Fate Revelation Online Jumpchain

By Xaldreca

This is a strange world that is a combination of two that you are likely familiar with, Sword Art Online and Fate/Stay Night. This is a world where the Holy Grail War ended with Ilya alive and living with Shirou. She ends up being a huge fan of video games, and a Beta Tester of Sword Art Online (SAO). So, on the initial release, it's only natural that she would want to play it with him. Soon after the public release begins, they learn a terrible truth: People who die in the game, die in real life. However, this is immediately followed by something just as bad. Kayaba Akihiko is a Magus, and has altered Aincrad so that it can replicate magecraft. He allowed everyone, both enemies and players, to be able to learn and use magecraft, therefore increasing the danger level of the game and potentially exposing the existence of magic to every player, putting their lives at risk.

However, things aren't as bad as they may appear. Aside from the first 213 people who died from having their helmets pulled off, no one in this game has died, even if they die in the game, and this includes you! That is, if you ever do die. Because of this, no one even realized that the players being trapped in SAO is anything more than a horrible accident that the company is struggling to solve. Instead, anyone who died is put to use testing expansions and upgrades to the game. People were also spiritually experimented on and mutilated, but that won't be happening to you. However, you shouldn't tell anyone that. The experiment Kayaba is running requires the fear of death in order to be effective, and he will enforce this no matter the cost. If you attempt to tell anyone, you and anyone you tell will likely be kicked to another server, assuming you're not written off as a madman or delusional.

Oh, that's right! I forgot to mention this before now, but you will be starting already logged in to SAO right when the official release starts. If you *don't* want this, there are some toggles in the drawback section that will allow you to change that. So, with that out of the way: Yes, your headset can kill you. Well, if you're a normal human anyways. It's a powerful microwave emission that does the killing, so you may not even need to worry about it. Soul manipulation and the like may become involved, as Kayaba is very capable of that, but the automated system just uses the microwave radiation. However, you really don't need to worry about any of that, because as long as you (or anyone else) avoids the following three scenarios, you are guaranteed to never die during your time here in this game. These three scenarios are:

1. Kayaba decides to kill you, which will likely never happen unless you do the thing that you were explicitly told not to, tell anyone about the lack of a real death penalty that didn't already know, such as companions. Even then it's incredibly unlikely that he will

actually kill you, and he'll probably just shift you and anyone else who heard to another server for the duration of the game. Of course, you'll likely be forced to test out expansions and updates for the main game after that, but at least you're not dead. People in this situation have also been spiritually experimented on and mutilated, but that won't be happening to you.
    a. To add on to how unlikely this is, most people won't believe you even if you tell them, so he won't even consider doing anything.
2. Your helmet gets pulled off. This will never happen to you, guaranteed, but it's good to state it.
3. The server crashes. A WoG way this could happen would be Shirou attempting to trace a Noble Phantasm instantly, as it would have too much data for the internet to handle at any one instant. This would kill everyone in the game. This is something you may want to keep in mind, but no-one but you will ever cause this without your direct interference making it happen.
    a. This is probably the most concerning one, as it can have consequences to other people.
    b. If you do not wish to deal with this, the Situation Adjuster Unlimited Data Cap will remove this restriction.

Now that we've covered that, let's move on to details about your avatar and the game itself. You can choose what you want your name to be, but it will already have Jumper filled out by default. Your avatar will look like yourself, because it's not like there's any point in changing it anyways when you'll get changed back in a few hours regardless. Your avatar will be perfect replicas of your human body in terms of (non-OOC) biology. It will also have a perfect replica of any magic circuits, sorcery traits, psychic mutations, and magical crests you may have. This is because Cardinal, the system that runs SAO, can only replicate things it can understand, and so it will ignore any features that are outside of its parameters. As you are playing a game, you will lack most of your abilities, as you aren't actually there. The you that is there is just a very advanced Virtual Reality avatar. Your experiences and skills can help you, but only within the confines of the game. In fact, everything you do will need to be in line with the rules of the game, because at the end of the day you are playing a game, just an incredibly advanced one. On the other hand, your real body is lying in a hospital bed, comatose due to being in the game. However, if you have some sort of other Avatar or Digitalization abilities, you can choose to use those preemptively and gain whatever benefits you would get from that.

- If you do not wish to deal with this, the Situation Adjuster Start in the Game will allow you access to all of your gear, abilities, powers, and physical attributes.

One last thing to note is that unless you are a Titled Player (or have some way of avoiding notice or the like), Cardinal will automatically adjust the difficulty of the game in response to your

actions. Well, as much as it can within its understanding. It also won't make the game unplayable for the other players, so it is limited in what it's capable of in that regard. Just remember, this scaling is based on the entirety of the player base, and if you are strong enough to break the balance of the game outright, Kayaba will likely just give you Titled Player privileges to keep the game possible for the other players. Lastly, you will be staying here for ten years, which includes the time you spend inside of SAO.

Now, here are 1,000 Character Points (CP) to help set up your character before we start the game.

Location

Well, as you are playing SAO, your real body will start off in a hospital room. As for the you in the game, you will start in the character creation screen where you will choose your name. After that, you will appear in the Town of Beginnings on Floor 1 of Aincrad, like all the other players.

Age and Appearance

For every origin other than No One, pick an age and appearance that is humanly possible for your Origin. The No One Origin has its own exceptions.

Origin

Who were you? Before this all started, you had a life right? Everyone comes from somewhere, and that past influences everything about them. So, what was your Origin? Or, perhaps you have multiple? That's perfectly ok as well. After all, not everyone fits into a single category. However, if you want multiple origins, you will need to buy them both, and combine them in such a way that your backstory makes sense. <u>You gain an additional 100 CP to spend anywhere if you only take one Origin.</u>

<u>You get 100 CP for Origins only. This is separate from the above 100 for only talking one Origin.</u>

Your gender will be the same as what it was, but you can change that for 50 CP.

No One [Drop In] (-100 CP, Cannot be taken with other Origins): Oh, I guess I was wrong. You didn't have a past, or at least not in this world. Instead, you just showed up in the hospital along

with a group of other patients, and the fact that you don't have documentation was glossed over in the wake of such a terrible “accident”. Your age and appearance are exactly what they were.

Student (-100 CP): Well, it seems you were a student before this all started. The level of education and your standing within doesn't really matter, but you're a student nonetheless. It seems your studies have been interrupted by a sudden kidnapping via video game, but maybe you welcome that?

Computer Nerd (-100 CP): Well, maybe specifying computers is a bit too specific, but you are quite the nerd, and likely proud of it as well. You're a fan of games and manga, and you were most likely one of the Beta Testers, for all the good that does you now. In fact, this is the only Origin that lets you be a Beta Tester. Playing this game was something you've likely been anticipating for months, but now all of a sudden, you're trapped in it, and the basis of the game has changed entirely. I hope you're quick to adapt. You'll need to be.

Mastermind (-200 CP): Well, you're certainly not trapped in this game, that's for sure. After all, you helped make it. In fact, you were one of the top contributors, right up there with Kayaba. You would have to be, after all, because you’re still in on the act. What you choose to do from here on is up to you, but Kayaba obviously trusts you to still have you on-board at this point in the game. Your abilities and position will give you a great ability to influence the game, as long as you don't break the bounds that Kayaba set. Have fun playing god, if that's your preference. On the other hand, killing him and ending this all is also a very real possibility for you, if you can manage it.

Magus (-200 CP): Well, it seems you're one of the few magus that are actually playing the game. Maybe you're an extremely modern magus, or maybe a friend, significant other, or family member dragged you into it. Well, here you are to find some lunatic about to reveal the secret of magic to the world, and none of these players seem to understand the gravity of what they're dealing with. They write off millenia of tradition as “fluff” and don't have any reservation in sharing their magecraft. Despite this, you're still trapped here, and your magecraft can't help you in this situation aside from using it to "play the game". So, the real question is: What do you do now?

Hero (-300 CP): You're a Hero, or at least you want to be one. You've lived your entire life with the purpose of becoming a person able to save others, and all of that work seems to be paying off. Even though you despise this situation, you finally have a way to save people, because people need saving. Unlike you, they haven't spent their lives preparing to help people, they haven't honed their skills and learned to fight in order to protect others. For someone like you, the only path is obvious, no?

Lesser Grail (-600 CP): Interesting. . . You seem to be a Lesser Grail like Illyasviel von Einzbern. How this happened or how you exist isn't really my concern, you may have even been born this way randomly, but it may be one for the people around you that figure out what you are. Your greatest strength is your overwhelming magical power, and unlike Ilya you don't need to worry about dying in a few years. Regardless, your raw statistics will make you stick out like a sore thumb, so this isn't the best for trying to hide.

Origin Perks

Your origin will comprise a large part of how you interact with this world during your stay. As such, take these boons to either modify or simply help ensure you live through the experience. Lastly, although this may be redundant to say, a Discount reduces the cost of a pek by 50%.

General

Magic Circuits (1 Free for all, Magus get an additional 3 Free, Lesser Grail get an additional 19 Free, 50 CP for each additional purchase): Within SAO, almost everyone has Magic Circuits. This is due to Kayaba altering the characteristics of the players who didn't already possess prominent magic circuits. This perk will give you 5 average magic circuits, and can be bought as many times as you want. These will not start off activated, so you will need to do the circuit activation quest or just activate them yourself if you already know how to, but they are all fully functional. Using these magic circuits is the only way to use magecraft without jumping through a lot of hoops, so they're quite important.

Higher Quality Circuits (-100 CP for your first purchase, except for Magus, who gets it for Free, -200 CP for each additional purchase after that): Well, it seems that your circuits are higher quality than normal. Your capacity and efficiency per magic circuit is twice what it originally was, and your body has adapted to be able to handle this energy without consequence. It also doubles the amount of Od you can safely produce from your body. If you wish, you may take this multiple times. If you do so, the doubles will stack, so two purchases are times 4, and three purchases are times 8. This also stacks with Grand Circuits.

- Should you already have Magic Circuits from previous jumps, or get some in later Jumps, this will apply to them as well.

[Brackets] (Free): You've learned how to communicate with [Brackets]. Now, you can have any [Concept] or [Idea] be in brackets, and the person you're talking to will automatically understand what you are trying to portray. This can get [annoying], but it's also useful. Use it if you want.

It's All Real (-100 CP): It may seem pointless to grind your levels in the game if you can just live a cozy life and let the front liners clear it for you. After all, there's no benefit after the game, right? Well, now you're wrong. Anything positive you do in this game, like increasing your statistics, will now carry over to your real body. The same goes for any magical traits you happen to gain during the game. Fortunately for you this will ignore any negatives or downsides, aside from Spiritual Trauma which does carry over, so dying in the game won't actually kill you. This also applies to things like exercising, eating, and sleeping, so you'll be able to stay in the game indefinitely without being hospitalized and come out healthier than you went in. This will also apply to any similar experiences you have later in your chain or in this Jump, such as other VR games.

Who Needs Wikipedia (-200 CP): When you've got friends like these. Yes, it seems that you will always run into people who are extremely knowledgeable about whatever is happening, and are perfectly willing to share that information. You'll end up with experts around you at all times, or the people around you will quickly become experts, so you'll never be lacking in information. . . It may get a little annoying though.

System Bonus (-400 CP): A system bonus is a term used to represent someone's natural talent in a specific field of magecraft by players of SAO. It is naturally different for every individual, but learning and using that style of magecraft comes significantly easier than then compared to other styles. By buying this, you will get a System Bonus of your own for a magecraft field of your choice, and all of that field will feel intuitive and easy for you.

- If you have the Magus origin, you will also start out with knowledge and experience in this field, although it's unlikely to be combat-related initially.

Strange Advice Corner (-600 CP): There are many names for this mystical place, and many versions. The Tiger Dojo, Lion Dojo, Imouto Dojo, Alley Cat Alliance, Kotomine's Church For Bad Guys, and more. With this, you can get a 1 up once a month for you or any other person as long as you can make a joke out of it or explore someone’s character. When this is activated by someone's death, the person getting the 1 up will go to a Strange Advice Corner that relates to them in some way. After they obtain this advice, time will reverse to before that point, and they will end up surviving the situation that killed them, or having the situation changed so that they can survive it. They won't really remember any of the things that were erased by the time reversal though, and will instead just consider it all a bad dream they had or an overactive imagination.

Spreading Blessings (-600 CP): Now, in addition to the Magic Circuits that all players get, you may select up to 3 perks you have taken from this Jump (aside from Titled Player, Elements,

Defined Origin, and any Free Perk that you received from taking a specific Origin) and have it be applied to every other player in the game. Although, some perks may need to be gradually implemented or unlocked to avoid spiritual trauma or insanity. **This will also give it to all companions you take in this Jump for free.** For things like Sorcery Traits or Psychic Mutations, the ones applied will be the exact same one you picked, although Reality Marbles will all be personalized. You may also use one of your slots to increase the magic circuits of the players so that your purchase is now the average number of magic circuits for all players. You can also do the same for Circuit Quality. For companions, this will make your purchases their free circuits and circuit quality, respectively. However, the average difficulty of the game will assume that everyone has access to these perks, if it is magecraft related.

No One

Forgettable (Free for No One, No One only): There's just something about you that makes people forget about or glance over you. Well, when you want to be. People just seem to forget you were there, even if you just had a small conversation with them. Observations and strategies will either gloss over you or just exclude you entirely as they forgot that you were relevant. This even goes so far as to affect Cardinal and Kayaba. However, there is a limit to this. If you go Sixth Ranger and start soloing Floor Bosses, there's no way you'll be forgotten. Just remember that this does only go so far. This is also how your real body is able to be in the hospital despite not having any identification. As stated at the start, this is toggleable should you desire it.

Aria Adept (-200 CP, Discount for No One): An Aria is a type of self hypnosis used to make using magecraft easier. While not necessary, it lessens the mental strain and focus on the user, and makes initializing magecraft simpler. You are now a master at making and using Arias for both yourself and others. Your Arias will always seem perfect for the spell and person the Aria is for.

Network (-400 CP, Discount for No One): You've got quite the group of friends, don't you. You seem to have a talent in knowing everyone around and staying on good terms with them. You also excel in getting people to give you information and to work with you, as well as keeping loyalty towards you. You also start off with 1,000 contacts in various positions at the start of every jump. With this perk alone and some business sense, you could easily become the number one information dealer in SAO.

