with harems though is that it's good in theory but horrible in practice since most people won't like sharing a partner. With this perk your partners will not only be accepting of you having multiple partners but they will actively support it, whether it be making sure everyone feels accepted or recruiting more members. You are also supernaturally talented at making everyone in your harem happy, developing shared interests, making enough time for all of them so they won't feel neglected and know how to maintain a good relationship. This also applies to your present and future children so they won't come to resent you. You and your partners will also keep loving each other no matter how much time passes so you won't grow tired of eachother.

100CP - Sparring Mode - How do you determine who is stronger in a fight if neither of you are willing to go all out due to fear of killing the other? Well you activate sparring mode, simple as that. When you activate sparring mode against an opponent neither of you will be able to die instead stopping at 1hp, no matter what injuries you sustain you won't die from them even if you should have after sparring mode deactivates instead your and your opponents injuries will slowly regenerate so you both will be back to starting conditions after an hour or so, there is no limit to the amount of participants nor are you required to participate but if no fighting happens after 5 minutes then sparring mode will deactivate.

100CP - Hidden Backstory - The world of Satisfy is a vast one, easily larger than Earth and as such features many secrets hidden in random corners of the world. This perk has two effects, the first is that you have the skills necessary to find any secret in the world as long as a method exists to find it along with luck when it comes to searching for it. The other is to flesh out your own backstory in this and future jumps, for example you could have been the apprentice of a blacksmith before the jump started and have all the memories, documentations and such for it to have happened, you can't however create a backstory that aren't backed up by your perks or abilities so you can't have slain a Dragon if you don't have the Dragon Slayer perk. You can gain experience through this perk as long as it's possible, like getting proficiency in your perks as if you've had them for several months or years.

100/200CP - Control Skills - Control is an integral part of all ranker's success. Control Skills refers to the ability to control your own body, movements and decision-making. For 100CP you get the average skill of a high ranker in the top 100s and for 200CP you get the skill of Kraugel, the 1st ranked player.

200CP - Aura - Aura is a power that makes imagination become reality by manifesting things like weapons or projectiles. The biggest advantage of Aura is the fixed damage and the fact that it ignores defense and resistances. While not nearly as good as the Aura of an [Aura Master] it is still powerful enough to qualify as a Red Knight of the Empire. You can also use Aura to empower your weapons and armor, giving them either a flat damage value or damage negation depending on your proficiency.

200CP - All Them Stats - This perk unlocks access to all the hidden stats in Satisfy, even ones limited to certain classes like the Sword Saints Super Sensitivity, the elusive Good Luck stat or the hard to get Deity stat. The stats all start at zero and have unique ways to increase.

200CP - Blacksmith Swordsman - Like Pagma and Grid you're not limited to one path. Whether it be magic and swordsmanship or crafting and healing you are capable of embodying two archetypes. Go back and choose a second archetype, you now can gain a class that is the combination of your two archetypes as well as receiving discounts from both those perk trees. Can only be purchased once and thus limited to two origins. In future jumps choose any two origins and receive both their discounts.

200CP - Mental World - A Mental World is the manifestation of your subconscious, as such you have little control over what effects it has but since you pay for this you can choose exactly what theme your mental world will follow. The Mental World works by overlaying the local area with your personal reality, as such you will always have advantage against your opponent unless they also have a mental world on the same level or more developed than yours where they will either cancel out or the weaker mental world is overpowered, this applies to abilities similar to mental worlds as well, you can also use your mental world as a mindscape helping you sort your memories and even impart some knowledge like the Legendary Great Magician Braham did. You can teach others how to unlock their mental worlds. For an additional 100CP you'll now be able to possess several mental worlds and can develop new ones based on whatever abilities you have, you could even mix the effects of two or more mental worlds into one.

200CP - One Who Overshadows The Age - From an outsider's perspective you seem as if you have an unnatural growth-rate and it's true, you grow stronger much faster than others. However it is not because you have more talent than others or possess a fraudulent power to help you, no it is just because you happen to be in the right place at the right time. You always happen to be where you need to be in order to face the most challenges you can handle so you can grow stronger and more influential.

200CP - Some Additional Steps - One thing that Grid found out early is the downside of always needing to perform a dance when using his sword techniques, this is a downside that both you and him have now overcome. Any type of technique, spell or power that needs additional activation conditions like dance steps, incantations or gestures now won't need

them without losing any potency. Additionally by putting in extra steps you can boost your technique far above what it was before with the power and efficiency growing exponentially stronger with the more unnecessary actions you add onto it.

400CP - Duke Title - Titles in Satisfy are one of the greatest power ups you can get since there is no limit to the amount you can have. Amongst all titles the Duke Titles are one of the best a player can get, they are given when someone has achieved a great feat and being declared the best of this era in a given field. You can either pick a Duke Title or be given a title befitting of you. Can be purchased multiple times for different Duke Titles.

400CP - Different Species King - A title made for a great king who doesn't discriminate based on race, it allows its holder to form a contract with individuals of other species to gain a unique characteristic of that race for up to 3 different races. You however don't need to go through all that, just choose 3 different species and gain one of their characteristics like a half-draconians wings or an orcs strength. Gained characteristics can be toggled on and off at will.

400CP - Keen Insight - Keen Insight is a sight based ability, allowing you to view everything about your target like their stats, skills, weaknesses and current condition then suggests actions based on that information - most often giving you the best possible course of action against your opponent. If you manage to truly master this ability however there should not be a thing in the world that your eyes cannot see, there is after all a reason this ability is feared even amongst the Gods in Asgard.

400CP - Ancient Rune Technique - These ancient runes are relics from a past world, only those who lived through the destruction of the previous world knows the meaning of these runes. You have gained mastery in reading, creating and modifying them in real time. Runes are almost endless in their usage, only limited by the creativity and talent of the user, both of which you now possess in spades. You know every single rune and its meaning and are an expert in chaining runes to create more powerful effects. Runes are mostly used to give buffing effects on your allies and debuffing your enemies and you could probably repurpose runes to work for other fields like crafting. You are also able to learn any type of magical language like Runes very easily and can combine all the languages you have learned to create a better system with all the strengths and none of the weaknesses.

400CP - Quest Giver - Like some of the Named NPCs of the world you are able to give quests to others, and in your case even yourself. What these quests are about is up to you but the rewards of your quest takers will be dependent and fitting for the task given, for example a training quest would greatly improve their stats while a fetch quest would give out money, you could even use this to teach specific skills even if the person in question wouldn't be able to learn it normally. No one will even question how you get the rewards for them despite it just appearing out of thin air. The one rule however is that the reward must match the effort to clear the quest.

400CP - Stat Reallocation - This is a skill that is normally achieved by being the first to reach level 1000. It allows you to redistribute all your stats on the fly like putting all your stats into agility for movement, strength for a strong hit, intelligence for casting magic or dexterity

for crafting. This reallocation happens incredibly quickly allowing you to easily chain attacks by rapidly changing your stats to maximize the impact of your attacks.

400CP - Red Energy - This is a type of energy exclusive to the Saharan Royal Family originating from the First Emperor Haicyen Saharan. It is a very versatile energy that allows strengthening, weakening and absorption of power and has been shown to allow its user to dominate life and influence matter though this energy is very similar to blood magic and as such is difficult to train and grow though since you paid for this it will be a similar difficulty of normal mana.

600CP - Realm of Transcendence - Transcendents are people who have overcome the limits of their race and thus achieved great might and eternal youth. Transcendents are very similar to Legends, the only differences being that Legends grow strong through their stories being told while Transcendents break their own limits or attain a high degree of skill in their domain of choice. Some abilities all Transcendents share are Shunpo, Skin of Transcendence and World of Transcendence (explanation in Notes). You start at the lower levels of transcendence but know how to grow your status to the threshold of being an Absolute.

600CP - Origin True Energy - The energy that is the source of life only available to special beings that have reached great heights, consuming this energy normally grants a doubling of a chosen stat for one minute in exchange for being unable to recover their resources afterwards, recover from abnormal statuses and aging partially resulting in white hair. Additionally when one consumes all their Origin True Energy, which is three times, they will die from exhaustion, even if they are Transcendent. You however are different, firstly you see not a doubling in one stat but all and for as long as your current fight continues. The drawbacks aren't so bad either, while you won't be able to recover on your own you won't age from using this, instead all your hair will temporarily turn white (unless you want to keep it then you can permanently) and you recover one usage of Origin True Energy after one year and won't die if you consume them all simply being weakened instead.

600CP - God-Killer - Gods are tricky opponents to face since they usually have fighting skills far beyond what normal mortals possess, even the non-combat Gods are difficult to kill since all Gods possess a 10 second immortality skill, during which they can teleport to a shrine devoted to them. In order to kill a God you must be able to first overpower them and then stop them from fleeing, thankfully a God-Killer specializes in both these things having both great fire power against Gods along with skills specializing against them and being able to stop their last-ditch teleportation. You will find that these skills will help you in future worlds against whatever "Gods" exist there.

600CP - Dragon Knight - Dragons in this world hold a special position, being extremely powerful by default. As such they are very arrogant and aloof, being extreme introverts since they don't need to depend on others. You however are an exception, Dragons are able to put aside their feelings when dealing with you and such accept your cooperation. Since you are a special being ignoring the common sense of this world you will gain great strength when riding atop a Dragon, your stats will at a minimum triple when riding a dragon and can scale infinitely depending on the strength of the Dragon in question.

600CP - Skill Synthesis - The thing players and jumpers both have in common is that a lot of the skills, perks and powers you picked up a long time ago have since become obsolete. Normally these abilities remain unused and forgotten but since you bought this skill you can reuse whatever you don't want anymore to create something new. Each time you use this skill you take two or more skills, perks or powers and sacrifice them to either create a combination of the sacrificed skills or create something entirely new with the rough value of the sacrificed skills. Since the sacrifice is lost in the process you will be able to buy the same perks and powers multiple times in case you have spare CP and want to experiment.

800CP - Skill Creation Right - Usually earned through miraculous achievement, this allows you to create either an active, passive or conditional skill up to the unique-rating through the use of the AI morpheus itself. What differs this Skill Creation from the ingame version is that this one isn't consumed after it's been used, instead it goes on a 7 day cooldown for each tier of the created skill after which it can be used again. All created skills will start at level 1 and can be leveled up and/or evolved depending on the type of skill. For an additional 200CP you can reduce the cooldown to 2 days per tier and for an additional 400CP there is no limit to the rating of the skills you create.

800CP - Realm of an Absolute - The Absolute is the stage after a Transcendent. An Absolute will unconditionally move faster than, neutralize attacks from and easily hit those who have a hierarchy lower than them. All resources except health are made infinite and you can create new skills based on your actions. Additionally you will get some exclusive powers depending on the type of Absolute you have become for example a Dragon Slayer, a God Killer, an Old Dragon or an Absolute God.

800CP - Dragon Slayer - A feat thought impossible, or at the very least extremely improbable and dangerous, but you have done it, you have killed a Dragon of this world. You possess skills specifically tailored to facing the most dangerous beast of this world, capable of piercing their hide, cutting their breath and nullifying their dragon words along with the Dragon Slaying Energy, a resource that acts as a poison and direct counter to any draconic being. You will find that these skills will help you in future worlds against whatever "Dragons" exist there. Additionally you can form the Dragon Slaying Energy into weapons or armor showing supreme performance against Dragons though the total power is split between all constructs.

800CP - Embodiment of Light - Just like the Goddess of Light Rebecca you have embodied the concept of light, this allows you to imbue your attacks with the power of light, form your energy into light beams that deal devastating damage and form light into constructs. Through more training and gaining expertise of light you will eventually be able to move at the speed of light itself and even turning your body into light, becoming immune to all physical phenomena only being able to be damaged by non-physical means. You, unlike Rebecca and Hanul can achieve greater control over light meaning your light can't be dealt with by powers like Refraction.

