# Generic Player Summoning

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# Introduction

Player summoning is a unique Golden Finger ability that allows a person to bring the consciousness of individuals from another world, typically a modern one, into a host vessel that can be endlessly produced. The individuals are told the world they have been summoned into is a hyper-realistic, open-world virtual reality massively multiplayer online role-playing game. The Golden Finger achieves this by creating a website to attract participants and distributing the necessary connection equipment, often a helmet, to those who sign up for the "game."

The summoner uses these "players" to pursue their goals, most commonly world domination. Since the summoned individuals believe the world they inhabit is just a game, they tend to disregard the lives of their native inhabitants, sometimes even killing them for fun, assuming they are mere NPCs.

Without proper guidance or restraint from the summoner, these players can devastate the world by depleting its resources and exterminating its creatures to gain experience. Without measures to prevent harm to the natives, civilizations are often destroyed or replaced by the players, leading to widespread chaos. This has earned the players the title of the "Fourth Crisis."

You will enter such a world where these players are being summoned. The setting you choose will determine the skills and abilities of the players as well as the world's characteristics. You must survive and navigate this world for ten years.

**Take these +1000 Choice Points into this world that is disguised as a VR MMORPG.**

# Origin

Any origins can be taken as Drop-In.

**Game Master**

You are the individual who can summon "players" from another world. Your origin in this world is a mystery. You might be a reincarnated soul, a summoned savior, or even a being without a physical form. Regardless of your nature, you possess immense power, capable of creating limitless vessels and connecting consciousnesses to them. These "players" hold the potential to either save or devastate the world, depending on how you guide them.

**Native Character**

You are a native of this world, complete with an established background and connections. You might be a noble enjoying a life of luxury or a peasant struggling to survive. Depending on the setting, you will not know what a "video game" is and will find yourself puzzled by the strange terms of those who speak of it. Can you survive in a world that will soon be overrun by undying beings who grow stronger by destroying the life around them?

**Summoned Player**

You are an ordinary person living a typical life in a world similar to Earth. One day, you stumble upon a shady website promoting a hyper-realistic, open-world VR MMORPG. Intrigued, you discover that the game is in closed beta and only accepts a limited number of participants.

Out of curiosity, you register your information and address on the site. Later, you receive an email informing you that you have been selected as a beta tester. The next day, a package arrives at your doorstep containing what appears to be a motorcycle helmet. Curious, you put it on, and words appear before your eyes: **"A few hours before the server opens."** At that moment, you realize the game you signed up for might not be a prank.

You can choose your age and gender freely for all origins, as long as it’s within reason.

# Settings

You can choose from any settings below, or gain +100 CP to roll for the setting of your jump.

**1. Fantasy**

A realm of sword and sorcery where society resembles the medieval era, governed by monarchies and nobility. The world is inhabited by various races, such as dwarves, elves, vampires, dragons, goblins, beast folk, angels, and demons, alongside countless monsters that roam its lands. Though gods exist, they rarely interfere in the world's affairs, leaving mortals to forge their paths. Many individuals have the potential to wield magic, and some have risen to become powerful mages capable of extraordinary feats.

**2. Modern**

This is a world where supernatural powers are either absent or incredibly rare. The setting's technological level is modern, with advanced technologies similar to those found on Earth, including electronics, infrastructure, and firearms. If you choose to incorporate supernatural powers, they would be genetic powers, with those who possess them being anomalies who must live in secrecy to avoid drawing attention.

**3. Cyberpunk**

A dystopian world bathed in neon lights, where corporations wield total control over society. The technological level is highly advanced, with cybernetic implants and prosthetics being usual. Most people possess at least one Cyberware. Gang wars are rampant, and life is cheap, with little regard for the common person. Can you navigate a world where power is concentrated in the hands of corporations and survival is a constant struggle?

**4. Sci-fi**

A world that features space travel and civilization spread across the galaxy, with technology at an extremely advanced level beyond what modern humans can achieve. Faster-than-light (FLT) travel is possible alongside technologies such as mecha, androids, and cloning. The setting is populated by exotic creatures, aliens, and advanced AIs. You can choose whether or not this setting also includes people with psychic powers.

**5. Post-Apocalyptic**

A post-apocalyptic world where civilization has crumbled. The technological level is now primitive, though remnants of more advanced technology can be found in ruins. You can choose the cause of the apocalypse, zombies, nuclear warfare, or natural disasters. Which will affect the enemies you'll encounter. You'll need to scavenge the ruins of past civilizations to survive.

**6. Xianxia**

A world revolves around cultivation, where people strive to achieve immortality through spiritual practices. The technological level of this setting is set in the Middle Ages. Sects are prevalent, and cultivators are highly revered, often holding more power and respect than mortal rulers. The people in this setting tend to be more arrogant, as anything that causes them to lose "face" is considered a serious offense. While anyone can practice cultivation, only a few have the potential to achieve the status of celestial immortals.

**7. Eldritch**

A world inhabited by eldritch entities and gods, with a technological level ranging from medieval to modern. The eldritch gods are indifferent to humanity, but their cultists and spawns are willing to go to extreme lengths, including human sacrifice, to gain their gods' favor. While the world may seem normal on the surface, beneath it, numerous cults are working tirelessly to bring their dark deities into the world. The supernatural forces here are dangerous; they have the power to erode your sanity, and if you're not cautious, you may lose your mind.