Accepted (-600 CP, Discount for No One): In the human world, Gaia is said to reject magecraft and similar unnatural phenomena. As Cardinal is meant to simulate the current conditions of magecraft, it does the same thing. Cardinal will also adjust the difficulty of the game based on the strength of its players. Well, now you don't need to worry about any of that. From now on,

any sort of management system or cosmic force that judges what is or is not acceptable or wrong in the world will never find any problems in you or any of your powers. They will naturally accept you regardless of what you are or your circumstances and will not interfere negatively with you in any way. This will also allow you to permanently enchant things and have much stronger magic in general compared to everyone else. Have fun being the only person in the game to use magecraft without interference!

Student

Quick Study (Free for Student, Student only): As a student, it's only natural that you are a quick learner. You pick up practical skills twice as fast as you normally would, and memorize information and learn mental skills five times as fast.

Specialty (-200 CP, Discount for Student): No-one goes through life without experiences. Pick one thing that a student could conceivably learn in school as your specialty. You are now a master in that subject. This can be anything from Kendo or Archery, to playing an instrument, or even things like cooking or learning languages. Just keep in mind that not everything here may translate one to one in SAO. You can purchase this perk multiple times.

Adaptability (-400 CP, Discount for Student): For your average student, the transition from a normal school life to risking your life on a daily basis is gigantic.You, however, handle such changes easily, as you are a master of adaptation. You can adjust to other cultures and lifestyles instantly without trauma or difficulty. Furthermore, you can do so without changing your morals, beliefs, values, and habits. You can choose not to adapt to a situation if you so desire, and in that case no one and nothing will be able to force you otherwise.

Inventor (-600 CP, Discount for Student): In this world, innovation is everything. Progression is driven by improvement in methodology and implementation, and that's something you excel in. You're exceptional at developing new uses for existing technology or abilities as well as developing new technology. Once Mystic Codes become available, this perk will apply to magitek as well as purely mechanical or magical matters. Your specialty, however, is combining technology and magic in order to create something that is better than either of its component parts.

Computer Nerd

Just like a Game (Free for Computer Nerd, Computer Nerd only): You have the. . . *interesting* talent of being able to compare everything around you to games. From social interactions to the all too real methods of magecraft, you can compare any and everything around you to

videogames. As you start off quite knowledgeable from just being this origin, this will be quite useful. You should be able to use this to make things easier for you by putting things in a different frame of reference and thinking about things from a new perspective, which can help you come up with new ideas and plans. Considering that you're literally in a game right now, this becomes that much more useful.

References Go! (-200 CP, Discount for Computer Nerd): Who said references were dumb? Well, for you, that's absolutely wrong. Whenever you create something in obvious reference to something else, it becomes twice as powerful. The same will go for naming, taking an action in reference to someone, and so on. The effects will be relevant to the reference and how you're referenced. To use some examples, making a Rasengan or a Lightsaber will be twice as powerful, and going on a Leroy Jenkins charge or Xanatos Gambit will be twice as likely to work just as you want it, just so long as you accept that it's directly what you're doing. With this, you're likely to be making a lot of references, because references are awesome.

Numerology (-400 CP, Discount for Computer Nerd): Numerology, the magic that affects the world based on numbers and their meanings. You're quite the expert in it, or at least you're a master of the principles behind it. You couldn't exactly practice it before now, considering you didn't have access to magic then. You were a pretty big fan of this kind of thing, so you learned everything you could about the discipline. Well, now you can put all that information into practice.

- For the specifics, Numerology deals with numbers and applying them in magic. One way is using the digital roots of various numbers and numbers based on names, and applying those numbers to other magecraft to attune the magic to the target. Another is doing rituals based solely off of numbers, such as killing seven of each type of slime to gain a resistance to all slime types as well as extra damage to them for a week or two. There are many other applications of these principles, but I won't detail them here.

All comes down to Numbers (-600 CP, Discount for Computer Nerd): In this world, everything can be quantified and analyzed, and you're an expert at that. You can analyze everything around you in terms of statistics and can use this to replicate them, although this isn't instantaneous. However, this will likely take time and tools for things you can't directly observe. One of the major parts of this is the guarantee that everything can be broken down to numbers and analysed, but you should also be able to replicate how Kayaba made his physics engines and magecraft engines, as well as quantifying things like sorcery elements and magic circuits. This will also help you with understanding and calculating anything based on quantifiable values. And when you understand something in numbers, it's that much easier to adjust it to how you want.

Mastermind

Coding Master (Free for Mastermind, Mastermind only): Well, considering your position as a peer of Kayaba in running SAO, it's only natural that you've got the skills the position requires. You can program at the level of Kayaba, and are perfectly capable of replicating any of his feats, such as making the system that replicates magecraft. You are also easily able to update and alter the game while keeping the same quality of work as him. At this level, anything less than creating a true AI is trivial to you, and you can even accomplish that with significant effort and time now that the soul has been analysed by Kayaba.

Inspired Creator (-200 CP, Discount for Mastermind): As a creator and developer of a 100 floor game, you need to have a myriad of ideas and concepts to put in there. No one wants to play a game where everything they fight is just palette swapped enemies and having to run through the same five locations after all. Well, that's not something you need to worry about anymore. Ideas flow to you like water in a never-ending river, and you'll never be lacking in inspiration for new and interesting enemies, quests, dungeons, and environments. This applies to things other than video game designing as well. It will be up to you to choose what you want to do with these ideas and how to implement them, but you'll never be lacking in the idea department for anything.

Golden Mind (-400 CP, Discount for Mastermind): Kayaba Akihiko is a genius. That cannot be denied in any way. He created the Nerve Gear, and has developed an alternative software for every popular program on the market on his own. He also created the entirety of SAO, and made a simulator for the entirety of magecraft. If he hadn't chosen to make SAO, he likely would have changed the world forever in a few years just from the implications of the Nerve Gear alone. Now, that applies to you as well. You are a genius that is on the same level as Kayaba, and can create groundbreaking advancements just as easily as he can. Of course, you'll be hard pressed to replicate his feats involving magecraft without experience of your own, but the rest is firmly within your reach. You could probably be considered the smartest person in the world, or at least one of the top few. This also comes with perfect memory and the ability to do things like logarithmic calculations mentally.

- Note: The perk “All comes down to Numbers” synergizes incredibly well with this, and is basically required for some of his magecraft related feats, as Kayaba has both of these perks by design.

More than just an Illusion (-600 CP, Discount for Mastermind): You've created this giant world, and done all of this, but to some people it's meaningless. This world, all this effort, the wonders that lie within, to some people it's just an illusion. However, in the World of Fate, an illusion can have power. There exists a magecraft called Projection. It creates the shell of an image that the caster desires, and is generally seen as worthless. However, Shirou Emiya took that craft and

made Tracing. By providing details to the swords he projected, their history, their materials, their forging, and so much more, he was able to turn a fragile illusion of a sword and turn it into something that can interact with the world as real as any object. With this, he even managed to replicate Noble Phantasms.

Now, you possess the ability to do the same, with equal or greater skill than Counter Guardian EMIYA in this craft. Not just with swords, but with any illusion you can create. The more details you possess, the greater density of data you have on an object, the more real you can make it. And well, you certainly aren't lacking in details as you are. An entire floating castle, myriad of monsters within, mountains of weapons and armor, and all of which have gained interactions and history through interactions with all of the trapped players within. With but a thought and some magical energy, real monsters could run amok under your control. With the right ritual to gather the energy, you could summon an entire floating castle in the sky.

However, it doesn't need to stop there. This perk gives you one other bonus. If you've made an illusion realistic enough, to the point where there is almost no difference between the illusion and something real, then you can push it over the edge. You can make an illusion you created into something real. This is, however, a permanent act. You cannot manipulate it any more like you could an illusion, and you cannot reverse the process either. However, this doesn't stop that from being a truly impressive feat.

Magus

Magic Crest (Free for Magus, Magus only): As a Magus, it's only natural that you have a Magic Crest passed down through your family. These are a collection of twenty magic circuits of the same quality of your own, but they can work differently than normal circuits if you choose to opt into it. You may choose to have any spell engraved into any number of the circuits, but this will remove the use of those circuits for normal use. Instead, the spell will automatically be cast whenever you channel Prana through those circuits, even without your own mental concentration. However, the amount of circuits dedicated to the spell must actually be able to cast the spell when you run Prana through it. This can be useful for many reasons, such as being able to cast without handling the specifics of the spell itself, as well as casting magecraft without interrupting the casting of another spell. Any sort of spell that targets your magic circuits or similar systems will also be unable to target this, as it is an entirely different entity, and all of the magic circuits within this are entirely undetectable while not in use. Naturally, the spells engraved into your Magic Crest are not able to be any type of True Magic or things that approach that level. If things like that were in a Magic Crest, you likely would have been killed for it already, not have received it due to one of your parents reaching the Root, or have reached the Root yourself. Obviously, none of those things have happened by this point, as you're here as a

player of SAO, so those kinds of spells can't be in your Magic Crest. Lastly, a Magic Crest can be passed down to other people, but I doubt a Jumper like you has any use for that function.

- If you want, you may make your own magic circuits into a part of the Magic Crest at any time, and have a spell engraved into them, but you cannot add more than half of your own total number of magic circuits to the crest.
- Some Magic Crests are also Demon God Pillars. Yours will not be one, unless you want it to be one for some strange reason.

Mystic Code Maker (-200 CP, Discount for Magus): Mystic Codes are one of the basic tools that Magi rely on. Rather than performing a spell, the Magus creates an item that performs the desired spell when fed Prana. This allows the Magus to focus on an act beyond casting the spell as well as allowing them to use spells that would normally be too complex to cast in a fast paced battle. It also allows you to refine the efficiency of the spell formula, and get more constant casts of that spell than you would be able to do normally due to its formulaic nature. The weakness of a Mystic Code is the same as any other item based ability, which is that it can be stolen, lost, broken, or otherwise misplaced. Regardless, you've become a master in making Mystic Codes. You have grown beyond the simple “perform spell when given Prana” type of Mystic Code and are able to make masterpieces like Volumen Hydrargyrum, although that would take months even for spells you are intimately familiar with. Unfortunately, Mystic Codes won't become available in SAO for some time now, so you'll have to rely on your own skills until you can start working on these.

Solid Foundation (-400 CP, Discount for Magus): While specializing is important, it's incredibly likely that anyone without the proper knowledge of other fields will be plagued with otherwise avoidable setbacks due to a lack of information from specializing. You now know the basics of every major magical style in existence and can perform a few spells for most of them. Even in fields where you cannot perform the spells, you possess some theoretical knowledge in the field. While these issues in casting may come from Element or Origin issues, it is far more likely to come from the complexity of the subject. However, while you do have some knowledge into incredibly complex and exclusive topics like the True Magics, unless you already possess the capability to use it, have a life changing experience like touching the Root, or purchase a perk later on that allows you to do so, you will never be able to cast even a single spell. With that being said, though, this knowledge grants you many more options for advancement, research, and general casting of magecraft than basically any other magus in existence simply due to your wide range of magical know-how.

Sorcery Trait (-600 CP, Discount for Magus): Well, isn't someone special? You are lucky enough, or perhaps well bred enough, to possess a Sorcery Trait. A Sorcery Trait is a special characteristic that allows its holder to accomplish feats with magecraft that are outside of what

would normally be possible or to greatly simplify performing an already possible feat. You can buy this multiple times, but you only get one Sorcery Trait per purchase, with some exceptions noted below. The only Sorcery Traits you cannot get from this Perk are that of the Lesser Grail and Wishcraft, as there is already an Origin and a Perk, respectively, that exists for those. This perk does allow you to obtain any type of Mystic Eyes that a Human has possessed. However, if you want a Sorcery Trait or Mystic Eyes that can interfere with fate or causality, or the Mystic Eyes of Death Perception, then you will need to purchase this twice for that single Trait. You will start off with decent control over your Sorcery Trait, as well as knowing exactly how to use it and have years of experience using it.

Hero

Fount of Badassery (Free for Hero, Hero only): You've been training all of your life in order to save people, and it shows. All of your skills and abilities have been honed for combat. This includes any other purchases, skills, or perks that you obtain in the past or in this Jump, and apply to anything that you happen to get in the future. You can be called an expert in everything you do combat wise, and by default as a base human you are capable of at least comprehending (and if you're lucky, temporarily fending off) a Servant attack, and this only further scales as your capabilities improve. Combat comes naturally to you, and you effectively have a low level of Eye of the Mind while fighting. You are also adept in most forms of mundane combat even without training, and have mastered three methods of combat of your choice. If you already know some fighting styles, then you've mastered three new ones. You are, without a doubt, a Badass.

Savior's Instincts (-200 CP, Discount for Hero): A Hero has many instincts. First off, it's hard to be a Hero without knowing where the people you need to save are. This gives you a sixth sense of wherever people are in need of being saved that can be turned on and off at will. It also differentiates between how much danger the person is in, and it will not give you any response for people you are unable to save at your current time. It will also give you a vague sense of what you need to do in order to save them. Secondly, you get a sense of how to apply any and all of your techniques as nonlethally as possible. After all, Heroes don't kill if they can help it right? This doesn't force you into anything, but it helps give you the option. Lastly, this let's you get a decent read on the intentions of those around you. These are blanket, generally one word things like good, bad, truthful, deceiving, and so on, but they can give much needed context to situations. These instincts should help you be the Hero you want to be!

Heroic Presence (-400 CP, Discount for Hero): A Hero is more than someone who beats the villains, more than someone who saves lives. After all, there are tens of thousands of people who do this daily, but you don't see legends about them, do you? A Hero, while capable of all of the

things above, is also able to inspire hope in others. Their very presence brings hope and peace, and the thought of them inspires awe in others. A true Hero is one whose mere presence drives others to action, and makes the world a better place with every action they take. Now, you have this ability as well. You can be a true Hero and make the lives of everyone you meet better. So, go out there and do everything you can to be a Hero!

Reality Marble (-600 CP, Discount for Hero): It appears that you've developed a Reality Marble, a Bounded Field that overwrites the local reality and replaces it with your own inner world. It is a magecraft that approaches the territory of the Third True Magic, and is a magecraft that will automatically earn you a Sealing Destination from the Mage's Association from merely possessing. A Reality Marble can best be understood through the phrase “I reject your reality and substitute it with my own”, and now you are one of the few humans in all of history to have one. The design, chant, and effect of the Reality Marble is up to you, but they do need to reflect or relate to the other choices you've made here in some way, and make sense based on your own beliefs and experiences in your background before you became a player of SAO.