800CP - Asura - The power of the God of Fighting Asura is the ability to copy any ability you encounter like the martial arts of the Martial God or unique energies like Annihilation Energy even being able to copy applications of those powers that require items to be effectively used due to their complexity. You'll be able to copy all that you encounter though the

effectiveness of what you copy depends on your body's stats and mental capability and the copied abilities still retain the same inherent weaknesses though that can eventually be trained away.

1000CP - A Genius Who Will Never Be Born Again (Capstone Booster) - In the Satisfy World View it is said that the strongest human to ever exist, the Sword Saint, Muller, was a genius that only gets born every 1000 years and the only one who could surpass him was the Undefeated King, Madra, who was said to be a genius who would never be born again. Except a genius like that was born, you. You have the talent to develop your own skills, spells, techniques or martial arts that can be classified as “perfect” whether it be magic, fighting or crafting. If you manage to live long enough this perk would be enough to defeat Asgard and Hell and seal all the dragons even if you have no other perks, powers or items. At default the abilities you create use the Satisfy in-game system of magic/skills but if you have any other systems you can create abilities for those as well. You also get the standard increased intelligence, multitasking, wits, creativity, perception, faster learning speed, perfect memory and instant recall that comes with being a genius along with an overall boost to your body improving strength, agility, stamina and your senses like hearing and sight to the peak of your species (before leveling and training). This perk functions as a Capstone Booster.

Racial Perks:

- **100CP - Ego Item Crafting (Free Dwarf)** - The pride of the Dwarves and a well kept secret is the art of making sentient battle gear. Not in the way Legendary Blacksmith Pagma did, shoving a living soul into gear but instead awakening the hidden soul of that piece of gear during crafting. The intelligence of the sentience is determined by the grade and power of the item in question.
- **100CP - Unnatural Strength (Free Twilight Orcs)** - The orcs are not known for their intelligence or creativity but their fighting prowess and strength. They have a higher strength, stamina and agility coefficient when leveling up, making them much stronger, hardier and faster than most other warriors their level.
- **100CP - Magic Tears (Free Water Clan People)** - The king of the Water Clan People is known for his ability to produce tears that are highly magically conductive. When these tears are used in the crafting of items you can imbue the item with any magic spell the crafter knows. The resulting gear does not consume the wielder's own mana in casting the spell but instead has its own mana pool that takes some time to recover depending on the cost of the magic.
- **100CP - Blood Empowerment (Free - Vampire)** - Vampires need blood to survive but it is not merely food, it is also a performance enhancing drug giving your body and magic a temporary yet significant boost after you have drunk blood. Sadly you cannot store this blood for later and must drink it just before or during battle for the boost.
- **200CP - Enhanced Senses (Free Elf)** - Your senses are much more acute than normal, so much so that it is superhuman. Take the greatest senses amongst the animal kingdom, each of your senses is at the peak of what mundane animals are capable of.
- **200CP - Demonic Energy (Free Demonkin)** - For demons their power is directly related to the amount of Demonic Energy you possess. You possess an amount comparable to a normal Demonkin but the quality of your Demonic Energy is much greater than any other, additionally you can train your Demonic Energy by using it

and letting it grow back more plentiful. With enough training and time you could probably take the spot of one of the Great Demons.

- **200CP - Blood Magic (Free Direct Descendant)** - The blood of Beriache, the Great Demon of Predation runs strong in you granting you the ability to create and manipulate blood using mana creating various effects. If you also are an Absolute you have inherited Beriache's Predation allowing you to copy the skills of anyone as long as you consume some of their blood.
- **200CP - Natural Weapons (Free Half-Draconian)** - You do not need weapons when you are the weapon, whenever you want you can grow natural weapons whether they be claws, teeth or something like hooves, whatever they are they are the equivalent of a legendary weapon in strength but can be trained and can regenerate after a day or two if they have somehow been broken. Each purchase of this gives you one form of Natural Weapons.
- **300CP - Copycat (Free Doppelganger)** - You possess a rare ability, you can at will replicate any weapon you currently see or has intimate understanding of with just a small expenditure of mana. The weapon will remain for a few hours to a few days depending on how much mana was used in its creation.
- **300CP - Keen Intellect (Free Giant)** - Your mind is a special thing, creativity beyond measure, you're able to design and build great technological marvels not currently seen in this world like the Magic Machines meant to confront Dragons or God's Circle capable of changing the nature of magic power.
- **300CP - Evil Eye (Free Evil Eyes)** - The Evil Eye ability is not exclusive just to the Evil Eye species but can be gifted by the King of the Evil Eyes. However to build up affinity with him either requires you to be the savior of their entire species or befriend him by acting like an extreme chuunibyou for several months. Thankfully you can just pay for this ability with CP instead. You have the choice to either choose a canon Evil Eye or have the system choose one befitting your personality. You get another Evil Eye ability every year.
- **300CP - Demonic Authority (Free Great Demon)** - The Great Demons are a varied bunch and all have dominion over a certain concept, for example Dantalian the Great Demon of Knowledge or Berith the Great Demon of Lies. Choose a concept and become the great demon that embodies it, gaining skills related to that concept using demonic energy. Remember however that you're still only a Great Demon, you're not omnipotent.
- **300CP - Sin Empowered Skills (Free Half-God)** - The Seven Malignant Saints were Half-Gods during the previous world, cursed by the Gods with a sin that became their downfall. Each of those Half-Gods had an ability that could be passed down to players deemed worthy. You now possess copies of all seven skills.
- **400CP - Justiciar Might (Free Archangel)** - The Archangel Sariel was created to keep an eye on humanity and condemn their sins, however she was banished from Asgard when she switched her gaze to the gods and judged them for their sins. You possess the same gaze, greatly enhancing you depending on how much your opponent has sinned.
- **400CP - God's Blessing (Free Gods)** - Gods usually possess the ability to grant their followers blessings fitting for the God's Domain. You are capable of granting any powers or abilities you have gained during your jumps so far and up to 1000CP worth of perks and powers (Undiscounted, Free → 50CP) to anyone. You are not limited to

how many blessings you can give out but others can only hold five blessings at once, these blessings can be revoked at any time.

- **400CP - Dragon Words (Free Dragon)** - Dragon Words is a way for Dragons to improve their power by invoking the covenant, forcing them to keep their words unless they massively weaken their usage of Dragon Words. The things you can do with Dragon Words is tell the world a fact and it will oblige, it is however limited by how much you have followed the covenant. Telling the world you can't be cut is normally fine but telling it you can't be hurt is impossible unless you have saved up alot.

Drop-In Perks:

+ **100CP - Objectivity** - What differs the real world from the world of a game aside from the obvious? The answer is mentality, in the real world you get hindered by overthinking the consequences and letting your emotions decide for you. You however are a player playing a game, hence you can take an objective standpoint, this allows you to enter a state where your emotions don't play part in your decision making but still allowing you to make the decisions you want. Due to this you are also completely immune to all types of mind related effects unless you allow them.
+ **200CP - Skill Books** - A game where you sit down and read for an hour in order to learn a new skill doesn't sound like a fun game does it? You have the ability to learn from the contents of books or other containers of knowledge to either learn new skills, spells or only to learn something new. This can be implemented in one of two ways, either you instantly gain a skill or similar when holding the book or the knowledge on how to perform the skill is beamed into your head in case you want to learn things slightly more naturally. Of course the book isn't consumed upon usage.
+ **400CP - Separation of Consciousness** - This is an extremely rare ability usually restricted to Absolutes that allows a person to separate their mind into multiple parts effectively giving you multiple minds. This version of the ability is special however in that you're not restricted by how many branches of consciousness you can maintain and won't see a decrease in quality nor overexertion from splitting your consciousness too much. Examples of what you can use these extra minds for is casting spells, more precisely control movements, analyze situations or control external items like flying swords.
+ **600CP - Save Game** - While not normally supported in online games, the ability to save your game is essential for most games. You have been granted the ability to save points in time that you can reload to at a moment's notice however the process takes a second or two to complete. There is no limit to how many saves you can have but this ability won't function as a 1up until after you have gained your spark where it will allow you to reload upon your death.

Local Perks:

+ **100CP - Enlightenment** - While players increase their strength through increasing numbers on a screen it's different for locals who usually don't have access to the game system. For them the way to gain strength is through arduous training and gaining understanding in their abilities, this is what this perk is for, allowing you to quickly grow in power when stimulated. This is mostly shown when pushed to the brink or even beyond but also has a small passive effect during regular training.
+ **200CP - Mark Maker** - The Mark of Evolution is a tattoo-like item that increases a random stat, originally created by a Daoist Immortal who was inspired by the Eastern

Gods. You have now become the second maker of these tattoos but have found more uses than simple stat-boosts, now you can imbue the tattoos with basically any spell, enchantment or effect you can produce, these effects will be even more potent if you engrave the mark directly into the skin instead of making a mark that does so automatically. You can also make these marks become invisible when not actively in use.

+ **400CP - Talent** - What most Named NPCs possess is an ability called a talent, a special skill that makes them greater than the average person. One of the talents we've seen is Piaro's Fated to Perish, a skill with such great attack power that it alone could have been enough to make him a legend. Another is Mercedes' Keen Insight, an attribute to her eyes that even the gods are vary of, now you are allowed to design a talent of your own that's roughly in the same territory of power as Keen Insight. If you want a talent that goes beyond then you need to pay the appropriate price, take other perks in the jump as a guideline for that.
+ **600CP - Named** - Another thing that differentiates a Named NPC from the average person is their increased stat growth, in order to keep the NPCs relevant as the Players keep leveling up they receive additional stats as the average level of the populace grows, now you see this type of growth as well. No matter what you will keep your level of power relative to the population of your current world, if they grow then you grow, and that is at a minimum. You can also train to increase the gap even more though this perk alone won't make a meaningful difference in that and keep in mind that this growth only applies to your stats, not your skills or experience.

Outsider Perks:

+ **100CP - The Spiritual Root** - Spiritual Roots are similar to Mana Cores in that they occupy the Dantian and act as a generator of exotic energies, where they differ though in their usage and specialties. The Spiritual Root is much more effective for enhancing your body and performing techniques though they have the drawback of only being efficient for one random type of element like fire or water. This is where this perk comes in making your Spiritual Root perform at maximum efficiency at your cultivation level at all elements.
+ **200CP - Energy Mixer** - When the Cultivators first started coming to Satisfy so did their techniques and power system, that of Spiritual Power and Cultivation. The natives of Satisfy and the players could convert part of their mana core to form a spiritual root if they found a compatible technique. You are perfectly able of mixing and matching different types of energies like mana, sword energy, spiritual power and whatever else you come into contact with, not only that you are even able to mix the systems themselves like incorporating the concept of cultivation and their techniques into the very system of mana though this cannot be undone and won't allow the current users of mana to start practicing cultivation, they must first know of the possibility and have proper instruction of how to.
+ **400CP - Treasure Invocation** - Treasures are a special type of item that unlike normal items are not wielded but more controlled from a distance. By using an Invocation a cultivator can control one of these treasures to perform according to their will without their users direct input. You are now an expert at controlling multiple of these treasures at once and even being a master at creating them in the first place not being limited by how many Invocations you can learn.
+ **600CP - Technique Master** - Techniques are applications of Spiritual Energy utilizing your body and Spiritual Root to perform advanced martial arts. The amount of

techniques a person can learn is usually limited by their rank though not you. You are a true prodigy at learning techniques. You can learn any number of techniques at a pace several times faster than ordinary geniuses, you're even able to reduce the spiritual drain and boost the power of these techniques so that you aren't as limited by your rank as others are.

