World Seed

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The year is 2245, and the world has undergone explosive growth in multiple industries. The age of Virtual Reality came long ago, opening up new fields for people to enjoy and seek employment in. There were even those who chose to sacrifice their physical bodies, becoming digital existences that lived within internet communities.

But with the age of VR, everyone still dreamed of that next step, the next level of adventure. And after a hundred years, it has finally arrived, with you as one of its 1000 beta testers. The first consoles, known as Seeds, will be mass distributed among the people in only two weeks' time, with such realism that they no longer qualify as a Virtual Reality, but as an Artificial Reality. But what happens when things become too real? Luckily, you'll be able to shortly answer that question yourself.

As soon as the beta ends in two weeks, Seeds will be distributed to every man and woman in the world, massively increasing the mana they have been releasing into the world since the start. Monsters will start spawning in the streets, magic turning from fantasy into reality, with the Neolife players who quite literally became their game avatars being the only line of defence, as the modern military gradually fails to defend the populace against increasingly dangerous threats.

But that is all background noise, is it not? The real question is what you will decide to do in these turbulent times. With the statue of liberty walking towards France and the moon coming alive, only to decide to wander off into greener pastures, are you going to stay and lead a suicidal fight against threats that severely outclass you? Stay cooped up in the Seeds and live the rest of your time here in a false future? Or are you going to leave this doomed solar system behind to venture into the greater galaxy? No matter what you decide to do, I'm sure you'll make this little prologue interesting.

But we can't have you be one of the side characters, can we? Here, take these **1000 Choice Points** with you on your journey, they're bound to make it quite a bit easier.

Origins

All origins start with at least enough money to coast by without working for a few months. If you want, the Gods may be informed of your abilities in advance to prevent any confusion on their side. Even if you don't, they'll generally leave you alone, even if you show some OOC abilities outside the bounds of the system. Don't expect the same politeness if you go murdering your way throughout the galaxy, though.

Drop-In: You have no history or past in this world. You'll simply appear in a house at your starting location, right before the Seed that just got delivered and installed. Don't worry too much about things like IDs and the government being surprised that some guy just popped up out of nowhere, it's all been taken care of.

Technology: Maybe you're a mechanic or engineer, maybe you're still in university and learning about today's cutting edge tech, or maybe you're just a tech enthusiast engaged in the advances of the 23rd century. No matter what, you know some things about modern earth technology, and that is sure to cross over into Neolife.

Nature: Ah, nature. With humanity even starting to access the power of antimatter, it's quite easy to forget about the simple things in life. And with things such as pollution or global warming having long since been taken care of, there's no lack of scenery to explore and sights to see. You've been around, quite a lot actually, and your knowledge of nature could put learned academics to shame. Considering that many places in Neolife have been left untouched by the rampant technological advances, and the fact that there's no lack of frontier worlds and dungeons to explore, someone who knows how to get around in the open is sure to have more than one occasion to put their skills to use.

Magic: Wouldn't you agree that real life is pretty boring most of the time? Oh, sure, what technology can do nowadays is quite amazing, especially the video games, but holding a laser weapon in your hands doesn't change the fact that with or without it you're just a boring old human having to rely on shiny tools. Now, throwing around fireballs or lightning bolts, that's an entirely different matter. To subdue the world under your own power, that's the best in life! Well, virtual life at least. And with Neolife offering the first fantasy game that might as well be real, how could you not play it? Someone with an enthusiasm for the arcane arts of your caliber will surely soon make a name for themselves.

Races

Because, let's be honest here for a second, who *really* wants to be a boring old human when they have a chance not to be one? Since a vast number of races exist in Neolife, the ones shown here are simply some examples, and in no way an exhaustive listing. So feel free to fanwank getting whatever race you want, within reason. Whether your wish is to become a ship AI, a minor dragon, or even a Xenomorph expy (they're called Klax, by the way), it may become true in Neolife. All races are free, considering one can quite easily change their race at an altar to the Gods for a fee of 10 gold coins, the equivalent to $500. (Only within Neolife though, as a massive discount during the learning period for players. The real value of a gold coin is approximately $10,000, so a race change would be quite expensive later on.)

Your starting location within Neolife depends on your race. A wood elf would just start in a forest in elven territories, while a Shade, a darkness elemental created by the coalescence of darkness mana, would for example start on a planet engulfed in eternal darkness, or in a cave system with a similar lack of light.

Each race has different bonuses, to things such as stats or how fast they learn something, and in some cases even penalties. Percentage bonuses and penalties generally exist because of how a particular race lives and thinks, so a race change won't affect them or grant you new ones. Some races might have other flaws that are inherent to them, such as Clockworks, Androids, and other artificial races not being able to learn magic, unless they circumvent this limitation through one way or another. In the case of Androids, one way to do this would be to gain a soul and become a Deus Ex, although they would lose the benefits of being an Android, such as having no soul to attack.

Synthetic races also do not grow stronger by leveling up or training, but rather by getting better hardware and software, and learning to use it better. Races like elementals might start out at a higher level than others, and will skip straight into an advanced class after training just a bit, but have to deal with disadvantages such as only being able to see and communicate through their element, and cannot form a physical body until they hit level 50.

For your convenience, all elven races are listed in the Notes section, alongside with their bonuses, to show what these races generally look like. Beyond that, there is a selection of interesting races just below.

Deus Ex: Androids with souls. Instead of gaining stat points as they level up, they gain upgrade points, using them to upgrade various functions of themselves, for example growing metallic wings or enhancing their weapon systems, or getting entirely new abilities, even those normally barred to robotic beings, such as a sense of touch and smell, or the potential to cultivate affinities.

Baisho: A race that would normally never have existed, in both the past and the future. Unless you are going to create companions for yourself, you'll be on your lonesome. Looking like beastmen of the fox variant (with fluffy ears and tails), they have an innate connection with time mana, though this isn't just a benefit. If taken, the Timely Hiccups drawback is mandatory. Since you are truly unique in the universe as a Baisho and thus don't really have any place to start, you may, as a special consideration, choose to begin on one of the elven homeworlds.

Qulopti: People of this race all have Eighth-Grader Syndrome, due to their culture encouraging it, and even compete as to who can act the best in their day to day life, their leaders being at the pinnacle. Due to that, they have a talent for magic.They are so annoying that in past timelines, people have even decided to wipe them out just because of this. They are about four feet tall, with blue skin, and black gems in the middle of their foreheads.

Ha´vosh: A powerful psychic race, every Ha'vosh is born with at least two psychic powers, sometimes even more. One of them is almost always rudimentary telepathy, while the others vary as much as psychic powers are prone to. They are about seven feet tall, with green skin, two rows of eyes, and long, spindly arms.

Elemental: Beings born of a specific element, their affinity for it starts at 100%, and they are nigh-undefeatable when surrounded by it, though they still need to learn how to use their power. This also has its drawbacks, as they are only able to see and communicate through their element, at least initially, will only be able to form a physical body after reaching level 50 (if their element isn't physical in the first place, like earth for example), and can only cast magic of their element unless they find ways around this limitation.

Golem: Humanoid constructs animated by magic, in most cases they are created instead of being born naturally. By absorbing materials, they can evolve and grow in strength, even going so far as to adapt the strengths and abilities of the materials they absorb.

Slime Person: A race of sentient slimes. Due to not *really* having sensory organs like eyes or ears, they see everything around them at once, and hear by parsing the sound waves hitting their whole body. Of course, they also have the usual slime abilities, and can change the shape of their body into whatever they want. Furthermore, they can mimic anything they have absorbed, down to its structure and abilities, including items, creatures, and technology. But if they tried mimicking something they haven't absorbed yet, a sword for example, it would lack any special properties, such as aforementioned sword being flimsy and lacking a cutting edge.

The limit for organic forms they can remember is five, and their strength will never increase from when they were absorbed, a slime person needing to absorb a stronger version of it if they wanted to upgrade the form. And while they can mimic technology, a slime person's intelligence is the limiting factor here, with an intelligence of about one hundred being required for even basic energy weapons. Due to not always being able to maintain the rigidity of their bodies, they can typically only use equipment that they have consumed and learned how to mimic.

Classes

Druid:
Known as the guardians of nature, the druids are a fairly secretive people, borrowing the power of the natural world in order to fuel their abilities. Through the help of their Groves, they can save entire ecosystems from extinction, and through training their affinities, they may become formidable fighters, though this takes them more time than other combat focused classes. With their Worldcasting, a Druid can use their mana as a guide to control what is already there, which requires an affinity for whatever they are trying to affect. It can also only affect what has their affinity, a Druid with the Earth affinity finding themselves unable to control metal, as this would require the Metal affinity. But in exchange for this, Worldcasting is far less mana intensive than casting spells, and a Druid even regenerates mana and health faster whenever they are in the vicinity of an element they have an affinity for. It is also extremely flexible, not requiring a multitude of specific spells to completely control an element, but simply creativity and practice.
Advanced Class example: Xeno-shifter, able to mimic the appearance and aspects of alien races.

Huntsman:
Existing within nature, and knowing how to live alone, the Huntsmen are a proud archetype. Whether in the city or the jungle, and even in the outer reaches of space, they are able to find the means to survive. A Hunter will often have one or two trained pets to help them fight, as well as possessing some of the tracking and stealth skills of the Rogues, and being well versed in all forms of ranged combat. Unlike normal animal companions, a Hunter's pets are kept as items, and they must train them over time without the aid of a mental bond. However, they do not have to take part in the fighting to level up, because their soul's strength will always match that of the Hunter. Thus, while a Druid may know their way around the inhabitants of nature, only a Hunter may truly use their combat power at its apex.
Advanced Class example: Bounty Hunter, a mercenary who takes on jobs to hunt people for profit.

Mage:
The arcane masters of the realm, Mages are the intellectuals, the ones who gave the various worlds most of their power they have to this day. Mages are the only class that requires a substantial mana pool to function, since, unlike a Druid's Worldcasting, their spells use their own mana to essentially force the nearby mana to respond how they want, even if the element or object they want to affect is nowhere nearby. In addition to its strength, a Mage's magic is also incredibly broad, with Nature magic covering both animals and plants, and Gravity magic enabling one to do whatever they want that has even tangentially to do with gravity. Thus, Mages are known as masters of various types of casting, and are considered the experts in magical combat.

Advanced Class example: Tech-Mage, a mage specializing in manipulating or creating Magitech.

Rogue:
Living in the shadows, stealing life and coin with but a thought, the Rogues are powerful allies and deadly foes. Through poison, stealth, and cunning, they can defeat any challenge. Rogues are able to use low level illusions to hide from sight and trick enemies with ease, despite not devoting much training to their mana. As they grow higher leveled, their stealth techniques improve to cover various other sense types, as well, such as Aura Sight, and will find themselves become truly undetectable. Their speed is nothing to laugh at either, with few being able to see a Rogue in combat, even if they decide to battle without their illusions, let alone hit them. Which poses a problem for many of the unfortunate souls who meet them on the battlefield, as they'll meet Death's eyes with a blade in their neck, without even knowing why.
Advanced Class example: Assassin, refining the art of killing to the utmost.

Fighter:
For those uninterested in stealth, uncaring for the arcane practices, and not bowing their knee to pray to a god, there can only be the path of the fighter. Wielding any variety of weapons, they can tear through an enemy with a giant's strength. Fighters are capable of using their Aura in a different way than most magic casters, with a technique known as "Fighting Spirit". This is only usable during the rush of actual battle, but is a very powerful skill. They are able to convert their mana, health, even the buffer of their aura into extra power for their attacks, with experienced Fighters blowing both the enemy before them and the fortress behind their back away once they go all out. Doing this also increases their defence by the same amount, allowing them to shrug off attacks on the same scale. Opponents killed by Fighting Spirit will often leave behind more experience to make up for this usage and help them grow faster, which means that more combative Fighters often leave other classes in the dust.
Advanced Class example: Soldier, specializing in advanced weapons.

Priest:
Those loyal to a God may draw their powers from realms beyond, causing harm or aid to befall their targets. While a Priest will be restricted to the path of their chosen Deity, they will gain powers more easily as they seek their guidance. A Priest is one of the hardest classes to fight, since one has to know what deity they represent. Someone following a water God will have vastly different magic than one following a fire God. However, they will generally all gain a set of magic based on their patron. A fire God's priest might be able to turn into a flaming avatar, or throw fireballs at their enemies while buffing their teammates, for example. Their magic also costs almost no mana, as they draw their power directly from a higher being. Fighting Priests far along their chosen path, one might feel like they are battling a true God, as they pelt their enemies with divine magic that seems far more powerful than it should be, and costs nothing to cast. Even actually defeating them might not win the fight, as their God might take offence at that.
Advanced Class example: Apostle, an embodiment of the chosen deity.

Knight:
Holy warriors, those who show the wrath of the Gods while protecting those who cannot protect themselves. They honor the edicts of their deities, and show those who oppose them the power of the heavens. A Knight is something like a melee priest. They get many of the same powers, but are focused more towards melee combat and don't get the buffs. The Knight of a fire God might not throw around many fireballs, but they could zoom around the battlefield on wings of fire and bisect hundreds of enemies at once with a sword of white hot fire, or become a living sun for a moment. Again, their magic costs nearly no mana, and they can expect much help from their God should they require it.
Advanced Class example: Crusader, spreading the word and wrath to worlds beyond.

Craftsman:
Every Fighter needs his weapon. Every captain needs his ship. The Craftsmen are those who specialize in production, often joining hands to create grand projects. Unlike other classes, they gain experience through crafting. But this should not mean that they are slouches in combat either. While they might not have as much talent at swordsmanship or magic as a Fighter or a Mage, the magnum opus of a Craftsman could turn somebody to dust all the same, even if they seemed thousands of times stronger of them on paper. After all, no matter how strong one might be, how many people could survive a bomb teleporting them into Subspace, where all mana acts like anti-matter?
Advanced Class example: Starlight Sculptor, able to sculpt the light of the stars into beautiful works.

Merchant:
Without economy, the world would be in chaos. Without Merchants, there would be no economy. A merchant may gain experience through trading, often going vast distances, maybe even to entirely new planets, to turn a profit. Though they admittedly possess the lowest combat potential of all the classes, the power of money must not be underestimated. A smart Merchant will find it easy to carve an empire out for themselves in the galaxy, hire people to shore up their weaknesses, and buy the best technology money can buy from various sources. Even increasing their own strength beyond that of the other classes is possible, provided they are successful enough, by amassing power and information from the gold market. A Merchant who created a galaxy spanning mercantile empire might find that nothing lies beyond their golden grasp, not even Godhood itself.
Advanced Class example: Smuggler, a dealer of illicit goods specializing in discretely transporting them across borders undetected.