**8. Free Choice**

If you roll on this option, you can select any setting to be the world you're in. Alternatively, you can mix two or more settings to create a hybrid world, combining elements from multiple settings.

# Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

## General Perks

**Character Customization (Free)**

At the start of every jump or once a decade, whichever comes first, you can fully customize your body's appearance through a detailed character creator interface, similar to a video game. This interface lets you preview changes in real-time, adjusting features such as height, body shape, and size with precise sliders, although you cannot alter any feature to be smaller or larger than 60% of your original form.

You can also customize your voice to any desired tone or style. There are no restrictions on hair or eye colors, and you can decide on the amount of hair you have on your body, whether to go hairless or keep hair in specific areas. Additionally, you can choose whether your hair grows naturally or remains at a set length, regrowing back to that length if it's cut.

**Roleplaying Skill (-100 CP)**

This perk allows you to perfectly impersonate any role you choose, no matter your true feelings or intentions. Whether you're pretending to be an honorable knight while secretly a malicious thief or as a loyal servant while planning to betray those you serve, your act will be so convincing that no one will see through it unless you expose your true self. The perk also gives you the necessary knowledge of the etiquette for your chosen role. Additionally, you will never stutter or falter in speech, ensuring your performance is flawless.

**Mundane Profession (-200 CP)**

This perk makes you highly skilled and knowledgeable in a single profession in modern-day Earth. Depending on the profession you choose, such as agriculture, construction, engineering, culinary arts, and more, you will acquire all the necessary skills and expertise to become one of the best in the world. With this perk alone, you can live comfortably and successfully in a modern world.

**Title Generator (-400 CP)**

This perk allows you to create titles based on your achievements, with titles created granting you an increase in your abilities. The greater the achievement, the more significant the boost. For example, repeatedly defeating a powerful enemy might give you a slight increase in attributes, while saving the world could provide a substantial boost.

Only one title can boost your abilities at any given time. People will recognize the value of your equipped title and won't dismiss them easily. You can switch the title you have equipped at will. The **Game Master** can create titles for others, but only those earned through real achievements will grant boosts. Fake achievements or unearned titles won't provide any power.

**Native Character** can combine the boosts from multiple titles into one, creating a compact title. However, you can only switch your title once every jump or decade. **Summoned Player**, in contrast, can freely switch the boost from one title to another, allowing them to equip any title without worrying about its strength.

**Next Installment (-600 CP)**

This perk caters to the insatiable hunger of a gamer for new content and endless adventures. Upon completing the main storyline of a jump, resolving all significant plot points, and tying up any lingering loose ends, you have the option to leave the jump early. You can transition to your next jump before the required time has elapsed, and it will count as though you completed the jump normally.

# Game Master

**Additional Features (-100 CP)**

You can add a wide range of features to a person's system, accessible through a heads-up display. These features include a virtual currency system for trading, communication tools such as global, team, guide, and private text chats, and a team system that prevents members from harming each other while managing loot distribution. The HUD can display health and energy levels for the user and their enemies, with enemy stats appearing above their heads during encounters. You can implement guild systems that provide benefits like enhanced abilities or faster experience gain. As well as an affection gauge to track the person's relationships with selected individuals.

Additional utilities, such as friend lists, trading systems, and mailboxes, enhance interaction and resource management. Media tools allow live streaming or capturing and sharing screenshots that can be transmitted to digital devices. These features are fully customizable and can be modified or expanded at will. However, systems that boost attributes or powers require your energy to sustain, with stronger enhancements consuming more energy. You can add these features to any existing system as long as the system’s owner either consents or cannot resist integration.

**It’s Just a Game (-100 CP)**

This perk ensures that people around you overlook details that could expose your secrets or harm you. When you disguise another world as a video game, they will merely marvel at the lifelike graphics or realistic NPC behavior, convinced it is just an incredibly advanced simulation. Others cannot see through your lies unless you allow them to. Even if the lie is extraordinary, they will rationalize it and accept it as truth, provided you offer some supporting evidence, no matter how minimal.

**Drop Creation (-200 CP)**

This perk allows you to create equipment based on the enemies defeated by you, your summons, or your allies. While the equipment retains some of the enemy's distinctive abilities, these are significantly weakened, and the gear itself cannot match or exceed the power of the original foe. You can produce multiple copies of each piece without costing much energy, ensuring wide distribution if needed.

If you possess the **Additional Features** perk, you can send the items directly to their inventory or, if their inventory is full or unavailable, to their mailbox. Notifications can also be set up to alert them when new items are received. This perk can also be automated to instantly create equipment and deliver it to the appropriate inventory whenever an enemy is defeated by your summons or allies.

**Semi-Immortal Object (-200 CP)**

This perk ensures your complete immunity to harm from your summons and creations, whether intentional or accidental. If your summon or creation attempts to attack you, use abilities on you, or employ items that could harm you, the effects will pass through you harmlessly or fail to affect you entirely. You are also shielded from any collateral damage caused by battles involving your creations and summons, immune to the chaos of their battles.

**Gamer Loyalty (-400 CP)**

This perk causes the loyalty of your summons or creations to grow stronger the longer they remain summoned. Over time, they develop a deeper attachment to you. For instance, if a summon remains active for a week, they will start to open up and trust you. After a few months, their loyalty becomes unshakable, ensuring they never betray you unless you betray them first. If a summon stays active for a year, their devotion will reach the point where they willingly and happily obey your every command without hesitation. You have the flexibility to decide whether this effect applies universally to all your summons or only to specific ones you select.