Warrior Perks:

- **100CP - Matchless Heart Technique** - Sword Energy is the main resource for melee fighters of the highest level but its main downside is that it's only replenished while attacking without skills. Matchless Heart Technique is meant to produce and continuously circulate sword energy through your body meaning you have much more resources to use.
- **100CP - Instant Reflexes** - One of the most important attributes to have when becoming a warrior is a good reaction time. Your reaction time is instant, always being able to react to any attack no matter their speed effectively making you a master of the late start, a trick to hit your opponent first even if you draw your weapon after them. The only limiting factor for your reflexes is if your body is fast enough to do something about it.
- **200CP - Complete Martial Mastery** - This skill passively increases things like damage, crit rate, crit damage, evasion rate, defense etc as well as making all your martial skills scale with the level of this skill so you could for example improve your martial arts by increasing this skill.
- **200CP - Adaptive Fighter** - You might not be the strongest or most skilled fighter but when you're mid fight you might become them. Your learning ability in a fight allows you to adapt to your opponents moves and find weak points to exploit, therefore the longer the fight becomes the more skilled you will be against that opponent.
- **400CP - Hero King** - The Hero of Heroes, a living myth. The Hero King has the capability to grow into a Myth no matter your class and is in a position to discuss peace for the world, giving an increased performance against transcendent beings like Great Demons, Angels, Gods and Dragons. The Hero King also has access to Fighting Energy, a mythical resource that as it increases during the course of a fight, so does all your stats. Normally there can only be one Hero King per Era and a limit to how much Fighting Energy you can accumulate but since you buy this with CP those limitations will be removed. The Fighting Energy increase will instead be logarithmic letting it increase without limit although at a slower pace past a certain point, you will also be able to claim the Hero King Title in-game, thus increasing the potency of this perk.
- **400CP - Combat Master** - You are incredibly skilled in all types of weaponry and even unarmed fighting. Your every slash is a master stroke, every kick is perfectly balanced and every step is perfectly thought out and measured. You're also incredibly skilled in translating your skill in a certain weapon to another weapon or even unarmed fighting like how Sword Saints don't need a sword to use their sword skills.
- **600CP - Mastery of Heart** - Willpower is the heart trying to accomplish something and you have become a master in controlling your willpower. Your willpower is limitless and you are proficient in using Formless Will and any skill based on willpower like Heart Sword, additionally you can infuse your attacks with your will essentially create your own skills with varying effects.

- Capstone Boosted - Your mastery of combat and willpower has reached the peak, like the Martial God Chiyou you have learned every martial art, swordsmanship and other combat techniques that exist in the setting to the point that no technique can escape your insight, though this doesn't explicitly mean your body is capable of performing them since some techniques takes extreme tolls on your body or mind.

Archer Perks:

- **100CP - Quick Sight** - Being able to hit a stationary target is often enough for most people but it gets trickier once that target starts moving. This perk changes your senses so that it is as easy to hit a fast moving target as a stationary one.
- **100CP - Stealthy Shot** - One of the benefits of attacking at a distance is the possibility to remain unseen. Now while you remain a good distance away it is impossible for your targets to detect your presence, similarly any ranged attack you make will be completely silent if you want to and people will have great difficulty finding the source of those attacks.
- **200CP - Complete Ranged Mastery** - This skill passively increases things like damage, crit rate, crit damage, evasion rate, defense etc as well as making all your ranged skills scale with the level of this skill so you could for example improve your aim by increasing this skill.
- **200CP - Rapid Fire** - Your arms really are something else with the speed at which you fire a bow, several arrows every second while still maintaining accuracy is no easy feat. In fact any ranged weapon in your hands has their firing speed multiplied several times over even if it's something like a gun where you just pull the trigger. Any special skills are also affected, being able to be fired off much faster and more often than usual.
- **400CP - Multi-Shot** - If you thought firing several arrows per second was crazy then you've seen nothing yet. You are able to fire 10 arrows at once even when only having one at hand, similarly all types of ammunition is fired 10 times at once when you're the one shooting. Any special skills are also affected, being fired 10 times at once without consuming additional resources.
- **400CP - Empowered Ammunition** - Arrow? Bullets?? Boooring, why don't we spice it up a little. This perk gives you the ability to empower your ammunition with anything you're capable of like elements, spells or technology. You will also be able to conjure ammunition out of thin air so you will never need to reload.
- **600CP - Perfect Aim** - You might think your aim is already good enough but it can always be better. This perk grants the obvious perfect aim but also the ability to make sure your shot will always hit. Make it curve around an object or phase through a shield in order to make sure your shot hits but the cooldown for this skill will depend on how difficult it was to make the shot hit.

  - Capstone Boosted - Now you can hit truly absurd shots like make it pass through time itself to hit before it was shot or multiply the shot so there is no area left to dodge it. Additionally you now have access to any ranged weapon skill that exists within the setting.

Magician Perks:

- **100CP - Body Made For Magic** - Normally when you think of Mages you imagine them as soft and squishy backliners capable of great firepower. Well that is true for this world as well but when you reach the top of what magic is capable of you will find your body might not be enough to keep up, the strain of casting great magic never

seen before is enough to shatter a normal body's heart just from the strain of channeling the mana alone. Well not anymore, you will find that as long as it involves casting magic your body is capable of withstanding and healing from whatever magic you cast no matter how straining it would normally be.

- **100CP - Many Paths Scholar** - Most magicians in the world are only able to focus on one type of magic like wind or fire magic. You however are capable of walking all paths of magic learning anything magical despite whatever restrictions or conditions are needed for it. Post-Jump this will be applicable to any system of magic you encounter.
- **200CP - Complete Magic Mastery** - This skill passively increases things like damage, crit rate, crit damage, evasion rate, defense etc as well as making all your magic skills scale with the level of this skill so you could for example improve your mana manipulation by increasing this skill.
- **200CP - Instant Casting** - Your manipulation of magic has reached the point where you could cast magic using your will alone. No need for any chants or words, gestures are also unnecessary for you. All you need is the mana and your will to form it into spells. With some effort you could teach others this skill.
- **400CP - Master of Mana** - Mana is the mystical force that is used to fuel spells and skills. You are now a prodigy at manipulating this resource as easily as moving your body, or perhaps even easier. Your mana increase rate - the amount of mana given per each point in your intelligence stat - is 20 times as much as usual. You are also able to siphon some of your opponents mana when attacking them and taking surrounding mana into your body - up to 3 times your maximum amount - boosting your spellcasting capabilities, removing your casting speed and doubling their potency. This is however extremely taxing on your body so if you overuse it you may permanently damage your magic circuits.
- **400CP - Polymorph** - The special magic normally restricted to Dragons. This spell allows you to instantly change your form to any type of living or nonliving being like mice, undead or any humanoid race. This transformation is so quick you could probably chain combos by transforming into different creatures.
- **600CP - Magical Improvisation** - You might have a large repertoire of spells always at the ready for most situations but it is difficult to be prepared for absolutely anything, that's where this perk comes into play. You are now a master at crafting a new spell in the thick of the moment to be able to handle your current situation. The spell won't be as good as if you had taken the time to properly create it but it will be good enough for the moment.

  - Capstone Boosted - Your brilliance when it comes to magic is without peer, surpassing both Braham and Mumud in talent. If it is even relatively possible to accomplish with magic then you could do it, crafting new spells, enchanting artifacts, converting spells between different magic systems or even merge and revamp entire systems of magic. If there is even a slim possibility of doing something with magic then you will find the way.

Devout Perks:

- **100CP - Holy Power** - Your body has become so good at channeling divine energies that it has started producing it on its own. This gives a 50% boost to all types of healing on both yourself and others.

- **100CP - Communion** - You are attuned to other dimensions more than anyone else. This allows you to more easily speak to the residents of those realms like the gods in Asgard or the dead in hell. With some ingenuity you could probably project those you commune with so others can listen in.
- **200CP - Blessed** - You have been blessed by a greater deity with the ability to bless others yourself. Any type of buff you can cast is doubled in both potency and duration but it can also be cast on any number of individuals at no greater cost.
- **200CP - Penalty Immunity** - What most beings in the world universally face is the penalty of existing in a dimension that is not their home dimension. Great Demons and the Gods of Asgard both face penalties when on the Surface and similarly beings on the surface are weakened in Hell or Asgard. No matter where you are you will always be at 100% no matter the penalties and restrictions that exist for outsiders.
- **400CP - Trinity** - You have taken a page from the Angel's book and discovered how to form a Trinity with others. This allows you and your cooperators to both resist debuffing effects from your environment and gives a boost in the type Trinity you and your cooperators achieved like giving crafting buffs in a Trinity of Blacksmiths or casting buffs in a Trinity of Mages. You can however only form one Trinity at a time.
- **400CP - Summoner** - When serving a higher power it would suck if you didn't gain anything from it. Now you can borrow servants of the higher power you serve, you could summon demonic monsters if you're serving a Great Demon or summon angels if you serve a God. Additionally when it is you doing the summoning all your summons are incredibly enhanced compared to normal.
- **600CP - Conduit** - You have become the perfect conduit for higher beings to descend to the mortal realms. When a deity or similar chooses be mantled by you they can exert their full power while in your body. You can at any point take control of your body again but it's not guaranteed that the deity will continue channeling their power to you.

  - Capstone Boosted - You're not only a conduit, you're a battery. Whenever a higher being channels themselves into you you steal some of their power unbeknownst to them. Now this power itself won't last for very long but the experience of using the powers of others allows you to use them yourself but by using other sources of power like mana.

Craftsman Perks:

- **100CP - Disassembly and Understanding** - The best way to learn how to craft a certain item is to first disassemble it. By taking it apart you perfectly understand how to recreate it if you have suitable materials for the job. This works even for items that are indestructible or where it doesn't make sense like naturally occurring items or items with weird properties. Your understanding allows you to combine what you learned into another item and improve upon the original design.
- **100CP - Crafting Stats** - When you craft anything you should be rewarded with more than just an item right? That's why with this perk you'll get a bonus to all stats when you finish crafting an item of a certain rarity, for Legendary Blacksmith Grid the stats he'd gain from crafting rare-unique rated items would eventually decrease once he had finished crafting a certain number of Legendary Rated Items but for you we'll revamp the system. For each Rating you will be able to get 16 stat points per item of that Rating produced until you have produced 20 items of that Rarity were the stat gain will halve, this will continue until you only get 1 stat point per item after which it

will be 1 stat point per every two items then every four items and so on. So you'll be able to gain stats infinitely but at a diminished rate.

- **200CP - Item Combination -** This is a technique to combine two or more items to increase their performance. The result is based on the quality of the items themselves and their compatibility, for example two swords will show close to 100% of the combined performance while a ring and a magic wand might show only around 50% performance. These combinations can either be temporary or permanent. Combining already combined items reduces the combined performance by 50% each time so it's not worthwhile combining 1000 iron swords though it will have all unique options of the combined items.
- **200CP - Integrative Crafting** - When it comes to crafting not all things are compatible with each other for example the breaths of the four guardian beasts. Normally only one breath can be used on each piece of gear but when you do the crafting you can combine all four in one piece. This also applies to other things like combining technology and enchanting when normally one would destroy the other. As long as it is related to crafting you can combine mutually exclusive sources as if they were always meant to be used together.
- **400CP - Raw-Material Generation** - One of the major deciding factors in all kinds of crafting is the material you're working with and getting out to gather it or buying it can be a bore or in case of rarer stuff - outright impossible. This perk allows you to convert mana to any type of crafting material like metal, hide, plants… you get the idea. The rarity and inherent power of the material will decide how costly it will be for you to create it. While still in Satisfy you will be limited to in-game materials but post-jump you will be able to conjure any material from any world - even those you haven't visited. This perk will also allow you to combine several materials into one, keeping only the positive aspects and discarding the negatives, this even works for materials with no compatibility like plants and metal. You could also create materials through scientific means if summoning them from thin air isn't your thing.
- **400CP - Conceptual Creation** - When you have reached the peak of any crafting type you could imbue your creations with your will. Armor created with the will to keep someone safe will have greatly enhanced defense and skills related to keeping the wielder safe. Food created with the will of making one full could make a single bite as filling as a three course meal and have that fullness last twice as long. Depending on what you want your creations to do will influence what it is capable of.
- **600CP - The Ultimate Crafting Skill** - In the world of Satisfy there exist a multitude of different types of crafting such as blacksmithing, tailoring, jewelry crafting, cooking etc. However having separate mastery skills for every type of crafting you do gets bothersome if you want to do more than one thing. This perk creates a single crafting skill encompassing all types of crafting you encounter, if you level up your cooking skill you will find your blacksmithing skill getting the same boost. Your mastery skill will start at the beginner level and will increase in tier as you gain experience and create better and better crafts. Like normal craftsmen you have access to the production button, making your body craft automatically, the result will be slightly lower quality but will be finished much faster. This perk will also create minor crafting skills like those seen by Grid and other craftsmen.