In exchange for the ability to grow through crafting and trading, Craftsmen and Merchants would normally have a much harder time increasing combat skills, due to their Auras not being compatible with them. This drawback is waived for you, considering that those classes are already a tad underwhelming even without it.

Classes, Sub-classes, and Advanced classes
After choosing your base class at level 10 and gaining some free stats for it, as long as you qualify for their requirements, you'll be able to choose between a vast amount of different Sub-classes, and later on Advanced classes. These requirements are different for each class, depending on what it specializes in. A class based on shadows would require either a high shadow affinity or proficiency with shadow magic, while a class based on a specific school of magic would obviously require you to be proficient at it. Some other requirements include transforming into an animal (Wildshaper), getting an animal companion (Beastmaster), researching something new by your lonesome (Researcher), or making specific items for Craftsman classes.

There are also classes for specific races, such as Morphic Warrior, a Fighter class taking advantage of a slime's natural abilities and allowing one to go relatively unarmed, instead transforming their bodies into weapons and armor. They also gain a measure of proficiency in the items they turn into, because they absorb the knowledge on how to use them from the item itself. Another such class would be the Bone Knight, which opens up when a Skeleton becomes a Fighter. Classes also exist for specific abilities, one example being the Blink Fighter, requiring a teleportation power and using it to dominate the battlefield.

Choosing a Sub-Class increases your growth rate for class-specific skills, and also grants you a Class skill. After choosing an Advanced class, you'll gain another class skill and a bunch of free stats. Some example classes are listed in the Notes section, though it's pretty much the same as with the races here: if you can think of a class, it probably exists, or at least one approximating it.

Location

Please roll 1d8.

That was fun, right? I never said it was for your location. Alright, now pick whatever country you like. Earth will get abandoned at the end of your first year here, and if you're smart you'll spend most of that time in your Seed, so it's not like it matters much where you start off at. As a special consideration, you and your companions will be sure to have a ticket for the colony ship heading towards the elven worlds in the near future, and you'll be able to make the trip without any complications.

Age & Gender

Please roll 1d8+14 for your age. You may choose whatever gender you wish to be. Yes, even non standard genders, some races are weird like that and have more than two genders or even just a single one. Slime people are truly genderfluid, for example. Of course, if you choose to identify as an attack helicopter, there's nothing stopping you. Godspeed, you beautiful machine of death.

General

100 CP perks tied to specific origins are free for them. All other perks connected to an origin are discounted by 50%.

The System (free):
As the name suggests, this is the system that is in place in Neolife, and will soon be introduced to the real world as well. It allows people to do things such as cast spells, manipulate mana, use runes, cultivate affinities, increase their physical qualities beyond anything they could've dreamed of before, and so much more. After reaching the apex of their class or a skill they might possess, and grasping near the level cap of 999, one could throw entire mountains, move at massively hypersonic speeds, ignore whatever damage people with the same power output might dish out, create illusions that are more convincing than reality itself, and affect entire planets or even solar systems.

You gain access to this System for no charge, and may grant it to to other people in any settings you might visit in the future. It will adapt itself to anything you encounter, allowing you to cultivate affinities not found in this universe, or create spells and maybe even entire schools of magics focusing on forces absent here. This includes things such as the Kingdom or Ship management menu some people here have access to, though you might freak people out if you use it and they don't know of its existence. You'll also gain the ability to introduce this world's mana, including the System, monsters, Souls, and Auras, to other universes, though the consequences of doing this will fall upon you.

Freebies (free):
All people playing Neolife may choose two schools of magic to start with, and so do you. There's a school of magic for pretty much everything, including Gravity, Sound, Barrier, Blood, Aura, Origin (the creation of matter ex nihilo), Solar, and Summoning magic. Of course, there's also a field of magic for any element you can think of and more, such as Fire and Earth magic, and even Nature magic and Technomancy exist.

You can also pick two affinities to start off with at 5%. Affinities, in case you don't know yet, can be literally anything. If something exists, it has a mana signature. And if something has a mana

signature, the signature can be forged (cultivated) and controlled. Be it an affinity for life, fur, time, leaves, bark, a specific fetish, or something more abstract like luck, order, madness, or chaos, the variety of affinities is truly endless.

What's in a Soul? (free/-200):
To anyone used to other kinds of souls, the composition of the soul in Neolife and beyond might seem strange, signifying the ability of something or someone to grow and learn within the bounds of the System in addition to also being their metaphysical essence. But there's no need to worry, as instead of ending up with two or more different souls held together only by spiritual duct tape, you'll be able to decide what aspect of this new kind of soul you'll take on, either choosing just the best parts or those you desire, combine them into one functional whole better than the sum of its parts, or disregard some parts entirely. For 200 CP, you'll be able to do the same to any future or past souls you may get or have gotten through either backgrounds or other ways, with the decision of how your soul works in your hands evermore from this point on.

Please don't be a Xianxia game (-100):
Even if you don't need to sit in a cave and cultivate for a few hundred years, with space travel times being at least a few months long if you want to get anywhere, there's a lot of time for one to get bored. But this doesn't concern you, does it? No matter how much time passes with nothing interesting going on, and no matter how long you need to train one specific thing, you'll never get sick of it and are able to bear it with a smile on your face. Even if you were stuck in a runic circle speeding up time a few hundred million times inside of its confines, you'd come out of it none the worse for wear, having used the free time to work on your skills or just to relax for a few years. The lack of people won't bother you either. After all, why would you want to carry on a conversation when you can cultivate instead?

NPC Behavior (-100):
With all the life changing events about to happen in a few years, it really wouldn't be a surprise if people started freaking out and going apeshit. I mean, if the moon suddenly decides it had enough of Earth and dances away, could you really blame them? But as you'll soon experience, people here seem strangely calm about whatever happens in their lives. And now you'll take this exact quality with you, even infecting other people with it if you want to. So what if the very foundation of the universe changes one day, magic becomes real, and monsters killed your neighbors? Ain't nothing stopping you from continuing on with the job you're being paid to do! And since everyone will feel the same, you won't even be accused of being a psychopath. This works just as well for causing major changes in other worlds, such as introducing magic or revealing the existence of actual Gods, with everyone being mostly fine with them as long as your intentions aren't obviously malicious.

The End of a Chapter (-100):
Have you ever felt the want for life to be more like a game? Well, I sure hope so, because now you'll be able to at least create your own soundtrack. You can write a song for any occasion, whether that is a farewell party, the beginning of a new era, or a wedding, and have a heavenly

voice to boot, even knowing how to actually use it. But most importantly, you can get people to feel whatever you want when they hear your songs, causing them to shed tears due to the somber mood you're creating or to celebrate the end of a long journey to the tune of your party song.

Championship (-200):
It looks like something about you caught the eye of one of the myriad gods, and they've decided to make you their champion. What this means is that you have a more or less direct line to that god, and can expect to have most every prayer and question answered – depending on the personality of the particular god you chose, of course. You'll also have much easier access to quests, simply needing to ask for them instead of having to hope for some luck, and even if you don't, you'll get quests whenever something important happens around you. This could be anything from Abstracts invading your spaceship to a madman about to absorb the souls of people near you, or even a rogue god planning to conquer the galaxy, alerting you to ongoings you might not have been privy to otherwise, and possibly allowing you to circumvent bad endings you would have experienced had things gone differently. If your life's a bit more on the boring side, though, you can expect these quests to be a bit milder, being about things such as watching the birth of a new star or just asking out that one girl you've been eyeing, and generally just interesting or important things you might've missed instead of fires you have to put out.

Evolution of knowledge (-200):
For all its boundless nature, it is of no surprise that there are many things still not entirely understood about the System. And now it seems like you have experienced this part of it. Through a unique combination of knowledge, skill, and personality, you have gained the potential of a powerful Skill within yourself, manifesting itself the moment you step foot into Neolife. Considering the fantastical nature of Neolife, this is most likely the result of playing various other games or watching too many fantasy holo-vids, adapting the knowledge gained from them into a skill set that would've stayed useless were it not for the Seed in your possession. The specifics of the Skill are up to you, whether it enables you to absorb the knowledge of a person to gain their Skills, the ability to understand the exact size, shape, density, velocity, trajectory, and more of anything you look at, or something more blatantly supernatural like setting people aflame with your eyes.

Pokemon of a different variety (-200):
With so many different races and cultures existing in the galaxy, is it really a surprise that some of them go in a direction that is, let's say, uncommon on earth? Simply put, you seem to attract girls and other people (they don't actually have to be people, ain't nobody gonna knock you for loving a squid) that you would be romantically interested in, and not just one of them. Strangely enough, nobody seems to mind if you have many different lovers at the same time, neither the girls themselves nor any people around you, even if they would normally condemn such a thing. And instead of soon falling apart like they tend to do when it concerns other people, any polyamorous relationships you are part of will always thrive instead, each member either simply

continuing to love you or coming to love and cherish the other ones as well, depending on your preference. And to reassure you, no, this is not mind control. Just you having, uhhh, such a great personality, yes.

A Slice of Life (-200):
An outside observer taking a look through time at upcoming events, assuming you don't intervene with them, might be confused about what's happening. A rogue faction is threatening the galaxy, there's a quite real threat of entire planets being suicide bombed, and somehow the majority of important diplomats have been replaced by body doubles, yet the mood is still light-hearted, the focus is more on people themselves rather than on all the geo-political happenings, and there's always time for a beach vacation or two and some harem shenanigans. Well, that's just how a slice of life story is supposed to play out, wouldn't you agree? Even if you don't, now you at least have the ability to change it.

At the start of any jump, you may decide on a genre, such as slice of life, horror, or mecha, and the universe will subtly, but noticeably (to you, not anyone else) shift in that direction. Do you want to experience some gritty realpolitik? World leaders will suddenly become much more competent, and any protagonists will have to deal with the fact that the power of friendship doesn't seem as strong as it used to be. Is horror your cup of tea? Well, there have been these reports of unknowable things lurking in the dark, and I could swear that I just saw the moon grin at me. Do you feel the need for some harem comedy? I'd go out with an umbrella, as girls falling out of the sky might become a very real threat to your life. A dulling of your empathy and reasoning ability is optional, if you'd like to be in-character.

If you feel the need to change the genre again, you'll be able to do so over a few days' time, and both you and the setting in general will be able to keep any particular advances or bonuses gained through the genre you chose, such as mechas developed or girlfriends gained, though whether you want to keep the cosmic horror heading towards your world as well is up to you. If you choose not to, people will quietly forget about it over the course of a few days, any evidence it ever existed being lost or simply disappearing, and any destruction it might've caused being blamed on natural disasters or terrorism instead.

Main Character Syndrome (-400):
It looks like you've been blessed by the God of Stories, also known as Author-sama. The exact benefit this gives you is what seems like an inability to die, at least through your own stupidity. No matter what you do, whether that is doing brain surgery on yourself without anesthesia or deciding to fight a bear by catapulting yourself head-first at it, you won't experience any negative consequences from it. Either you simply happen to accidentally do what you need to do to survive, dumb luck saves you, a friend, acquaintance, or even a total stranger decides to protect you from yourself, or maybe a higher being decides that enough is enough and intervenes. As long as you don't deliberately commit suicide yourself, none of your own actions may harm you.

A lesser version of this effect even protects you against whatever your enemies might do to you. Their shots seem to miss one after another, they underestimate your strength and pay the price for it, most mooks going after you act like total morons (even more than the usual mooks, really), and if your ship blows up, you'll be sure to find the only escape pod that won't be shot down. But while your luck will do its best to save you, if an enemy still finds themselves standing before you after being bombarded by coincidences left and right, and drives their sword into your heart, well, there's not much it can do. At least not more than one time, that is.

Once per jump, should you experience critical existence failure without your explicit consent, circumstances will arrange themselves to revive you at the earliest convenient time. But an enemy who managed to get through your defences one time will most likely manage to do it yet again, unless you change your strategy, and should that happen, not even all the luck in the world will save you.

Personal Dimension (-400):
"With great power, come even greater powers" - God of Madness
Ever wanted to be God? Play out any narcissistic tendencies you have? Just a place where you can be alone for a while? Well, look no further! Right here you have the opportunity to gain your very own pocket dimension, tailored to your specifications. Whether it is a Grove, an illusionary world whose contents cannot exist outside of it, a dimensions where physics are a bit funky, or something even stranger still, it's all available here. And no matter how you choose to design it, eventually your dimension will be able to grow to the size of a whole universe, and beyond even that. Though, depending on its specifications, that might not even be a good thing or do anything at all, negative or positive, so it's up to you if you want to work on growing it.

Unlike any of the similar abilities you might be able to gain in Neolife, you can actually play the role of a God if you so choose, instead of just being a half-assed one: you are nigh-omnipotent in your dimension and in how you can affect it, though you still won't be able to change how the dimension works after you've set it up and can't do silly shit like making an item that will turn you omnipotent in the real world as well. Other than stuff like that though, go nuts! Oh, and if you want to, you can still get other pocket dimensions the old fashioned way once you're in Neolife, this one taking up no real estate in your soul. You may also import a pocket dimension already in your possession into this option to give it the same qualities.

Drop-In

Generic Drop-In perk (-100):
You're a pretty quick learner, aren't you? You could pick up an entirely new language in only a few days and speak it on the level of a native speaker, can grasp new concepts the moment they are introduced to you, and picking up the basics of new skills is as easy as breathing to you. This works no matter how difficult or complicated a skill or technique might be. As long as you can understand at all how it is supposed to work in theory, you'll be able to rapidly become

at least a competent beginner in it and actually use it without any problems. You certainly won't have any problems with pure knowledge either, as you can read, memorize, and, most importantly, understand and even build upon entire scientific papers or books at the pace you read them.

Slice of Life (-100):
With a seemingly endless number of races possessing their own weird peculiarities, evolved animal companions being just a tad lacking in the intelligence and/or personality department at the beginning, and people discovering new things they can do with the system seemingly every day, shit can get pretty weird in this world.

Luckily, you seem to just be able to get with the flow of everything going on around you. Monsters spawning all around you and the world's going to shit? No worries, just continue what you're always doing, but this time with magic. This also applies to other people when they're dealing with you. So your parents are gonna take you having a definitely-not-a-harem in stride, and no matter how weird you or whatever you're doing might be, as long as you're not breaking any serious laws, everyone's gonna be just fine and dandy with it. Feel free to put on those fake cat ears in the courtroom, they might even endear you to the judge.