However, because of your circumstances (*unless you take the appropriate Situation Adjuster, in which case disregard this entire paragraph*), you unfortunately won't be able to use this to its full potential. Even if you ignore the sheer amount of data that activating your Reality Marble would flood the internet with (which has already been established as something that would kill you and everyone else in the game), activating your Reality Marble would still be suicidal. Why? Well, if you reject Cardinal’s reality, it means that you are no longer considered in the game, which means that Cardinal is no longer receiving your data. In that case, it would react as if you were not in the game like if your helmet was removed and activate the kill switch, which will kill you (If it normally would).

However, that's not to say that your Reality Marble is useless. Any sort of side benefits from having your Reality Marble, such as Shirou’s recording of all weapons around him, still function perfectly. You are also capable of doing internal manifestations of your Reality Marble, such as Shirou’s manifesting swords within his body. Another similar concept is Kiritsugu’s Time Accel. If possible, partial manifestations that do not manage to take you out of “Cardinal’s Reality” would also work, but you would need to work out how to do that on your own, as that isn't something you would be capable of at the moment. This could be very important if you desire to get any use out of Reality Marbles that don't possess internal manifestations or passive effects. Reality Marbles such as the one Iskandar possesses, which only have effects while fully deployed, can still be useful, but some development will be needed to get to that point. Using Iskandar’s as an example, a partial manifestation could be giving those you fight with a passive buff to their abilities, altering the terrain in some way, or even summoning the soldiers he would normally fight with into reality, albeit far weaker than the normal minor Heroic Spirits they

would normally be. Unfortunately, your situation may make your Reality Marble less useful than it would normally be, but it's still a potent weapon.

- If your Reality Marble does not have any passive effects or internal manifestation, you will start off with one minor partial manifestation to compensate. This would be on the level of applying a minor passive buff (say, a 10% strength increase or the like) to those fighting with you, although it can be expanded on in time.
- Should you not wish to deal with the restriction of not being able to use your Reality Marble in full, there is a scenario adjustor in the Drawback section that will allow you to use it.
- *It is highly recommended that you take an origin that gives you magic circuits, or buy some more yourself, in order to be able use this ability more effectively.*

Lesser Grail

Grand Circuits (Free for Lesser Grail, Lesser Grail only): As a Lesser Grail, you were designed to be able to handle the power of seven heroic spirits. As a result, you have a ridiculous ability to channel Prana. Your capacity and efficiency per magic circuit is greater than any other magus including the greats like Barthomeloi Lorelei. Even Magi during the Age of the Gods would be shocked at how much raw power you have. Of course, you also have the ability to fill your circuits from your own power as well, so you are capable of safely producing enough Od to fill all of your circuits several times a day, although you will likely be relying on the Mana in the air more. You certainly will not be lacking in power if you ever need it.

- Should you already have Magic Circuits from previous jumps, or get some in later Jumps, this will apply to them as well.

Refuge in Audacity (-200 CP, Discount for Lesser Grail): Given the amount of power you possess, hiding seems silly. However, just letting loose with your power would normally draw negative attention to you. Not Anymore! As long as you’re at least consistent in your attitude and power level, people will now just write all of your actions and abilities off as something along the lines of “Oh. That's just Jumper”. Keep in mind though that this isn't absolute. While your normal level of activity will not cause others to question your behaviour, any large changes in how you act will break this effect, as you yourself are acting beyond what the expected baseline is. The effect will re-establish itself as the new level but in the meantime, you'll need to put up with people bugging you for a few days.

Alchemic Genius (-400 CP, Discount for Lesser Grail): Originally, the Lesser Grail was a cup shaped Mystic Code that was used to hold all of the power of the vanquished Heroic Spirits. Unfortunately, it was broken in the 3rd Holy Grail War. This is not surprising because the 3rd war involved an immense amount of rule breaking. As a result, a new Lesser Grail needed to be

constructed, and was done through Alchemy. You naturally have an interest in the arts responsible for your creation and maintenance and as a result you've learned nearly everything there is to know about all kinds of Alchemy, and are experienced in using it. You've also mastered the art of drawing alchemical circles, and have memorized all of them to the point where you could do it blindfolded. As a side effect, you know everything there currently is to know about chemistry. Of course, you can also do Alchemy through magecraft alone, and are quite good at it. If you wanted, you could even alchemically alter someone's eyes and magic circuits to give them a Mystic Eye. If you wish, this can also include the Atlas Institute style of Alchemy as well, which is its own thing.

Wishcraft (-600 CP, Discount for Lesser Grail): In the world of Fate, the concepts of the Holy Grail and wish granting go hand in hand. Regardless of how it happened, you now possess the ability of Wishcraft, and can now grant wishes, should you so desire. Wishcraft, specifically, is a mix of Magecraft and a Sorcery Trait. It specifically allows its user to substitute knowledge of how to perform a spell with power. In more subtle applications, you can use Wishcraft to cut corners on spells that you are still working on, or bridge gaps you have in your knowledge base, and all for a slightly larger spell cost. If you are a spell developer, you could also study the Wishcraft cast version and then try to reverse engineer the method that Wishcraft used and improve upon it. However, this isn't the perception people usually have of Wishcraft. It's more famous aspect is about large and flashy acts. If provided with enough power, Wishcraft can achieve almost anything. While more understanding, even vague directions or concepts, can drastically decrease the power cost, Wishcraft can achieve most things with just a goal. In general, the more understanding you have about how to achieve your goal, and the simpler, smaller scale, and more objective the goal is, then the easier it is to use Wishcraft to achieve that goal. Inversely, complicated, large scale, and vague goals that you have no concrete method of achieving are incredibly hard to achieve with Wishcraft. Still, even with that, Wishcraft is an incredibly useful and powerful ability to have, and has nearly limitless applications

Destination

So, now that we have determined who you were, let's determine the road you want to walk. There are multiple options before you, but you are required to choose one and only one of them, with a single exception. *This is not binding, but more like a statement of intent.* The exceptions to this are Test Subject for Updates and Orange Player which are fairly binding but give CP in exchange, and thus similar to a Drawback that is only active during the game itself. By picking one of the Destinations that aren't the two above, opportunities will occur that will make following your chosen path easier and occasional lucky breaks will happen while following this path that can help you along.

- You may opt out of those bonuses if you desire to do so.

There is nothing stopping you from changing what you want to do later on, but this will help you achieve whatever your current desire is.

This section is also the one where you will select your Element, just to state it upfront.

Test Subject for Updates (+1000 CP, Cannot be taken by Mastermind): . . . I don't know why you want this, but ok. By picking this, you forfeit your right to participate in any of the game or get access to any of the privileges that a normal player would get, such as a normal human form, choice as to their actions and abilities, and any sort of magical abilities you otherwise would have, unless you are testing a magecraft update. You will be one of the testers for the up and coming updates, and because of that, everything you will do will be towards that goal. . . This isn't a fun life, or anywhere near enjoyable. You will likely suffer and be killed in game daily, if not more, and no concern will be given to your wants as long as you can function. You will also be forced into trial and error situations often, and will be forced to work with buggy programming, and you will be the one finding the errors though repeated testing. People were also spiritually experimented on and mutilated, but that won't be happening to you. I highly recommend that you reconsider, but hey, it's your life. Do what you want with it.

Orange Player (+400 CP): The criminals of SAO. Whether from malice, accident, or ignorance, you have violated the system restrictions by doing things such as assaulting or killing another player or attacking NPCs within a safe zone. By choosing this Destination, this will happen to you within your first week here. Because of this, your normally green cursor has turned orange, marking you as a criminal to everyone. You have been banned from all towns, and the extremely powerful town guards will fight you off if you attempt to get in. However, this isn't a death sentence. There are safe areas outside of towns for you to go to, and you may be able to find black market areas to buy stuff at. There are benefits as well, such as Orange Player only quests and, if you wanted it, an introduction to Laughing Coffin. However, almost no non-Orange Players will trust you. If you actually want to do something positive here, you've got quite the uphill battle ahead of you.

Rear Liner (Free): The Rear Liners. Originally, they were the Retired Players that simply stayed in the Starting City once the Death Game was announced. However, they were later inspired by the Sixth Ranger to try and help the efforts of the game. They are the lowest of the low in terms of contributing to the floor clearing, but even though they don't go beyond the first few floors, they do manage to contribute. They are the ones who do the monotonous grinding of base materials like wood for building things and various other tasks, so I hope you're prepared for quite a lot of that. Because of this, their levels and fighting experience is very low. However,

they're also probably the safest people here. They never have to push past their comfort zones of fighting, because they fight the same 20-30 enemies for their entire time here, and they've got a nice town where they probably have a permanent residence in. It's a boring life, but a safe one, at least as long as Kayaba keeps the safe zones up.

Mid Liner (Free): The Mid Liners are the majority of the Players of SAO. The people who desperately want to become a Front Liner and become a part of the people clearing the game. This could be expanded to consider anyone who isn't a Rear Liner or someone directly clearing the floors, but exceptions do exist that make that false, such as Side Liners. The Mid Liners challenge themselves and explore the unexplored parts of the lower floors that the Front Liners left behind once they found the boss room. They are also the main providers of rarer goods that are not able to be found on the lower floors. As for safety, while they are in more danger than a Rear Liner, they are in less danger than a Front Liner, as they don't have to worry as much about keeping up with the progression of the Floor Clearing and generally have an idea of what they're getting into.

Free Spirit (Free): For those who don't want to pick a path or are currently indecisive. You may pick four perks that cost less than 600 CP in any section to get a discount on, but this Destination has no perk line of its own. It is worth noting that the 100 CP perks you can buy only get a discount with this, so do be aware that you will still need to buy them, but only for 50 CP. The only negative to this is that you cannot use this discount on something you already have a discount for.

Front Liner (-100 CP): Ah, the Front Liners. The heroes who lead the charge to clear the game, explore the unknown, and slay the bosses. You are now aiming to be among their numbers. You will have a place at every boss fight, and will likely be attending most if not all of them so long as you keep up your strength. This will also allow you to easily become friends with the main cast, as they are mostly all Front Liners as well. However, this position is a very dangerous place to be, and exercising constant awareness while exploring the unknown is highly recommended. Furthermore, it's advised that you take an active role in improving your abilities and improving how you do things, as improvement and innovation is incredibly important here. After all, it's a balance. It's important to keep improving your climbing skills, but if someone invents a jetpack, then doesn't it all go out the window? As someone at the edge and trying to keep up, this is something you will need to keep in mind. But then again, it's not like you'll really die if you get killed, so the danger is really only as real as you want to make it.

Side Liner (-100 CP): The Side Liners are an interesting bunch. They are a group that only exists due to how the spell creation system works. You see, when someone creates a spell that didn't already exist within Cardinal, or improves a spell to the point where it could be categorized as a

different spell (like Shirou's Tracing compared to normal Projection), experience is awarded to the person who accomplishes it. Because of this, as well as other rewards from the system, people have begun acting as "researchers" rather than "fighters", and can still remain well leveled despite not fighting like the Front Liners do. These are the Side Liners, of which you now count among their numbers. Your time here will be split between lab work to improve your spells and understand more about your subject matter, and going out into the higher floors to field test your latest advancements and get specimens. Magi may prefer this role above others, given how many interesting things exist in SAO that don't in the real world, but that is countered by the fact that they will need to turn their magecraft toward combat and possibly give their information about their family's magecraft to the Cardinal system. However, if you don't care about that, this is the perfect role for advancing magecraft.

"Protagonist" (-200 CP, Discounted if you have the Hero Origin): Last on our list of players are the "Protagonists". These are the Players who contain a rare element. Although they are called protagonist's because of the fact that a rare element allows them to be exceptionally good in one area in exchange for less talent in others. The title originally came about because people thought Shirou was like the protagonist of a videogame, so he had to have a rare element. You can't really put a "Protagonist" into a category like the rest of the players, because they each have their own growth path. Depending on their element and application, they can be anywhere from useless to the strongest, and that can change with a single breakthrough. You are special, and will need to deal with that.

Administrator (Free, Can only be taken if you have the Mastermind Origin, You may take this with another Destination): Well, it's only natural that a Mastermind of this event would take the role of an administrator of the game. This comes with all the responsibilities you would expect, and is the only destination that doesn't require fighting in some way. However, you and Kayaba have already created Cardinal, which does most of your work for you. If you want, you can go play on the game as well while still doing some administrating, which is why you can take another Destination along with this one. You can also just not do any administering at all, but that's simply not taking this destination. Regardless, there's not that much administrating that needs to get done anyways, so your choice won't change much in the way of how the game works. If you actually want to make changes in the game though, this is the Destination for you.

Destination Perks

Now that you've decided on a road you want to walk on, you'll need tools to make the journey easier. That is the purpose of this section, the Destination Perks. However, you've also had many

options by this point. So, in order to give you a little more leeway, ***you receive 300 CP to spend in the Destination Perks section only.***

Elements and Origins

In this world, people have innate Elemental Affinities and Origins that affect their life. These give benefits to the holder when acting in line with them, but consequently work against their holder when working against them. Elements work specifically for magecraft, but Origins function for all parts of a person's life, and have much greater effects.

Note: Even though Western and Eastern Elements share Fire, Water, and Earth, they are not the same. This has to do with the symbolism of the Elements and the beliefs behind them, although they are similar.

One purchase of an Element is required

Western Element (First is Free, Cannot be taken with Eastern Element, Cannot be taken with Special Element, -50 CP for each additional purchase): So, your Element is a part of the five European Elements of Air, Water, Fire, Earth, and Ether. Therefore, whenever you act within the domain of your element for magecraft, that magecraft will be significantly easier, but the reverse is also true. Something of note, be it positive or negative, is that your element may affect your magecraft without your knowledge. This is beyond the normal part of making other spells harder, and can include things such as someone with a fire element only being able to make hot water with water spells. This cannot be taken with rare or eastern elements, as those exist in a different system than the one you already exist in.

Eastern Element (First is Free, Cannot be taken with Western Element, Cannot be taken with Special Element, -50 CP for each additional purchase): So, your Element is a part of the five Chinese Elements of Wood, Fire, Earth, Metal, and Water. Therefore, whenever you act within the domain of your element for magecraft, that magecraft will be significantly easier, but the reverse is also true. Something of note, be it positive or negative, is that your element may affect your magecraft without your knowledge. This is beyond the normal part of making other spells harder, and can include things such as someone with a wood element making their skin take on the properties of bark when they reinforce their body. This cannot be taken with rare or western elements, as those exist in a different system than the one you already exist in.