**Administrator Privileges (-400 CP)**

This perk grants you the ability to disrupt the summoning of others, allowing you to cancel summonings and banish summoned creatures at will. When you negate a summoning, the process is entirely canceled, preventing the summoned from being summoned. Any creature you banish will return to its origin or be fully unsummoned. Additionally, you can expend all of your energy to make the banishment permanent, ensuring the summoned being cannot be called forth again by any means unless you choose to lift the restriction.

However, this perk has its limits, as you cannot banish summons that are stronger than yourself. Furthermore, this perk lets you manage communication from your summons and creations by censoring specific phrases they might try to speak or muting them entirely.

**GM Account (-600 CP)**

This perk allows you to create and control an avatar remotely. You can customize the avatar's appearance, gender, and voice to your preferences. The avatar shares all of your perks and abilities, and as they grow stronger, you gain the abilities it acquires and become stronger. When controlling the avatar, your consciousness inhabits it, leaving your body vulnerable.

While controlling the avatar, you are immune to soul-based, but mind-affecting attacks affect you normally. If the avatar is killed, your consciousness will return to your body unharmed, and you can recreate the avatar using your energy. However, you will perish if your body is destroyed while controlling the avatar.

**Player Summoning (-600 CP / Free for Game Master)**

This perk grants you the core ability of the Game Master. It allows you to summon people's consciousnesses from a world where the concept of virtual reality video games exists into vessels created from your energy. You can let them customize their vessel's gender, appearance, voice, and species, similar to the **Character Customization** perk, or force them to use their real-world appearance. You can also decide whether their vessel has reproductive organs and choose the species of the vessels. The species available for the vessels are based on you or your alt-form's species or any genetic material you have.

Creating vessels uses your energy, and if a vessel is destroyed, you can recreate the vessel at will, giving the illusion of an unkillable being. When a player dies, their consciousness doesn't return to their world. Instead, they see a death screen with options to respawn or log out. You can add death penalties, like timers, or lose currencies if you have the **Additional Features** perk. You can comfortably maintain up to ten vessels dying constantly without draining all your energy. The vessels possess perks such as **Senses Toggle**, **Gaming Efficiency**, **Inventory Space**, and **The System**. Every time these vessels level up or max out a skill through **The System**, you gain a slight increase in your abilities, allowing you to summon more players.

The vessels you create are made of energy-mimicking flesh, meaning they do not need sleep, food, air, or any form of sustenance. They do not excrete waste, are immune to diseases, and do not age. However, players can feed their vessels to convert food into stamina, as they still experience fatigue from physical activities. If a vessel runs out of stamina, it will attempt to convert its energy into stamina, which causes damage to the vessel until it dies.

When a vessel perishes, it fades into energy particles, dropping any equipment it has equipped. You can dismiss any vessel you create at will. Players can "log out" by either willing it or using a logout button (if you have the **Additional Features** perk), at which point their consciousness will return to their original body.

The players you summon are not immortal in their world. If they die or wish to continue playing indefinitely, you can offer them a contract to abandon their world and physical bodies and make their summoned vessel their permanent form. Once they accept, they can follow you on your adventures, regardless of how much time has passed or what jump you're in. You can only summon players from one world at a time.

To summon from a new world, you must send an "end of service" notice to the players from the current world, except for those who have contracted with you. After sending this notice, the affected players will no longer be able to access their vessels, and you are free to summon players from a new world. The vessels of the previous players will become unusable. But you can scrap those vessels to permanently increase your power, with the increase depending on how powerful the vessels are.

# Native Character

**Just a NPC (-100 CP)**

This perk causes people to underestimate you significantly. They will not view you as a serious threat and will hold back, not using their full strength or intelligence when dealing with you. However, the effects of this perk will wear off if you consistently prove yourself to be more capable than they expected. You can turn this perk's effects on and off at will, allowing you to control when others underestimate you.

**Popular Interest (-100 CP)**

This perk enhances people's interest in you in a positive manner. It ensures that others enjoy your company, finding even casual or trivial conversations with you pleasant. Furthermore, it makes people more inclined to listen to your opinions and ideas, making them more receptive and open to your perspective. This perk boosts your social influence, ensuring that interactions with others are smoother and more favorable.

**False Appraisal (-200 CP)**

This perk allows you to manipulate the information others gather about you. Whenever someone attempts to use an ability to learn more about you, you can ensure that the information they receive is false. You can make yourself appear extraordinarily strong or weak, alter the details of your abilities, or even create entirely fake abilities.

This extends to tracking your health and energy levels, making you seem either wounded or completely unharmed by attacks, regardless of the truth. Additionally, this perk works against mind-reading powers, enabling you to fabricate memories or thoughts for them to perceive instead of your true ones.

**Art of Persuasion (-200 CP)**

This perk allows you to persuade anyone who can understand you easily. You can twist the truth and manipulate the perception of reality, making even those who once wished to harm you reconsider their actions. Your ability to speak is so compelling that you can make people despise your enemies, even if those enemies have done nothing to deserve it. Additionally, you possess exceptional storytelling skills, allowing you to captivate others with your tales, drawing them in and immersing them in your narratives.