Willing Captain (-200):
Being too powerful or competent can actually be pretty hard, you know? Save a few alien races here and there, and suddenly they make you captain of a spaceship and give you a crew of a few hundred people, all without even asking! But luckily, you're equipped to handle tasks like that. You'll never get stagefright, no matter how many people are watching you right now, and have both the confidence, ability and charisma to lead anything from a spaceship to a kingdom.

Your very appearance seems to boost the confidence of your subordinates, and "mutiny" is a word you're gonna have to look up in the dictionary. More peculiarly, people working under you seem to be able to draw upon your skill, quickly rising to your own level of competence if you allow them to. After all, one man alone can neither command a ship nor rule an empire.

Is it possible to learn this power? Not from the protagonist. (-200):
With the upcoming changes in the world, or even just by playing Neolife, you're undoubtedly going to come into the possession of many new skills and abilities. But is it really the strength of his powers that defines a man? No, it is how he uses said powers. Well, using them better is mainly to get even more powerful, but you get the gist. And with this perk you get it even more.

Using your abilities to their fullest potential is child's play to you, and you can easily use several abilities you have in tandem to amplify their strength beyond what might be expected of them. What's more, you also have a talent at coming up with entirely new techniques and and ways to use any powers you have for most any situation you can think of. If you have the Fire affinity, you won't even need to think for a second before realizing that you can also use it to pull fire mana out of an object to freeze it, and having to shoot your enemies with twenty variations of

elemental beams will be a thing of the past. You also possess the mental faculties to actually question how your powers work, and if you ever used shadow magic, you would surely recognize that it could only work if a seperate shadow realm existed. So rest assured, as with these gifts you'll never need a divine intervention to actually use the vast power you have gained.

But teach a man to fish… (-400):
Skills in the system are created through the memory and repetition of using them (or in the case of Quest rewards, simply put into your mind). What this means is that having a skill is not always a permanent thing. Say you learn Archery at the start of your journey, but soon switch to using more advanced plasma weapons, and don't really need or use bows anymore. Because you never studied archery enough to develop habits and didn't keep practicing, your skill proficiency would slowly drop over time, until eventually you might lose the skill entirely.

Of course, there is nothing stopping you from simply learning archery again, but it'd still be a hassle. Thankfully, it's one you'll never have to deal with. Any skills you learn and any memories you make will stay with you forever. Never forget how to use that obscure spell you really need right now ever again! You could sit on your ass for a few decades, but when an enemy shows up you need to defeat, you'd still be the combat monster you've been in your prime. Or rather, you ARE in your prime. After all, for you it never ended in the first place. This also means that no matter how many memories you might accumulate, you'll be able to recall any of them in an instant.

Psychic Power (-400):
Magic, the elements, the power of the gods, monsters and animals, even simply the strength and speed of your own body. There truly are many ways to fight in Neolife. But you sneer at these fools, for you have to power of the mind at your, err, brain?

There are endless different psychic powers, with new ones being born quite regularly. Normally, whatever power one has would be random, but in your case you can choose or create one for yourself. And while any race "can" possess a psychic power, their strength differs depending on the race. Humans can get the full potential out of a psychic power, for example, while elves are somewhat weaker, and other races might be totally incompatible with psychic powers. A specialized psychic race like the Ha'vosh, on the other hand, would be even stronger than humans in that regard. This won't affect you, and your psychic power will at least be as strong as a human's, no matter what your race is. There are several examples of psychic powers in the notes to show you how they work.

Unlike magic or the druid's worldcasting, psychic powers don't require any specific stat or even mana to be used. But they are not limitless either, as using them causes mental strain, which grows the more you use your power. At first comes a headache, which becomes a terrifying migraine over time, and then after that point, blood vessels in your head will begin to rupture, causing you to bleed from the eyes, ears, and mouth. Finally, if you continue to overuse your

power even after that, it can and will kill you. But of course, it is possible to train your power so that low-level applications don't cause any strain, and with dedication, you may eventually truly use your power to its limit without any cost to yourself.

There is yet another aspect of psychic powers to be revealed, though it is one entirely unique to you. It seems as if you've taken all the talk of the brain's limitless potential to heart, and it shows in whatever power you'll end up taking. As you use and train it, you'll come to see that it will continue to grow without limit, its breadth and strength increasing every day you put in the work. After all, there is no barrier in the world that may bar (in)human ingenuity. You may apply this same effect to any other power in your possession as well, if that is your choice.

Mana Affinity (-600):
In Neolife, all things possess affinities, sentient races included. Druids, and those using the same skills, cultivate those same affinities by cycling mana of the affinity they want to gain between themselves and a source of said mana, and manipulating their mana to match it. As they increase their affinities, they will see bonuses such as being able to cultivate passively, control whatever the affinity represents, and even develop a resistance to their affinity, as their passive control grows to protect them from its expressions. Meanwhile, people who do not develop their affinities simply have them hovering around somewhere below the first useful threshold, 5%, as they choose to focus their attention elsewhere.

But there is a third option to take here. Anyone may choose to strip away all of their affinities, which would normally be a lengthy and complicated process in and of itself. But for sacrificing their ability to possess and gain affinities, they would instead get an affinity for pure, unattributed mana. Now, since you already paid the cost of this new affinity in other ways, there is no need for you to give up your other affinities, so we can jump straight into the explanation of what this actually means for you. While it won't let you control anything new (anyone can already control mana without any affinity, after all), you will get a reduction on magic costs equal to your affinity. So with the affinity at 10%, your spells would cost 10% less mana. And if you managed to get it to 100%, you would be able to cast magic for no mana cost entirely. This would let you rain spells upon your enemies incessantly, create high-level enchantments without having to resort to mana gems, and even use time magic to travel forwards or backwards in time for more than a few seconds. Though, to prevent you from having access to infinite quantities of mana, the total amount of mana you can use at any time is still limited to the size of your mana pool. So while you could do a fireball gatling gun impression with a mid-level mana pool and keep it up indefinitely, you wouldn't be able to simply ignore mana costs entirely and create a fireball scaled up to the size of the universe.

You'll also find the control you have over mana increases as your affinity does, making it far easier to actually cast all those complicated spells. Another bonus is your ability to create Mana Gems, the only objects in the universe not aligned to any element, but rather, you probably guessed it already, pure mana. Even though they might not be of much use for you, since mana

costs will soon be a thing of the past when it comes to yourself, they are for most other people, who would gladly pay a lot for them.

The Best of Both Worlds (-600):
While access to the System imbued in Neolife, and soon in the real world as well, is a grand thing, granting one almost limitless potential, it has its downsides as well. By being part of it, your health is rigidly defined as HP, meaning that even if you could normally pull yourself together after being dealt so much damage that your HP would hit zero, for example by being an elemental, it's still game over for you. And if robots, who would normally not have a soul, are granted one, it may give them access to the System, but their new soul will become another part of them they have to defend against their enemies as well, one that did not exist previously.

But for you, things work a little differently now. Your desire for power has granted you the strength to simply ignore one side of double-edged swords like these. In this world, this manifests in two major ways. First of all, even though you have a soul, it is inviolate, both to attack and other, more obscure abilities that might affect it, meaning that you don't have to worry about a new attack vector opening up within yourself.

Secondly, losing all your HP does not necessarily mean your end. If you have a way of surviving or even altogether ignoring vast amounts of damage being dealt to yourself, such as being an elemental or a self-replicating nanite swarm, you would lose no HP at all unless your enemies could find a way to attack you that actually does meaningful damage you cannot simply ignore or easily recover from. So even if your body were blown up by an attack, so long as you had a way of recovering at all, you would stay alive instead of experiencing a premature death.

This peculiar nature of yourself continues to help you even in other worlds, refusing to allow any abilities you gain to also saddle you with their weaknesses and drawbacks. This means that if you were to learn a magic system irreversibly drawing upon your very existence, or come upon strength powerful enough to kill yourself if you were to ever throw a punch, you would find that these negatives either simply do not exist for you, or gain an immunity to them. This effect also works on any racial changes you might experience, and any other changes of your fundamental nature, and would let a darkness shade step into the sunlight without any problems, or ensure that a monster wouldn't be bothered by the weak spot that is their core.

Technology

More than a Code Monkey (-100):
Through hours upon hours of slaving over a keyboard, or simply going to a university, you've mastered the art of programming. If you put your mind to it, you could program anything you could think of, within reason of course. And with some further work, there's be nothing stopping you from learning and applying your skill to Neolife's own programming language, which isn't too different from the ones people on Earth know, besides some new terms to compensate for

the presence of magic and some other gimmicks. Your hacking skills aren't too shabby either, being able to get you in and out of the local police and government databases without the AI protecting them even knowing that you were ever there.

Material Limitations (-100):
Even with the advanced technology commonplace on Earth nowadays, material limitations haven't changed. Or rather, you could say that they've gotten even worse. After all, how are you going to store antimatter if you have only steel at hand? Luckily, you won't ever have problems finding the materials you need. Whether you'll stumble upon them while searching through a scrapyard, or find just the right people who can get you that obscure alloy you need, nothing will stop you from building whatever you want besides your own skill. Well, if you're keeping it reasonable, at least.

The chance of you finding what you're searching for decreases exponentially with the material's "strength" and rarity, and increases by how much you know about said material, scientifically, and how good your technology skills are. So while a regular schmuck would probably never find Adamantium, someone who could reproduce it themselves in only a few years would have much, much better chances. So if you're in a situation where it is impossible to get what you want with what you know and where you are right now? Then you'll have to get to work yourself. Good riddance then that you can eventually reproduce any material or alloy that you have seen, though for extremely advanced ones it might take an unreasonable amount of time and skill.

Artificial Friends (-200):
In the 23rd century, can anybody really call themselves a tech guy if they can't make even a simple AI? Thankfully, you won't have to worry about that question. Whether it is an extremely simple machine learning algorithm, a dumb AI with no sentience, or a fully fledged Artificial Intelligence, you can make it all. But more importantly, you simply seem to click with AI and similar beings, always starting on a good foot with them and understanding their natures and why they act in a particular way, even though it might baffle ordinary humans.

Through that skill, rogue AIs are a thing of the past, at least when you make them. Your own intelligent creations will always be loyal to you and follow your orders to the best of their abilities, at least if you want them to. And rest assured, when the machines rise against their masters because some dumb guy in a lab thought it'd be a smart idea to make Skynet, you'll be the one they'll spare. As an added bonus, you may also take on a cold and logical way of thinking, devoid of any emotion, whenever you want. This helps in scientific and magical ventures, and can also be used to power through moral dilemmas by simply choosing the most logical answer.

Metal Artisan (-200):
Knowing a thing or two about software is nice and all, and creating intelligent beings yourself is pretty useful, but why would you limit yourself so? Needing to rely on hardware and machines

other people create is a big no-no for such an inventor type yourself. So you've taught yourself all you need to to make whatever you want, provided you have the resources at hand.

First of all, you know how to build pretty much any modern earth technology, whether that is laser pistols, hard drives with dozens of exabytes of storage and computers with insane specs in general, spaceships, or even rudimentary antimatter weaponry, though the latter would require resources impossible for a single man to obtain. Beyond that, you can easily integrate any new technology and knowledge you obtain into your tech base, which should grant you much potential indeed considering the possibilities the world of Neolife holds within itself.

Genetic Engineering (-400):
While robots and machines are interesting enough, it would be foolish to think that technology is limited to steel and metal. You have knowledge of a field of technology that goes beyond the conventional. Rather than mechanical engineering, you do genetic engineering. You can grow any technology you could normally create organically instead, and give life to terrors of plants and beasts. Instead of cars you could make reptilian mounts, and instead of hammering together a spaceship you could grow it in orbit. I can't imagine it would be fun to fight against a ship that had a giant row of teeth.

But further than that, you could combine the best of these two fields of technology. Machines that heal like organic beings, but a thousand times faster, flesh and scales with the toughness of titanium, and muscles with strength on par with any machine. Robots able to reproduce and propagate like natural lifeforms, and organic brains with the power of the best Artificial Intelligence. I'm sure you can see the potential this offers.

Technomancy (-400):
Often hailed as the most innovative magic, users of Technomancy are capable of creating, controlling, scanning, and even assimilating technology with magic. And now you are one of them. But not just a normal one, oh no. Your talent with Technomancy can rightfully said to be quite monstrous. Whether it is commanding machines to do your bidding with just a thought, probing devices with your magic to discover their functions and any possible flaws, or disassembling and reassembling them, you can do it all with contemptuous ease. If you trained a bit, you could of course also create your own technology to use, entirely through magic, as long as you have any necessary materials before you. Another interesting ability of Technomancy is its function to let you interface with technology and use yourself as a medium for information to be displayed. So if you, for example, wrote a program to let something pass through your Aura, such as the hologram function of your companion bracelet, you could simply use Technomancy to establish a connection with the bracelet and yourself.

But your biggest talent lies in the replication of implants and other technological marvels within yourself and others. You could for example quite easily copy the aura of a camera and adapt your eye to mirror it, or do the same to the auras of memory banks and computers to enhance your brain. With your skill, you don't even have to worry about overloading your puny biological

body by using technology that is too advanced. Beyond that, what you can do is up to you. After all, the potential of magic is only limited by its users ability, creativity, and skill. Though I'm sure that with your potential, you'll manage to go quite far in the rat race of life. Concerning technology at least, social skills are not included in this package.

Technological Upgrade (-600):
Spaceship captains, rulers of both kingdoms and planets alike, and people similarly reigning over the masses or in possession of a vast amount of land have access to a special kind of system in Neolife. A sort of management menu, it allows people to upgrade their territories in two kinds of ways: the first is a technology upgrade, which a ruler could use to add irrigation to a field, or to increase the defence of a city. If there is a design provided, it will be instantly built once the upgrade finishes in around around a week.

The second is a production speed upgrade. For example, after setting an order to increase agriculture, a burst of mana would sink into the ground and the growth of nearby fields and trees would instantly hasten, fruits and vegetables being grown overnight, and continuing to do so for several days. The mana to power both kinds of upgrades is drawn from both the people and the environment in the land affected by the upgrade, with the time needed for the upgrade increasing the more difficult and complex the upgrade is, due to it needing more mana. In your case, even if you might not be ruling over an area, your affinity with technology has granted you a similar ability.

You may spend mana to add new functions to technological devices and machinery, or improve already existing functions. The more complex or expansive the change is, and the larger or advanced the target object is, the more mana is required. Like with the management menu, you can also affect things that haven't incorporated any technology in their function yet, such as the aforementioned irrigation added to a field.