Special/Rare Element (Free for “Protagonist”, Must be taken by “Protagonist”, Can only be taken by “Protagonist”, Cannot be taken with Western Element, Cannot be taken with Eastern Element): So, you're a “Protagonist” with a special Element then? Unlike every other element

type, you may only have one Element. It can be anything such as Sword or Imaginary Numbers, but it cannot be any of the previous Elements (aka. Fire, Water, Earth, Air, Aether, Metal, and Wood). Therefore, whenever you act within the domain of your element for magecraft, that magecraft will be significantly easier, but the reverse is also true. However, a Rare Element is more powerful than a normal Element, so its influence is stronger than that of a normal element in both the good and the bad section. Although, a Defined Origin is still stronger than a Rare Element. With all of that being said, there is power in specialization, so while a person with a Weapon Element may be able to do a lot with sword related magecraft, they will always have less of a bonus than those with a Sword Element. Something of note, be it positive or negative, is that your element may affect your magecraft without your knowledge. This is beyond the normal part of making other spells harder, and can include things such as someone with a Bogeyman Element causing fear in his enemies whenever he uses spells that affect them. This cannot be taken with other Elements, as this is the only one you can have.

Defined Origin (-200 CP, Discount for “Protagonist”): An Origin is defined as the starting place of your life, where you came from, and the magical use of this is exactly the same. Your Origin is the starting point of your existence, and can grant you immense power when you know it. In that sense, it is very much like an Element, and does have negatives to go with the positive. Like a Rare Element, it has no restriction as to what it may be, but it can also include things like the various main Elements. In general, a Origin is a single concept or idea, although it can also be a set of related concepts, like severing and binding. However, while an Origin will grant you ease when acting in line with it like an Element, this isn't restricted to spells. This benefit applies to all acts of life, but the negatives also apply to all acts of life. Therefore, any actions that aren't in line with your Origin are harder, while actions in line are easier. This is even stronger than a Rare Element, and has a greater effect in both the positive and negative aspects. However, it is more than just that, because you will be compelled to act in line with your Origin, and nothing in the setting can eliminate that. This is why dual Origins like Severing and Binding are especially dangerous, because you have linked them. Therefore you will end up severing as much as you bind, and one will lead to the other.

- If you don't take this, you may assume your choice from the following:
    - You don't have an Origin, and therefore possess neither the positives or negatives of having one.
    - Your Origin exists and the effect of it is negligible
    - Your Origin exists and will not begin to have a significant effect on your life until you find out what it is
    - Your Origin exists and will have a significant effect on your life, but you don’t know what it is, as it will be chosen based on who you are.

Absolute Value (-200 CP): As much as an Element and Origin can give you, they innately come with negatives. An Element, while improving your use in one area, actively makes using other spells harder than they would normally be, which only compounds upon itself for rare elements. An Origin is even worse, as while it has all of the benefits of an Element, but greater and not restricted to elemental concepts, it has the same drawbacks of an Element, but even worse. Along with making anything outside of your Origin significantly harder for you, including things not related to magecraft, it had an even worse component. Once you are aware of your Origin, you are intrinsically tied to it, and can not escape or change yourself away from that concept. You are even compelled to act in line with your Origin simply by being aware of it, and nothing (in setting) can prevent that. However, now that you've bought this, you no longer need to worry about any of that. Your Elements, Origins, and anything you will or have received similar to these concepts will only ever give you their positive aspects, and you will not have to deal with the negatives. Lucky you, huh?

General

Sword Skills (Free for all, -100 CP): Within the world of SAO, the Sword Skill system is a way to help players with no idea on how to fight actually play the game. It also makes the attack look cool by coloring it in light, but your mileage may vary on that one. Now, you have access to it as well and can choose to use it at any point, even outside of the game. Normally, the Sword Skill system would puppet your body after initializing one, and enforce a short pause in your actions. In addition, a Sword Skill increases the damage of your attacks, but does enforce a short pause at the end for balancing purposes. This is available to all players for free, so long as they are within SAO.

However, purchasing this will allow you to use it outside of SAO, alongside other benefits. As far as benefits go, the first is that you don't have that mandatory pause at the end of the Sword Skill that is normally included for balancing purposes. The second is that you are able to use Sword Skills without actually having your body puppeted as long as you do the correct movement, which leads into the last point. When using a Sword Skill, the damage of your attack is increased more than it would otherwise be with a Sword Skill. This is at minimum a ×2 multiplier, but that can increase with training. So, even though Sword Skills would normally be available in SAO anyways, this is a very useful ability to get.

- Note: Despite being called Sword Skills, this can apply to any weapon, melee or ranged, and even martial arts.

Crafting Skills (Free for all, -200 CP): Within the world of SAO is a crafting system. This crafting system allows you to make things based on an input screen and 20 something hits to an ingot. While your levels in the appropriate skills do matter, surprisingly the ingots you use in

forging are the most important factor in the result. By default, all players can access this in the game, hence its being free. However, if you purchased this with CP, you can use this system outside of the game. Along with this, you also start off with a 500 out of 1,000 in every skill using this system, immediately making you the best blacksmith in the game for quite some time, even if you never train these at all. This also makes you incredibly skilled in using hammer type weapons, but that's more of a side effect of the hammer weapon skill being used for crafting.

Menu System (Free for all, -400 CP): Within the world of SAO, every player has access to the menu systems. While this will be available to you within SAO, purchasing this will actually give you access to it outside of the game and in further jumps. This gives you access to things like the inventory system, your friend list, and the messaging system, which are critical tools for any player. This also makes it so no functionality is ever removed from your version of the system, such as losing access to the inventory due to a system patch. This also gives you access to the skill system of SAO and the Level system.

- To go into more detail about this, the SAO skill system is one where you equip a number of skills to use them, which give you bonuses to those tasks when equipped, and are improved when you use them. The SAO Level system allows you to level up after doing enough tasks that give you EXP, such as creating spells, completing quests, or killing things. Once you do level up, you gain five points that you can assign to either Strength or Agility. Those increase your capability in that area, and then secondary stats like Vitality are determined based on your play style, your assigned stats, and how much you rely on them. It's an inflexible system, but it's not simple like most people would assume.
- If you also have It's All Real, your level and stats will be kept in real life, but if you do not have that, you will lose all of that once you exit the game and be forced to restart your progress.

Titled Player (-400 CP, Discount for “Protagonist”, Discount with Defined Origin, -100 CP for a “Protagonist” with Defined Origin, Free* for Lesser Grail, Free* with a Sufficiently Bullshit Sorcery Trait or Psychic Mutation, Free** for someone with sufficient OOC powers that they can use within the game): Within the world of SAO exist legends. The greats that rise above the rest, the special snowflakes that stand out from the masses, the Titled Players. The reason each of them was crowned a Titled Player is different, but all of them have achieved something “Functionally Unreplicatable” and have been recognised for it. Now, you have as well. You will start off having already achieved something “Functionally Unreplicatable” and have received some of the benefits of being a Titled Player before the system is even announced, although you'll need to wait until the system is announced to actually be a Titled Player. What that “Functionally Unreplicatable” feat is doesn't really matter, but it does need to be related in some way relate to the other choices you've made here, such as your Origin(s), Destination, Element(s), Defined Origin, and other perks. This also doesn't need to be magecraft related, and

can be something like Tsubame Gaeshi if you have relevant choices in other places. However, magecraft related feats are likely easier to make “Functionally Unreplicatable” and conceptualize, so you may want to choose that path instead. To put it in Servant Terms, this would be similar to your Noble Phantasm. Something that is yours and yours alone, and something that would be distinctive enough to identify you from its use alone. This feat isn't static either. It can be continually improved and innovated upon as you improve yourself and your techniques.

The reason that this perk is cheaper for “Protagonists” and those with a Defined Origin is because those make it easier for you to achieve something “Functionally Unreplicatable”, and having both basically makes it inevitable, therefore the Perk is worth less for you with them. Now, onto the bonuses of being a Titled Player.

Being a Titled Player has many benefits, so let's begin with the ones you start with. The first benefit you have is likely the one you're buying this for if you already have OOC powers that you can use here; exemption from Cardinal’s game balancing. In future jumps, this will also apply to similar balancing systems, but your main concern is probably this one right now. Yes, you will not be factor into any balancing algorithm that Cardinal has, and so the game will only be balanced based on other players.

Next up are the magecraft bonuses. You and anyone you teach your magecraft improve any of their magecraft 50% faster, as well as gain 50% more experience from creating spells. Well, this will also apply to whatever your “Functionally Unreplicatable” feat is as well, but no matter what, it will apply to magecraft in general as well. Outside of SAO, this translates to general learning and growth bonuses. The bonuses for a normal Titled Player is 5%, but since you are paying CP for this, those numbers are boosted

Lastly, you also gain Property Deeds on each floor, but that's in the item section, so it isn't a part of the perk itself.

Now let's move onto the parts that you get once the Titled Player system becomes active. The first part is your actual title. After all, you are a Titled Player. You may choose a title for yourself right now, but Cardinal or Kayaba will choose one for you if you don't. The second part is the changes that Cardinal makes to your player model upon becoming a Titled Player. Your character name is replaced with your title, and your green player icon is replaced with a navy blue icon outlined in a bright gold. The icon is probably different for Titled Players who are also Orange Players, but we haven't seen that yet. Lastly, you have the fame bonus. Many NPCs will have heard of you and your exploits, and this will follow you into further jumps as a knowledge of you and your legend in a frame of awe and admiration (or fear, it depends on you). This can

affect your interactions with others in many ways. How you use this is up to you, but people will definitely know of you. Well, you can also choose to not have them know of you in future jumps if you want, but that's your choice. So, that's an overview of everything you get from being a Titled Player. Good luck, legend in the making.

- Note: A canon example of “Functionally Unreplicatable” feat is Shirou’s Trigger On, which lets him replicate the skills and capabilities of Heroic Spirits he has observed, so long as he can force himself to do so.
- Note 2: You may be able to become a Titled Player in the game without this perk, but you will not receive the benefits of this perk in other jumps or outside of this jump if you do so.
- * As you may have noticed, I did not cover being a Lesser Grail or having a Sufficiently Bullshit Sorcery Trait or Psychic Mutation in the perk description, even though both of them are free. The reason for this is that both of those are grounds for a “Functionally Unreplicatable” feat, and such give you the title automatically. The only thing you do not get from purchasing it this way is a “Functionally Unreplicatable” ability, because your current ability is the one taking that place. This is also what I mean by a “Sufficiently Bullshit Sorcery Trait or Psychic Mutation”. That being, a Sorcery Trait or Psychic Mutation that can do something “Functionally Unreplicatable”.
- ** You may have noticed that you can get this perk for free if you have sufficient Out Of Context abilities. You may have also noticed that I didn't mention this anywhere in the perk description. Well, there's a reason for this. If the only reason you are getting this perk, and thus exemption from Cardinal’s balancing, is because of your OOC abilities being so strong that you break the balance of the game, then that's all you get. Yes, the only things you will be getting from this perk are the exemption from Cardinal’s balancing for this jump only and the appearance of a Titled Player within the game. Collect your exemption and appearance, do not pass Go, do not collect 200 dollars. If you’re getting this based on stuff from other Jumps, then that's all you get.

Test Subject for Updates

At least I'm Sane (-100 CP, Free for Test Subject for Updates): As far as the life of a test subject goes, some may call it a form of hell. Unstable and inconsistent rules, a body that can be altered on a whim, and you will probably be attacked all the time without a proper way to defend yourself to make sure the system can work as intended under stress. Still, beneath it all, you’re still you. This perk will make it so, no matter what suffering you might experience, your identity and sanity will remain intact. You can endure any hardship and make it out on the other side as yourself.

Control It (-200 CP, Discount for Test Subject for Updates): You know, your job may be hell, but after a while you would get at least somewhat skilled at it. This is taking that concept and taking it up to 11. You now have an instinctive knowledge on how to handle the instabilities of any system or power you have. You know how to make it work as it should, and you know what you need to do in order to make it fall apart completely. Still, your knowledge only extends to the instabilities in a system, so the more stable and functional the subject is, the less this perk helps.

Lucky Break (-400 CP, Discount for Test Subject for Updates): Sometimes, things just go well for you. Perhaps a wolf chasing you trips at a critical moment. Perhaps you figure out a core part of the system to exploit by complete accident. Perhaps you slip through the cracks and get to take a break for a while instead of constantly testing new features. Regardless, you have rather fantastic luck. While this isn't plot armor tier, you can rely on this to regularly help you out in basically every situation.

Beyond your Limits (-600 CP, Discount for Test Subject for Updates): In your situation, you are limited in myriad ways. Your situation, your systems, even your body. This gives you the ability to surpass those limits. Whenever limitations are set in front of you, your ability to improve yourself and overcome those limits increases drastically, even when that shouldn't be possible. For a system, you would be able to find out how it works and exploit it incredibly fast. For your body, you would be able to grow stronger quickly, even if you shouldn't be able to grow stronger at all. For your situation, well, who knows? Perhaps you'll find a way to break free of the shackles binding you. The greater the limitations, the more it means to overcome them after all.

Orange Player

Fearsome Presence (-100 CP, Free for Orange Player): You have an intimidating presence about you. Generating fear, terror, and perhaps most importantly; respect, comes naturally to you. Be it your own "allies" or your enemies, you find it easy to *convince* them to do what you want.

Poisonous Fangs (-200 CP, Discount for Orange Player): You've achieved a mastery over poisons. Upon laying eyes on any sort of poisonous substance, you'll be able to understand what it is that poison does, how best to use it, and best to counter it. In addition, you gain the ability to automatically coat any weapon you have with any poison you have on you at will. Lastly, you gain a significant, but not perfect, resistance to any poisonous substance.

Trap Master (-400 CP, Discount for Orange Player): You have a sixth sense for traps, in all ways. On one hand, you have a supernatural ability to spot traps, know when something is a trap like an ambush or a bad deal, and get an instinctual understanding of how to best counter said traps. On the other hand, this also gives you incredible proficiency in setting up traps yourself. Whether it's

a spur of the moment trap in a fight or a carefully planned and orchestrated affair, you know the best places to act and the right ways to do it.