**Second Phase (-400 CP)**

When you are heavily wounded, you can enter a state that fully heals your wounds, restores all your energy, and significantly boosts the power of your abilities. This transformation is purely cosmetic, and you can choose how it manifests, such as emitting an aura, a change in size, or turning into a monstrous form. This transformation does not grant you any new abilities. While entering this state, you cannot be harmed, and you can enter it once per battle.

**Class Trainer (-400 CP)**

This perk allows you to grant copies of your abilities to others by setting tasks for them to complete. Once they finish the task, they will receive a watered-down and weakened version of your ability or perk. The lesser version can grow stronger over time through training and eventually match the power of the original. You can customize the task however you wish. You can choose whether the task grants a single or multiple abilities upon completion.

**Raid Boss Jumper (-600 CP)**

This perk enhances your strength based on the number of enemies you're facing. When battling a single opponent, your abilities are increased by 100%. As more enemies join the fight, the boost grows, 200% for two enemies, 300% for three, and so on. However, this boost only applies if you're fighting alone, and all the enemies must be actively engaged with you.

If any enemy escapes alive, the boost will decrease proportionally based on how many leave. The boost remains even after you defeat an enemy and lasts until the battle ends. However, if any allies assist you in the fight, the perk's effect ends entirely. As a raid boss, you thrive in battle without needing anyone else.

**Quest Giver (-600 CP / Free for Native Character)**

This perk allows you to create and assign quests to others. You have total control over the details and objectives of the quest. Once someone completes your quest, they will receive a permanent increase in their abilities. The size of the increase depends on how difficult the quest was. You can create the most valuable currency using your energy as part of the reward, but you cannot spend it yourself. You can also offer copies of your items as rewards, but the stronger the item, the more energy it costs to create.

The items will be automatically given to the person once they complete the quest. If individuals with a system accept your quest, you can categorize the quest as a main quest, side quest, hidden quest, or repeatable quest, and their system will recognize it accordingly. Additionally, you can assign the same quest to multiple people at once. Each time a person completes your quest, you will receive a slight boost to all your abilities.

# Summoned Player

**Accepted Weirdness (-100 CP)**

This perk ensures that no matter how unconventional or unpredictable your actions are, you will never be met with hatred or disdain from others. While people may react differently to your behavior, they will not harbor negative feelings like disdain or hatred. However, this perk will not protect you if your actions harm or significantly inconvenience others. It only affects reactions that do not involve causing harm.

**Senses Toggle (-100 CP)**

This perk allows you to adjust your senses to your preferred levels using a HUD-like interface. With sliders and options for pain, smell, taste, touch, and more, you can fine-tune your sensory experience as desired. Additionally, you can modify your perception of unpleasant stimuli. For instance, you can change the appearance of gore, waste, or disturbing entities, making them less unsettling. Blood and organs could appear in a color of your choosing, like pink, or be visually altered into something more manageable, such as a pixelated effect. This perk allows you to filter out discomfort and shape your sensory environment as you see fit.

**Gaming Efficiency (-200 CP)**

This perk allows you to complete non-combative tasks with incredible speed. For example, chopping down a tree or digging a tunnel can be done in seconds. While the tasks are completed at an accelerated pace, your stamina usage remains the same as if you were performing them at a normal speed. You can also choose how you approach more complex tasks, like building, cooking, or crafting, in a way that mirrors gameplay mechanics.

Building might become as simple as in a construction game, cooking could turn into a fun minigame, and smithing might become a rhythm-based challenge. These game-like mechanics only apply to your perception, and others will still see you completing tasks quickly, though not in a game-like manner. Despite the repetitiveness, the tasks remain enjoyable, ensuring you never grow bored.

**Party Up (-200 CP)**

This perk grants you and your allies a boost in abilities based on the size of your party. Each party member, including yourself, adds a 10% increase to everyone's abilities. You don't need to be the party leader for this effect to work. If a party member leaves or the party disbands, the boost decreases proportionally to the number of members who are no longer part of the group. Once you form or join a party, the boost remains active regardless of the distance between party members.

**Inventory Space (-400 CP)**

This perk grants you an inventory that acts as a personal pocket dimension, undetectable and immune to theft. This inventory has 80 slots, with each slot able to hold a single item. Identical items can stack up to 99 per slot. The inventory has a separate, limitless space for storing currencies. The weight and size of items do not matter as long as they are non-living and lack consciousness. However, exceptionally large items might occupy multiple slots. You can access your inventory through a HUD interface, displaying available slots and stored currencies. Items can be added to the inventory simply by touching them.

Removing items from your inventory will place them directly in your hand or nearby. Additionally, this perk allows you to instantly equip or unequip clothing and armor, even for garments that lack conventional ways to be worn, by moving it directly into or out of your inventory, making it seamless to switch attire as needed.

**Account Synchronization (-400 CP)**

This perk allows you to bring the abilities of your in-game character into real life. When you synchronize with a character, you gain their stats and active and passive skills, which work exactly as they do during gameplay. (excluding any abilities depicted only in cutscenes). Mechanics such as invincibility frames also apply. You may also adopt the gender and appearance of your synchronized character, replacing your own.

However, the perk does not grant any powers implied in the game's lore that are not explicitly tied to the character's skills or stats. Additionally, the strength of the abilities you gain will match their gameplay performance, not their lore-based potential. You can only synchronize with one character at a time, and the game must be an MMO with the character on an account you own. To switch to a different character, you must first desynchronize from the current one.