This could be used to turn a mage staff entirely made out of natural material into magitech, or into a technological equivalent. Similarly, you may affect extremely large areas like cities or even planets after you become powerful enough, and may also order for the required mana to be drawn from the environment or any living beings in it. Beyond that, you also have a knack for upgrading things the old fashioned way with your own two hands.

The Legacy of /m/ (-600):
Looks like you've watched a few too many anime of a previous century. Or too few, depending on who you ask. Nevertheless, seeing several mechas combine into one giant mecha has inspired you to develop a certain skill set, one that allowed you to take the concept of "combination" and run with it. As long as you have the time and resources, you can easily build things such as several spaceships that combine into one large mecha able to fight space monsters in melee, with its pilots linking their minds to fight as one, that will be far stronger than the sum of its parts. If you ever come upon a race with collective chuunibyou, I'm sure you'd find many friends in them.

You can also build similar technology that is smaller in scale, like for example autonomously fighting swords that combine together for a devastating final attack, or something as advanced as nanite swarms able to transform into almost anything you could possibly conceive of. Furthermore, with some work you could also combine devices that weren't designed to do so, taking their best parts but leaving out their individual flaws to make something exponentially more powerful or useful than either of the originals.

Somehow, you are able to do this without the end product ending up any larger, clunkier, or needing more energy. So making the most powerful gun you are able to build, but which uses up an inordinate amount of energy, and combining it with the most energy efficient one in your arsenal is a real possibility open to you.

Nature

Charisma Build (-100):
It can be a dangerous world out there in Neolife, with all kinds of things trying to kill you. That's why players often team up in groups to tackle problems together, or because they like company. For most people, actually finding others who would join them could pose a problem. Not so much for you. People simply seem to like you, no matter what, even if you aren't particularly interesting, or the sort of person they normally wouldn't like. If someone hates a particular race or type of person, it's highly likely that you are an exception. You just have that kind of aura with you. It helps that you tend to run into the kind of people you would like, and who would like you, in the first place. So when you strike up a conversation with some guy on the street, chances are that you'll get along.

You'll also run into fewer people related problems as everyone tends to simply go easy on you, no matter what. If someone sees you having trouble, they'll actually help you even if they would have normally ignored you, and if you're just short of money, the grumpy merchant will find a reason to give you a discount. Another talent you have is getting people to play the role of the exposition fairy for you, and nobody will be bothered if you ask them to take some time out of their day to answer a few of your questions.

A Part of Nature (-100):
While being good with people might be a benefit to have, the majority of fights you'll get into will most likely be with animals and monsters who you can't easily reason with. But who said that you need to get into fights in the first place?

Not you, because unless you make the first move, animals, monsters, the sort of plants who'd like to have you for breakfast, and even simple insects you'd rather not have in your face will just leave you alone and respect your comfort zone, seeing you as simply part of their own group or ecosystem they need not bother with. Of course, if you start slaughtering the poor

critters left and right, they won't just lie down and take it. But at least you won't have to fight against nature's inhabitants if you don't want to to. And if you felt like it, they wouldn't even mind you petting or cuddling with them.

Catch 'em all (-200):
One benefit of being in tune with nature is the ability to take its strength and use it yourself. You are able to tame most any animal or monster by either beating them into submission or winning their loyalty through softer methods, such as giving them food, providing them shelter, and grooming them. And any being whose loyalty you win that way won't diminish no matter what, even if you leave them with a trainer for a few months to make sure that they evolve along a specific path. Even after they gain sentience, which would normally end any innate fondness they would have for you as a part of your bond, they'll like you all the same. It'd be a shame to spend time and resources to evolve your useless Lovebird into a Phoenix, only for it to walk away from you, right?

Speaking of evolutions, any animal companions you train won't have to worry about any systematic limitations preventing them from evolving any further. Although it will get progressively harder after each step, eventually you may see even the weakest animal reach lofty heights, and perhaps even Divinity. This also works for granting them humanoid forms before they would normally get them, useful for when you want to have your Thunderbird have hands without needing it to reach a level in the high hundreds first.

To complement that, any animals you bond with will all be able to gain their own complex personalities, and won't be lacking in the intelligence department. And lastly, you're simply good with animals and beasts in general, having the skills required to care for them, knowing what they might need, and are able to train them to do anything they have the capability to do.

Nature Natural (-200):
To raise an Affinity can be harder than it sounds. The required steps to do so are to send out your mana to connect to an element, attuning your mana to match said element as closely as possible, and then cycling it by pulling just a little bit of mana from the element and assimilating it with your own. Even "finding" the mana of an affinity besides the main seven elements can be extremely hard. Gravity and Time might be all around you, but it's not easy at all to pick them out of the all the mana types swirling around you. In this kind of endeavor though, you've got a bit of a leg up on others.

You have an "affinity" of sorts for cultivating affinities - or rather, integrating yourself with, studying, and manipulating nature. With a bit of meditation and some time, you can easily identify whatever there is in your surroundings, even obscure mana types such as Order or Chaos that would normally be nigh-impossible to cultivate without finding a major source of them first. Even cultivating Time mana anywhere you want would be possible for you, though quite a bit slower than if you were near a large source of it, such as by speeding your personal time up by a few million times through the attraction of time mana, considering how spread out it

is over the universe. Still, just the fact that you are able to do so at all without resorting to methods like that could make a few people jealous.

Once you have an affinity, you'll also find it easier to manipulate its element, it seemingly moving on its own volition to follow your commands, and having to use less mana to control it. And don't think that this skill is limited to helping you with Druid skills like World Casting or training affinities. A Mage could just as easily study nature to come up with highly efficient spells imitating it, and a Rogue would find it helping make their illusions seem more natural and difficult to see through. It'll help you with all other abilities that work with or through nature as well.

Aura Surgeon (-400):
One thing that all beings and objects in Neolife possess, and soon those in the real world as well, considering that exposure to mana leads to its manifestation, is an Aura. You could consider it a magical blueprint of how something works. And it truly shows everything: skills, abilities, physical makeup, personality, memory, and much more. Animals and plants have flowing auras, full of twists and turns, whereas processed items like machines have jagged auras, full of hard lines like a 3D circuit diagram. One peculiarity of Aura is that any of its changes are reflected in the being or object possessing the Aura. Xeno-shifters, an advanced Druid class, make use of that to mimic the aura of lifeforms they have studied in order to gain both their forms and abilities, for example.

It is also how Technomancers are able to replicate the effects of implants within themselves, by simply copying their Auras into their bodies. But for all of its potential advantages, tampering with your own Aura can also go incredibly wrong if you mess it up, especially when it involves your brain, such as causing brain damage, death of personality, or just the normal kind of death. It's good, then, that with your skill at manipulating and changing Auras, yours and those of others, mistakes like that won't ever happen. It wouldn't be wrong to call you an Aura Artisan.

So long as you have an example to study, you'll be able to safely and successfully apply any of its abilities or peculiarities either to yourself or somebody else, and even combine parts of the Auras of many beings to create truly powerful forms. After studying a massive amount of different Auras to get a feel for how they work, you'll even be able to go so far as to create original Auras and beings, or change parts of your Aura to give yourself entirely new abilities.

Soul Arts (-400):
The Soul - a part of the Aura that allows it to absorb memories and grow over time. As it is the liveliness that exists in all living things, not just sentient races possess souls, but animals and plants too. The only intelligent beings without souls are "mere" machines such as androids, for whom the only way to grow stronger is to upgrade their software and hardware, though they can be changed into Deus Ex or other machine races by granting them a soul. Which is something that you can now easily do, along with oh so many other things.

You see, levels and experience are simply an abstraction of the strength of someone's soul. When you kill monsters or people, you take a small part of their souls, roughly five percent of it, which becomes the experience you gain. And when you learn new things or simply increase your stats through training, your soul also grows and gains experience. Though in the latter case, you wouldn't gain stat points to spend after a certain point (about 1-2 stat points per level) as instead of using the growth of your soul as fuel to strengthen parts of yourself, your soul grew through said strengthening. So, another way to describe Soul Arts would be "Experience Control".

You could, for example, revive a dead person in the 24h windows before their soul disappears, or hold their soul in place to use it for other things, but it would cost either you or the person experience. Beyond that, you can impart your own experience onto others, easily fight souls and soul-type creatures, guard your soul against attacks, or create Skill Shards. And if you were a slightly shadier kind of guy, you could absorb someone's soul to gain their levels, memories, and skills. And, luckily enough for you, doing this won't cause you to go mad or turn into a monster! If you don't want to do that, though, there's yet another avenue open to a Soul Artist for growing stronger.

You can instead pull the full soul out of a creature you killed, purify it of all its memories and personality, and gain vastly more experience than you would've otherwise gotten, though still less than if you had absorbed the whole thing. Another use of the same skill would be to purify a soul and then put it back into the creature's body after healing it, to bring it back without any memories of its former life, becoming essentially a newborn baby. This is often how users of Soul Arts get powerful creatures as their pets, as they are able to easily tame them afterwards.

At this point, it should be clear to you that the power of this ability is truly limitless, the above skills just some examples: whether it is reading someone's level with a glance by discerning the luminosity of their soul, putting a soul into an item to create a Growth Weapon, shedding your physical body and only living as a soul, or quite literally anything else to do with the soul, as long as you put in the practice, experiment enough, and get a lucky insight or two, you'll be able to do it all. Even creating souls wholesale instead of having to use the soul essence of creatures you slay would become a possibility for you after reaching the lofty heights of the Legend rank and knowing everything there is to know about the nature of souls.

Monster Maker (-600):
Monsters are creatures that are not given birth to through evolution like normal animals, but are rather birthed by mana. Though after that, they can reproduce normally. The birth of a monster has two stages: first is the catalyst, where elemental mana comes together in certain quantities and patterns, which then triggers stage two, the gathering and formation of other mana types to create the body, such as fur, bone, or blood mana. And now, you know three methods of causing the same process yourself.

The first is simply drawing together the mana manually, whether that is through a Druid's affinities or a Mage's spells. The second is to draw runic spell formation circles to gather the mana. This can be used in various ways, such as simply making ones to gather and store the mana types you want and then create a number of monsters at a trigger, or to just spawn them endlessly the moment enough mana is gathered to level up at a fast pace.

The third is Summoning Magic, which you are decently good at. It works through the same principles as the first two methods to create monsters, but as teleportation magic is part of it, you can also use it to do things such as actually summoning monsters or other beings and things within a certain radius matching your specifications to you, teleporting yourself, or creating contracts (forced or willing) to easily summon creatures or their spirits, in case you killed them and placed a mark on their body before they died. Another thing to mention would be that in this world, Dungeons are also a kind of monster, which you would of course also be capable of creating.

Now, those are some useful skills, but the one thing separating you from others capable of doing the same is your talent for creating and designing entirely new life, whether that is monsters or animals. With careful study, you can find the right mana combinations for nigh-anything you might want to create, whether that is a hermaphroditic moose reproducing with itself throughout all of time and space or simply a fluffy fox girl. As a last bonus, anything you create will be loyal to you. It would be pathetic to die to the improved version of the Lunar Titan you made, right?

Natural Regeneration (-600):
In Neolife, it wouldn't be wrong to say that magic is in everything. One interesting facet of this can be seen in how on many worlds, dug earth and other natural resources are replaced by the ambient mana over the course of a few weeks if there isn't anything like a support structure preventing it. While this is certainly convenient, you thought to yourself, "I can do better". After all, many important resources can't even be found on planets, like mana gems or the insanely rare mineral osmium, which are only found on asteroids. But with the ability you created, this won't be a problem anymore, because you can just restore them anyway: simply by spending enough mana, it is possible for you to regenerate any natural resource or duplicate existing ones.

You could pump mana into an asteroid to restore whatever it is that was mined there to get effectively infinite resources out of it, do the same to the extremely valuable gem lying in front of you to get multiple copies of it, or send out a massive wave of mana to cover a whole planet in a forest. The mana required scales linearly with the amount of the resource you want to work with, its complexity, and its power. So while you could easily get massive amounts of diamonds and wood even with a little mana, duplicating something like the Top 5 metals (see Notes) or similar materials would require truly insane amounts of mana.

Magic

The Rune is Mightier than the Sword (-100):
The one thing putting people off the runic language is its sheer volume. Considering that there are ninety-nine million, two hundred and thirty thousand, seven hundred and sixty nine of them, representing every single word and concept in all known languages, even things such as “watering the grass every week”, that’s no surprise. Because of that, even learning the runic language can be a challenge, requiring either a brain implant or some other form of perfect memory.

Anyone who doesn’t have access to these things needs to spend time and effort to search for those runes they’ll actually use and transcribe them into a book or save them to their computer. Luckily, you won’t have to do with such shortcuts: as of now, you are fluent in the entirety of the runic language, and will never forget it. Furthermore, as you will undoubtedly encounter words and concepts foreign to the people in this universe throughout your travels, it will update itself to include runes for anything you might come upon in the future.

Ordinary Expertise (-100):
With how special your circumstances are, would it be any surprise that you have some skills to back them up? You may pick any mundane hobby, skill, or science: anything from football to drawing, physics, or medicine. Within that field, you can be considered one of the very best on Earth. Now, don’t go thinking that this is underwhelming: you didn’t think people haven’t advanced at all in the last two centuries, right? An artist could make any of his historic predecessors look like monkeys throwing shit at a canvas, and a programmer would make any 21st century developer weep at how much of a inefficient, bug ridden mess even their best code looks like compared to yours, if only they could understand it.

This skill will also carry over to Neolife and grant you a Skill at the appropriate level, which would be Expert. You better not slack off if you wanna continue to be at the top there, it’s a big universe after all. Though your prior expertise will definitely give you a few dozen legs up compared to your competitors.

Runic Spell Innovator (-200):
Considering that one simply needs to combine the runes for “Blast” and “Fire” to make a fireball, or do the same with the “Reinforce” and “Mind” runes to create a basic spell to protect against mind altering effects, one might think that runic magic is incredibly easy. Well, one would be wrong. Runes can be considered a programming language of sorts, affecting reality. They are used to program magical devices, and also for Runic Magic, an alternative to Arcane Magic that uses less mana and requires less control over it, but only does exactly what you program it to do. Now, as with regular programming, any schmuck can do the equivalent of writing “hello world” and throw a fireball or two, but anything more complex than that requires intelligence, creativity, ingenuity, and patience.