Psychic Mutation (-600 CP, Discount for Orange Player): Maybe this is the reason you are an Orange Player. A Psychic Mutation is a naturally occurring phenomenon that occurs within human beings that is completely random. They are similar to Sorcery Traits, but while those are able to be bred and enhanced with consistency by most families, Psychic Mutations are almost completely random. In essence, they are the result of someone's Magic Circuits being aligned in a strange way. This gives them both an altered perception of the world and a supernatural ability that is as natural to them as breathing. This altered perception can sometimes make it hard for people with Psychic Mutations to fit into normal society. The label of Psychic Mutation covers Pure Eyes, Clairvoyance, Retrocognition, Precognition, Telekinesis (which includes the Mystic Eyes of Bending), the ability to enforce emotional or physical sympathy in certain conditions, the ability to cause things to spontaneously combust, and many more. However, if you want a Psychic Mutation that can interfere with fate or causality, then you will need to buy this perk twice for that one mutation. By choosing this, you gain a Psychic Mutation of your own, and can use it naturally as breathing. You can take this Perk multiple times.

- For clarification: Clairvoyance is the supernatural observation of the present. Retrocognition is the supernatural observation of the past. Precognition is the supernatural observation of the future.

Rear Liner

Daily Grind (-100 CP, Free for Rear Liner): As a Rear Liner, your day today life is pretty boring. Every day you go out and do basically the same thing over and over again, with little variation in between. Normally, it would be very hard for someone to go through this without consequences or giving up due to the sheer monotony of their life. However, you don't have to worry about this any more. You will never be affected by boredom or bad habits due to repeated tasks or a normal routine. Of course, this applies to more than just going out and doing your normal Rear Liner routine of killing weak monsters and foraging for drops, but any sort of monotonous activity or routine will apply to this. Of course, being monotonous is entirely subjective, so even going out and killing monsters can fall under this if you do it to the point where that becomes monotonous to you, so this ability is pretty versatile.

Of course Monsters drop stuff on Death (-200 CP, Discount for Rear Liner): Here in SAO, killing an enemy will cause them to shatter into shards which will then disappear. This will also cause them to give experience, as well as dropping money and items for killing them. Well, now you get to take the ability to get drops from your enemies wherever you go! (Enemies shattering on death and disappearing are optional) Yes, you may now take this mechanic from SAO out into

the real world, and other jumps. Although, the items that would normally be dropped and the money you get will be related to how difficult the opponent is. After all, you wouldn't get a million dollars off of your average boar right? So, the quality and quantity of what you get is directly related to the strength and rarity of what you kill. You'll also get anything that your victim may have had on them that you would desire, so if you were killing an animal for meat, you would get it all along with the drops you would already get. For your drops (and loot), you may choose to have them simply appear on your victim's remains (if they exist), have them sent to your warehouse, or have them deposited into any inventory or pocket dimension you may have. Naturally, everything will be perfectly processed without you needing to actually do any looting. Any of the options you have here can be changed at any time.

Bountiful Harvest (-400 CP, Discount for Rear Liner): As someone who "farms" for drops every day, it's only natural that you would want good returns, and this will give it to you. Now, this perk has two effects. Both of them affect the rewards or resources you get from any sort of renewable resource, such as actual farming, doing a job, or killing monsters. The first effect is that you will always get something of worth from every part you do. To explain this a little better, you will always get some drop from a monster, or always get good grain from each stalk of wheat. Therefore, your efforts will never be wasted. The second part increased the amount you get from each part. More specifically, it multiplies whatever reward(s) you would have gotten by five, even if that's not normally possible. This means that you could get ten boar eyes from killing a single boar, or five tree's of wood from cutting down a single tree. This does apply to all the rewards you may get as well, including experience and money. For a Rear Liner like you, this will make your life incredibly easier, so have fun with your new free time.

Uninterrupted Monotony (-600 CP, Discount for Rear Liner): The Rear Liners, unlike every other group of players, live an uninterrupted life of routine. Every day is basically the same as the last, and most of the time this is uninterrupted as well. Out of every group of players, the Rear Liners have what is closest to a secure, peaceful life, and now you can make that into a guarantee. So long as you live a life based on an unchanging routine, such as grinding the same resources or monsters daily, or working the same job daily, then you won't be interrupted as long as you aren't the initiator. So long as you aren't the one who disrupts the routine, no big event will ever change everything. No twist of fate or unfortunate accident will ever lead to your untimely demise or ruin your lifestyle. You can keep those unchanging days forever. However, this doesn't stop you from making progress on your own. You can still grow closer to others or improve your own situation while maintaining this effect, just as long as that daily routine stays intact in some way. You can always break this as well, as nothing in this perk is forcing you into the routine if you don't want it. Just remember that the days do need to be basically the same, so adventuring or exploring the new floors absolutely do not count for this.

Mid Liner

Reaching for the Stars (-100 CP, Free for Mid Liner): It can be tough as a Mid Liner. You try and try to be a Front Liner, you explore the floors, grind your way up to get and meet the Front Liner's tier, and improve your magecraft, but it never seems to be enough. Maybe it's just the head start they had, or your own issues, but no matter what you do, you can't seem to catch up. Well, if you're going to try and reach the top, you may as well have some help getting there. Now, whenever you want to reach a level that you are in no way at, your rate of growth triples until you reach the bare minimum of that level. However, there are some caveats to this. First, you have to have personally experienced or observed the abilities of the level you are trying to reach with your own senses, if only for an instant. Secondly, you can only have one goal at a time, and this only helps you in the areas you are aware that you are lacking in compared to the level you are trying to reach. Therefore, trying to match the Sixth Ranger would help in fighting or swordplay abilities, but not, in say, fire magecraft. Lastly, there does have to be a big difference. A rival or someone slightly better than you doesn't apply for this. Luckily, this does apply to groups, so a target like "The Front Line" will likely help in everything.

Adventurer's Instinct (-200 CP, Discount for Mid Liner): If the Front Liners are the frontiersman that blaze the trails ahead, then the Mid Liners are the ones that explore what was passed up on the way. As an explorer of the floors that were passed up in the name of progress, you've gotten quite good at finding unexplored dungeons and untaken quests. Yes, you even have an instinctive grasp of where they are and what to do, although it's actually a multi part process. First is your dungeon sense. You always know where the nearest unexplored dungeon/ruins/cave system/temple is, although it will never be beyond your capability to handle. Those just won't show up. You're also guaranteed to find some sort of treasure or loot there, and if nothing that would apply to these criteria exists, one will be spontaneously created nearby just for you! Next up is your quest sense. You now instinctively know who has "quests" or other such jobs. You will also get rewarded as well, even if it's just some pity exp and pocket change at minimum. Unlike the dungeon sense, this will not create new ones for you, however, you are capable of knowing up to 100 quest locations at once, rather than just the one unexplored dungeon. Lastly, is your explorer's sense. This gives you an instinctual knowledge of any traps, monsters, or hidden secrets around you, and you always have a vague feeling of where you need to go in order to accomplish whatever goal you have in mind. All parts of the explorer's sense are only capable of acting within a 300 ft radius though, so don't consider this omnipotent or anything. If nothing relevant is in that range, then nothing will show up. Hopefully, all of this should help your adventuring, so get out there and have an adventure!

Treasure Trove (-400 CP, Discount for Mid Liner): Throughout your adventures as a Mid Liner, you're going to end up with a lot of unique treasure from the nooks and crannies of the "cleared"

floors. With that in mind, you may as well get the most out of it. So, the following benefits will apply to any reward you gain from doing things that cannot be repeated, such as quests, finding loot in unexplored areas, or killing an enemy that doesn't respawn (like a boss or a person). From now on, you can now multiply any reward that applies by 2 in either *quality* or *quantity*, even if that should normally be impossible. This can be changed at any time, but it does not work retroactively and is a blanket effect on all rewards you receive in this manner. While this difference has no effect on experience or money gained, as there's no real difference between two 10 dollar bills or one 20 dollar bill, it does have an effect on rewards. To show this, let's use an example. So, how about we say that you're in a dungeon, and the legendary sword Excalibur waits at the end. You just got to the end, Excalibur is right in front of you, and nothing stands in your way of taking it. However, you haven't taken it yet, so you haven't actually received it as a reward. Therefore, a choice stands before you; Do you multiply your *quantity* by 2, or your *quality*. Now, if you are multiplying your *quantity* by 2, you will receive 2 equally powerful and real versions of Excalibur once you grab it, even though the other one shouldn't exist. However, if you are instead multiplying your *quality* by 2, you will receive a sword that is 2 times better than Excalibur in every way, instead of receiving Excalibur as you normally would have. However, no matter which you receive, no one will ever find anything to be strange about this. With this perk, what you choose is up to you. However, both paths lead to you getting more than you would have normally received, so it's not like there's ever a downside to the choice. So, have fun with all your treasure!

Teamwork! (-600 CP, Discount for Mid Liner): While the Front Liners are always pushing to advance past others, the Mid Liners often form groups and work together. That's not to say that the Front Liners don't use teamwork, but it's far more common on the Mid Lines. You have great skill in teamwork as well, and are able to flawlessly work with any one and can make any team work. You also have a sixth sense of what your teammates are going to do, and can improvise anything on the fly and have your teammates respond as if it was all planned out and everyone knows their part, even without saying anything. Combination attacks and the like (including combination magecraft) also come naturally to you, and you can make them up and perfectly execute them on the spot. Furthermore, whenever you fight in a team the abilities of everyone is doubled. This includes things like strength, skill, and durability, but it doesn't affect equipment. It also doesn't heal anyone, so sorry if you thought that you could use it like that. Either way, you've certainly got a talent for teamwork, so go out there and work together!

Front Liner

You keep up with Me (-100 CP, Free for Front Liner): As a Front Liner, it can be hard to keep up with the rate of advancement that the people around you have. Well, now you won't have to worry about that as much. As long as you're attempting to keep up with another person or group

on or near your level, your rate of growth will double until you have surpassed their current level. This includes more than just levels in the game, and includes things like skill and abilities. Do note that they do need to be at least close to your current level. This is meant for rivalry-esk situations, not trying to catch up with people far ahead of you.

Fighting Style (-200 CP, Discount for Front Liner): As most Front Liners are a tribute to individuality even without the benefits of the “Protagonists”, they naturally have their own fighting style. You now have your own fighting style as well, and you can freely change it at will and flawlessly incorporate any other fighting styles, techniques, or powers you have into it. Of course, this doesn't give you any fighting experience in and of itself, so your application of it will be something for you to work on. It also doesn't give you any skills that you didn't already have, so while you may have a style in mind, it might not be any good. Those are all things you can work on though, so they're only temporary setbacks. The purpose of this perk is being able to seamlessly consolidate all of the knowledge, experience, and powers you do have into one comprehensive fighting style that takes the best of all aspects. The more of those you possess, the greater worth this Perk will show.

Learning from your Mistakes (-400 CP, Discount for Front Liner): The ability to learn from your mistakes is something that everyone thinks they have, but no one really does. In the Front Lines, this is even more critical than normal, as a single mistake can spell death when dealing with the unknown. Well, now you do have this very crucial ability. Whenever you make something that could objectively or subjectively be considered a mistake from your point of view, you will learn from it and not make that mistake again, no matter what the forces around you do to make those mistakes more likely. However, you may always choose to not learn from your mistakes if you want to.

Grand Leader (-600 CP, Discount for Front Liner): The Front Line needs competent and charismatic leaders to push everyone along and make sure everyone survives. You can now fill that role. You have become a master strategist capable of planning against any enemy, and are always able to come up with a plan that has a minimum of 10% chance to defeat the enemy with no casualties from your side, no matter what kind of opponent you might be up against. With your words and the right message, you can get thousands of people to rally around a single cause within a day, and can give reasons to fight to those who have given up on playing the game. You are a mediator as well, capable of temporarily pacifying intense and unyielding people like Ilya. This may not seem like the most Front Liner thing in the world, but do remember that you are also the leader of the rest of the players, as well as their hope of escaping.

Side Liner

Noted (-100 CP, Free for Side Liner): When doing research, or just science in general, it's only natural that you would write down your processes and results. However, that can take time, and generally isn't fun. Now, you don't have to! Whenever you do or observe something that you would want to write down later, it will automatically be recorded for you in such a way that you would be able to get any details you would want from said recording. You can choose to have this write this down on a medium of your choice, such as a notebook or word document, but it the notes will be recorded within the perk itself, and can be “pasted” onto any medium you want any number of times, so it isn't necessary to have anything prepared. Just go and do your things, and don't worry about any sort of note taking from now on.

Underlying Foundation (-200 CP, Discount for Side Liner): In this world, and many other worlds, there are underlying systems for their supernatural metaphysics. This world has one as well, although during your time in SAO you will be dealing with Cardinal's simulation of it. However, it can be pretty hard to do any research if you aren't aware of the fundamental principles you're working with. Now, you will automatically have an understanding of the underlying supernatural systems of the world you are in. In your current world, this would include the Human Order, the Pruning Theoretical Phenomenon, Magecraft Foundations, and the Root, to name a few.

Field Testing (-400 CP, Discount for Side Liner): Despite the fact that most of your time will be spent in a lab researching, you still do need to actually test out your theories and gather materials. As far as the world of SAO is concerned, that means combat with the various monsters that inhabit this floating castle you must call home. Luckily, you have a knack for turning your spells and magical theories to combat. If you have even a single spell before you, dozens of ideas would spring to mind about how you could use it in a fight. In addition, actually implementing said ideas in the heat of combat will be even easier than casting the standard in a low stress and controlled environment. This will grant you incredible flexibility with your spellcasting and allow you to push your spells to their limits.

The Next Step (-600 CP, Discount for Side Liner): In research, there is a lot of trial and error, and sometimes it feels like you've hit a dead end. You aren't someone who this happens to. If you ever get to a point where you feel like you've exhausted every option, or at least every option you are morally willing to take, then you will get a sudden epiphany of what you need to do to advance your goals. It might be a small option you haven't considered or it might be a new approach that seemed to come out of nowhere. Still, this epiphany will never directly tell you what to do, just give you a new avenue to explore. This doesn't just apply to research either, although it is the intended use. This perk can also apply to subjects like strategy and investigation.

"Protagonist"

Never without a Nail (-100 CP, Free for "Protagonist"): A Protagonist is someone defined by their specialty. However, that can come with a major drawback: If what you do is not useful in the situation you're in, then you might as well be useless. Now, that isn't a problem you will need to fear as much. You have gained the ability to make whatever you use at least somewhat effective. No matter the situation, you can use your ability to a minimum of 20% of its normal effectiveness, and any effect that would try to hinder your abilities is reduced by half. This means you could use water abilities in the middle of an active volcano, use swords against an incorporeal being, or use fear effects on a golem or similarly unemotional being.