  - Capstone Boosted - Your crafting can grow beyond the limits of legends and myths into something truly divine, at which point you would even be able to recreate any fiat backed item you possess (if you have suitable materials of course). You will

find that you have no trouble handling any material due to their properties, like dragon scales normally being too hard to smelt. Normally this new crafting skill would replace any other crafting skills you gain from classes or similar but now instead these crafting skills will stack. Additionally now you possess every crafting technique and skill from this setting and you will find that you are able to apply all your crafting buffs on already finished items by simply touching them and focusing.

Other Perks:

- **100CP - A Certain Charisma** - There's something about you, might be your presence, your looks, something about your personality or maybe all three! Like the Vampire Duke Marie Rose you can wrap anyone around your fingers.
- **100CP - The Jack** - Most people specialize in one thing, maybe two or three. You however have gained proficiency in every type of skill, equivalent to an intermediate mastery. Whether it's swordsmanship, magic, crafting or anything else you have gained at a minimum intermediate mastery in that skill.
- **200CP - Musical Master** - Many people turn to Satisfy because they are limited in the real world by their bodies such that they cannot pursue their hobbies. Many musicians have risen in this way since in Satisfy there are no true limits. You have risen above the human limit in producing music, your body able to play music in ways impossible for normal humans. This also influences your voice and mind making your voice perfect for your music and your mind capable of writing new songs with ease.
- **200CP - Genius Strategist** - You're a tremendously skilled tactician able to foresee moves years, possibly decades into the future. Anything that has to do with planning, distribution of resources or political maneuvering you can do beyond the level of the very best in those fields.
- **400CP - Administrative Prowess** - Just because Satisfy is a game does not mean it has real-world problems - paperwork. Thankfully for you your skill in management is transcendent, not only can you manage your own work in the fraction of the time anyone else could but you also boost everyone below you in the chain making the whole machine work much better and faster overall.
- **400CP - My Successor** - Most important people in history left behind items that could help train a successor to their skills. You have the same capabilities of being able to create books or other items that contain some of your knowledge. Unlike others you can have multiple successors and don't need to have passed on to have successors. This also makes you an expert in training others in your skills, even being able to teach skills you only know in theory, like how the Spear Saint Kirinus taught Sword Saint Kraugel swordsmanship.
- **600CP - Your Mother Is Disappointed In You** - Well not in you, but it is a great way to rile up your opponent. Your mouth is so foul that you can insult a god or dragon and they will choose to focus on you instead of the actual threat, this works no matter how powerful your opponent is but be careful and think about the consequences first before you insult their mother.

  - Capstone Boosted - Your skill at talking has made you into the greatest buffer/debuffer the world has ever seen. Compliment or encourage your allies and you will find their power soaring dramatically. Same is true for mocking or swearing at an enemy, sapping away their will to live and weakening their bodies.

Items:

Here is the Item section, you get a 400CP stipend that can only be spent in this section. You can import any similar items into those bought here. For any consumable item you can purchase another immediate instance for 10% of the price but it won't be replenished.

50CP - Strength/Agility/Intelligence/Stamina Elixir - A simple elixir that can permanently increase one of your stats by 10, equivalent to a whole level up that is consumed upon usage. You gain both 100 elixirs of one type to start with along with a recipe for how to make more of that type. Can be bought four times to gain one of each type.

100CP - Random Elixir - Like the other elixirs but can increase any stat, even those that you can't invest stat points in like [Good Luck] or [Dexterity], you can't however choose what stat is increased. You gain both 100 elixirs to start with along with a recipe for how to make more.

50/100/150/200CP - Enhancement Stones/Scrolls - Equipment can be enhanced up to +10, giving the item higher stats in all fields. The chances of successful enhancement lowers the higher the rating of the item being enhanced is. For each purchase you only get that chosen tier and you will also get a production method for the tier you purchase. Can be bought multiple times for different tiers.

> For 50CP you get 100 Normal Enhancement Stones every week, when enhancement is successful your item's enhancement value will be +1 but when it fails it will be -3.
>
> For 100CP you get 100 Blessed Enhancement Stones every week, they differ from normal stones in that the enhancement may be more than +1 and they will only drop 1 enhancement level upon failure.
>
> For 150CP you get 100 Blessed Enhancement Scrolls every week, when enhancement fails your item won't drop in enhancement level.
>
> For 200CP you get 100 Ancient Enhancement Scrolls every week, aside from having no drop in level upon failure these scrolls have a higher probability of enhancing Legendary and Myth equipment.

100CP - Dantalion's Knowledge Fragment - This is a fragment of Great Demon Dantalion's Miracle Field - a book containing all his knowledge. When used you will gain skill between Rare and Unique rating with a small chance of a Legendary Skill, skills you already possess won't appear. You get another one every month.

100CP - Master Key - Most blacksmiths will have their greatest creations be some legendary weapon or armor but not the Legendary Blacksmith Grid. His greatest creation unknowingly to him is a set of lockpicks that can literally unlock any lock in the world, even those that are supposed to be impenetrable like the Prison of Eternity. Don't tell Grid this is his greatest creation however, he will not believe you.

100CP - Experience Increase Potion - In Satisfy grinding is a necessity in order to not become irrelevant, as such any type of experience boost is invaluable for securing your spot amongst the top. This potion increases your experience gain by 20% for three days in all

types of grinding, so it will also increase your skill exp. You start with 10 of these and gain 10 additional each week so share some with your friends okay?

100CP - Personal Residence - This is a large plot of land in a location of your choice each jump. What types of buildings are on this plot of land is up to you. Only mundane facilities come with the property so if you need something magical you need to get or make it on your own, if you bought either Recipe Book or Miracle Field you can have a library with knowledge from the books appear in your property. The property is legally yours and no one will question where it came from and why you own it, it is also undetectable by anyone other than you and those you grant access to.

100CP - White Peach Tree Seed - The White Peach is a special food item that when consumed recovers all of your resources, even limited ones like Origin True Energy, cures you from all status effects and increases your level experience by 30% regardless of level. You get a seed that when planted will mature into a tree after five years if unaffected by outside growth and will be able to produce 8 White Peaches every year. A peach can be planted to grow a new tree but will have half the yield of the original, if the original tree is destroyed you will find a new seed on your person within a day.

200CP - Dantalion's Knowledge Essence - Like the Knowledge Fragment but of much higher tier. When used you will gain a skill from a former Legend, skills you already possess won't appear. Normally this essence will only be usable once per person but this will be an exception. You get another one every month.

200CP - Skill Enhancement Scrolls - Most skills in Satisfy are able to level up, increasing its effect. These scrolls forcibly levels up a skill of your choosing so you don't have to go through the grind to do it yourself. These scrolls can't however evolve your skills since those usually have a hidden condition. You will get 5 of these scrolls every week.

200CP - Old Weapon - This weapon looks old but despite its age it looks to be powerful and in great condition. The biggest characteristic of this weapon however is that it speaks to you - literally it speaks. Inside this weapon is the soul of an old Legend whose only purpose now is to groom a successor, teaching them all their skills and techniques. Despite this Item being called Old Weapon it doesn't need to be a weapon, it can be a sheath for your weapon, a piece of armor or an accessory like a ring.

200CP - Recipe Book - This is a small book containing blueprints for every type of item or product in the world that you are currently capable of creating. It will update itself as you grow in capabilities as well as in future jumps where it will contain blueprints for items in that world. The book also has a special property where it helps you design a blueprint for any items that is possible and also doesn't exist yet, these creatable blueprints have charges and you gain 10 charges every year.

200CP - Golden Walnut - This is a special buff food whose main purpose is boosting all your stats by 10% for 1 hour, it does however have a secondary effect that only triggers occasionally where it acts like a random elixir boosting a random stat by 5. You gain 100 of these walnuts along with 100 seeds to grow more, unlike the canon seeds these won't be very picky about the environment in which they're planted.

300CP - Specialized Rune - Runes are items that are permanently linked to a character, as such they cannot be unequipped or given away. Not that you would ever want to do such a thing since these things are excellent ways to grow stronger. Each time you defeat an enemy that could be classified as a “boss monster” this rune will absorb a part of their power either giving you a skill somewhat based on the being you defeated or something like a passive resistance toward a damage type. Normally these runes have a limited amount of slots for powers however yours has no limit to the amount you can gain.

300CP - Magic Machine - The Magic Machines are large ancient artifacts made by the Ancient Giants to oppose the gods inevitably leading to the Giant’s extinction. Later on Magic Machines are mainly used by the last remaining Giants to protect the world from Dragons. They are essentially magic mechas equipped with either God Killing weapons or Dragon Killing weapons (your choice) as well as being coated in Moon Night Iron, a metal which inhibits status. Normally Magic Machines aren’t usable by humans without limiting their functions but since you pay for this with CP this limit will be removed for your Machine. If the machine is destroyed you will find a new one in your warehouse or other estate after a week.

300CP - Magic Power Ejection Machines - These are small machines flying around in the air ejecting thin mists of mana into the air around you, what this does is allow you to feel through the mana giving you a type of surrounding artificial sense only limited by your personal reaction times when it comes to detection.

300CP - Workshop - This is a workshop for every type of crafting you could think of, it contains all types of facilities that you could ever need, all at the highest possible quality as well as tools needed to use the facilities and create items. This workshop can be an add-on to any of your residences or your warehouse or it could be a portable workshop like Grid’s portable forge, don’t worry it won’t lose any features or potency despite that.

300CP - Proliferating Addon - The Insane Dragon Iron is a unique ore that has the proliferating property, causing it to double in quantity every other week or so. The Proliferating Addon has the same property but can transfer that property to any other material without affecting the quality of said material and unlike Insane Dragon Iron you won’t gain the attention of Nevartan by letting it proliferate. You will however have to be careful that it doesn’t proliferate endlessly by using the material in crafting like smithing or cooking. You start with 10 addons but if you leave it alone for two weeks you’ll have 20 instead.

400CP - Personal Statue - This is a statue of yourself that when prayed to will grant a buff to the one that prays to it. The buff will last for 1 month and its effects will be dependent on your build, if you’re a mage it will boost people’s magic for example. The statue also grants you permanent stat buffs depending on how many have prayed to it, it is capable of leveling based on prayers first needing 5000 of them to reach level 2 and double the amount for all subsequent levels. The higher the level of the statue the better buffs both you and those praying will receive.

400CP - Dragon Pill - The Dragon Pill is a miraculous medicine, a mythical elixir, made from a dragon's heart. It is proof of human efforts that a Dragon can be killed. As an elixir that even the Gods covet, it will never be obtainable again. When completely taken, the pill makes it possible to completely transcend the limits of the own class. It will expand your mana core with an enormous influx of mana. If your core is untrained you will have to suffer through unimaginable pain to fully embody the pill. If you manage to fully embody the pill your mana core will expand to the 4th stage - the highest possible - massively increasing your mana amount. You get another Dragon Pill once every year.