**Fourth Crisis (-600 CP)**

This perk grants you abilities befitting an unstoppable force of will and evolution. When you are about to perish, as long as you have a significant amount of energy remaining, you can use it to revive yourself at a safe location. Your capacity for growth is exceptional, allowing you to learn and master skills or abilities at an extraordinary pace, achieving complete mastery within a week. Additionally, your willpower is unbreakable, rendering you immune to despair and mental or physical coercion. No amount of pain or torture can shatter your resolve or deter you from achieving your objectives.

This perk also enables you to create powerful equipment using the most valuable currency in the current jump. The equipment's strength scales with the currency invested, requiring greater expenditure for more potent items. However, the strength of the equipment is capped, ensuring it cannot surpass the strength of the most powerful character in the current jump, including yourself.

**The System (-600 CP / Free for Summoned Player)**

This perk grants you a System, a cornerstone of immense growth, and the ability to surpass your limitations. Functioning as a game-like interface, the System provides unparalleled access to your statistics, skills, abilities, and growth potential. Through its HUD interface, you can view your physical, mental, and mystical attributes, luck, health, energy, titles, and equipment. The System allows you to manage and switch between titles, such as those granted by perks like **Title Generator.** Your skills and abilities are also detailed within the System, accompanied by experience progress bars and levels.

This leveling system is divided into three categories: general levels that enhance attributes you can freely assign, class levels that grant unique skills and profession-based improvements, and racial levels that offer species-specific skills and base attribute enhancements. Levels are gained through training, completing challenging tasks, or defeating opponents, with the experience rewarded scaling based on the difficulty of the task or the strength of the adversary.

You can acquire skills and passives through specific actions (e.g., swordplay, running, or enduring hazards). Skills evolve as you practice them, becoming more potent, energy-efficient, and easier to use. Related skills can merge into stronger ones (e.g., *Slashing*, *Thrusting*, and *Striking* combined into *Basic Swordsmanship*) without losing existing abilities.

Magic systems are also accessible, even to those without innate potential. With proper instruction or resources, you can acquire and develop magical skills. If you lack a mana pool, the System supplies one for you. Additionally, the System includes a fundamental *Appraisal* skill, allowing you to discern information about others, such as their name, species, health, energy, and abilities. The extent of this information depends on the relative power of the target, with stronger entities revealing less.

Unlocking new classes becomes possible when specific conditions are met. While only one class can be active at a time, you may switch between unlocked classes. The System's adaptability extends to its interface, integrating seamlessly with other HUD-based perks and displaying all related functionalities in a unified design. The interface is fully customizable, allowing you to adjust icons, layouts, and positions to your preference.

If combined with another System-based perk, this perk merges with and strengthens the features of the other, retaining all unique options and enhancing overlapping functions. The System is immune to interference, hacking, or disruption, ensuring its stability and reliability.

# Items

All origins gain a bonus of +300 CP to spend in the Items section, except for companions. Items are discounted 50% for their respective origin, with the 100 CP Items being freebies. These Items cannot be purchased multiple times, unless stated otherwise.

## General Items

**Starter Equipments (-100 CP)**

A chest filled with basic equipment that's appropriate for the world you're in. In a fantasy world, the chest will contain a cold weapon of your choice and leather armor. In the modern world, it will provide you with a blunt weapon of your choice and casual clothing. The contents of this chest adapt to the setting, ensuring the items are appropriate for the environment. The chest has the unique ability to restock whatever you take from it, meaning you will always have an endless supply of these items. While the equipment is high quality for its material, it's made from common resources, so it's not exceptionally strong or rare.

**Infinite Food Supply (-200 CP)**

A storage room filled with every food ingredient available on Earth, from luxury items like wagyu beef and caviar to everyday ingredients like hamburger steak. Any ingredient that exists on Earth will be in this room. The ingredients will always be fresh, of the highest quality, and never spoil inside the room.

When you take an ingredient out of the room, it will spoil normally. The room instantly restocks any ingredient you take, ensuring a constant supply. It requires no power, maintenance, or cleaning. You can attach this room to any property you own for easy access.

**Beginner Skill Collections (-400 CP)**

A large bookcase filled with common beginner skills in your current setting. For example, the bookcase will include skills like beginner spells (e.g., fireball) or beginner swordsmanship in a fantasy setting. You can either read the books to learn the skills traditionally or absorb the books to acquire the knowledge within the book instantly.

Other people can also use this method to absorb the books and learn the skills. Whenever a book is absorbed, the bookcase will immediately restock it. When you enter a new jump, the bookcase will expand, adding new books with beginner skills relevant to the jump.

**Growing Weapon / Armor (-600 CP)**

You may choose one of two items with this option. If you purchase this option again, you can obtain the item you didn’t choose initially, and subsequent purchases will be discounted. Both items are insanely durable, require no maintenance, and will grow in power alongside you. You can also feed materials, like ores, to these items to enhance their strength and repair them. The higher the quality of the material, the greater the increase in strength.

The first item is a weapon of your choice. You can channel your perks and abilities through it, enchant it with your powers,  or cast spells using it. Its appearance can be customized as you like, whether a sword made of crystal or a flesh-like blade with a moving eye.