Encyclopedic Knowledge (-200 CP, Discount for “Protagonist”): As a Protagonist, your Special Element is your greatest weapon. Luckily for you, you already possess incredible knowledge about the subject. While the depths of your expertise isn't as deep as the knowledge of Swords that Emiya Shirou has from his myriad examples in his Reality Marble, to the outside perspective it might not seem too far off. If your Element is Beast, then you're incredibly well versed in animal species, behaviors, and biology. If your Element is Boogeyman, then you know booms worth of scary tales and anecdotes like the back of your hand. You are full of this kind of knowledge and so are well armed to use and exploit the opportunity your Rare Element has given you.

- If you aren't a Protagonist, then you can either have this be about your Element or some other subject of your choice.

Paragon Apart (-400 CP, Discount for “Protagonist”): Every “Protagonist” is called that for a specific reason, they have a different element than the normal set. This isn't something new for Protagonists either, as most are different from the rest of the world in some significant way. With this perk, you may set a “Difference” for yourself, which can be changed at any time. The only conditions for what you can set is that you may only have one set at a time, and that your “Difference" must set you apart from at least 75% of the population. This is generally globally, but in this Jump it will be the population of SAO players so long as you are in the game. Within this area, you will improve twice as fast in every field that your “Difference” applies to. You also have no limits to how far you can grow in this area, and your growth curve will be linear at minimum. However, when has a Protagonist even been alone? Naturally, you will find people that share your “Difference”, and they will also receive benefits for this. As long as someone with the same “Difference" as you is on your side and has your approval, they will also receive all of the benefits that you would in this area. However, they will also improve 1.5 times as fast as they normally would in all fields if you are personally helping them or advising them in that area. After all, the Protagonist often brings out the potential in others, and I would assume you would rather have those on your side be stronger if nothing else.

Yes, it Works (-600 CP, Discount for “Protagonist”): People with rare Elements are intrinsically different than people without them, and, because of that, “Protagonists” often do things considered strange or unintuitive in order to advance or apply their Element. This perk will allow you to do those things as well.

More specifically, this allows you to have a lot more freedom in what your Element applies to, and how you can implement it. Of course, this will also apply to a Defined Origin and any other sort of Element or affinities you may have. For examples of what your Element applies to, a Sword Element can be widened to have full effects on any bladed weapon, a Blood Element can work the same on any bodily fluid, and a person with a Beast Element could also have that apply to all animals, all without losing any of the bonuses that it would normally have. Of course, this kind of thing could be done (or at least attempted) without this perk, but the farther you go from your Element, the less benefits you have and the more penalties apply, so this allows you to widen the range of “Your Element" without penalty. There are also different ways you can expand your element as well, so the Beast Element could also be expanded to Phantasmal Beasts, but you may only expand in one “direction” at a time.

The other part of this perk is allowing you to apply your Element in different ways. As an Element only helps its holder when they are acting within their Element, it's natural that people would want to have as much of their magecraft act within that zone as possible. This will allow you to extend that application to levels that most people would consider ridiculous. The only restriction is that you need to be able to connect your application to your Element. For example, let's say someone has a Sword Element. They want to make an enchanted mace for someone, but that's obviously not in their Element. So, they design it off of an upside down sword and then tweak the proportions and design until it's far more like a mace than a sword. Despite this, all of their enchantments would work as if it was only a normal sword because of the way they made it. Say that this person also wanted to learn Gemcraft, but they had absolutely no talent in the subject. However, if they made those gems in the shape of a sword, their Element would then apply to Gemcraft for that gem, and they would be able to compare to someone with a Gem Element.

Lastly, let's use someone with a Cat Element as an example. Now, they decided to add fake cat ears and a tail to their outfit to help act as an aria for magecraft, and it worked. However, when simply doing a base reinforcement of their body, they also gained better hearing from simply having those ears on, and better balance from the tail. They would effectively be real organs during this reinforcement. Their reflexes and general ability would also be greater than they would normally be, and the spell was actually cheaper because they acted within their Element. All of this would be just from a general reinforcement as well, without being aware of this at all.

The effects would naturally scale with higher effort. These are some examples of things that will work for your Element, Defined Origin, or any other sort of affinity you may have. So, now you too can do things like this, and it will work!

Administrator

Game Design (-100 CP, Free for Administrator): As an administrator of a game and involved in the making of a game, it's only natural that you'd know how to make a game. You now know everything there is to know about game design and making a good game. You are also skilled at coming up with new, innovative, and fun concepts for games that are engaging and rewarding. You can even make terrible design choices like no save files or health bars fun through proper execution and gameplay. Lastly, you are skilled at implementing all of this in such a way that the gameplay and systems never becomes less fun or repetitive after playing it for an extended period of time.

Objectively Fair (-200 CP, Discount for Administrator): At times, it can be tough to determine game balance or understand what actions require what responses. Well, now you've got this to help you. You now have a sense of what is objectively fair and, in a gameplay setting, balanced. This can apply to things like doling out punishments to creating a proper difficulty curve to a game. However, no matter what you are judging, you will always know the objectively fair and balanced answer or way. Of course, nothing is stopping emotions from swaying you or influencing your decisions, but you'll at least have this point to go off of.

Problem Solver (-400 CP, Discount for Administrator): Things are always going to go wrong. When you’re an Administrator of an online game with frequent updates, the problem compounds itself several fold. Fortunately, you've got the skills to deal with this. You excel at fixing problems and making things run smoothly. Whether it be code, game mechanics, the attitudes of others, or a master plan, you are tremendously skilled at fixing any issues that come up and making things work the way you want. In fact, your mere presence, without taking any actions or affecting events whatsoever, makes these problems half as likely to even show up, so if you're lucky you may not even have to deal with these problems!

Not in My World (-600 CP, Discount for Administrator): As you likely know, there is quite a lot of bullshit in the multiverse, and sometimes you don't want to have to deal with that. This goes even more so for an Administrator of a game like you, who has to try to keep game balance in the wake of all of this. Well, now you don't have to, as long as you don't mind all of that type of action being restricted. You can now make blanket statements that everyone and everything, including yourself, will need to follow. This is done by making a “No. . .” statement with the

intent to do so. This can't be used to make commands to people, but rather restrict actions. Such appropriate examples would be “No time traveling”, “No forcing concepts onto other beings”, “No rewriting causality”, “No opening portals", or “No overwriting reality”. As you can see, these are all supernatural examples, although physical feats can be restricted as well. This *cannot* be used for commands like “No Betraying Me”, “No Breathing”, or “No Fighting”, as there are either too vague or too extreme, countering this applies to all of reality and things like cellular respiration and the meaning of “fighting" would need to be considered. You also cannot use yourself or any other person in these commands, as it can only be used for general commands. You may also undo these at any time. Hopefully this will help you keep your world more manageable from now on.

Companions

Now, we arrive at the section of companions. For most Origins, there is a free companion that they can take, alongside there being plenty of options to import companions.

Golden Team (-50): You may import 1 companion. They get one free Origin and all associated free perks, items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items. This perk can be taken multiple times.

The Gang's Together (-200): You may import up to 8 companions for this jump. They get one free Origin and all associated free perks, items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items.

Your own Guild (-400): Companion limit? Forget that! With this perk you can import as many companions you can as well as create as many characters as you can come up with! They get one free Origin and all associated free perks, items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items. You may also pay an additional 200 CP so all of your companions gain 1000 CP instead.

Canon Companion (-100): You can buy this option to gain one canon character from Fate Revelation Online as a companion. They will follow you during this jump and will generally be in your party during your time in SAO. This perk can be taken multiple times.

Non-Standard Player (-200): With this import you can choose one character who didn’t appear in Fate Revelation Online but are from either original series. If these are characters that shouldn't exist in this continuity or have some other qualifier to their existence, then how exactly this came

to be is up to you. They will now be a player in the game, will all the restrictions that come with that, and will join you on your journey. This perk can be taken multiple times.

Childhood Friend (-50 CP, First one Free for Student): A close childhood friend of yours that also decided to play SAO. You either decided to play together or met up soon after the game starts. Ripping them from the normality they knew will likely be a severe shock to them. Naturally, they will join you for your time during this game and beyond. They get the Student Origin for free as well as all associated free perks, items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items. This perk can be taken multiple times.

Beta Buddies (-50 CP, First one Free for Computer Nerd): A friend you made during the SAO Beta, or someone you know who was in the Beta and incredibly enthusiastic about it. Most likely, you made arrangements to meet up and begin power grinding first thing once the game launched. While this situation is a nightmare, being able to play the game forever with no need to worry about other responsibilities might be a small positive they cling to. Naturally, they will join you for your time during this game and beyond. They get the Computer Nerd Origin for free as well as all associated free perks, items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items. This perk can be taken multiple times.

Mysteriously Knowledgeable Friend (-50 CP, First one Free for Magus): A friend you have, be it soon after the game starts or from long before it, that seems to care way too much about the Magic System in the game. If you have the Magus Origin, then you'll likely figure out that they're in the same "profession" as you, assuming you didn't already know them before, but that isn't required to take this. For some reason, they seem far more stressed out about the magic system rather than the fact that you're all trapped in a Death Game. Naturally, they will join you for your time during this game and beyond. They get the Magus Origin for free as well as all associated free perks, items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items. This perk can be taken multiple times.

Strangely Intense Friend (-100 CP, First one Free for Hero): While most people are already taking this situation seriously, this one is especially intense. They barely take any time to rest, and act like the weight of the world is resting on their shoulders. Whether you knew them beforehand or met them in SAO, spending time with you is likely the less intensive portion of their day, even if you are doing floor clearing. Naturally, they will join you for your time during this game and beyond. They get the Hero Origin for free as well as all associated free perks,

items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items. This perk can be taken multiple times.

Younger Sibling-like One (-100 CP, First one Free for Lesser Grail): Whether or not they are actually your sibling is irrelevant because they act as if it's true and have decided to stick to your side at most times. While they may occasionally show uncharacteristic seriousness, most of the time they run around this death game with a childish dismissal of the danger, although that might partially be because of the incredible power they possess but don't often feel like using. Naturally, they will join you for your time during this game and beyond. They get the Lesser Grail Origin for free as well as all associated free perks, items and skills, and also will share the same Destination as you for free. Additionally, they gain +800 CP to be used for perks and items. This perk can be taken multiple times.

Items

This is the section for items. As you are a fresh avatar in the game of SAO, there aren't as many items here as there otherwise would be, but there are still some options available to you. Still, by that same point, there are some items that you automatically must have for free because of your situation.

Starting Equipment (Free, Mandatory): This is the absolute basic items that are free for every player of SAO. A basic sword and some basic armor.

1,000 Col (Free, Mandatory): The starting sum of money that is given to every SAO player upon character generation.

Nerve Gear Helmet (Free, Mandatory): The helmet that lets you play SAO. Since you start the jump playing the game, you naturally have this. You get to keep it afterwards, and can still use it like normal, should you desire that.

Beta Bonus (Free, Mandatory for Computer Nerd, Computer Nerd Only): As a Beta Tester you got some minor bonuses that will help you along in the beginning. You get an additional sword and set of armor, these ones somewhat better than the base ones you get, and you get an additional 5,000 Col. In the grand scheme of things, it's not a lot, but it should be a nice head start.

Export (-50 CP, -100 CP): With this you can take the items you had in SAO to the Real World. For 50 CP, this will be whatever you had equipped at the time of your death or the game being

cleared. For 100 CP, this will be expanded to every item in your inventory and storage as well. Additionally, the 100 CP option will convert all of your Col to a currency of your choice.

The +1 Chair (-50 CP): A mystical item of untold powers. It is a chair that is enchanted to be a better chair. What exactly that means is currently unknown, but regardless it will be a fantastic chair. As with all purchases, this cannot be stolen or destroyed.

Steel Sword (-50 CP): A sword made of actual steel, a top tier item for the start of the game and something impossible to get your hands on normally until the Sixth Ranger discovers how to make Steel in SAO. As with all purchases, this cannot be stolen or destroyed.

- Sixth Ranger's Custom Fit Blade (-350 CP, Requires Steel Sword): A Custom Made Sword made by the Sixth Ranger based on how you fight. It's highly unlikely that you'll ever find a sword more suited to you. In addition, every month you may have this Sword reforged, even post this jump. It will be changed based on any fighting style changes you may have made, and its power will be improved based on any better materials you have on hand. At the start, this will be made of steel. As with all purchases, this cannot be stolen or destroyed.

100,000 Col (-50 CP): A significantly higher sum of money than the starting amount. With this, you could buy basically anything you wanted at the start of the game, or perhaps use it to make key investments or forge connections with powerful allies.

Plot of Land (-100 CP): With this, you receive a plot of Land with a high value property on it. This will be applied both in SAO and in the Real World. The specifics of the SAO property will depend on the floor it is in. After this jump, all of the properties and their surrounding area will be added on to your warehouse.

Bag of Gems (-150 CP): A bag full of a variety of high quality gems. While this could be sold, these gems are also incredibly useful materials for practicing Gemcraft. As with all purchases, this cannot be stolen or destroyed.

- Gems on Demand (-150 CP, Requires Bag of Gems): Now, instead of a limited bag of gems, the bag will refill on command, giving you an unlimited supply. As with all purchases, this cannot be stolen or destroyed.

Black Swordsman's Beam Sword (-200 CP): The finished version of the seemingly doomed Mystic Code that the Black Swordsman and Sixth Ranger had attempted to create together. It is what it says on the tin: A Beam Sword, a Light Saber, a weapon whose blade is entirely made from concentrated Ether. This is a powerful Mystic Code, so be careful in how you use it if you don't want to draw too much attention, especially before Mystic Codes are implemented. In

addition, you will also receive the schematics of this item. As with all purchases, this cannot be stolen or destroyed.

Your Own Argo's Guide (-400 CP): A helpful and convenient booklet with maps and factoids about Aincrad and its inhabitants, as well as general goings on. Doesn't include any major secrets, but anything an Information Broker of Argo's skill could acquire and wouldn't want to keep secret or think it no longer has any significant worth keeping secret will be included. This will update each time Argo releases a new edition. In future worlds, this will update once a week. As with all purchases, this cannot be stolen or destroyed.

Spell Book Collection (-400 CP): A collection of various spell books that contain a variety of different spells. These contain a myriad of spells from basically every magecraft field that has ever existed. That being said, these spells generally only go up to the intermediate level of what a practitioner of any particular style could perform, with an occasional spell surpassing that being included. Still, these are incredible tools for both reference, research, and teaching others. Any spell you know or learn will also be added to this book collection.