400CP - Miracle Field - The 25th Great Demon Dantalion possesses a book that records both the past and the future, all types of magic, martial arts and crafting skills that have been and will be are recorded here and can be reproduced even if you don't fulfill the prerequisites to learn it, though the speed this is learned is dependent on individual talent. Where Dantalion's Miracle Field falters though is that it is unable to record anything above Dantalion himself in power. This version of Miracle Field however holds no such limitation, all types of skills are recorded in this book no matter their power and in future jumps the book will update to include all there is from those worlds as well though if you choose to pay double we can pre-fill the book with knowledge of all spells, skills and techniques from ALL worlds, even those that do not exist as jumps. The only limitation is that any perk or similar to instantly learn from books won't work on Miracle Field and anyone else trying to read it won't be able to understand the words.

400CP - Reputation Store - This is a store that only shows itself to those who have achieved great deeds throughout the world but unlike normal stores they don't use money for trade, no you pay using your reputation that you have cultivated through your adventures. You however can summon a different, superior version of this store, for one you can find any type of non-unique item that exists, including all things sold in the canon Reputation Store and the Sun Carriage. Secondly you can pay in any currency including reputation, all other currencies however have a massively inflated price compared to reputation but that shouldn't be a problem for a rich Jumper like you right? Thirdly your companions and others will also be able to use the store should you allow it even if they don't have the needed reputation to normally use it. Lastly you have access to a special gacha, the price is the same as the canon store but you can draw literally any item, even those that shouldn't exist. Interpret that how you wish.

400CP - Memphis Egg - The Memphis is the most majestic and greatest beast from hell. It looks like a cute cat with horns and wings but don't let that cute exterior fool you, this is a fierce beast capable of temporarily stealing the stats of enemies and able to poison those they scratch. It is a cat however so expect it to only help you if it feels like it.

600CP - God Hands - These are sentient items modeled after your own hands. They are indestructible, capable of flying on their own, making intelligent decisions based on your own, wielding weapons and other items, they can even activate item buffs for you. However the greatest part of these hands is the fact that they're modeled after your own, meaning they possess 30% percent of your total stats and they can perform anything you can do with your own hands like sword skills, martial arts and casting magic, still however at 30% efficiency and they consume your resources. You start with only one God Hand but get

another one once a month with no upper limit, however if you are a blacksmith you can craft more if your skill is good enough, you could probably make hands for others as well.

600CP - Refractive Treasure - The Refractive Dragon is one of the highest concepts in Satisfy, a concept created through the fear of the end of the world. Having this treasure on your person can make you completely undetectable to everything allowing you to hide from beings like dragons and gods, infiltrate places like Hell and Asgard and survive the end of the world. When you reveal yourself or interact with another creature this undetectability will end and go on a 1 day cooldown.

600CP - Fruit of Good and Evil - This fruit is a unique object containing multiple conflicting forces, when consumed it allows one to use and combine conflicting forces, powers and energies like Divine Power and Black Magic. If used in crafting the resulting item depending on how it is used the item may have two or several conflicting functions like being sharp and durable yet soft and easily taken apart. You get a new fruit once every year.

600CP - Martial God's Secret Technique - The Martial God Chiyou, the strongest god in the worldview of Satisfy. This book allows his insight to see your fighting prowess for what it truly is, boosting your strengths and lessening your weaknesses, merging old skills and creating new ones fitting for you. Using this skill book will completely improve your build on all fronts without changing the essence of what you are. You get one additional one every year.

600CP - Dragon Egg - Dragons are the apex predator in all environments. Born fully cognizant and knowledgeable of the world. There is a reason no one has ever tamed a dragon and that is because dragons are beings that don't need anyone and are capable of living near the top from the moment they are born. Perhaps you will be different, you could probably show this dragon hatchling that sometimes company is better than living a solitary life.

800CP - Core That Has Existed Since The Beginning Of Time - This is an item where depending on how it is used can have a massive impact on the world. It allows you to make one wish like changing the nature of your divinity from destruction to creation, making you immortal as long as you are feared or boosting your sex drive. It can do practically anything but the one downside is that it responds to your will meaning it can be accidentally activated. You can reverse your wish but you can not make a new one, instead you must give the core to another for them to make the wish. You get another core once every 10 years or upon entering a new Jump whichever happens first.

800CP - Your Own Divine World (Limited to Gods) - This is less of an item or property and more like a dimensional effect that applies to any property or land that you own or is in some way under your rule or protection, this also includes your Mental World if you have one. The main effect of a Divine World is to buff you and your allies and debuff invaders. You, your allies and any you designate as allowed will preserve their full status and receive a 30% boost to all their stats. Meanwhile invaders will have their status diminished and face a 50% penalty to all their stats. Additionally you and other gods gain benefits like removed skill cooldowns and others as your Divine World levels up.

Varies - Class Change Book - A consumable book that can be used to change class. The cost for these books is the same as the classes you can purchase earlier in the jump plus an additional 100 extra CP but the difference is that the class gained with this book is always tailor made for the individual consuming the book and each person can only use one book ever. You get one new book of your chosen rank once per jump or every 10 years whichever happens first as well as a production method for your purchased rank.

Varies - Crates of Items - Perhaps you don't want to go through the hassle of customizing equipment specially for you or you simply want a large amount of items, whatever it is this purchase will probably fulfill it. These are a vast assortment of items like weapons, armor, accessories and various trinkets enough to fill a dozen crates. All items have unique effects so no two items are the same, the average rating of these items will be determined on how much you pay for them.

- 100CP - Normal rated on average
- 200CP - Rare rated on average
- 400CP - Epic rated on average
- 600CP - Unique rated on average
- 800CP - Legendary rated on average
- 1000CP - Myth rated on average

100CP - Personalized Equipment - Equipment is the main gear you use, meaning a full armor set and a weapon fitting for you but it doesn't include any accessories or underwear. When you buy this you get 1000 Equipment Points for the Equipment Section below. This option can only be bought once.

100CP - Better Equipment - This purchase buys you 200 more Equipment Points. Can be purchased multiple times.

Equipment:

The equipment you get here will all be tailored to your build and are easily modified with whatever crafting skills or materials you have gotten during your jumps so it won't become irrelevant as you grow stronger. All your gear including imported gear can be influenced by the purchases here. To access this section buy the Personalized Equipment in the Item Section above.
But before we begin you perhaps want to purchase this:

50EP - Import - Perhaps you have some gear you don't want to part with, maybe it has nice effects or a sentimental value. Either way this option allows you to import one type of either a weapon or armor, if you have purchased Additional Gear further below you can import accessories like rings, amulets or underwear, the same is true for if you have purchased Utility Gear where you can import things like pickaxes, smithing hammers or tailoring needles. Can be purchased multiple times.

Now let's customize your equipment.

<u>First is to choose who crafted your equipment to begin with.</u>

Free - Human Craftsman - The free option. One of the best blacksmiths humanity has produced. Your gear will be well made for their rating but will be limited to Unique tier.

50EP - Dwarven Craftsman - Known for being great smiths. They specialize in making Ego gear, equipment with artificial souls; giving you Ego Equipment(200CP) for free. Otherwise the gear is only slightly better than the ones made by Human Craftsmen and is still limited to Unique rating.

100EP - Legendary Blacksmith Pagma - The first Legendary Blacksmith, he crafted a lot of the legendary treasures of the Rebecca Church and was good enough that the Blacksmith God Hexetia became wary of him. Items will be of excellent quality and allow crafting of Legendary Equipment.

150EP - Legendary Blacksmith Grid - Pagma's Successor, Grid ended up surpassing Pagma in crafting and managed to befriend the Blacksmith God through smithing. Allows crafting of Myth Equipment.

200EP - Overgeared God Grid - The Overgeared God is considered the creator of all things, not specializing in one type of crafting therefore he can combine blacksmithing and tailoring to make something truly great.

250EP - Blacksmith God Hexetia - The Overgeared God may be the creator of all things but that is still ranked lower than the God of Blacksmiths when it comes to smithing. When it comes to smithing anything he produces will be the best however he can't do any tailoring so if you need any of that; for the sake of you purchasing this let's say he had his friend the Overgeared God help him out on that front.

300EP - Trinity Blacksmiths - The Trinity formed by Overgeared God Grid, Blacksmith God Hexetia and Legendary Blacksmith Khan and the combination of their mental worlds. The gear is crafted with the combined skills and knowledge of all three blacksmiths.

Free - You - What you thought this option would cost you anything just because it's last? You're doing all the work yourself so why would we charge for it? Anyway now you have here all the parts needed to put your new equipment together, hope for your sake that you actually know some crafting or if you don't then maybe one of your companions do. If you imported gear into your equipment then that gear has been dismantled even if it is indestructible, now you just need to put it together again.

<u>After that is to determine what rating will your new equipment be? Rating in general affects the general quality of your gear, its stats as well as the quality and quantity of additional effects the gear has.</u>

Free - Normal Equipment - The average rating of equipment most players and NPCs have access to. Normal gear usually only has one additional effect of low quality if it has it at all. It has good stats for its rating and it will also update itself to stay relevant for your current build.

50EP - Rare Equipment - Slightly better than normal equipment and has a decent chance of dropping in a dungeon or raid. Rare gear usually has one or two additional effects of low to medium quality. It has good stats for its rating and it will also update itself to stay relevant for your current build.

100EP - Epic Equipment - This tier of gear is considered the average rating amongst high rankers in Satisfy. Epic gear usually has two or three additional effects of medium to high quality. It has good stats for its rating and it will also update itself to stay relevant for your current build.

150EP - Unique Equipment - This is the limit of what ordinary craftsmen can achieve, greater gear can only be crafted by Legends and Myths. Unique gear usually has three or four additional effects of high quality. It has good stats for its rating and it will also update itself to stay relevant for your level and current build.

200EP - Legendary Equipment - The best rating of equipment the average high-ranker will ever own. Legendary gear usually has five or so additional effects of great quality. It has good stats for its rating and it will also update itself to stay relevant for your current build.

250EP - Myth Equipment - The highest rating of equipment normally able to be produced within Satisfy. Myth gear usually has five to ten additional effects of amazing quality. It has great stats for its rating and it will also update itself to stay relevant for your current build.

300EP - Only One - The highest rating so far seen by any gear within Satisfy. The stats are only somewhat higher than the best Myth rated gear but what makes Only One

gear special is that it's specially made for only one individual. Gives you a discount for **[Intent]** down below.

Next is the materials your new equipment will be made of, you can choose up to 3 additional materials at a discount however the first material will be the base everything is built around.

Free - Black Iron - Black Iron is stronger than steel and only half its weight. It is considered a quite strong high-grade material though it doesn't have any inherent abilities.

50EP - Blue Orichalcum - Blue Orichalcum is normally a quite ordinary strong metal showing no special effects. However when it is used in dark places it gets strengthened considerably.

50EP - Black Mithril - Black Mithril has the ability to absorb any property well giving it great results no matter what element is conducted through it.

100EP - Adamantium - This metal is naturally found on Asgard. Due to its origin it is bathed with divine energies making it a great conduit for "clean" energies. Other than that it has great base stats when used regularly in equipment.

150EP - Pavranium - A mineral created by Legendary Blacksmith Pagma. It has slightly better performance than Adamantium and is imbued with the Ego of the Dwarven Empress Maribel making it able to move and make decisions by itself. It is also a material with infinite durability meaning it cannot be broken.

200EP - Greed - A new metal created by Legendary Blacksmith Grid and Legendary Great Magician Braham based upon Pavranium and other metals. The metal itself doesn't have any innate attributes, making it perfectly neutral and being able to be imbued with any element. Greed retains its quality of moving by itself despite the ego of Empress Maribel having passed on. It is also a material with infinite durability meaning it cannot be broken.

300EP - Dragon Parts - Made from parts like scales, fangs, bones or horns; dragon parts are among the highest quality of materials. Armor made of it will replicate the innate abilities of dragons, granting you Absolute Defense; making any attack below a certain level below you deal only one damage. Weapons will show great power against strong beings like Great Demons, Archangels, Gods and Dragons.