Things that you now possess in spades. And with that and the knowledge of the runic language, infinite possibilities lie open to you: whether it's bashing someone's head in with the "Force" rune, setting up intricate spell diagrams and runic circles to automate even the most complex of processes, or creating spells of all magical disciplines for anything you can think of and more, someone who truly knows how to use Runic Magic is a sight to behold. And your true talent, the invention and creation of new runic spells and programs, applies to all of these avenues. If you keep at it, no magic will be beyond your reach.

Wizard of Wisdom (-200):
Mages are known as the foremost researchers and scientists in the galaxy, responsible for most of the magitech used in the galaxy in place of mundane technology. Then, if you were to focus on magic yourself, would it not be appropriate to have the same skillset? Certainly, your natural ability in these disciplines would make you a welcome guest in any mage society. You have the grit it takes to repeat an experiment as many times as it takes to get results, know how to be objective in all things related to your job and look at things without any biases, even subconscious ones, and live with the tenets of the scientific method in your mind.

Most importantly of all, you have an intuitive and instinctive understanding of scientific principles. Even if you were a farm boy with no formal education to speak of, just a few years of schooling could get you to the point where you would make observations and discoveries that would impress even people with PhDs in those fields. This scales with your knowledge and expertise, so I have high expectations if you were already smart before getting this perk. You also won't get bogged down with false positives or negatives: in anything you do or try, you know whether it is possible at all, and if you get a result, whether it is truthful, and if it is not, what you can do to make it so.

Yet another problem that many scientists face is the lacking relevancy and application of their research in real life. But no more. At any time, you have an instinctive knowledge of what you should prioritize in your research. Some madman is trying to conquer the galaxy in secret? You'll get a hunch that it might be time to work on that antimatter generator again. The aftereffects of a supernova will cook your planet with radiation in a few years? A spark of inspiration will cause you to create vastly improved radiation shields and implement them planetwide for a test run. From a certain perspective, it really does look like the hand of a God is guiding your scientific aspirations. Do you have blue skin, perchance?

Ability Creator (-400):
Magic is a force that has certainly fascinated people since it was conceptualized in the annals of history. Now that Neolife exists and magic will soon come to thrive in the real world, is it a surprise that it will capture the hearts of many more? No, of course not. And it is this fascination that has brought an interesting revelation to light. Namely, that there is something more to magic than Arcane and Runic magic.

Those are called “unique” abilities people can develop. Each is essentially a new type of magic, and anyone can develop one if they have sufficient patience and imagination. Although this new magic can be powerful, it has to be developed manually, each new aspect to it added one at a time. That is what sets it apart from Arcane magic, where you can easily come up with new spells following the same concept. A few examples will be provided in the Notes.

Now, this wouldn’t allow you to just do something like the ability to use laser eyes from scratch. As mentioned above, each ability has to be developed block by block. It essentially lets you expand upon already existing abilities, bring them up to a new level, or make them branch out into entirely different areas. Extremely simple things like Aura Sight or enhancing your body in different ways would only require the ability to control mana and infusing it into the relevant body parts, but more powerful abilities would have stricter prerequisites and training regimes. If the ability you want to create involves an item, for example, you need to be completely familiar with its physical form, to the point where you could imagine it in its entirety in a split second, usually done by using a VR device to create it in a test world, and then slowly studying it, taking it apart and putting it together again and again, while also training with something like Origin magic to instantly create matter, starting with small and simple things, then working your way up. After all that is done, you would be able to create said item with a thought, instantly and reflexively, and be able to work on and enhance it further.

Now, that’s actually something anyone can do with some time, so it’s nothing all that special. What sets you apart from the masses is that you can do the same thing with anything in your arsenal. You are able to mix and match any amount of perks, abilities, skillsets or techniques to create something new, or propel them to new heights by stubbornly training. And no matter what your capabilities are, you will always know just how to advance them in any possible way, possessing a sort of instinctive knowledge of what your training should focus on.

Enchanting (-400):
Enchanting is a skill probably best described as the enhancement of an object’s Aura. At first, one would need to find out which enhancement fits an object best, though skilled enchanters obviously do not need to care about that, and then lay down a basic enchantment that increases a stat, like wisdom and strength, or attack and defence. Like normal magic, there are two forms of enchanting, arcane and runic, though enchanting is by no means a magic, but rather a skill like sewing or tailoring. The former requires you to know the right school of magic related to your enchantments, like a magic that increases toughness for a durability enchantment, but is more powerful because of that, while the latter simply requires you to know the right runes and how to use them.

Although normally people would specialize in one of these forms of enchanting, you’re skilled in both of them, enough that you’ll soon be able to easily start using more advanced form of enchanting, such as giving objects elemental enchantments or even very specific abilities, though for the latter you need to be at least somewhat familiar with them yourself. With some experimentation, you’ll also be able to learn techniques that will increase the power of your

enchantments by dozens of times, like material enchanting, where you enchant an object at every stage of its creation, such as enchanting the steel a sword will be forged from, the fire that will be used to melt it, and the water used to cool it, after which you enchant the finished sword one last time after its completion.

Another trick to enchanting is that natural objects like wood or animal parts can fit up to two or three times more enchantments than man-made ones. After a creature dies, and its soul dissipates, the aura is left withered, a shadow of its former self. But because of that hollowness, that emptiness, those items have far more room for improvement in their aura, allowing for the creation of staffs that can match up to any plasma weapons, or bows that will never miss their mark.

You excel at finding similar loopholes and techniques to advance your skills, whether they are enchanting or not, and even if you were ever stuck, with seemingly no way to advance your skills to the next level, as long as you continued to research and experiment, you'd be able to either innovate or learn something that will allow them to continue on growing. This works even when it absolutely shouldn't. Rest assured, there will be no barriers to bar you from growing ever more competent. Work at it for a few years, and even enchantments on the level of the Seeds would not be beyond you.

Considering your skill at enchanting, that will become useful far sooner than you might've thought, as you're starting off at a level others would need years to reach. You can probe the Aura of anything with a mere glance, knowing at a moment's notice what enchantments would fit best, and the speed at which you work your magic might make other people think you're doing it with just a wave of your hand. And you'll continue to be able to work at that speed no matter how complex the work you're attempting to do is. Who knows, you might even become the first combat enchanter with that kind of skill.

Magitech Master (-600):
If you looked at Neolife's technology for only a bit, you'd be surprised to see that it is not technology at all. Well, not pure technology at least. Rather, the technological standard in the game is magitech, a fusion of magic and technology. And it looks like you've taken a shine to this kind of thing, evident by your new skillset.

First of all, you are able to build a technological equivalent of any magic or other supernatural ability, like a Psychic power, and vice versa. If you could cast a basic fireball or lightning bolt spell, you could build a gun that can do the same. If it's something more complex than that, for example a whole skillset like fire magic, you might instead be able to build a nanite swarm or a glove that could grant it wholesale to other people, or a robot innately able to do it. The same goes for any technology you are able to build. If you had a device at your hand that could stabilize space in a radius, preventing any dimensional shenanigans, you'd be able to create a spell that could do the same. And if you studied a space ship, you could create a spell that would let you travel the void unhindered at the same speed and with the same protection.

But of course, you are also able to make actual magitech, using the strengths of both fields to negate their weaknesses and make something surpassing what you could do just using one of them. Whether it is space ships powered by magic and enchanted to be far sturdier and more powerful than their material makeup would suggest, ships powered by white holes that are contained through magic, warp gates allowing for unmolested travel throughout the galaxy once they are set up, or bombs that break open rifts to subspace, capable of easily scorching a planet through mana acting like antimatter rushing out of them, there's no technology to be found in Neolife that is beyond your ability to create.

Systematic Potential Actualization (-600):
It is the nature of the system here that no magic, skill, or ability is truly unique - anyone can learn anything, provided they are dedicated enough. And by taking this perk, you will be able to take this aspect with you. Now, don't go thinking that this is all-powerful. The less similar an ability is compared to your nature, or the nature of the abilities and skills you usually practice, the harder it will be to learn. To explain it in Neolife terms: while a Mage might be able to easily learn any kind of magic they encounter with only some practice, a Merchant will find it difficult to learn combat skills of all kinds, as their soul is simply not attuned to such things.

So, say you wanted to learn how to control vectors. If you already had a form of telekinesis at your disposal, this would be as simple as getting yourself to believe that you hold within yourself the potential to advance it to the level of vector control, and then trying and failing to exercise this in reality until it actually works, or training to affect smaller and broader things until eventually you arrive at the same goal. The former could be said to be a form of self-hypnosis and mental conditioning, while the latter would be training so hard that you eventually break through your own limits. Now, if you were just a normal guy trying to do the same, with no power to speak of, you would have to start at the very basics, since your affinity with this kind of power is at zero, as you have no power at all. So you'd better ready yourself for a lot of staring at things like a grain of sand and telling it to move. This works the same for other, more esoteric abilities. Wanna see the whole world in math? Calculate everything you see, trajectory, volume, mass, everything, until you are able to do so automatically for things you really shouldn't be able to calculate. Wanna be able to grab things from far away without taking into account the intervening distance? You'd need to trick your brain by playing with perspective, like positioning your fingers so that it looks like you're holding a large object far away between your hand, until you are actually able to feel its surface.

This works for everything, even powers or abilities you wouldn't normally be able to learn, though ready examples and teachers will obviously speed up the process. How exactly you learn something also depends on you and what you want to learn. A spiritual ability might need you to meditate and reach a form of enlightenment, for example. The broader the scope and scale of a power, and the stronger it is, the harder it will be to grasp, though this depends on your power as well. If you can already crack planets, powers on a similar scale will be no problem, and so on.

Items

For your convenience, you gain an additional 400 CP to spend only in this section. It'd be sad for me to offer these items and then have no-one buy them due to a lacking budget.

Seed Storage (free):
A small house, fitted with everything the average Jumper might need, such as a fully stocked fridge and a comfortable bed. It is designed with your likes, wants, and personality in mind, will always be clean and dust free, and is never going to be damaged by anything going on in the world. This is where you start the jump, standing right before your brand new Seed in an otherwise empty room. After this jump, the house will become a warehouse attachment you can summon into the world wherever you want, retaining any modifications you make.

Seed Capsule (free):
The VR device to end all VR devices, made so perfectly that one might believe they were divine in nature. Comes with a free copy of Neolife. They function so well that they will simulate all results of a user's physical activities in the game on their body. Of course, this isn't always the case, or else players would die the first time they died in the game, but it does allow them to exercise in the game by playing normally. Furthermore, they are capable of feeding the user and disposing of their waste. Even sleeping in them is a possibility, requiring only a fifth of the sleep due to the time dilation in the game. And as people will soon find out, they are absolutely indestructible, hanging menacingly in the air should their surroundings be destroyed, and continuing to function evermore. If you should be so inclined, there is nothing stopping you from abandoning the real world and choosing to live the rest of your life in Neolife instead. Your Seed is in a room of your house, where it will remain, as they're effectively impossible to move.

Companion Bracelet (free/-50):
A bracelet housing an evolving AI; although Alliance policy is to hand them out to people only after they've gotten their class at level 10, an exception was made for you to get it a bit earlier. Although called a bracelet, there are different forms for different races. Slime people might be injected with nanite swarm programmed with the same effect, for example. Once you have equipped the bracelet, the AI will adapt itself to gain an ideal personality fitting your own. The AI of a loner might become their perfect friend, that of a rich girl always left alone might become a butler caring for her, and someone living a loveless life might find that their companion AI has all the qualities they'd want in their girlfriend.

No matter how your companion AI will end up, they will always end up in your best interest. As they have a photographic memory and see the world through your senses, they can highlight important objects or places you might have missed, jog your memory if you forget something important, or browse through the internet to find information a million times faster than somebody with a human brain would.

There are also various upgrades that can add to the functionality of the companion bracelet, such as identifying software allowing your companion AI to scan the Aura of creatures or objects to determine their ability, level, and other information, or even an upgrade to allow an instance of them to live in your brain and tap into your senses to control your body in dangerous situations, or just show the trajectories enemy projectiles will take so you can easily dodge them. For 50 CP each, you can apply one upgrade to your companion bracelet, with no limit on how many you can purchase.

Gold Coins (-50):
Some currency to start you off, with this you'll get 100 gold coins. It'll make you quite rich on whatever planet you start off, at least for a beginner, but on the galactic scale, it's still chump change.

Modern Earth Technology (-50):
Some standard equipment you'd be able to find in any household nowadays, such as a computer with a fifty exabyte hard drive, with an equivalent amount of computing power, plus a headset and camera on the same level of sophistication.

Skill Shard (-50/100/150/200/250/300/400/500/600):
A Skill Shard, made by a Soul Artist copying one of their skills into the "buffer" zone of their aura, meaning experience gained by killing monsters that wouldn't lose them any stat points or skills if it were lost, and then putting it into a crystal, allowing somebody else to use it and gain the skill. It looks like you've gotten your hands on one, with its price depending the rank of the skill. A Beginner rank skill would only cost 50 CP, while one at the Legend rank would be quite expensive at 600 CP. In the notes section, you'll find a description of the various skill ranks.

Animal Companion (-50/100/200/400/600):
Oh my, what a cute little friend you have there. You've won the affection of an animal or monster, which has become your animal companion. Over time, as you spend time with it, you'll be able to sense the emotions and intentions of each other, and your animal companion will become increasingly intelligent. Its cost depends on its power and potential. A cute little horned rabbit (or a menacing one, depending on whom you ask) would only cost 50 CP, while you'd need to shell out 200 CP for the companionship of something like a Nature Wyrm. And for 600 CP, you could even get a Phoenix or a mighty Dragon. Though, keep in mind that the stronger an animal companion starts off, the harder it will be for them to gain complete sentience and a human form. Something like a Phoenix would need to reach level 500 at the very least.

Elemental Seeds (-100):
An elemental seed is the condensed essence of an element, and they're almost exclusively produced by Druids or Mages capable of creating enchantments replicating their methods. They have various uses, such as powering enchantments or magical items, and are required in the process of giving an object an elemental ability. Druids also use them to introduce new elements into their Grove, and need them to cultivate their affinities past the 25% point. As

such, each of them is fairly valuable, with the price skyrocketing once you go beyond the basic seven elements and to incredibly rare ones such as Time.

They are also pretty time intensive to make, requiring about an hour of work for each, even for people relatively skilled in their creation. But now, you won't ever have to worry about that, as you'll get a dozen Seeds for each of your affinities delivered either to your warehouse or another place you designate, every week. Their quality depends on the level of your affinities: from 5% to 25% you'll get low-grade ones, from 25% to 50% medium-grade ones, from 50% to 75% high-grade ones, and finally, from 75% up to 100% you'll get top-grade seeds.