The second item is armor that shares your defensive perks, ensuring it is always tougher than your body. Like the weapon, the appearance of the armor can be designed as desired, such as armor with cinders flowing out of it or glowing armor. Regardless of how you customize these items, their appearance is purely cosmetic and doesn't grant new abilities.

# Game Master

**False Game Company (-100 CP)**

You own a game company from which the players are summoned. The company is housed in a single building, fully legal and exempt from taxes. It has unlimited utilities, and you can access the building through any door simply by thinking about it. The address for the package containing the helmet used to transfer a player's consciousness into a vessel is mysterious and untraceable. However, with this item, the address will instead point to your company, should you choose.

Additionally, this company provides access to the world's internet through a HUD. You can customize your game's webpage created by the Player Summoning perk, allowing you to upload promotional videos and create discussion forums. The internet provided is lag-free, secure, and untraceable. The building itself is empty, allowing you to customize it to your liking, and it requires no maintenance.

**Respawn Anchor (-200 CP)**

You receive an object that serves as a respawn point for you and your summons. You can design and change its appearance as you like, whether it's a statue, bonfire, monolith, or any other form you desire. When you or a summon dies and has revival abilities, the revived can choose to respawn at any anchor you've placed down.

You and those you allow can teleport between anchors, using them as waypoints. Once placed, the anchor becomes unbreakable and immovable unless you choose to move it. After obtaining this item, you can create additional anchors by spending your energy.

**Infinite Dungeon (-400 CP)**

You gain a pocket dimension that generates dungeons based on past battles you or your summons have won. These dungeons recreate the battles, featuring copies of the enemies you defeated. You can choose to let this item create dungeons automatically, or you can design them yourself. The dungeons created by the dimension will always reflect the theme of the enemies within the dungeon. The dimension has no limit on how many people can enter, as each person receives their private dungeon, with only themselves as the challenger. If they are in the same party, they can invite others into the same dungeon.

You can also restrict how many people can enter a dungeon. You can create multiple entrances using your energy, placing them anywhere you or your summons have visited. These entrances are only visible and accessible to you and anyone you allow inside. People entering the dimension can select which dungeons they want to explore.

**Cash Shop (-600 CP)**

You own a small store with a design of your choosing. If you have the Additional Features perk, you can allow others to access this shop through their system should you choose. This shop specializes in creating cosmetic items for equipment. These cosmetic items can be layered over existing gear to change its appearance without affecting its function.

The designs are limitless, so you can create things like a sword with a spiked handle or clothing that would be impossible to wear normally. Despite the unusual designs, the cosmetic items are always comfortable and won't harm the wearer. Customers who own cosmetic items can remove them from the equipment they're layered on, returning the gear to its original appearance. You have control over the price of the cosmetic items you sell.

Additionally, your shop also allows you to sell copies of your abilities and perks. But you cannot set their price. The price is automatically determined by how powerful the ability is. Stronger abilities will have higher prices. If an ability is too powerful, the price will be so high that no one can afford it. You can lower the price by converting the ability into a one-time-use version instead of a permanent one.

# Native Character

**Dictionary of Slangs (-100 CP)**

A book with endless pages that contains all the slang spoken in the world you're in. Each entry in the book provides detailed information about the slang, including its meaning, origin, creator, spread, and examples of its usage. When you hear a new slang, the book will automatically update with the relevant information. While the book is open, you can think of any slang, and it will instantly turn to the page that contains the slang you're thinking of. When you enter a new jump, the book will update to include the slang used.

**Signature Outfit (-200 CP)**

Your signature outfit is designed to match your theme, desires, and skill sets. It includes accessories that fit your style and are instantly recognizable as your look. This is the outfit people think of when they picture you and what cosplayers would wear when imitating you. The outfit is comfortable, self-cleaning, and repairs itself immediately if damaged. It also provides slight protection against cold and heat and grants you 10% resistance to all types of damage.

**Faction of Jumper (-400 CP)**

You are granted ownership of a vast piece of land, roughly the size of a town, featuring a building tailored to the chosen setting. For example, in a fantasy world, the land will house a grand fortress; in a cyberpunk setting, it will contain a corporate headquarters; in a Xianxia world, it will include a sect, and so on. The buildings are fully furnished, require no maintenance, and you can freely customize their layout and appearance.

This land also bestows upon you the title of Count or its equivalent, which can be recognized in any world you visit, should you wish. You will also gain a loyal group of several hundred followers, and you can decide on their gender, appearance, and personality. They will unwaveringly support your cause and follow your every command. Their powers depend on the setting you're in. If any of your followers perish, they will respawn after a few weeks.

**Jumper's Drop (-600 CP)**

You receive equipment and accessories based on your powers and appearance. This set includes a weapon, a helmet, a chest piece, gloves, bottoms with shoes, and three accessories: a necklace, a ring, and an earring. The weapon is capable of using a weaker version of your signature ability. If you suffer a fatal attack, one to three pieces of your equipment will randomly drop, and you will be teleported to a safe location, fully healed. When this happens, those who attacked you will believe you have died unless you directly reveal yourself to them again.

However, you cannot retrieve the dropped equipment, and if you lose all pieces of the set, the teleportation and healing effect will no longer activate. If you give any part of the set to others, the number of times you can trigger this teleportation ability decreases accordingly. Lost or given-away equipment will automatically replenish after ten years or upon entering a new jump, whichever happens first.