400EP - Moon Night Iron - This rare metal is special in that it completely ignores your opponents status. When used in a weapon; no matter the target they will be hit. It will completely ignore effects such as defense, evasion, counterattacks, reflection and damage reduction. However the metal in itself has a quite low attack stat and ignoring status will have a cooldown of several minutes. When used in armor it will block your opponent's status from affecting you. It is also a material with infinite durability meaning it cannot be broken.

500EP - Divine Stone - The greatest mineral of Asgard. This mineral makes up the majority of the weaponry and armory of the Gods in Asgard. Weapons and Armor made with this metal have amazing base stats and boosting effects but usually don't have many additional effects. It is also a material with infinite durability meaning it cannot be broken.

600EP - Dragon Parts of an Old Dragon - Like normal Dragon Parts but better. Old Dragons have existed since the beginning and their bodies are unnaturally powerful, one fang from the Evil Dragon Bunhelier was enough for the Overgeared God to create a sword on par or exceeding what the Blacksmithing God Hexetia can make with Divine Stone. It is also a material with infinite durability meaning it cannot be broken.

50EP - Import Material [Requires Raw-Material Generation] - Want your gear to be made of some material from other Jumps? Then this is the purchase for you, as long as you have the material you want for your gear at hand you can import it for your equipment. This option can be purchased how many times you like for different materials and won't count towards the material limit. The material you want to use doesn't need to be accessible in-setting either, you can choose any materials from any worlds.

Free - You'll Handle It - What? You already have some materials on hand or imported items you don't want to alter the materials of? Well I guess that's fine then, no extra cost to us so we'll let you handle the materials.

Lastly is some additional miscellaneous options to spice your gear up, choose how many you want from this section.

Free/50EP/100EP/150EP/200EP/250EP - Imbued Skill/Magic - Each piece of gear you have is all imbued with either a skill or spell, at base these skills/spells are of normal rating but for every 50CP you invest into them the rating increases one step higher. Examples of skills and spells that have been imbued into gear include Fly, 5 Joints Attacks, Enlightenment and Quick Movements, you can choose from any canon skills, have it be random or make new skills equivalent to the canon skills. Can be bought multiple times at different ratings.

50EP - Complementary Gear - Whatever race you are you probably have at least two hands and not all weapons require both to use so instead of leaving a hand empty can we fill it with some complementary gear like a shield or maybe the sheath to your sword? Whatever you choose you will now have access to supplementary gear as well.

50EP - Additional Gear - So you know how i said earlier that you won't get any accessories or underwear with your equipment? Well with this upgrade you will be fully decked out in stat boosting underwear, rings, earrings and a necklace that fits and compliments your build in the best possible way. These will be of the same quality as your other gear and made in materials of the same quality.

50EP - Utility Gear - Fighting isn't everything in Jumpchain, sometimes you want to be a crafter or a miner or maybe an apothecary? Whatever it is you want you will get additional gear for whatever profession(s) you want to pursue. Additionally your armor pieces will boost your chosen professions when wearing them.

100EP - Ego Equipment - The dwarves of Talima consider gear without an Ego as worthless junk, there is just something special about a piece of gear with its own soul. What an Ego item can do for you is forcibly move you out of the way, fight for itself without you

holding it or for greater Ego's of a Myth-Rated item; dominate lesser gear, forcibly removing them from your opponents.

100EP - Additional Weapons - Usually you only get one weapon but if you buy this you get an additional 5 weapons per purchase. You can choose what weapons you will receive or choose something like a staff if you're a mage instead. You can import weapons for each new weapon. Can be bought multiple times.

200EP - Growth Rated Equipment - Your equipment will grow with you as you use it and develop extra effects fitting for your build. It is capable of growing beyond Only One rating and the lower its initial rating is the more powerful it will become once it catches up in rating.

200EP - Training Gear - Your gear possesses some unusual qualities, they can activate restrictions on you that allows you to pursue greater power in the long run. Things like a blindfold, weights, restricting chains and handcuffs that gives you a boost to exp as well as permanent boosts to stats when training at the cost of severely weakening you while using it. You can disable this whenever you want to make your gear go back to normal.

300EP - Auspicious Breaths - The Auspicious Beast are the four forgotten gods of the East Continent. They include the Red Phoenix, the Black Turtle, the White Tiger and the Blue Dragon. These gods produce Breaths, powerful crafting materials granting resistance to its element, boosting that element of its wielder and granting skills from the gods themselves. Normally a piece of gear can only contain one breath, since the gods clash with each other; so will their breaths. However you paid for this so every piece of gear has a combination of all breaths imbued into them.

300EP - Intent - During the crafting process your gear was flooded with the intent of yourself and the maker(s) giving your gear fraudulent abilities similar to those of the Fire Dragon Armor, the Broken Sword or the Purified Halos except the abilities will be based on you and be perfect just for you. Free for those who bought **[Mental World]**.

300EP - Shapechanger - Weapons are made to cover the weakness of their wielder and no other weapon can do this better than one that can automatically change shape to best accommodate your weapons trajectory. For example with swords: be a katana when drawing it, a greatsword in an overhead slash and a longsword when stabbing. Your weapon(s) can additionally transform into any other type of weapon like swords, spears, staves, bows, knuckle dusters etc. If you imported multiple items the effect of those items apply in every form.

600EP - Doubled Equipment Slots - Normally you can only wear one piece of gear per equipment slot, makes sense really that you can't wear a helmet and crown at the same time, except that you can. You now get double the amount of gear that occupies the same equipment slots but the gear are never the same like the helmet and crown example. You can switch between your gear for which one is visible and not.

1000EP - Divine Incarnation - It is a stretch to call this gear but since it's made of metal we'll give it a pass. This is a replica of your body made of whatever material you

bought earlier, what makes it special is that it can house your consciousness allowing you to act through it, this will make it so you won't be in control of your own body unless you have a way to split your consciousness in which case it can work on autopilot according to your wishes though you will be completely aware of it's actions at all times. This body won't be afflicted by whatever drawbacks you have taken and will be able to grow into a completely different direction from you for example if you are a warrior they can walk the path of a mage to support you. It will have identical copies of all the equipment you have purchased or imported here, it will repair itself eventually if it is somehow destroyed and every purchase grants you an additional Divine Incarnation.

Companions:

50/200CP - Import - For 50cp you can import one companion or pay 200cp to import a set of eight companions. The imported companions get the same options that you do and gain 800cp to purchase Archetypes, Races, Classes, Perks and Items for this Jump. They benefit from discounts and freebies and can take any drawbacks that affect only them. Unless changed by the options the body the companions are inserted or reborn are nearly identical to their previous appearance.

Free/100CP - Canon Companion - Any canon character that you can convince to follow you and is still alive until the end of the Jump would automatically become your companion for Free. For 100cp you can choose any canon characters that exist or are alive in the setting during the time you are dropped/inserted and this would guarantee that you would meet that canon character in your first month and throughout the duration of the Jump on your own terms. They gain 400CP that they can spend in this Jump after it is over.

300CP - Custom NPC - This is not really allowed so don't tell the devs, but we'll give you the opportunity to customize your own NPC, for a price of course. You get to decide their gender, appearance and personality. They get 1000CP to spend for Archetypes, Races, Classes, Perks and Items. They benefit from discounts and freebies and can take any drawbacks that affect only them. This can be bought multiple times. Your NPC can alternately be a pet like a Wyvern or Memphis.

Drawbacks:

If not stated otherwise all these drawbacks last for 10 years. There is no drawback limit for this jump either.

0CP - Supplement Mode - Want the stuff without going through the jump? Just slap it onto another jump and skip the story completely. So choose another world to actually jump with the stuff you purchase here, you will also be able to transfer points between the jumps at a 1:2 ratio but some drawbacks that are world dependent won't be available as well unless you fanwank and translate it for the local world.

0CP - Crossover Mode (Toggle) - Maybe you don't want to skip the story completely but want to spice it up with something new. Merge this jump with up to three other jumps along with any number of supplements, it's up to you if the crossover will be a complete amalgamation or just some new characters and concepts. You will be able to transfer points between the jumps at a 1:2 ratio.

0CP - Self-Insert - This allows you to insert yourself into any character at any point in their story, however any supernatural power won't come with, only the perks you buy in this jump and those you had before.

0CP - Pre-Canon - Perhaps you want to start during Pagma's age or during a previous iteration of the world? Maybe before Satisfy was launched and make an investment? Whatever it is you can choose to start anytime before the main canon but you must still stay the full 10 years after canon starts. Additionally you can have any drawbacks start taking effect later on instead of the moment you start but you must still spend at least 10 years with your drawbacks.

0CP - AU Toggle - Believe it or not there are actually fanfictions made for this franchise, if you instead want to jump to one of those alternate universes then this toggle is for you. You could also use it to make some differences to the jump like "players never arrived in the world" or "the dragons never lost their memories", if you make the jump significantly easier for yourself however you'll need to pay 200CP.

50% of Original Price - Extended Drawbacks - All the drawbacks here last only 10 years unless stated differently, so if you stay longer than the standard 10 years you can use this drawback to have all other drawbacks last however long you want up to a maximum of 100 years where it becomes permanent until your jump ends. If the drawback you want to extend grants you 200CP, extending it will grant you 100CP for an additional 10 years. You cannot purchase this if you won't stay for the extended time though you can reduce the time of a drawback by reducing the CP granted, if you use this for other jumps in Supplement Mode and/or Crossover Mode it won't count to that jumps CP limit.

100CP - Standard Time Extension - You know how it works at this point. Every purchase of this extends your time in this jump by five subjective years and can be purchased an unlimited amount of times. Any non-time-extension drawbacks only last for 10 years unless extended.

100CP - Misunderstandings - Fate tends to lead you into situations where people easily misunderstand you. People will often mistake you for someone else or believe you to be the mastermind behind some plot when in reality you're unaware there is one to begin with. Expect to be put in many confusing and sometimes embarrassing situations.

100CP - Sub-Par Capsule - When you started Satisfy you were on a bit of a budget so you bought the cheapest capsule available. Most people won't notice a difference between even the worst capsule and reality but for those with better reaction times it will definitely feel off, your movements will be slightly sluggish and you will have a small latency to whatever you do.

100CP - A Ladies Man - During the course of the jump you will encounter a dozen of beautiful ladies who all want to pursue a relationship with you. Sounds great so far yeah? Well these ladies are all strong willed and won't take no for an answer and if you were to turn even one of them away it would make you feel like a horrible person. While they aren't averse to a harem they would be greatly hurt if you were to neglect them… if only there was an easier way of managing a harem? If there is any special character you want included amongst these ladies you can choose them now otherwise they will be chosen at random. You can take them on as companions or followers after the jump if you desire.

100CP - No Self-Esteem - Somehow you have been convinced that you're somehow inadequate and thinking everyone else is out of your league. That beautiful girl clinging onto your arm with heart-shaped pupils? Probably just a physical person with wack contact lenses. This only changes how you perceive yourself so you could be the most handsome person on earth and still that cashier you met this afternoon is way out of your league. If combined with A Ladies Man expect to have many frustrated beauties around you. Can be overcome with therapy or by building up your confidence.

100CP - Animal Lover - Those cute fluff balls are irresistible, like Nyangmong you love animals of all types so much that you would enslave yourself to others just so you could pet a particularly cute one. If you were in a situation forced to fight any cute animals you would feel as if your heart would break.

100CP - Early Start - Hold your horses, this isn't the kind of early start you're thinking of. No you still start at the same time as usual but now you will start the jump earlier into your life, your birth specifically. Yes now you will start the jump as a baby, mostly defenseless and reliant on others, any type of perk or powers to age you up won't work and you will age as is normal for your race.