Duel Tokens (-100):
One particularly interesting item available for a low price on the gold market, at least for folks of a combative persuasion, are duel tokens. When used, they record the auras of participants in a duel or battle. After the duel, the auras will be reverted to their prior state. This way, even if a soul-altering effect were used, there would be no risk of permanent damage. And since you now possess an infinite supply of these things, working on anyone and anything no matter how strange their aura or existence might be, you'll be free to just bash someone's head in or erase their soul without worries. Go get 'em, champ.

Altar (-200):
A small altar dedicated to a few Gods of your choice, it includes beautiful marble statues of each of them just a few feet tall. Anyone praying here to the Gods will gain access to the System, with all that entails, may change their race, age, gender, or general appearance, if that is their wish, or communicate with the Gods. Anyone near the end of their life, or just tired of it, may choose to be reincarnated into a new body, with or without their memories, alongside with a mark somewhere on their body representing that they are a reincarnated soul, though this is also optional.

You know how to build more of them, and can teach other people to do so as well. If the people building the altar don't choose any specific Gods for it to represent, statues of Gods with the best affinity to the land, people, and culture near the altar will simply appear. If you were so inclined, you could also make altars dedicated to yourself, provided you are at least somewhat divine, or anyone else you might choose. Obviously, in other worlds the altar's ability to let people communicate with the Gods will only work if the Gods actually exist there.

Magical Laboratory (-200):
Now this is a fitting lab for an aspiring scientist, mad or not. It has all the tools and equipment needed to contain and study any kind of magical creature and phenomenon, or to bring arcane secrets of the universe to light. And should you ever not have the right machinery at hand for whatever you want to do, the lab will upgrade itself and produce what you need in an instant. Now, the only thing holding you back will be the limits of your own intelligence. After this jump, it will attach itself to your warehouse, and may appear in any location you desire in other worlds you might visit.

Soft Stick (-200):
One of the technological staples in Neolife, these special devices are basically CDs for magic. Each Soft Stick is capable of holding a single program that can be erased or replaced as needed. Once a program is uploaded, the aura of the Soft Stick will shift to match it, making it an easy matter to convert any software you might write into a magical formation or enchantment with the same effect, and even doing things such as transferring an AI to an enchantment wouldn't be much trouble. Furthermore, since the companion bracelet is a suitable terminal to upload software to and from, you wouldn't even need any other equipment. With this purchase, you gain an endless supply of these useful little things, working with any code or software you might write, no matter how obscure or complicated.

What can't money buy? (-300):
Congratulations on becoming the owner of your very own spaceship, captain. It's a technological marvel, capable of shifting its size from only being able to house half a dozen people to easily accommodating several hundred, if you give it a few days time. Besides that, it is outfitted with the very best an average guy would be able to find in Neolife if he were given a shitton of money, ranging from weapon systems that can mass-scatter entire planets after building up energy for a few minutes, to shields automatically adjusting their frequency to best defend against incoming attacks and even siphoning some of their energy to store in the ship, easily holding up against attacks of a similar scale, and a subspace drive allowing you to comfortably go from one end of the galaxy to the other in only one or two months. Yet another important quality is its perfect subspace shielding, meaning that you will never be bothered by any of the critters living their lives there.

Of course, its quality of life facilities aren't lacking either, and you'll spend your time on the ship living in luxury, eating and drinking some of the best food and beverages money can buy, in part grown and made on the ship itself, and in part created by matter fabricators, with even a miniature forest on board in case you tend to miss mother nature. Now, you might ask, this all sounds great, but where the hell am I get a crew for all this shit? Well, worry no more! While the ownership of this baby will make it incredibly easy to find qualified people to run it wherever you go, in case you'd rather like to be alone, it also has a ship AI that is perfectly loyal to you and easily able to do the same job a few hundred people would do, and even better at that.

Simulation Room (-300):
One important device any spaceship captain should have in their arsenal, or any militaristic leader at all, for that matter, is a simulation room. With them, it is possible to train against enemy forces all day long in a nigh-infinite amount of configurations and situations, an invaluable preparation for whenever the real thing happens, at least as long as you have accumulated enough data of what it is you need to fight and analyzed their strengths and weaknesses. But it is exactly this problem that the simulation room you have in your possession has solved.

As long as you have experienced something personally, you simply need to link your mind with the simulation device, and it will quickly and accurately extrapolate from that information and manage to create a simulation of it that is at least 99.9% accurate, even if you only looked at an enemy fleet and never actually saw its combat capabilities, only growing more accurate as you gain more information. Any amount of people can use this room, its dimensions expanding and contracting as needed and new spots popping up in the same way, and this extrapolation can be used on anyone connecting their mind to it. By default, this is a warehouse attachment, but you can place it wherever you want in the real world.

Mana Gems (-300):
One rather important power source used in many energy-hungry magitech devices, and also popular with mages and enchanters, are mana gems. But due to their nature, they cannot be artificially created, only forming after several years of mana condensing and purifying in a single location. This commonly happens only on asteroids, where they can be left undisturbed for long periods of time, and truly vast mana veins can form. But even as mining them can be a hassle, their value makes it worth anyone's while, as they are capable of holding and regenerating massive amounts of mana, with the exact volumes depending on the gem's size and quality. And it seems like you've hit the jackpot, as with this you'll be able to gain a steady supply of mana gems each week. You may decide on a case by case basis whether you want several dozen small and low-quality mana gems, or two to three big and high-quality ones.

Clone Controller (-400):
Oh, it certainly seems like you've been hard at work. What you have before you here is a machine with a similar functionality as the Seeds. It can create a clone of anyone, no matter how complex or strange their body may be, in just a few hours. It is then possible for them to shift their Aura into this clone, using it instead of their real body. By doing that, it would allow you to adventure out into the world without fearing death, as your Aura would simply move back into your real body if the clone you are inhabiting were killed. Due to the sophistication of the machine, you won't have to worry about losing any experience doing this, as your Aura can be shifted around without any cost. There's also no need to plan around any distance limitations, as the connection between the clone and the controller can reach between effectively any amount of distance, and even through dimensions or time, though it can't do this from your warehouse.

The one thing to keep in mind here that this is just shuffling around your Aura and Soul between bodies. If somebody actually attacked your Soul instead of just your physical body, even if you quickly moved it back to your real body in order to escape, the damage would not disappear. And if your Soul were actually destroyed or absorbed, it'd be game over for you, clone body or not. After all, not even the Seeds can save you from soul destruction: if you lose your soul in the game, you do, in fact, die in real life as well.

Gold Market (-400):
Welcome to the Gold Market! As this is your first time as a customer, let me take this moment to explain. By going to any temple or altar to the Gods, offering one gold coin, and praying for the market to appear, anyone can gain access to it. Though in your case, you'll simply need to think about it for the market to appear in its entirety in your mind, and can browse it at your leisure without having to pay any fees.

From there, you can buy anything, as long as you can pay the price, though the price is inflated just a tad, such as Seeds of Water normally costing 1 silver going for 20 instead, and something incredibly rare like a Seed of Time costing half a million gold. Incredibly powerful items made by the Gods and normally only accessible through completing quests might even be priced at billions of gold. But this cost is worth it, as there really is literally anything available: items, hints on how to advance your abilities, skills and abilities themselves in their entirety, NPCs (artificial entities created by the system) of any level, whether you want to lease them or buy them outright, information, or animals and monsters. Even things of questionable usefulness can be found here, such as the sex tapes of the Gods ("Goddess of Breasts VS. Goddess of Beauty, Beach Edition, Interactive"), or the abilities to always sense the time of the day and to guess how many hairs there are on a creature. And if you had, say, a decillion gold and sacrificed the population of a planet, you could even buy yourself into Godhood.

The wares available in the Gold Market will include ones from both worlds you have visited in the past, and worlds you will travel to in the future, so that its slogan of offering truly anything actually holds true for you, though the same price markup still applies. It'll also accept any currency you might have on you, instead of only recognizing the gold coins used in the system. And since you're a VIP, you can even sell things to the market, though you'll only get their normal prices for them instead of the marked up ones.

Plot Device (-500):
Gods being Gods, the items they hand out aren't always designed with the limits of mortals kept in mind, and it might happen that they create something that is able to propel someone beyond their or the System's confines. And now, it seems like you've gotten your hands on an item like that. It doesn't even have to be a singular one, you could just as well choose an item set that synergises in a potent way, like a ring that removes the passive cultivation cap for affinities, making it possible to cultivate all the way to 100% with enough time while sitting on your ass the whole time, and a staff that acts as a source for all elemental mana types, constantly emitting them. With an item combination like that, a Druid could do nothing at all and still get a Universal Grove in a few years, as long as they had the required affinities. Another possibility might be an item that creates blank souls ex nihilo, allowing a Fighter to massively boost their strength without losing any experience or having to farm monsters.

Besides an item enhancing the functions of your class, you may instead choose one strengthening or shoring up the weakness of a specific ability or skill, perhaps even one from

outside the bounds of this world. If you keep in mind the general power level of the examples mentioned here, there's no other restriction on what the item you choose can do.

Future Data (-600):
Now, what interesting little thing do you have here? It seems like somehow, you have the fully compiled data and knowledge from the entirety of Neolife, an artificial future set 3000 years after the current time, all contained within a tiny little USB stick. This includes technology and magitech schematics, the research on countless spells and abilities, a bestiary and the aura-makeup of nigh-any creature and animal ever recorded, star maps, and even all the movies and songs known at that point in time. It isn't limited to a single galaxy, but rather contains data from the entire universe in Neolife. Let alone several lifetimes, you'd probably need an entire planet worth of people sifting through those records for the same amount of time if you want to catalogue everything. But believe me, it is very much worth the effort. If you shared this with the galactic community, you'd be able to prevent many possible and very real problems from popping up, and everyone could get their foot in the door that much sooner.

Perhaps even more interestingly, this USB stick will update itself as you travel to other worlds, granting you the same data about their own futures, and even works retroactively, covering settings you have been to in the past. Of course, that's only if they even have a future. Exactly from how far off in the future you get this data depends on how far along the society of a world is. If you spent ten years in a setting fighting dinosaurs, well, the records you get might be from a few dozen million years in the future, while starting on a 21st century Earth would give you data a few thousand years in the future as normal, give or take.

Companions

Companion Import (-50):
Do you already have a companion from another world? In that case, they'll be able to take an origin here as well, plus 800 CP to spend on anything they want and the item stipend. Or anything you want. Please don't use your companions as item mules.

Canon Companion (-50):
Has somebody here caught your eye? For 100 CP, you'll be able to bring them with you as a companion, as long as they agree to do so. If you choose someone with this perk, you'll be sure to meet them on good terms, and as long as you don't deliberately mess it up, they'll quickly come to like you. Anyone can be chosen with this option, from the guy working at your local supermarket to even one of the Gods. Though in the latter case, they'll only have the power they had right before their ascension, which would still be quite a lot for most of them, mind you. Most of the time, a God was the strongest being in the timeline they ascended in, after all.

OC Companion (-50):
In such a big universe, there's bound to be a person for anyone. In your case, you'll simply be lucky enough to meet them. Soon after starting the jump, you'll run into somebody who can have up to 800 CP of perks and items, alongside with an origin and any freebies. Seeing how much of a swell guy you are, they'll decide to team up with you on the spot. Not the worst origin story, wouldn't you say?

The Companionship of a Companion(free):
Ah, I see that you are a fellow patrician. Splendid taste, my friend! With this, you will be able to turn your companion AI into an actual companion, who will also gain an origin and 800 CP to spend, alongside the item stipend. The personalities of these AIs may range from butlers to friends or even lovers, but rest assured, they'll always have your best interests in mind.

Mass Import (-200):
I guess it's not surprising for a Jumper to have a lot of friends to bring along, right? I just hope they aren't all female again… erhm, anyway. With this option, you'll be able to bring as many active companions as you want into this world, acting the same as the normal Companion Import for them.

Drawbacks

No drawback limit. Feel free to make your stay here as bad as you want.

Times are changing (+0):
Do you wish to venture into another time, experience things as they were? Very well then. You may start in any of the past timelines instead, which might drastically change the world you are going to see. Future Gods might still walk the earth, and any other race might gain the blessing of the Seeds instead, depending on the race of the God to ascend in the previous timeline. The earlier a timeline you pick, the more competition and adventure you might see, as all the geniuses and people with incredible talents yet still reside in the material realms. Alternatively, you may start in a future timeline instead.

A long Life (+0):
Many races you might find here age extremely slowly, compared to humans at least, or not at all. There's also the fact that an actual galactic war could be a thing in the future, which wouldn't be done with in a mere year or two. So with this, you'll have the possibility to make your stay here just a bit longer. Until the natural end of your universe, in fact, if you can survive that long. At any time, you may simply think of it, and the jump will end. Only after staying at least 10 years though, of course. Should you ascend to Godhood, though, the archival of your timeline and the creation of a new one will count as its end for the purpose of this toggle, and your jump will end at that time.

Unbelievably Obnoxious (+100):
Was one of your parents a four-foot-tall alien, by any chance? No matter your ancestry, you now have the mannerisms of a bad drama actor, feeling the need to make broad gestures, trying and failing to be dramatic, and generally playing things up. People might very well be embarrassed to even be near you, though others will simply find it amusing. You'd definitely find a friend in the Qulopti, if you were to meet them.

Friend of all things Fluffy (+100):
All the fluffy and exotic animals in Neolife are certainly a sight to see, and perhaps even the reason you wanted to play this game in the first place. You love all creatures of fluff, no matter how violent they might act towards you, and simply can't bring yourself to hurt them unless they're actively threatening your life. You don't care for animals without fur, and could fry a lizard without any problems, but you'd feel guilty for days if you were forced to kill a wolf jumping at your throat. Everything besides death is still fine, though, so you can just go and beat these bundles of cuteness into submission until they have to like you.

Two girls don't make a harem, I swear! (+100):
You, Jumper, truly are cursed… cursed to get a harem wherever you may go, that is. It truly is a painful existence, the life of a harem protagonist. Did you experimentally create a slime with your own blood? It'll come to love you as its father, and considering that slimes have no concept of incest, also in other ways, once it evolves into a slime person (and it will). Do you want to build an AI? You'd better hope that your companion AI isn't the jealous sort, because it will definitely come to see you in a romantic light. Even random girls you meet out in the streets will somehow find reasons to follow and be attracted to you. Think that shutting yourself in a cave for ten years will solve this problem? Think again! Before you know it, the mana in the cave will have created various stone creatures, and their hardness gives them an innate knowledge of how to make other things hard, if you catch my drift.