A Mansion in every Floor (-400 CP, Free for a *Not OOC Based* purchase of Titled Player): From now on, you will receive a title of Land for free on every Floor you go to. This will be a high value property, but the specifics of it will be dependent on the actual structure and culture of the Floor itself. After this jump, all of the properties and their surrounding area will be added on to your warehouse.

- If you got this through the Titled Player Perk, then this will apply outside of the game and in every future Jump as well. Instead of floors though, it will apply to every region or country you go to.

SAO (-600 CP, Discount for Administrator): You receive a copy of SAO. This includes every file related to the game as well as an actual physical copy of the Floating Castle that you can access from your Warehouse. The files include Cardinal and the perfected Magecraft Simulation System. Should you desire, you can edit the actual physical Castle to your desires at will.

Drawback Section

This is the section for drawbacks. This allows you to change the scenario and make your life harder in exchange for extra CP. You do not have to take any of the options here, but it will allow you to take more of the options above. I will give you the tools to ruin your life or make it reasonably harder. The choice is in your hands.

All Drawbacks must make sense with each other and your origin(s). You can't be a Mastermind "Actually Trapped" in the game if you chose the "Start in the Game" situation adjuster, after all.

The Drawback Limit is 2,000 CP.

You may take drawbacks past the Drawback Limit, but you cannot gain more points from Drawbacks than the Drawback Limit. Should you desire, there are also ways to adjust the Drawback Limit. Situation Adjuster that grant points also count towards the Drawback Limit.

Situation Ajustors

Take the Role (+0 CP): As you may have noticed, many of the options here give you the ability to directly replicate a character within the source material. This was intentional. By taking this drawback, you may choose to take the place of that character as long as you fit all of the Origin and Destination requirements of that character. For what those requirements are, use your best judgement. However, even though you aren't required to get any Perks to take their role, you will still need to be able to play that role, so taking the Perks to replicate what they can do is highly recommended. After all, this drawback only gives you their place, not their skills or abilities.

Skip The Credits (+0 CP, Cannot be taken with Full Post Game, Cannot be taken with Brave New World, Never Ending, Hit the Ground Running, or Bonus Time): End The Jump when SAO is cleared.

Full Post Game (+0 CP, Cannot be taken with Skip The Credits, Cannot be taken with Brave New World or Never Ending): Time in Jump doesn't start counting until after SAO ends.

Start in the Game (+0 CP, Cannot be taken with Start out of the Game, Cannot be taken with any Drawback that affects your avatar or how you as a player interact with the game): With this, you now are no longer a player with an avatar, your physical body is actually in the game. While you can still access all of the game systems, dying will actually kill you. This also means that you have access to any power and ability you have gained from other jumps.

Start out of the Game (+0 CP, Cannot be taken with Start in the Game): Now, rather than starting in SAO at the start of the game, you start one day before the game. This is an option to take if you want to not participate in the game, or simply if you want to put your affairs into order for the life you got from your Origin.

- If you don't play the game, you cannot take any Drawbacks or Drawback Limit Increasers that involve you interacting with the game.

No Atrophy (+0 CP): Just like how the Nerve Gear exists, they now also recently created a revolutionary medical technology that allows for SAO Players to remain in the game indefinitely without needing to worry about the condition of their body or any sort of organ failure or muscle atrophy from staying in there too long.

Unlimited Data Cap (+0 CP): It has been stated here before that attempting to transmit too much data at any one point, such as Shirou Tracing a Noble Phantasm, would crash the servers. This now eliminates that restriction. In addition, this will allow Reality Marbles to be used within the Game without killing its user or crashing the server.

Pleasant Nostalgia (+0 CP, Cannot be taken with Does that remind you of. . .): The areas and people that make up the floors of SAO now have a more familiar note. References and inspiration from good times and your favorite jumps and fictional works are now sprinkled in everywhere and seeing one can usually bring a smile to your face.

Extra Content (+50 CP): Apparently Cardinal decided there wasn't enough to do in the game. Quests and Dungeons are now far more plentiful, dungeons are longer (although not much tougher at any one point), and the maps are generally denser in terms of things to do. While this would be great in a normal game, this is currently a Death Game, and the players want to leave it as soon as possible. This drawback makes it so the extra content will add an additional 6 months to the clearing effort, assuming that you do nothing to speed up that progress. You may take this drawback a maximum of (10+2X) times, where X is the number of times you've taken the Bonus Time Drawback Limit Increaser.

Serial Escalation (+500 CP): This will cause an increase in power escalation. The power level of an average Floor Boss will be Servant Tier in the endgame. The final boss would be strong enough that even Gilgamesh couldn't defeat it without significant effort. The players will need to keep up or die, but it will be possible for them to do so.

- Grand Ordeal (+800 CP): It isn't known how Cardinal got this data, but it has gained complete profiles on the greatest threats in the entire Nasuverse: The TYPEs, the Beasts, the White Titan, and even the Lostbelt Kings. *They* will be the new Endgame of SAO. And so, the enemy scaling will be increased even further so that this doesn't come out of nowhere. Of course, hope isn't lost. The stage will be set so that these seemingly unbeatable enemies can be defeated in a similar manner to how they were defeated in their original media, including NPCs that can take the critical rolls that cannot be covered by players, such as Solomon's role in defeating Goetia. In addition, the limits of the system will be increased so that the players can get to the level that this will not be impossible, although this will need to be done purely through magecraft or created

items/mystic codes if you have taken the Human Limitations Situation Adjuster. However, even with all that, this will not be easy, and this will not be simple.

Human Limitations (+1000 CP): Now, the Stat limits of each avatar will be equivalent to what the maximum human limit of that person would be, based on things like body structure and muscular growth. Once they have reached the limit in one stat, all of their stat points will be funneled into the other until both of them have been maxed out. At that point, that character can no longer level up or increase their stat points. It is like this, that you and the other players must beat the game, even as the challenge continues to rise. This will also apply to all Human NPCs

- Are Meant to be Broken (-500 CP, Requires Human Limitations, This counts as decreasing the amount of points you've gained from drawbacks for the sake of the Drawback Limit): However, not all hope is lost. After the first person reaches their Human Limit on one of their stats, an announcement is sent out to all players of SAO: "If you wish to continue to grow in strength, then they must become something greater than human. You must become an A-Ray."
- The A-Ray are a series of genetically modified beings that were made to survive the Death of the World, but what's relevant here are their abilities. After a player has completely hit their Human Limits, they gain the ability to access quests that will help them take steps to becoming an A-Ray. If one takes the step to become an A-Ray in SAO, then their max limit on their Human Stats are increased. In addition, they get an additional set of two stats, which are different depending on how exactly they chose to become an A-Ray, that level the same way. Then, once they reach their limits for these stats, they will go back and take the next step.
- The A-Ray are a wide group, containing myriad species. As such, most of them have a variety of appearances and physical and magical attributes. One group, called the Liners, are simply Human+, and generally have no differences in appearance from normal humans. However, most of the others have taken on the forms of other creatures in some way, and as such, there are just as many ways to become an A-Ray. To facilitate this, the game will provide quests that will put the players on the path to achieve this. Of these, the path to become a Liner is both the most simple and most dangerous: Survive contact with an incredibly small amount of Grain; Pure Planetary Mana. However, each will have their own trials, and many paths are not mutually exclusive, so it will be up to the players to decide what they desire to do. Also, because of this, A-Ray NPCs will be created, and will populate more of the world compared to human NPCs as the floor level increases.
- Afterwards, you can choose to get your A-Ray form as an Alt-Form. You can also choose if any companions you have get their forms as Alt-forms as well. If this is taken in conjunction with anything else that would make the game real, you can also choose if the change is permanent for the other players, if it doesn't apply at all, or if they also get their A-Ray forms as Alt-forms they can switch between.

Unrealistic Materials (+200 CP): With this Drawback, you will now start the game with materials that don't exist in reality. This includes common fantasy materials such as Mythril, Adamantite, and Orichalcum, as well as much more obscure, and perhaps completely original ones. Some of these materials will even have inherently supernatural properties. With such materials available, the gold standard will no longer be steel, and the difficulty of enemies will increase slightly faster than they otherwise would.

- Now-Realistic Materials (+200 CP, Cannot be taken with Never Ending): Now, the moment that SAO is beaten, all of the above materials will become real. Veins of Ore will be spontaneously created in various parts of the world in significantly large amounts. This will undoubtedly cause several evolutions in science and warfare, irreparably changing the world.

Extra Players (+??? CP): Apparently this version of Kayaba took the game worldwide, because there is a new amount of players trapped. Rather than the normal 10,000, at least 100,00 players are here. Because of this expanded popularity, characters from both settings that didn't appear in SAO in Fate Revelation Online may find themselves in the game. Also because of this, the average Floor Size is significantly increased, although things like Raid Size and Boss Difficulty don't find themselves changed too significantly. The specific number of players, and the effects this has on the game, will be determined based on just how many players you wish for there to be, which you can pick below. This also determines how many points you get.

- 100,000: +100 CP
- 1,000,000: +200 CP
- 10,000,000: +300 CP
- 100,000,000: +400 CP

Drawback Limit Increasers

Bonus Time (Increases the Drawback Limit by 100, Can be taken up to 10 times): Increase the time you spend in this jump by 5 years.

AI Advent (Increases the Drawback Limit by 500 CP): As the game goes on, the artificial intelligence that drives each and every NPC will improve and improve, until each and every NPC is indistinguishable from a normal human being in terms of personhood while still performing their normal duties. For clarification, this only applies to the NPCs that would normally interactable, like shopkeepers, guards, and Magecraft teachers. This also does not give them any sort of AI Hacking powers. Their realm of influence is determined by what they can do with their digital avatars, and death is still death to them.

Realistic Foundations (Increases the Drawback Limit by 500 CP): In the world of Fate, most Magecraft functions through the use of Magecraft Foundations. These are a set of rules and beliefs that allows Magi to transform their magical energy into actual effects. Well known examples of this would be Solomon's Formalcraft and Norse Runes. However, Magecraft Formations only function because people believe in them. The more people that believe in a Magecraft Foundation, the more power it has to act. This is also how Conceptual Effects are enacted. And inversely, the more people that draw from a Magecraft Foundation, the less power each individual person can access. This is the reason the supernatural is kept secret. However, this also means that the strength of a specific style of Magecraft can change based on geological location, as the beliefs of the local people have changed. This can even render magecraft unusable outside of certain areas. While a Magecraft Foundation can be unanimous enough to be used worldwide, it is still somewhat subject to this. The main exceptions to this are basic magecraft types that don't need a foundation (like simple elemental transformation), and people that use themself as a Magecraft Foundations. Or in other words, people with a Reality Marble or the use of a Psychic Mutation. However, in SAO, this phenomenon has not been observed. Any and all types of Magecraft work perfectly well in all environments. By taking this perk, this now will happen. Each floor will have its own specific affinities for Magecraft Types. While this effect will be negligible in the first few floors, it will become more and more drastic as the floors increase, and certain types of Magecraft will become unusable at the higher floors, while others may become supercharged. While this will make things harder, it will also force the players to become well versed in a variety of magecraft styles and approaches.

Brave New World (Increases the Drawback Limit by 2,000 CP, Cannot be taken with Hit the ground Running, Double Tap, Skip The Credits): The words of Kayaba were lies. Sure, the game ended after the final floor, but no one got to return home. Instead, the Floating Castle and all of the surviving Players found themselves above a sort of Fantasy World, avatars and all in game abilities still intact. What they do from here on and how they will all cope and adapt to what has happened will be critical questions to answer in the days to come.

Double Tap (Increases the Drawback Limit by 500 CP): In your greatest moment of triumph, in the completion of the Game, your victory turned to ash in your hands. Each and every surviving player was transported back to the stadium where their avatar was made to reflect their true appearance. When there, they learned the horrible truth: All of their stats had been reset to level 1. Not only that, if they wanted to escape this game, then they had to do it all again. Except this time the floors are now all different, even if the difficulty scaling will be the same.

- Third Time's the Charm (Requires Double Tap, Increases the Drawback Limit by 500 CP): Instead of 2 times, you had to beat the game 3 times. Morale might be critically low at this point.

- Never Ending (Requires Third Time's the Charm, Increases the Drawback Limit by 1000 CP, Cannot be taken with Brave New World or Hit the Ground Running): It seems like there was a critical programming error. As someone once said, who beats an MMO? It is literally impossible to beat and escape the game. No matter how many times you defeat the final boss of the Castle, everyone will just reset once again. You, and all other players, will remain in SAO for the duration of this jump.

Hit the ground Running (Increase the Drawback Limit by 1000 CP, Cannot be taken with Never Ending or Brave New World): Everyone comes out of the Game as if they had the "It's All Real" Perk. You must actually take the perk if you want that effect though.

- In the Castle in the Sky (Increase the Drawback Limit by 1000 CP, Requires Hit the ground Running): Instead of just walking up, everyone still alive in the game will appear in an actual recreation of Aincrad, monsters and NPCs included, once the game is finished that now floats over the skies of Tokyo in the Real World.

Drawbacks

Cat Ears (+100 CP): You (and your companions, should you take any) now have cat ears headbands on at all times. If removed, they instantly pop back. If you want, they can instead be changed to something like fox or dog ears. You may also choose to have this be a sort of glitch on your avatar's body instead of it being a headband.

Childish (+100 CP): Your starting age cannot exceed 12 years old. You will also behave generally childish and immature during this jump, even if you try to act mature.

Jealous (+100 CP): You are envious, to a degree that stinks of pettiness. If someone has a cool move, you'll feel a burning need to learn it or make a better one. If someone has a cool outfit, you'll feel the need to make a better one. While these feelings can help fuel your advancement, it also makes you act like somewhat of a dick, so you'll need to try and watch out for that.

Stubborn (+100 CP): You're naturally stubborn. Not to a level that will put you in danger, but you'll hate losing *any* argument, no matter how trivial, and won't change your mind without extreme evidence to the contrary. Again, this won't put you in danger, but people will be very annoyed with you by the time you leave.

100 Col (+100 CP): You now have a compulsion to ask people for small sums of money whenever you are asked a question. You don't have to be serious about it, but you will find yourself unconsciously asking it.

Innocent (+100 CP): You're childlike. Not childish, but you'll find yourself trusting strangers, taking things at face value, and generally not understanding the complexities of other people's reasons for acting as they do.