100CP - You Guessed It. Bandits - This seems to be a thing in many fantasy novels nowadays, whenever you step out of civilized areas you will most probably be attacked by a gang of bandits wanting to either rob or kidnap you. These bandits aren't that strong but

there seems to be no end to them no matter how many you arrest or kill there will always be more of them.

100CP - Shitty Single Player Game - Satisfy was a revolutionary game providing a sense of realism indifferent from reality though with this drawback that is no longer the case for you, instead the world will be like an early 2000s single player game in that nothing seems to happen unless you are there so world never moves on without your input, most of the npcs only have some generic lines of dialogue while important npcs spout exposition at you and you can't interact with anyone normally, you only get a choice between some lines to say. Oh and bugs, there are alot of bugs but they are mostly funny and absurd not game breaking.

200CP - Greedy - Like the MC Grid(Greed) your heart seeks material wealths. Every time before accepting a quest or request you will ponder if the reward is worth it or not, every time someone asks you a favor you will try to extort them for all they own. Doesn't matter if they're a stranger or close friend, your greed will come first. You can overcome this drawback by simply satiating your greed but expect to drain a fairly large country of all they own before feeling it's enough.

200CP - No Talent - You have no talent in the art of fighting, your movements are clumsy, your accuracy is off and your planning leaves much to be desired. You can still improve yourself by hard work but you need to put in much more effort than those considered talented. This disables all perks that can help your talent until you have improved yourself enough.

200CP - The Chuunibyou Disease - Holy shit this is cringe, can you please stop talking like that? You talk and act in such a way that all intelligent species will cringe just listening to you, there is a reason the Evil Eyes were cast out of hell after all since every single one of them are chuunis. Thankfully you can restrain yourself if the situation calls for it but you won't be happy doing it.

200CP - Arrogance of the Strong - Like many strong people in this world you tend to overestimate your own abilities and underestimate your opponents purely based on titles or somesuch. You can overcome this by getting the tar beaten out of you by a far superior opponent however… if you survive that is.

200CP - It's Just a Game (Player required) - Instead of jumping to the world of Satisfy you instead jump into the version of earth where Satisfy is a VR game. You still get to keep all your out-of-jump powers but they only work on earth and you have no way of influencing Satisfy with them. You still have to play Satisfy but only your in-jump purchases will be available.

200CP - Hilariously Bad - Choose one relatively common skill or hobby, you're now extremely bad at it so much so that it has a comedic effect. For example fishing, now not only will you not get any bites but the fish will take your bait as well or cooking, not only will it be burnt but it also will somehow be still alive. Whatever skill it is, people will laugh at your expense. You can take this drawback however many times you want though for different skills each time.

200CP - Hunted by Eclipse - The assassin organization where the most skilled assassin - Lantier - of each era is the leader of. Someone put in a bounty for you - dead. No matter how many assassins they lose they won't stop trying to kill you whether it be in head-on battle, poisoning your food or killing you in your sleep. Only way to stop the assassinations is to either kill all assassins, get rid of the bounty or usurp the organization by killing the current Lantier.

200CP - Weakness to Blank - This is fairly straightforward. Choose a type of damage like fire, magic, projectiles, slashing or a status condition like sleep, paralyzing or petrification. This damage or status type is twice as dangerous to you dealing more damage than it otherwise would have, increases risk of succumbing to a status effect and disables any immunity you have towards it. Can be bought multiple times to get different weaknesses. If two weaknesses overlap like fire and magic in case of a fireball spell that spell will deal four times the damage.

300CP - Past Trauma - Like the MC you have gone through an event that has left you traumatized, bitter and untrusting toward whatever traumatized you. You get to choose whatever happens to you as long as it leaves a mental scar behind, perhaps you were bullied as a child or ridiculed by your crush in your teenage years; you choose, good thing however is that you will probably be able to overcome your traumas with proper help and support.

300CP - If You Die In Game You Die In Real Life - Remember this world is a game, meaning that when you die you can respawn; well not anymore. If you die, you're dead, it's as simple as that. Only way you can keep on in the world of the living is if you are resurrected by someone else.

+200CP - Only One Life - This Drawback disables all types of ressurection you and your companions have available to you, so if you die once you will fail your chain. So essentially it's like the average jump.

300CP - Mana Starved - Your mana regeneration is now 1/100th of what it was previously. This does not affect your total mana pool but only the speed at which it recovers naturally. Ingesting something like mana potions also only gives 1/100th of what it would normally give.

300CP - Mana Dependency - You might think having an abysmal mana regen is fine, especially if you don't use mana. Not with this drawback, now everything consumes mana. Every single skill, perk and power consumes some amount of mana depending on the power in question. This also applies for passive effects, those are draining mana at a constant rate when they're active, thankfully you can toggle on and off those passive effects whenever you want. This drawback can be applied on individual perks/skills/powers for flavor.

300CP - Lost Sense - Like the blind swordsman Cabelon you have lost either your sense of sight, hearing, smell, touch or taste. Whether you lost that sense in an accident or was born without it is up to you. Don't worry though if you have powers like an Evil Eye you will still be able to use despite having lost eyesight, any sense based power or perk will be able to work with other senses though you will have to put in the work to convert it. Can be bought multiple times for multiple senses.

300CP - Egotistical Items - All of your items have been imbued with an ego, how their personality will become is dependent on the item for example weapons might be aggressive and books might be gluttonous. However their personalities become they all have one thing in common and that is that they mainly care about themselves so depending on how you have treated them and will treat them they might choose to stop aiding you or just leave entirely. This is only active on permanent handheld items so consumables and properties are not affected. You may choose which items retain their ego post-jump.

300CP - Horrible Aim - Wow that wasn't even close. Are your eyes working properly? Or maybe it's just your arms are too shaky to properly aim? Whatever it is I hope you won't be pursuing any archetype requiring you to have aim since you would be a greater danger to yourself and your allies than your enemies if you were.

400CP - Monster Attractor - Something about you is very attractive… to monstrous beasts. Something in your smell like pheromones or the smell of blood makes any monsters near you go crazy in wanting to eat you. Any intelligent monster can thankfully suppress this desire if they want to but the more instinctual beasts won't have anything limiting them.

400CP - Limiter - When you first get into the jump all your powers, perks and other enhancements get reset to 0, they don't disappear they just get dialed back to pretty much nothing. Over the course of your adventure your out-of-jump abilities will slowly return at 10% per year leaving you at full power after 10 years. How your powers return is up to you, either all of your abilities will slowly ramp up in strength or some of them return at full strength in intervals or a combination of both taking your favorite powers and perks first and letting the rest grow during the jump. If you don't want to lose all your powers you can lose half or a quarter instead for half or a quarter CP gain. Can be taken multiple times but each purchase halves the regain rate and doubles your stay. Works additively with and is counted before Standard Time Extension. Can be taken for individual perks but for no CP gain.

400CP - Build It Yourself - Did you think you would get your items fully assembled? Remember this jump is heavily crafting oriented so it's only fitting that we dismantle all your items, those you brought with you included, so that you can craft them yourself! You will get a mental blueprint for how to build your items as well as all the materials needed to build them inside a special inventory only for these materials. For simplicity's sake this only affects items smaller than a car but if you want an extra 200CP ALL items even properties are included. If you don't want to lose all your items you can lose half or a quarter instead for half or a quarter CP gain. At least these dismantled items can now benefit from your crafting skill and you may even be able to alter and combine blueprints or mass-produce items if you have suitable materials, also all sentient items have their consciousness stopped until they're reassembled, don't want to torture them if you're too lazy to build them. Can be taken for individual items but for no CP gain.

400CP - Undergeared - One of the greatest strengths of this world is the gear you can acquire, however you will not be able to benefit from this. All your items will be sealed during the duration of this jump and you will be unable to use equipment greater than Normal in rating.

400CP - I Alone Level Up - Wrong Manhwa but we'll roll with it, from now on all your perks, powers and abilities related to fighting will be restricted by your level, not in the sense that you need to level up to use them but in that their power will be nerfed to a point where it's "appropriate" for your level. By leveling up you can then regain your former strength.

400CP - Self-Sacrificing - Like all the NPCs in Satisfy you have picked up the habit of sacrificing yourself for your new friends even if most of them only face an XP penalty and then resurrect you will still think it's better if you were to die even if it meant permanent death. Now this won't make you suicidal but if out of options you will be the first to sacrifice yourself so the others can live.

400CP - Sickly Body - Like the Legendary Great Magician Mumud your body is sickly and weak. Unlike him you at least won't die because of the condition of your body… at least if you don't strain yourself beyond your limit. Any type of workout to strengthen your body will have limited effect and could possibly do you in if you trained too hard.

400CP - Useless Magician - There seems to be something wrong with your mana core but we don't know what. Whatever it is it's making you unable to shape your mana to form spells barring you from being a magician. You can still use indirect uses of magic at least like runes or enchanting just not any of that casting stuff as long as it's using mana.

600CP - Meathead - Instead of simply being unable to form mana into spells you're simply to stupid to make any of this magic stuff work for you. Any type of magic you try your hand in will simply fail because you're to stupid to understand the theory behind it. If combined with Magically Inept this will make any attempt at magic catastrophic and probably explosive.

600CP - No Combat For You - So you've chosen the path of supporting others like crafting stuff or administration. This makes you unable to use any type of weapons, magic or skills in combat, you can not equip any gear meant for combat meaning that if in a life or death situation you would be limited to your fists or maybe your support stuff if they're somehow better than your fists. This makes you practically unable to defend yourself meaning others must do the fighting for you.

600CP - Driving Blind - All the plot points of Overgeared are erased from your memories. You will still remember the individual characters, your build and about the system itself, just not what the future holds. Now why is this drawback so highly prized? Because so much of the plot is possible only through sheer dumb luck, many catastrophic events have been averted by certain characters just being in the right place at the right time and thus replicating it will be very difficult if not impossible without prior knowledge.

600CP - Natural Progression - There are no freebies here, all your perks, powers or whatever else that you have purchased here and taken with you has been taken from you, now you need to work hard in order to gain what you have lost. The way you go about this is up to you, maybe you go on adventures, defeat powerful enemies or perform magic rituals in order to regain your power, whatever way you choose the difficulty will be determined by the power of the perk you want to recover and you will know exactly what you need to do to reclaim it. If you don't want to lose all your powers you can lose half or a quarter instead for half or a quarter CP gain. If you have also taken the drawback Limiter your powers will start

at the lowest power level and the timer for your stay in this world will start once you have regained all your perks and powers meaning you need to recover all your powers and stay an additional 10/20/40 years. If you instead wish for this drawback to only affect your abilities purchased here you will only gain a total of 100CP instead. As an additional boon for taking this drawback you will be able to share the perks and powers you offer with others, for example taking others on adventures to recover your perks or using the rituals for your perks on others as well. Can be taken for individual perks but for no CP gain.

600CP - Myth Predators - These predators are old beings growing their strength by feasting on the accomplishments of others. There's a reason why human gods are not widespread despite the fantastical feats humans are capable of and that's these beings hunting them down and eating their divinity. These Myth Predators know what your worth is and will only waste the resources they think you're worth, this means they will only go for you directly if you will be a substantial meal for them so they will mostly send servants for you or in the case that you're quite weak they will wait for your divinity to fatten up. They won't however hunt you down when you're in settlements, they seem to value their anonymity to the world at large.

600CP - Cursed Sin - Like the Great Demon of Predation Beriache or the Seven Malignant Saints you have been cursed by the heavenly gods with one of the seven deadly sins. How this sin is implemented is up to you but it must be as detrimental as the sin of sloth forcing you to sleep 23 hours every day. You can get an additional curse for another sin but only one for each sin. Optionally you can get a watered down sin curse for a CP gain of 200CP total, the sin must be equivalent to being forced to sleep at least half the day.