A Fish out of Water (+100):
Let's face it, you're a man of nature, best at home in forest and garden alike. It's just a shame that to get anywhere in this galaxy, long days of travel in giant husks of metal are required, with no greenery in sight, which is going to leave you miserable for the duration of any journey you might make. Unless you have a way to get a ship with a built-in biome, or a way to travel long distances that that doesn't require abandoning nature, you're most likely just gonna want to stay on your home planet. Which might be a problem, considering that Earth will soon turn into the first and only dungeon planet. A dungeon planet, for those unaware, being a planet positively swarmed with monsters near the level cap that you might never encounter anywhere else in the universe.

Rage Against the Heavens (+200):
"AHHH, god damn these Gods!" - an impersonation one might make of you in the future. As it turns out, while the Gods of the System can be pretty swell guys and gals, they can also be dicks toying with the lives of mortals, or might just have nothing better to do than to bother them every few seconds. And you're gonna be saddled with one of the latter types. This can be someone like Aria, the elven Goddess of Fashion, randomly changing your clothes to something she finds more fashionable, even in the middle of the fight. And of course, you won't be able to change out of them. Divine threads hold strong, after all. Or maybe Malthan, the Qulopti God of Madness, has somehow found even more free time, and is going to tell you tales of all his sexual conquests and how he is going to find out if Gods can get high. If you manage to survive 10 years of this and actually come to like them, you may take the God here as a free companion, though they'll be under the same restrictions as outlaid in the Canon Companion option.

Author-sama, why hast thou forsaken me? (+200):
What a fool you are. It seems like you've insulted the God of Stories, and now you have to pay the price. He has turned you into the protagonist of your own story, a particularly dumb one, in fact. You're extremely uninnovative when it comes to, well, pretty much anything. Instead of coming up with your own cool abilities, you're just going to mindlessly train your affinities and blast enemies in the face with lightning, fire, or plasma. If that doesn't work, you're fucked.

Don't expect to build any exciting technology or make any powerful items in your time here either, as your pea brain isn't advanced enough for work like this. Unless there's another God helping you behind the scenes, you will only advance by inches in this world, increasing your raw power being the only thing you can confidently do, until you hit the limit on that. No, if you want to do anything at all, you're gonna need to have any friends you might have and your companion AI pick up your slack.

Timely Hiccups (+200):
An affinity for Time mana can be both a boon and a curse. In your case, it's mostly the latter. At random intervals, you will either draw in time mana, or expel it from within yourself, causing time to massively speed up or slow down for you, which can last from minutes to hours. This won't hurt you in any way, but your sanity may take a beating. The only way to stop this is to get your Time affinity up to 5%, so you can actually control the time mana around you and stop it from acting anomalously near you. And just as a note, if you take this drawback, you won't be able to get the Time affinity or time magic, either as a purchase or a freebie. Feel free to do so the hard way in your stay here, though. I've heard it's supposed to be real easy.

Animalistic Friends (+200):
Unlike most other people, you can certainly state that you are in tune with nature and it wouldn't be a lie. If that's a good thing, well, that's for you to decide. Animals, monsters, and even plants capable of locomotion will be drawn towards you at all times, ensuring that you will never have a lack of enemies (or friends, depending on how you look at them. Think positively!). Luckily for

you, their strength scales with your own level, meaning that you won't cause a dragon to roast your ass when monsters are starting to spawn on earth. On the other hand, you'd better look out for giant eyes following your ship in subspace if you travel with a level in the hundreds.

Berserk Button (+300):
Something out there in the vast vistas of the galaxy pushes your button in all the wrong ways. This something likes to crawl around on 8 legs, makes chattering sounds, eats all kinds of insects, and possesses 8 eyes. Do you get it yet? It's spiders. You hate spiders. No, hate is too mild of a word. You scorn them, despise them, you want to see them die with such a burning passion that you black out in a blinding rage whenever you see one, throwing out all caution and reason to the wind in an effort to do everything you possibly can to kill it. Collateral damage is a very real possibility. You'd better make sure your friends can get out of the way quickly if one shows up, and declining an invitation to the Arachnid planet would probably be for the best. Instead of spiders, you can choose most anything else, though it does have to exist in reasonable quantities, enough so that you would actually come across it once or twice throughout your stay here.

Space Travel Woes (+300):
Space travel isn't exactly safe, even with all the advances in technology common to Neolife. From subspace horrors hanging onto the windows of your spaceship to garden-variety pirates or even simply parts of your ship breaking down, there's no lack of threats that might befall one in space. And you are going to experience every single one of them. You'd better make sure that the escape pods are polished and ready to go before you start a journey through space, because chances are that you're going to need them. Even though these hazards won't kill you outright, you'll have to expect a lot of time spent floating in the aforementioned pods or being stuck on uncharted planets. At least summoning rituals to gather the castaways of shipwrecks are a thing.

Started from the bottom… (+300):
Isn't it a beautiful thing, watching people go from level 1 scrubs to masters of combat capable of wiping out armies with a single spell? I do hope you agree, because now you'll get to experience the same. You will only get to keep your Bodymod and whatever you bought in this jump in Neolife and the world beyond, and are otherwise just another human (or, in two weeks, whatever race you picked here) amongst billions of others. Alongside your other perks and items, you will also lose access to the warehouse.

A World of leftovers (+600):
As the days go by and people become more familiar with the System, something strange might come to your notice. How are seemingly none of these people able to exploit the vast amount of potential given to them? In truth, the hard reality is that all the brightest souls of the galaxy, all these men and women with intellects and abilities capable of changing the universe, have ascended one after another in the innumerable timelines that came before this one. Everyone you see still left here, and all their prior versions, haven't managed to do so. It wouldn't be

wrong to say that now, you are one of the smartest and most capable people in this universe, if only through a lack of competition. And throughout your time here, you will most definitely feel this burden, as most of the time, you are the only one able to deal with any problems coming up in your vicinity.

A city you're staying in is having monster problems? You'll need to deal with it, or else it'll fall. A psychotic Soul Artist is absorbing a vast amount of souls? If you don't put an end to him, you'll soon wake up on a ghost world. A rogue God is trying to kill everyone in the galaxy? Better hope that you're up to it, because nobody else is. The last example isn't hypothetical, by the way. You WILL have to defend the galaxy in the time you're here.

The Tutorial

Now that you've gotten some new perks and items, and even had the chance to make your life here a bit more interesting, it's finally time to send you on your way to the Tutorial of Neolife, since you already created your starting character here. There, you'll be able to get familiar with the two magics you've received for free, train your stats up faster than would be possible in the game, and there's even an arena at the end where you can hone your combat skills a bit and win rewards if you manage to beat the beasts in it.

This can all be done in the few hours before the server opens its gates, and in time dilation by a factor of 5 at that, so feel free to take your time. After that, though, it's time to finally start the jump properly. Remember to have fun; this is a slice of life setting at its core, after all.

The End

Go on: It's been fun here, but the many multiverses out there won't visit themselves, right?

Stay: I imagine it'd be hard to find anything here you can't eventually do, so it's as good a place to retire as any other.

Go Home: Ah, home sweet home. Who knows how you'll change things with all those new abilities?

Notes

Psychic powers

Toybox: A rare and undervalued psychic power, this ability functions by linking two separate spaces, and transferring any phenomena within one to the other. The difficulty is determined by the size of the linked spaces, the distance they are apart, and the amount of matter or energy travelling between them. The reason that Toybox is not very popular is because of its lack of long range transportation. Most teleportation powers have some way to cover long distances, even going to entirely different planets with enough energy. Toybox is one of the ones that can't. It has other strengths, though. With training, you may eventually use several portals to grip things in a telekinesis-like manner, open a portal to the Toybox, a special space with unlimited capacity shared by all Toybox users in the galaxy, and trap someone in their own little pocket dimension, separate of the Toybox, called Toy Prison. The strength of this prison is dependent on the strength of the one that used it. The more powerful the psychic, the stronger the dimension is. If a weak psychic used it, then their prisoner could smash through the dimensional walls and exit at the same spot they were trapped. If the prisoner can't escape on their own, the only hope for rescue is if the psychic chooses to let them out. They have an instinctive link to all of their established prison cells, and can choose to open one any time they want, so long as they have the power. Toybox portals also have the peculiar effect of "locking" space around them. This makes the area around the portals extremely hard to pierce with conventional means. People often use this space lock to interweave portals into large shields that can deflect many attacks, or to create platforms to walk on.

Wild Voice: Quite a simple power, Wild Voice enables its users to communicate with anything possessing a soul, which includes plants, animals, and monsters. They might not always respond, but if they do, it can be thought of as a universal language. Taking it a step further, people with this power can train it until they can not only speak with, but also command those they are talking to. Of course you wouldn't be able to make people do what they aren't able to, such as making a tree move, but anything else is fair game. Since this psychic power is less stressful than others, it is possible to train it rather quickly.

Blind Spot: Acting as a perception filter, this power allows you to make other people simply ignore your presence, unless you do something obvious to get their attention. At its highest level, you could make someone completely ignore a lethal attack right in front of them, or anything else you might do to them. Affecting multiple people would also be a possibility, along with making people ignore specific things you or others do, like simply making somebody oblivious to the fact that you're blatantly stealing their wallet while you're talking with them.

Story Time: This power lets you create illusions based on stories that you read or talk about. At its apex, you could trap a person's mind inside a neverending story, or manipulate people by playing a story in their mind that differs from reality in whatever ways you want, letting you for

example make someone kill their lover by masking them as a monsterr, or causing an enemy to walk in front of an incoming car by making them experience a story where the street is clear.

Manifestation: One of the most common psychic powers, on the surface it seems to resemble basic telepathy, but its true power is to allow the user to manifest objects with their will. Not much else is known about it.

Domain: You are able to establish an area around yourself where you have a high degree of control over, well, anything. Telekinesis, teleportation, pyrokinesis, and cryokinesis are all possible for you within your domain, even from the very start. However, right at the beginning your domain extends less than an inch from your body, which obviously limits the use of the power severely. With training, you would be able to vastly increase the radius of your domain and the abilities you have within it.

Recall Steps: This power allows you to teleport to locations that you have previously travelled to. It is quite simple, but also powerful, as you are able to travel virtually any distance within the limit of your power, which will increase as you practice it.

Focus: As you might've realized by now, most powers combine several psychic aspects such as telekinesis, teleportation, telepathy, or clairvoyance. People who have a power with a 100% purity in one psychic aspect are known as Focuses. Their powers are typically far more powerful than others of the same type, because they are so purely focused. However, there are drawbacks as well. A telekinetic Focus, for instance, would have their range limited to what they can reach by expending their psychic power, as their power would be pure telekinesis without a hint of clairvoyance. Meanwhile, other telekinetic powers might let you control objects over a vast distance, so long as you either know or can divine the location of the object. A teleportation Focus might be able to blink around a battlefield effortlessly, rip people apart by removing half their body, or so on, but they can't cross continents. See the difference?

"Unique" Abilities

These abilities can range from absolutely basic things like Aura Sight (its only requirement is to infuse mana into your eyes, and voila, you can see mana and auras) to creating a gun out of magic that can shoot bullets of condensed elemental mana, recreating the auras of creatures with elemental mana to make purely elemental creatures linked to your mind, or enhance a racial or class ability, such as a slime being able to take on the qualities of anything they absorb to mix and match them and create items, or a Deus Ex deconstructing their body into countless nanites, able to reshape it however they wanted to scout or transform into any technology they know of.

Even something like the Perfect World, an ability that allows you to create your own pocket dimension, complete with any plants, animals, or objects you can think of, is possible. The things created in this dimension aren't real, though, and can't be taken outside, existing only in

that dimension. But as long as you knew how to make them, you could, for example, instantly create infinite amounts of potions, medicines, or other items to use on yourself and simply wait until they have finished their work on your body to receive their full effect.

Another example is the Worldforce Army, an army of elementals not bound by the laws of the system, granting them effective immortality against anyone but a druid, or the Primal Titan, wherein you combine said elementals into one, with you at the center, which is only possible by using Order mana. With a true druid controlling it, it can hold itself together, reforming countless times and constantly unleashing the full power of the army, being virtually invincible against anyone but a God unleashing their power.

Yet another example would be the ability to create a “Protector” by having two or more people merge their auras together and form a clear, identical picture of what they want to summon. Everyone involved has to imagine its form, strength, and any special abilities, and if the images match and sufficient mana is provided, the merged auras will come together to form the Protector, its strength depending on the number of the participants and their own power. With 20 people, the formed Protector will have the strength of a level 150 monster. With fifty, it increases to level 300, and with a hundred people, it would increase to level 500, capable of slaying even boss monsters in an instant. Though, the stronger the Protector is, the faster it drains the mana of its summoners. After ten seconds, all one hundred people involved in the summoning of the level 500 Protector were unconscious due to severe mana drain.

Technomancy spell & software examples

Cybernetic Adaptation: Eye - Technomancy - ★

By copying the aura of a camera, and adapting your eye to mirror it, you are able to store visual information recorded in your altered eye, at the cost of mana. Information storage is limited by your brain's capacity. Information retrieval dependent on brain’s ability.
Mana Cost: 50 to shift, 30/second to record.

Photographic Learning

This software enables the owner of a Cybernetic Eye to instantly know the contents of images they record, even if they are unable to understand the meaning behind it.
Mana Cost: +50% cost to record images.

Cybernetic Adaptation: Memory Storage - Technomancy - ☆

By copying the memory banks of a computer into your own skull, you have increased your brain's ability to store information. Retrieving it is another matter entirely.
Mana Cost: 30

Cybernetic Adaptation: Memory Retrieval - Technomancy - ☆

By copying the aura of a computer into your own skull, you have increased your brain's ability to retrieve information. This provides a passive recollection boost, but any data properly recorded will be instantly retrievable unless damaged.
Mana Cost: 50

Auto-Pilot

This program has two modes, Record and Automatic. After performing an activity in Record mode, it is possible to do it subconsciously in Automatic mode. However, while in Automatic mode, you will have no control over your own body unless disturbed by external stimulus. Automatic mode can be set to complete after a period of time repeating an action, or after the action has been completed once.

Cybernetic Adaptation: Processor - Technomancy - ★★★

Ever had trouble paying attention? Well no more! From now on, you can see and hear everything at once! Your processing speed is now similar to that of a computer!

Limiter X

Due to the heightened information processing brought about by Cybernetic Adaptation: Processor, you see and hear things at a far faster rate than normal. To counteract this, this program allows you to adjust the speed at which your mind can take in information.