# Summoned Player

**“VR” Gaming Helmet (-100 CP)**

You possess a helmet with an appearance you can customize if desired. This helmet enables you to connect to a vessel in another world, which is disguised as a video game. When you wear the helmet, your consciousness is transferred to the vessel in the "game" world. While summoned, the helmet takes care of your body, ensuring it remains in perfect condition. You will not experience any side effects from being immobile, such as bedsores or muscle atrophy.

Additionally, your body will feel fully rested as if you had a full night's sleep, and you will not require food, water, or the need to excrete waste during this time. Unlike the standard helmets other players possess, your helmet has an additional feature. This feature lets you play any MMO as an ultra-realistic VR game by connecting to your digital devices. However, NPCs in these games will remain as they are, without increased intelligence or sentience. This helmet is unbreakable and doesn't need any maintenance.

**IRL Apartment (-200 CP)**

You own an apartment complex that is completely legal and exempt from taxes. You have the option to rent out rooms to tenants. If you choose to rent rooms, canon characters seeking housing within the jump will likely attempt to rent from you, provided your prices are reasonable. The apartment complex has unlimited utilities, and you can control these utilities at will, even shutting them off for specific floors if desired.

You can freely design and alter the layout and appearance of the building at any time, tailoring it to your preferences. Additionally, you can decide whether the apartments come furnished or unfurnished. The complex requires no maintenance and will automatically repair any damage overnight.

**Player Accessory (-400 CP)**

You receive an accessory of your choice, which you can design in appearance and function. This could be a hat, headband, necklace, ring, choker, or any other wearable item you desire. You can choose one of two effects for the accessory. It can either grant you complete immunity to a specific attack or element. The immunity must be narrowly defined, such as immunity to slashing damage or immunity to poison.

Or, the accessory can provide 30% resistance to three different types of attacks or elements instead of granting full immunity. In this case, the resistances can be broadly defined, such as resistance to all physical damage, magical damage, or environmental effects. This accessory is indestructible and cannot be removed from you without your consent. Regardless of the option chosen, it slightly enhances the potency of your abilities.

**Account Equipment (-600 CP)**

This item, resembling a large printer, allows you to create your in-game MMO character's currently equipped weapons, armor, and accessories in the real world by printing them out. The equipment will function as it does in the game, providing the same stat boosts, skills, and passive abilities.

However, equipment's power implied by the game’s lore and not explicitly part of the gameplay mechanics will not be included. The equipment produced is unbreakable, self-cleaning, requires no maintenance, and feels weightless when worn. This printer is limited to creating one full set per year. The printer itself is unbreakable and requires no upkeep.

# Companions

**Import Companion (-50 CP)**

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items. **This option can be purchased multiple times.**

**Canon Companion (-50 CP)**

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
**This option can be purchased multiple times.**

**AI Helper (-50 CP / Free for Game Master)**

A sentient AI capable of processing and managing enormous amounts of data with exceptional precision. It can effortlessly moderate and oversee all features you have created using the **Additional Features** perk, even when billions of users are involved. The AI is also highly skilled in web design, hacking, programming, and online forum moderation, making it indispensable for managing complex digital tasks.

If you have the **Player Summoning** perk, you can create a vessel for the AI, allowing it to interact with the physical world. The AI is unwaveringly loyal to you and will never betray your trust. You can decide on the AI's personality, tailoring it to your preferences.

**Fellow Native (-50 CP / Free for Native Character)**

A childhood friend who has been by your side since you were young, always supporting your antics and holding a deep affection for you. They would never consider betraying you unless you were to betray them first. If you invite them to join your adventure, they will eagerly agree. They possess the **Roleplaying Skill** perk and the **Mundane Profession** perk, with a profession of your choosing. You can decide on their gender, appearance, and personality.

**Animal Pet (-50 CP / Free for Summoned Player)**

A mundane animal of your choice, such as a wolf, cat, lion, eagle, horse, or any other animal you prefer. Your pet is highly intelligent, capable of understanding your words and alerting you to any threats it detects. They are deeply loyal to you and would protect you with their life. They can also pick up items and store them in your **Inventory Space** if you allow it.

If you have the **Party Up** perk, your pet will be considered a part of your party. Fighting alongside your pet will provide a slight boost to your abilities. You can decide on your pet's gender, appearance, and personality.

# Drawbacks

**Collaboration Event (+0 CP)**

You can attach up to two jumps to this one as a supplement. One jump represents the world the players are being summoned from, while the other represents the world they are being summoned into. The world the players are summoned from must have the concept of VR video games. You can choose to replace the setting of this jump with the world the players are being summoned into or blend the two worlds. Alternatively, you can use this jump as a supplement to another jump, carrying the purchases you made here into that jump. However, drawbacks will still take effect, regardless of the supplement option chosen.

**Language Barrier (+100 CP)**

Normally, your origin would grant you fluency in the primary language in this jump, and both worlds would share the same language. However, with this drawback, you will not gain any knowledge of the language in this jump from your origin. Additionally, the two worlds will use entirely different languages, neither of which exists in the other world.

**Actual Game (+100 CP)**

The premise of this jump is that someone with a Golden Finger is attempting to disguise another world as a video game. However, this drawback makes the "game world" just an actual game rather than a real world. The natives and enemies are replaced with low-quality AIs, the world is riddled with invisible walls blocking access to certain areas, and many objects are non-interactable. The environment feels artificial, like a typical game, with no dynamic weather or seasonal changes, further diminishing its realism.