600CP - On Your Own - Now you are completely alone for now. This makes all of your companions and followers unable to follow you into the jump and you cannot choose to create your own NPC as well. Likewise the egg items in the item section won't hatch until your next jump. Your only company will be the ones you meet during the jump.

800CP - Chained - Your being has become so closely entwined with your chosen patron that your fate will be the same as theirs. This gives your deity power over you forcing you to be their agent on the surface to accomplish their goals. You will also be forced to protect them in case they're in danger since if they were to die then so are you.

800CP - Enemy of the World - Like Baal's Contractor you are universally hated in every country of the world. You won't be attacked on sight… probably, but at the very least people won't help you. This can be overcome by great effort of showing people your sincerity but expect a lot of uphill work. Unlike Baal's Contractor however you won't even have allies amongst the enemies of humanity, the Great Demons and Gods of Asgard alike both hate your guts, they won't attack you without reason however since they will find you to be beneath them. Only imported companions and followers are immune to this effect so at least you aren't completely alone.

800CP - The Greatest Troll of All Time - Like Braham you too have an unfortunate effect where even how meticulously you plan or how brilliantly you deduce you will overlook some small part that will probably lead you and your companions to death. Like convincing your comrades that you can kill one of the strongest dragons or going to kidnap an angel and

unwittingly releasing a god you too will make many stupid mistakes that will make others question whether you're trolling or just being plain stupid.

800CP - No Cheaters Allowed - Morpheus, the AI controlling the server of Satisfy has detected your presence and thinks your powers don't fit into the worldview, thus disabling all your previously bought perks, powers and items as well as access to your warehouse. Be grateful that the AI let you stay in this jump at all but anyway no need to worry, he doesn't hold any power outside this jump meaning you get everything back once you leave the jump. If you use either Supplement Mode or Crossover Mode then this won't affect whatever is bought in those documents. Incompatible with "It's Just a Game".

1000CP - The Strongest - You are stuck in this jump until you have killed or beat all the Great Demons, Archangels, Gods and Dragons; proving you're the strongest in this world. Even if you're strong enough to effortlessly kill all these beings you still need to find them, which might prove troublesome since some gods go entirely missing for decades at a time… you might stay here for a while. If one of your targets gets killed or imprisoned you must instead beat the one who beat them. If used in supplement mode these enemies are the top powers of your jump, you will still know who you need to target.

Variable - Drawback Import - Are these drawbacks not good enough for you or are you just extra greedy for CP? Well take one or more drawbacks from other jumps but to balance it somewhat we will only allow you to get half of whatever CP those drawbacks offer.

Ending:

Stay: Did you really like this place that much? Well if you have decided to stay here take this +1000CP and get ready for the rest of your life here.

Go Home: Perhaps your time traveling different worlds has made you homesick or made you realize that life at home wasn't that bad. Go home with all the abilities and items that you have gathered over your journey and enjoy your life to the fullest.

Keep Going: This is what I expected you to choose. No way you can let your journey end here, hopefully your experiences here will help you out in future worlds.

Notes:

Here I will answer some questions people had and try to explain some concepts shown in the series, anything I miss or is too lazy to cover will probably be available on the Overgeared Wiki that is quite thorough on information and is kept up to date for both the Manhwa and Novel.

How long will you stay here? Since this setting is essentially two worlds with different time-scales, one hour on Earth is three hours in Satisfy so either you'd need to stay here for 30 or 3.3 years depending on what world's time you follow so if you barely spend time in Satisfy it'd be close to 30 years in Satisfy time or if you're near constantly in Satisfy or an NPC then you'd stay for roughly 3.3 years in Earth time. We'll instead make the duration subjective so you don't need to deal with it.

The Saintess Class: It is only called Saintess because it was gained by a woman so if you're a man then it'd be called Saint, if you're something other than man or woman then I don't know, make the name suit you.

Mastery Skills: There are the general mastery skills of weapons, armor and magic and there are also Complete Mastery perks that are more specialized like Martial Mastery and Ranged Mastery. All Mastery perks stack but the Complete Mastery perks give slightly greater gains compared to the general mastery perks.

Raw-Material Generation: It allows you to create anything that could be considered the base material so ores and vegetables are alright but ingots and vegetable soup is not.

Ultimate Crafting Skill Capstone: When it comes to fiat-backed items the user can instantly make exact copies (if they have the material) but creating modifications or variations of that item requires firstly skill in crafting and understanding of the item in question. Grid needed to originally take apart and put together an item in order to learn how to recreate and improve upon it but later learned to do so by only observing it instead. So if you have an item that shoots out flames you can take it apart or study it over a longer time to learn how it works and change it so it shoots ice instead for example.

Equipment Slots: When it comes to armor there are Armor/Robe, Boots/Shoes, Cloak, Gauntlets/Gloves, Helmets/Hats/Crowns, Shoulder Pads and Gaiters. When making your own in the Equipment section just assume that what you get covers your entire body but remember the more pieces you have the smaller they will be and as have been shown larger pieces like the main armor have more Defense and options compared to smaller ones like the helmet.

Importing Equipment: All the things you import in the Equipment section all get the purchased options applied to them so you don't need to go through the entire section for each import (unless you want different options for different gear).

Growth Rated Equipment: Growth Equipment starting at Normal rating will show better performance when it reaches Legendary rating than ordinary Legendary Equipment since it has grown with you to be better optimized just for you though the downside is if you're using multiple weapons then only the one you're currently using is growing so it will take a really long time to bring up multiple weapons.

Equipment Materials: In import material you get to choose any material even those you don't have access to like Vibranium from marvel even if you never have been to a marvel jump. In You'll Handle It you must own the material you want to use already so that that material gain the needed properties to make the equipment.

Stats: Normally a person only has access to four different stats: Strength determining physical power; Agility determining speed; Stamina determining health and Intelligence determining magic power. Players gain 10 stat points every level up at default and can only distribute them amongst the 4 stats even if they unlocked other stats. Players can unlock new stats by changing classes, completing quests or getting an achievement. Some examples are Dexterity for blacksmiths determining their quality, Good Luck affecting enhancement and loot or Super Sensitivity giving greater reactions/precognition to Sword Saints.

Titles: Titles are rewards given for doing something great like being the first player to establish a kingdom, being the first to draw an accurate painting of a god or finishing a difficult quest. Most titles give something like a stat boost or skill fitting for the title. There is no limit to how many titles one can acquire nor how many can be active at the same time, they can however be lost for example if you have an undefeated title and lose then you would lose the title and its effects.

Classes: Everyone in Satisfy possesses a class, most people have normal rated classes and players start the game with one normal rated class. Higher rated classes give better skills, quests and often stat growth. Normal rated classes can however catch up by advancing their class every 100 levels, branching into a subclass. This new subclass specializes in them and gives skills unique to that class. All classes gain a higher stat coefficient every 100 levels (how much magic power each point in intelligence gives) meaning there's a vast power difference between a level 299 player and a level 300 player.

Legends: People who have achieved great feats in the eyes of the public. They mostly grow by growing their feats and becoming more famous to the public. All legends have a immortality skill where if they hit 0 hp they become immortal for 5 seconds, this skill has a 24h cooldown. A legend can be achieved by being greatly idolized all over the world or by inheriting the class from a former legend becoming their successor.

Transcendence: Transcendents are similar to legends but instead of growing through performing great acts they grow by honing their skills by themselves. All transcendents have the skills Shunpo, Skin of Transcendence and World of Transcendence.

- Shunpo is a peak footwork technique that works by folding space making you appear anywhere within your line of sight. Normally low leveled transcendents can't trigger it intentionally but that's no problem for you, you still possess the normal issues of

resource consumption being draining on both mana and stamina in the beginning and being limited to your eyesight, you must be able to see the place you step to.
- Skin of Transcendence is a passive defensive skill that negates all damage below a certain threshold due to the skin being tough. This is very useful against large groups of weak enemies but won't be helpful at all against those on your level, though you can increase the threshold by increasing your status unlike normal transcendents.
- World of Transcendence is a perception skill that allows you to instinctively recognize attacks, it is a passive skill that you can activate at will though it drains your physical and mental stamina. This alone will allow you to react to attacks on the transcendent level and lower though not those on an absolute level.

Duke Titles: There are currently five known Duke Titles that belong to current and former legends. The known ones are as follows:
- Duke of Fire: This Duke Title originally belonged to the Legendary Blacksmith Pagma and later to Pagma's Successor Grid. It is the embodiment of a hero but will turn you demonic unless tempered by virtue.
- Duke of Wisdom: Good for magicians since it allows you to counter magic.
- Duke of Pressure: Unknown effect but was used by Sword Saint Muller so it's probably useful for swordsmanship.
- Duke of virtue: Can be used to counter demonic power and "borrow" power from those you've helped
- Duke of Amplification: Allows you to multiply skill damage but increases resource consumption and cooldown proportionally.

Duke titles can also be taken multiple times since none of them locks you out of others, some even aid the use of others like Virtue removing some drawbacks of Fire.

Ratings: The rating of craftsmen goes like this: Beginner - Intermediate - Advanced - Craftsman - Legend - Myth, which is essentially the same as the rating of classes and items which are: Normal - Rare - Epic - Unique - Legendary - Myth.

Dragon Slayer and God Killer: Normally these two titles are completely incompatible, if you already are a God Killer you can't become a Dragon Slayer and vice versa. There are however two ways to become both and those are to either kill a god and slay a dragon at the exact same time without possessing either title from before and the other method is to pay with CP, if you have both titles they will combine and form Annihilation Energy that is the antithesis to everything and renders any defense useless, it can bring death to immortal beings and stop them from resurrecting or reincarnating if desired.

Changelog:

Added Origin: Outsider
Added Perks for Players, NPCs and Outsiders
Added Perk: Lantern of Humanity
Added Perk: Level Up
Added Perk: Sparring Mode
Added Perk: Hidden Backstory
Added Perk: Some Additional Steps
Added Perk: Stat Reallocation
Added Perk: Red Energy
Added Perk: Origin True Energy
Added Perk: Skill Synthesis
Added Perk: Embodiment of Light
Added Perk: Asura
Added Item: White Peach Tree Seed
Added Item: Golden Walnut
Added Item: Proliferating Addon
Added Item: Reputation Store
Added Item: Fruit of Good and Evil
Added Item: Core That Has Existed Since The Beginning Of Time
Added Item: Your Own Divine World
Added Item: Crates of Items
Added Equipment: You'll Handle It
Added Equipment: Complementary Gear
Added Equipment: Divine Incarnation
Added Toggle: AU Toggle
Added Drawback: Shitty Single Player Game
Added Drawback: I Alone Level Up
Added Drawback: Drawback Import
Replaced Perk Universal Wielder with Crafting Stats

Changed Some Details on Classes Like Stat Gain
Changed Description of Gods
Changed Description of Dragons
Changed Description of Growth Classes
Changed Description of Realm of Transcendence
Changed Description of God-Killer
Changed Description of Skill Creation Right
Changed Description of A Genius Who Will Never Be Born Again
Changed Description of Supplement Mode

Changed Name from Lighting Swordsman to Lightning Swordsman
Changed Description of Supplement Mode
Changed Description of Crossover Mode

Updated Description of Saintess Class
Updated Description of Mental World
Updated Description of Blacksmith Swordsman
Updated Description of Duke Title
Updated Description of Quest Giver
Updated Description of Dragon Slayer
Updated Description of Instant Reflexes
Updated Description of Penalty Immunity
Updated Description of Enhancement Stones and Scrolls
Updated Description of Workshop
Updated Description of Dragon Pill
Updated Description of Martial God's Secret Technique
Updated Description of Class Change Book
Updated Description of Equipment Section
Updated Description of Imbued Skills/Magic
Updated Description of Doubled Equipment Slots
Updated Description of Extended Drawbacks
Updated Description of Hilariously Bad
Updated Description of Build It Yourself
Updated Description of Natural Progression
Updated Description of Cursed Sin