Actually Trapped (+200 CP, Mastermind Only): Oh dear. Looks like something has gone wrong with the system, or maybe Kayaba has betrayed you. He says he hasn't, but can he really be trusted? Either way, Cardinal now registers you as an ordinary player when it comes to logging out, which is to say you can't. Until everyone logs out, that is. No amount of programming and reprogramming - from you or from Kayaba - will change this.

Proper Theming (+200 CP): You now have a theme. Be it a black trench coat, a white jumpsuit, or a full suit or armor, you have a personal aesthetic that you feel a burning need to stick to. This won't be so strong at the start of the game, where you simply can't get the proper gear, but once you find it in your power to get the right outfit together, you'll find yourself unwilling to wear anything else. This will probably be to your detriment for periods of time, but it will certainly help you in recognizably. Contracting a player blacksmith or seamstress to make you custom gear is recommended.

Infamous Past (+200 CP, Cannot be taken with No One): You've done something to make you infamous with some part of the population of SAO. If you were a Beta Tester, perhaps you were a particularly brutal one who had a hand in PvP, or maybe you caused some incident that went viral. If you are a Magus, perhaps you or a relative of yours is someone whose name is spoken in fear like the Magus Killer. Regardless, if your past is found out, you'll be treated with suspicion and fear from those who know, so you'll have to be careful to keep that a secret.

Realistic Game (+200 CP): Kayaba gradually ups the realism of SAO as part of his plan, one patch at a time. For you, at least, he seems to be a bit ahead of the curve, as things are much more realistic. Your avatar is now a near perfect replica of a human body, and while it still fundamentally works off game logic and you can use the menu, wounds are still a concern. A broken bone is a major issue, and you could bleed to death if not patched up, but a healing potion will still just fix everything outright, including properly setting the bone. This also makes it so pain and other physical sensations are something you can feel from the start. Going into shock might be a legitimate issue that could cost you your life if you aren't used to being injured. This would be happening eventually though, so this mostly just removes your adjustment period.

All Eyes on You (+200 CP): This "game" is now televised, in a sense at least. There is now a website that uploads footage from the game that is somehow gathered, and they post it on a 1 month delay from what is actually happening. This also somehow includes internal monologues

and visual aids to describe things that would normally be invisible, such as metaphors for the spellcasting process. Those who run SAO declare it to be the work of hackers and the Kayaba who made the starting speech about Death in the Game being real to be a fake. Considering no one outside of the first few hundred died, their statements are generally taken as the truth. However, while there have been many attempts to take the website down, it never seems to stay. The website runner seems to like to try and explore the lives and adventures of all of the major players, but will intentionally leave out critical scenes between key players about the truth of Magic until it becomes something critical to the narrative of the Front Liners. Miraculously, no Magus will end up considering this internet issue worth their time, and so the players are not all killed in their sleep to preserve the secrecy of Magecraft.

No Gathering (+400 CP, Cannot be taken with Od Deficient): You find yourself unable to gather Mana. Because of this, you must power your spells using Od, magical energy generated with your own life force, all on its own. The amount Od you can generate is significantly lower than what you could get from Mana,, but it will always be your own Mana types and you won't need to convert that energy. If you run out of Od, you can generate more at the expense of your body, but that is not recommended.

Od Deficient (+400 CP, Cannot be taken with No Gathering): You cannot generate Od is sufficient amounts to use spells with. You must use Mana alone for casting spells. While Mana is more plentiful than the Od you can generate, this has its own drawbacks and makes you relient on the Mana types that exist in the surroundings. Conversion of absorbed Mana is also a skill you will need to learn. Once you can no longer gather Mana, you simply lose your ability to cast all together.

Agility or Strength (+400 CP): As has been stated before, in SAO, when someone levels up, they get 5 points to assign to either Strength or Agility as they desire. These then influence other invisible stats. However, with this build you no longer get to choose per level. You will either be running a pure Strength build or a pure Agility build, and you cannot deviate from this for the duration of the Jump.

New Game + (+400 CP): While you will still possess all of the powers and perks that you've selected above and from any other Jump that would work in SAO, upon entering SAO, you will effectively lose all of your skills with them that aren't a part of your Origin. Your skill with those abilities aren't *lost*, you simply cannot access them for whatever reason while in the game. Regardless, you will need to train yourself up again with all of your skills and abilities should you wish to use them effectively again.

- New Game (+400 CP, Requires New Game +): During the duration of the Jump, you will temporarily lose every power, skill, and memory you have from before this jump. As far

as you are concerned, you aren't a Jumper at all, simply someone who got caught up in all this.

What's a DPS? (+400 CP, Cannot be taken with Computer Nerd): You've never played a video game in your life, and it shows. People will have to constantly explain how games work to you, and for some reason, [Brackets] won't help. You'll have to be constantly reminded of things like switching and loot, and when people begin talking in game slang, it will feel like they're talking in a foreign language.

What's a Nasuverse? (+400 CP): You have absolutely no knowledge of the Nasuverse, except that which is provided by your perks and origins, not even things detailed in this document. Things like the Holy Grail War, Servants, or anything else that may have happened in any major Nasuverse work. You're probably clueless about all of it unless you took the Magus or Lesser Grail Origin, and even then you would only know the basics or had subpar training where those topics were merely brushed over.

Drop Deficient (+400 CP): Apparently the Random Number God hates you, because you get good drops at maybe one tenth the rate of a normal player. Especially if you're specifically looking for something. You'll essentially need to team up with some people that aren't cursed just to get some loot with regularity.

- No Loot for Jumper (+400 CP, Requires Drop Deficient): This is the previous issue cranked up to 11. You will literally never get any drops from your kills, under any circumstances. If you are the one who deals the final blow or who harvests the reward, then it all turns to ash in your hands.

Combat Deficient (+400 CP, cannot be taken with Hero): You're simply terrible at all forms of combat, to the point where you're effectively half your level when it comes to battle. Clumsy footing, poor form, and a strange inability to hold on to your weapon. At the start, you're more of a danger to yourself and those around you than your enemies. Still, this is a Drawback that can be overcome with work. It will just be grueling and painful until you can finally drag yourself up to being competent.

Suspected (+400 CP): For some reason, people will end up suspecting you of conspiring with Kayaba. Perhaps you ended up acting in a way they ended up considering suspicious accidentally, perhaps you were trying to talk your way out of admitting that Magecraft is real, or perhaps you really are a conspirator. Regardless, people, including several important people in the Clearing effort, will end up holding this opinion of you and will be watching you with a close eye. There is nothing you can do to fully eliminate this suspicion, and people will be far more predisposed to interpreting your actions in a more negative light than they normally would be.

I wouldn't call it suicidal (+400): If you can help someone by hurting yourself, even by constantly casting beyond your mana capacity, you'll do it without hesitation. Your own pain means little to you. Because of this, it becomes a real possibility that you could end up bleeding yourself to death or over-exhausting yourself and ending up in a bad situation. It is highly recommended that you party up with people who can see when you are starting to do this, and call you out on it.

Hero of Justice (+400 CP): You now have a primal urge within you. To help the helpless, to protect the weak, to save all those you can. You have gained the drive of a Hero of Justice. Honestly, this mindset can be rather malleable and can fit basically any Destination. As a Rear Liner, you would be in a prime position to project the weakest players and help improve everyone's quality of life while also getting key resources. As a Mid Liner, you would be finding the remaining secrets of the various floors and making them safer for people to explore while also finding rare and critical resources. As a Side Liner, you research new and powerful magecraft that can be used to clear the game and save everyone. As a Front Liner, every step you take is another towards freeing everyone. And lastly, as an Orange Player, well, you could sure make a good Punisher, couldn't you? Regardless, saving people will be a driving force behind all that you do for the duration of this jump.

Icarus Syndrome (+400 CP): You now have a rather dangerous tendency to overestimate yourself. Your own perception of what you can do isn't hyper inflated, but it's decently higher than what you can actually do. You'll tend to get yourself into dangerous situations as you bite off more than you can chew. Hopefully you'll get yourself some capable teammates that can pull you out of the fire.

Does that remind you of. . . (+400 CP, Cannot be taken with Pleasant Nostalgia): Wherever you go, you can't help but feel like this World was made to twist the knives in your heart. Enemies will be clearly inspired by old friends. Quests will be made to remind you of your old mistakes. Landscapes will be made to remind you of what you've left behind and lost. This doesn't doesn't actually affect the difficulty of the game, but it sure doesn't make things easier for you as a person.

Solo Player (+400 CP): You'll be spending a lot of your time in this game working alone. Approximately 50% at minimum. Whether it be self-inflicted or if a lot of people don't want to party with you for whatever reason, this will be a constant throughout all of the game. Still, that doesn't mean you can't have friends and companions, you just won't be spending a lot of time with them.

- Absolute Isolation (+1,000 CP. Requires Solo Player): You are now physically incapable of joining a party. The systems involved in that simply don't work anymore. Furthermore, any cooperative actions you do and any relationships you form will be doomed to failure for the duration of this jump. In a game that expects cooperative combat, especially for boss fights, this might be inviting death in if you try to push too far.

No Circuits (+600 CP): You don’t get your purchases of Magic Circuits until the end of the jump. This means that you'll need to make your way through the game without Magic Circuits.

- No Means No (+400 CP, Requires No Circuits): Any and all Magic Circuits you had from other jumps are now also neutralized, and any other magical abilities you have do not function for the duration of the jump. Any attempt to create artificial Magic Circuits is doomed to failure, at best.

Eternal Escort Mission (+600 CP): You have an NPC that isn't capable of combat. It must stay within 100 feet of you at all times, or rather, you cannot intentionally leave that area. The only exception to this is if you are participating in a Boss Raid. In that case, it will be able to stay in a nearby safe zone, and it will simply teleport to your side after the boss. If it dies, you will be both sent back to the last town you were at. Should that happen, it will respawn, but you will be stuck in that town for the next 48 hours. The details of this NPC, it's attitude towards all this, and any non-combative abilities you may have is at your discretion.

- Should you desire, you can take them as a companion after the Jump ends, which will also allow them to exist outside of SAO within the jump without any other prerequisites

Overly Specialized (+600 CP, Cannot be chosen with "Protagonist"): You apparently took one look at the Protagonists and said you can do better. You decided to pick something that you are capable of doing, and just made that your entire company style. Maybe you became obsessed with throwing picks and now only use them, or perhaps you chose to only use weapon enchantments and refuse to learn or use long range spells. Regardless, you've taken an entire toolbox and thrown out all but a few similar tools. Hopefully you can leverage your self enforced specialty well, or you won't get far.

What's a System Assist? (+600 CP): In SAO, the System Assist is like it says on the tin; an artificial guidance by the system to assist you in various tasks. It is used for a lot of things within the game. It's how you use Sword Skills, it's how you open your Magic Circuits, it's how you learn spells, and it's how the Spell Inheritance system works. After taking this drawback, the system simply doesn't work for you. You can still eventually figure out how to do things, but you will essentially be stumbling around in the dark, trying to find what the system wants you to do.

Fair and Balanced (+600 CP, Cannot be taken with Titled Player): In this Jump, there are a variety of ways to become powerful. Far more powerful than most, or maybe even all, Front Liners or Protagonists. However, the game still needs to be playable for the masses. It cannot assume that everyone will be at the level of one anomaly, and balance everything around that. This is why the Titled Player position was made, to prevent that very same thing. However, the reverse has happened. The game will be specifically designed to make it challenging to you. And even if you aren't a Front Liner or Protagonist, the game will simply redesign and alter existing areas so that you are never without a sufficient challenge. You'll end up pushing your limits in this game, whether you like it or not.

What's a Menu? (+800 CP): Your Menu… doesn't work for some reason. You have to do everything by hand. Fortunately, everything in the game is permanently materialized for you, so you don't have to worry about putting things in your bag and then losing them forever, but there are other Menu-exclusive options you are losing out on, like partying with fellow players, or Inheritance. The exception to this is the process of leveling up and seeing the various parts of the HUD.

- What's a Level? (+800 CP, Requires What's a Menu): This makes the issue above even worse. While you can still see your HUD, you are essentially stuck doing a Level 1 Run as you cannot level up at all. This will make being even a Rear Liner dangerous. Being a Front Liner like this is close to suicide.

Post Game Consequences (+1000 CP, Cannot be taken with Never Ending, Brave New World, or Skip the Credits): Once the game ends, all of the surviving Players will once again find themselves in the real world. While even most of the people who died in the game will also wake up, some will end up permanently comatose because of the soul trauma that Kayaba subjected them to. Still, most players will wake up, and almost all of those who do will have extensive experience using Magecraft. It likely won't take long for someone to activate their Circuits, be it out of habit, curiosity, or desperation, and once they do, word will quickly spread amongst the players. Some may not use their Magecraft at all, but most likely will. Perhaps they'll show it to friends, perhaps they'll use it to become famous, perhaps they'll use the power they have to take what they want since they have the power, and perhaps they'll use it to try and keep order and peace from the third group. However, no matter what anyone picks, an incredibly large group of people now have access to magecraft and no reason to keep it a secret, and that will attract attention from every supernatural group in existence. Conflict will inevitably occur. By taking this drawback, you must resolve this conflict in some way. Either by the destruction or sufficient weakening of one side, so that the conflict cannot continue, or by crafting some kind of peace between the two groups. When the conflict starts, the time that you have remaining in this Jump will be frozen, and it will remain frozen until the conflict is ended. Should the conflict flair up

again after the first resolution, then your time will once again be frozen. You must make a peace that will last, through whatever method you desire or can achieve.

All Too Real (+1,000 CP, Ignores the Drawback Limit): You really want to give it all up? I made sure that as long as you didn't trip the clearly defined ways of getting yourself killed, you would survive this game even if you died while playing it, and you want to throw that away? Ok then, you and everyone else in the game will now die when they are killed, and no amount of durability, immortality, immunity or 1 up perks or items will get you or anyone else out of it. You die, and that's it, you fail your chain. If anyone else dies, even if it's only a clone playing or whatever, they die and can never be brought back, no matter the method. You threw away safety for power, so you should hope that the power you gained can help you survive.

Ending

So, you've made it through the game of SAO, and lived through whatever happened afterwards. Your time in this world has come to an end, or at least your agreed upon time has. As always, all Drawbacks and any mental effects or alterations that you have been subjected to have been removed. Now, you have a choice to make. What shall you do from here?

Stay: Remain here in this world. If your attachment to this world is as such that you'd rather not leave it, then you may stay here.

Go Home: If your experiences here were too much for you, or you've tired of this all, then you can return back to your original world and continue with your old life with everything you've gained.

Continue: Leave this world behind you and continue on to new adventures and the next jump.