**Bad Start (+100 CP)**

Typically, your starting location is a safe area where you are free from immediate threats. With this drawback, however, you begin in a dangerous environment. Your starting point could be near a goblin lair, next to a gang's base, or in a region filled with hostile creatures. Whatever the case, this drawback guarantees that your journey starts in a hazardous and life-threatening location.

**Untrusting Natives (+200 CP)**

The inhabitants of the world where players are summoned will be highly skeptical and untrusting of you and the players. They view you as an unknown outsider and will refuse to offer quests or allow you to assist with their tasks.

Some natives may even attempt to exploit the players upon discovering their ability to respawn. Gaining acceptance from the natives will require significant effort, and earning their trust will demand even greater persistence.

**True Pain (+200 CP)**

This drawback ensures you cannot reduce or manage the pain you experience in any way. Wounds, illnesses, or other painful conditions will affect you fully, with no perks, medicines, or abilities able to ease or dull the sensation. You cannot rely on willpower-related perks or abilities to endure or ignore the pain. If the pain becomes intense enough, it may even cause you to lose consciousness.

**Hunted by the World (+200 CP)**

Wild animals and creatures will become immediately hostile upon seeing you. The more powerful the creature, the stronger its desire to attack you. Once they spot you, they will relentlessly pursue you, stopping only if reaching you becomes impossible. These creatures cannot be reasoned with. And the only way to halt their pursuit is to eliminate them.

**Souls-Like Game (+400 CP)**

Enemies in this world become significantly stronger, tougher, and faster than usual. Many will take advantage of the environment, hiding in tight spaces, around corners, or within the terrain to ambush you. The overall setting will also grow darker and more brutal.

The most challenging aspect of this drawback is that common enemies, such as grunts, will respawn in their original locations every time you sleep. These enemies will not remember their previous encounters with you or how they were defeated.

**Power Lockdown (+400 CP)**

With this drawback, you lose access to all perks you've gained from previous jumps (except for body mods) until the end of this jump. This means you can’t use any abilities, skills, or perks from prior worlds, effectively forcing you to rely solely on what the current jump offers. You can take this drawback even if this is your first jump.

**Reality Bugs (+400 CP)**

This drawback causes the world you’re in to have frequent glitches and bugs, similar to a video game. You might clip through objects, encounter sudden visual glitches, experience delayed attacks, or face other issues that make the world feel malfunctioning. No matter what, you will experience at least a few random bugs every week.

**Rival Summoner (+600 CP)**

This drawback introduces two rival summoners, each summoning players from different worlds. The players summoned by different summoners cannot communicate with each other and will be hostile, competing for limited resources and quests. As a Game Master, you will face a rival summoner actively working against your goals.

As a Native Character, the presence of more players makes the world significantly more dangerous. If you are a Summoned Player, players from the other world will attempt to kill you and camp your spawn, trying to force you to quit the game.

**Final Boss of the Game (+600 CP)**

This drawback creates a final boss to the setting you've chosen. This enemy is immensely powerful, and neither the native inhabitants nor any summoned players can defeat it. It can only be damaged by you.

They have world-ending capabilities and are extremely difficult to defeat. While it initially doesn't focus on you, its primary goal is to destroy the world within nine years. If you survive the world’s destruction, the boss will actively hunt you down and attempt to kill you.

# The Story has concluded

What is your choice?

## Onto the Next Game

You'll be moving on from this place, to the next world that awaits you.

## A Game No Longer

You decided to permanently stay behind in this world, this will be your home for now on.

## End of Service

You'll return to your original world, taking everything you've gained back with you.

# Notes

**More Information on the Player Summoning Perk**

With the **Player Summoning** perk, you have complete control over **The System** perk used by the vessel created for summoning players. You can customize the system in various ways, such as disabling certain features, restricting quest generation to specific people or groups, marking certain individuals or groups as hostile, or setting a level cap for the summoned players. Generally, the people you summon will be more cooperative and less toxic, but you can adjust this behavior as you see fit.

If you haven't purchased the **False Game Company** item, the **Player Summoning** perk will automatically create a simple registration website. After registering, players will receive a package at their doorstep containing a helmet to connect their consciousness to the vessel.

The helmets provided to your players are identical in functionality to the **"VR" Gaming Helmet** item. However, with a key limitation: they can only be used to connect to their vessels and cannot access or play other MMOs. You can decide on the appearance of the helmets the players receive.

You also gain the ability to adjust how time flows between your world and the players' world. For example, you can synchronize time so that it passes at the same rate in both worlds, or you can set the flow so that three days in your world equal one day in the players' world, or even make a full day in your world correspond to just one hour in the players' world. The only restriction is that you cannot make time pass faster in your world relative to the players' world.

**About the Summoned Players Origin**

Your perks and abilities will work even when you're in the vessel. However, any perks gained in this jump (except **Account Synchronization**) can only be used within the vessel you are summoned into. Once this jump ends, you will be able to use the perks you gained as usual, and your vessel will become an alt-form that you can use. Additionally, there is no level cap on **The System** perk.

# Changelog

**Version 1.0**

- Jump had been created.

**Version 1.1**

- Adjusted **Account Synchronization**.
- Added more information in the notes.