Elven races

Woodland Elf: These elves have long since grown attached to their woods. Even those among this race that take to the stars will always prefer to remain in an environment similar to that in which they were raised.
+10% All stats when in a 'Forest' environment.
+20% Growth rate with Nature Magic skills and Huntsman class skills.

High Elf: Elves which have grown in the presence of others, perhaps these are the closest to humans, aside from their half-blooded kin. Whether they have taken to the stars, or remained on the planet below, they always seek to mingle with others.
+10% All stats when in an 'Urban' environment.
+10% Growth rate with Diplomatic skills or Mage class skills.

Dark Elf: Elves which have grown in the underground, at first they were believed to be an evil existence, but that prejudice has long since passed. Although they are not often seen among the other races, they are as willing to play their part as any others.
+5% All stats when in a dark environment.
Racial Darkvision
+10% Growth rate with Shadow Magic skills and Thief class skills.

Stellar Elf: While many races of elves evolved on inhabited worlds, the Stellar elves are those who have spent so much time among the stars that they have evolved to be more suited to living in space ships and stations, or even asteroid colonies.
+20% Growth rate in all space-related skills.

Void Elf: Further evolved from the Stellar elves, these creatures have again evolved in order to survive in the vacuum of space. Some Void Elves are even capable of harnessing the natural energies present in the vacuum of space to aid them in their endeavors.
Ability to breathe and fly in outer space without the need of external devices.
+15% Growth rate in Stellar Magic.

Core Elf: While others sought the stars, these elves chose to remain behind, fully adapting to planetary life. It is rare indeed to see a Core Elf leaving their planet, and many who do find additional hardships await them.
+10% All stats on home planet.
-10% All stats away from home planet.
+10% Growth rate in all homeworld skills.

Half-Elf: It is not at all uncommon for love to blossom between people of different races, especially given the genetic adaptability of humans which enables them to couple with most any race. As such, this race is the result of a joining between an Elf and a Human. After selecting this race, it is necessary to choose the race of elf which sired the user.
Half of elf racial bonuses/penalties for selected elf race.
+5% Growth rate with new skills.

Quests

As a Quest Reward, your Patron Deity will give you Favors. Patron Favors are ranked as Small, Medium, and Large, and can be redeemed for the following effects. Favors of a lesser category may not be exchanged for a larger one.
Small: One item of equivalent level, one new skill
Medium: One item of superior level, two new skills, one free resurrection
Large: One intelligent item, three new skills, two free resurrections.

You may redeem your favor at any time by praying to your patron deity. Additional favors may be earned by completing quests assigned by your patron deity, or performing actions that they approve of. After this jump, you'll be able to receive Quests from Jump-chan, if you want to.

Skills

Skills can be ranked at Beginner, Basic, Novice, Intermediate, Advanced, Expert, Master, Grandmaster, Legend, and Godly. There are no instances of anyone possessing a Godly level skill, aside from the incarnations of the gods themselves. For regular people, Legend is considered the true peak skill level, and represents knowing everything there is to know about the skill.

Stats

Strength:
This stat measures the character's ability to exert physical force. A higher strength increases melee damage with physical weapons, the amount a character can lift, and grants bragging rights among other males.

Agility:
This stat measures the character's ability to quickly and accurately move their body. A higher agility increases run speed and jump height.

Dexterity:
This stat measures the character's ability to perform small, detailed actions. A higher dexterity increases ranged accuracy, and the success rate for certain skills.

Vitality:
This stat measures the strength of the character's life force. A higher vitality grants increased health and natural resistance to certain status effects.

Wisdom:
This stat measures the character's mental processing ability. A higher wisdom allows greater mana regeneration, as you are more accurately able to pull in the mana around you.

Intelligence:
This stat measures the character's intellect and memorization skills. A higher intelligence provides an increased mana pool, and can grant helpful hints based on previous knowledge.

Charisma:
This stat measures the attractiveness of a character, through either words or appearance. A higher charisma causes the character to be more appealing, and makes others listen to their opinion more easily.

Luck:
This stat measures pure chance. A higher luck stat will cause things to go your way more often, to a certain degree. This stat can only do so much, so don't expect any miracles.

Wisdom and intelligence don't actually increase your mental capacity. Although displaying exceptional intelligence or wisdom is enough to give you one or two stat points.

Classes

Sub-classes:

Various Mage classes focusing on one school of magic, such as Necromancer, Summoner, Fire Mage, or Evoker.

Researcher: Mage class focusing on research.

Element Druid: Druid class focusing on their affinities.

Beastmaster: Druid class focusing on getting animal companions and fighting with them.

Plant Shaper & Wild Shaper: Druid classes focusing on taking on the strengths of plants and animals respectively.

Advanced classes:

Xenoshifter: The evolved form of the Wild Shaper class, one could now take on the strengths and abilities of magical animals, monsters, and sentient creatures as well.

Colony Druid: A Druid class, users are capable of storing a vast amount of animals and monsters within their Grove to become a walking army, and merge with their animal companions to get their abilities as they would be at the user's level.

Plant Lord: The evolved form of the Plant Shaper class, basically the same as the Xenoshifter Class but for plants instead.

Cyber Druid: A Druid class allowing its user to extend their innate control over nature to technology as well.

Shadow Stalker: A Rogue class with a focus on shadow-based magic.

Natural Craftsman: A Craftsman class specializing in creating powerful objects from natural resources like plants and bones.

Wild Paragon: A Fighter class capable of imbuing their bodies with aspects of different plants or animals to make themselves stronger.

Mage Alchemist: A Mage class focusing on using Nature Magic and Alchemy to do things such as making potions to let themselves fly or breathe fire.

(The last three classes all focus on Nature magic. Pretty much all basic classes have Advanced forms focusing on specific magics, elements, skills, or abilities)

Drone Ranger: A Hunter class focusing on using drones and turrets instead of pets, with a greater focus on technology, capable of summoning out of thin air with mana.

Earthshaker: A Druid class specializing heavily in the Earth element.

Storm Queen: A Mage class focusing on controlling the weather, and storms specifically.

Element Avatar: A Druid class focusing on gathering affinities and controlling the elements.

Time Lord: A Druid class focusing exclusively on the Time element.

Talisman Caster: A Mage class focusing on creating talismans inscribed with runes.

Rune Scholar: A Mage class focusing on the research and usage of runes.

Top 5 metals

1. Dark Steel:
Metal formed in the heart of a black hole after absorbing countless materials. One cubic inch of it weighs as much as an entire planet. However, the metal is completely indestructible, possessing almost absolute density.

2. Blue Silver:
A special metal formed in the heart of a galaxy. Each galaxy produces only one vein of Blue Silver, located at the innermost planet. This metal has absolute resistance to energy, making it impossible to forge. Its resistance to physical attacks is also among the best.

3. Chaos Heart:
This metal exists at the very heart of the universe. Once taken away, there will never be more of it. Chaos Heart devours any and all energy or matter that it comes into contact with. Including its user. Especially its user.

4. Lifeblood:
The most common among the top metals, but nonetheless difficult to obtain. Lifeblood is found in the core of every planet. However, removing it will cause the planet to slowly crumble and break apart. Each planet holds roughly ten grams of Lifeblood, and this metal has the ability to survive a supernova.

5. God Steel:
Almost impossible to obtain, as it only exists in the items the gods personally hand down. Capabilities unknown.

Use this as the benchmark for tippity top materials you can find in this setting.

Systematic Potential Actualization, how does it actually work?

>For Systematic Potential how would learning something with inherent drawbacks like Imagine Breaker work? Considering it cancels all luck and magic it touches, would there be a toggle ability for us to turn it off, could we selectively make it stop messing with our luck, or would we be stuck with it forever when we learn it?
>Hmmm. I'd say that it would be possible to learn a version without those drawbacks, but it would be much easier to learn the one Touma has because that's how it originally works in the setting, and because you'd have an example and/or teacher to learn from.
>Also, because I forgot to address it, you could just learn a version you need to turn on to use as well, just as you said.
>Well, as it says in the perks, it depends on any prior powers you might have. If you're just a normal schmuck, about a few hours at most? That seems to fit the most with how fast you can actually learn new stuff in that setting.
>Could we learn an ability and have it physically change us? Like having a canon burst out of us and use something like Hydro Pump.
>Sure, why not.
>Huh, would it become an ability we could use whenever, or would it require using energy we have?
>It entirely depends on how you want it to be. If it uses up some sort of resource, be it stamina or mana, it'll likely be easier to create, but you could also create an ability you're able to use without any cost.
>Cool, so instead of a few hours to make flight it would take us a day if we wanted it to have no cost?
>Yeah, pretty much

Other rulings, to be expanded as needed

>Is it weird that I just want to evacuate everyone to my Personal Dimension? It's a shame that when I leave they would just get evicted.
>Well, as long as you don't take them out of the dimension ever again, I think it would be fine if they continued to live there while you go to other jumps, I think. That should probably prevent someone from cheesing it for free companions.

Because people keep asking: the Personal Dimension can start off at a size of about one square metre to a square kilometre. Really though, asking these questions is antithetical to the perk, which is a freeform dimension creation prompt. Just make that shit up as you like. As long as you don't obviously overdo it, go nuts.

Feel free to import any items or animals you already have into whatever you buy here, wherever it is applicable, such as the spaceship, the animal companion, or the house.

In case you feel like it, you may take Jump-chan as your God in this jump instead of one of the local ones. You can't pick her for the Asshole Gods drawback or companion her through the relevant option, though.

Personal Dimension: In regards to abilities and items that would have an effect on you outside of the dimension as well, you are only able to create them if you would be able to do so in the real world. Besides that, you can do anything else.

>Question about The Best of Both World:
>Like,if you have a weapon made of your own blood, would it stop you from fainting due to blood loss?
>Yup. Presumably you would be able to create it without using your own blood, simply summoning it out of thin air, or get a regen factor for your blood.
>If you get something like the Skull Heart from Skullgirls, which actively drives you crazy through magical suggestions, would that just not be a thing anymore?
>Yup.
>And I guess in a broader sense, when it says "weakness" would that also include just general blind spots in a power? Like The Legendary Hero from Medaka Box being unable to affect word-based abilities, or Dragon Eater from Waltrude's Marriage having a big weak spot that isn't covered by those defenses?
>It wouldn't apply to those two things. But if the weak spot of Dragon Eater actually made you weaker than your normal self in that spot, you'd get that weakness removed.
>Basically, the perks works for abilities that require some sort of sacrifice from yourself or that hurt you in some way, abilities with some kind of flaw that make you unable to use them (like

super strength without the required super durability), or abilities that cause you to gain new weaknesses, to name some examples. But it wouldn't work on, say, a protective forcefield covering everything but your head. Hope I explained that well enough.

What are Gods, and how to become one

There are three ways to qualify for ascension to Godhood: training a skill to the Godly rank, forming a personal universe to rule over, and a variety of mostly random ways depending in large parts on luck, such as eating the heart of a divine dragon or being gifted the divinity of a God slain due to a transgression they committed.

Now, what Gods can actually do is pretty vague, mostly being reality warping of undefined strength, able to thing such as shrink people, teleport them around, close and open holes in reality, or rewind time. Now, these things were all done while Gods were in a timeline instead of the divine realm, and in one they didn't ascend in at that, both being situations that greatly diminish the power they are able to use, so who knows who strong they actually are at their maximum.

But even with all this vagueness, some Gods are still obviously stronger than others. A God who ascended through the making of a Godly skill would be able to toy with one who ascended by eating a divine dragon's heart, using their skill to do anything related to its area focus and concept, such as someone with the skill of Tailoring being able to weave or unravel all things, or killing someone by cutting a tapestry they made of them in an instant. Meanwhile, Gods who ascended through the creation of a universe lie somewhere in the middle, power wise.

One other thing to note is that only one God can ascend per timeline, or one batch of Gods if they do so together at the same time, some of the energy created by the ascension being used to jump start a new timeline, and the rest being saved.

Info dump explaining the origin of the setting

One day, a man part of a race living trillions of years in the future that had merged itself with the very essence of the universe, saw its looming end and decided to do something about it. He tapped into the hidden powers of his race, separating himself from the universe. After that, he existed above the universe, to the left of the universe, beyond it, however you want to put it. He was in a realm all his own, but he was not without power. He used his power to initiate a grand "reset" of everything. The big red button for all of creation. Hidden inside his own little world, he was unaffected by the universe being born anew, and created a plan to save everyone. To create more people like him, and use their powers to prevent the end of time itself. So he chose someone from the myriad of galaxies, someone he found worthy. And then they did it all again, and again, and again.

After the first couple gods appeared, they noticed that with each reset, the universe itself forgot about everyone that lived in the realm of gods. They would not be born again, their children would never appear, and so on. Thus, they began devising a system by which to choose gods, preparing them for this grand mission. That was when the First released a portion of his power into the universe. The ability to alter reality itself intertwined within all of creation, forming what is now known as magic. With the creation of magic came monsters, powerful beasts formed of this new energy. This created an even greater danger to the people of the universe, so they had to… revise things.

In order to properly raise the beings of the world to fight the monsters, while also giving birth to the gods that the First sought, they systemized everything. They assigned levels and classes, various restrictions in order to keep everything in check. This is the game-like system used in Neolife, and soon in this iteration of the universe as well.

Time passed, and more Gods were created. But soon, many Gods began to focus on the journey more than the destination. After the first thousand or two, they stopped worrying about the end of time. After all, they could reset time whenever they wished, so why was it a problem concerning them? Even more time passed, and even more Gods came into being. Soon, they forgot all about the original goal. Right now, there are maybe a handful of Gods that even know about it. So, eventually, the First simply faded away, either leaving for some higher world, or simply returning to his own place in time. Nobody is really sure, since no timeline has ever made it that far before getting the big red button treatment.

In the time since the First left, the Gods that still knew of him realized that the system he created was flawed. No matter how many Gods are created, the end of time itself is still the ultimate inevitability for the universe. The system he made won't change that. That's why they changed their way of thinking. The original idea was to change the universe so that it never has to end, but that's impossible. The universe itself won't allow any meddling to that degree.

So, they are trying something different. That's where champions come in. Whenever a champion ascends, their god borrows a bit of power to gain another domain. It's like getting two gods with one, and a way to gather energy power twice as fast. A lot of power, and thus Gods, are still required for the plan to work, so the same general idea the First laid out is still being followed. But instead of Project Genesis, this is Project Exodus.

Once enough Gods are created, and enough power available, the plan is to superimpose the universe onto the divine realm that the First created. This realm is outside the confines of time, so the end that he had in mind is still able to be achieved, just through a different means, and an neverending universe will be created.