



Apocalypse Redux

Webnovels by Jakob H Greif, Jump by WarlockInTheTower

"The worst thing about the end of the world is we did it to ourselves"

Isaac Thoma lived to see the last handful of survivors defeat the demonic champion. He is now alone, his past in ashes, the last and most powerful human on a blighted Earth. But what if he could go back?

Hurled back in time, Isaac has one chance to change it all. A chance to warn humanity of their impending doom. A chance to stop the [System] before shortsightedness and lust for power can render humanity extinct. Facing malign deities, demonic hordes, and the unstoppable march of human greed, Isaac will give his all to prevent the end that has already happened on the day the world became quantified.

Apocalypse Redux is a pre-apocalyptic LitRPG by Jakob H. Greif (aka Wilderfast). A rationalist approach to fighting the end of the world amidst mind-bending adventures and battles against infernal forces, Apocalypse Redux is the series that took RoyalRoad by storm. To see if one man, with a second chance at life, can rise up and make a difference.

That's the world you're jumping into. A world of Classes, Skills, and monsters. Unlike other worlds beset by possibly similar Systems, the monsters here must be summoned into existence before they can be killed.

You will appear the same day that Isaac returns to the past, the very moment that the System goes live on Earth. You may appear anywhere on Earth at any age or gender. As a default, any beings behind the System will not be aware of your presence or the use of Out of Context powers.

Origins

All are equal before the System, so there are no separate origins or backgrounds. You may choose where in the world you appear and a rough idea of your position in life. Being a Drop-In with no history is possible as well.

Perks

You receive two discounted perks per price level up to 400, and a single discounted 600 cp perk. Discounted 100 cp purchases are free.

The System Free

When the System goes live, you will receive the message that everyone else does. "Greetings. Welcome to the System. Would you like to choose [_____] as your Class?" You like everyone else alive will receive a stat sheet, and be able to choose an appropriate Class. You will then have access to the System Manual, and its massive list of summons, and their requirements. You will carry this over into future worlds. Barring other perks, you will retain the same limitations that the System does here, those being listed in the notes. You will also be able to give others access to the System by a small infusion of your Mana.

You are assured that the System doesn't have any malevolence behind it or anything of the sort in worlds beyond this one. For 100 cp you will be able to merge parts of this System with others that you may have access to. For another 100 this will also include summons and creatures from past/future Jumps as well, scaled appropriately. All such monsters will still be hostile, so be careful summoning that Solar Deva from D&D, or bringing out [World Boss] Arceus.

Connections 100

Want to join your nation's group of System Researchers? Now you have the contacts to make that happen. In this jump and in future ones you will always have an idea of who you need to reach out to make the right connections.

Mana-Touched 100

Some of the monsters that can be summoned are immune to attacks not containing mana. Now you pierce that defense because any attack you make will count as magical as long as you wish it so.

Eldritch Resistance 100

There are creatures, as well as various Dungeons the System can summon that can drive even the mighty to madness. You are now strongly resistant to such effects. If your willpower is strong enough then this alone will be enough to see you safe from them. You will also now be more likely to ignore any memetic effects or weaker illusions.

Quick Learner 100

With this, you will be able to train up your Skills about twice as quickly as would otherwise be possible. This will include passive ones. This also applies to skills or training from other worlds, not just this one.

Summoning Radar 100

Creatures that are summoned have a natural ability to track their summoner. With this, you are able to conceal yourself from your summoned creatures. You will also be able to detect any summoning that takes place near you. As a bonus any Raid Bosses you are involved in summoning do not send out a general alert to others that utilize the System.

Omnilingual 100

This story takes place all across the world. Isaac lives in Germany, and the first major group studying and delving into Dungeons (which also have to be summoned) is in Korea. With this you can ignore the language barrier as you will be able to learn any spoken language with just a few minutes of exposure. Written language will take a bit more effort but can still be learned in a day or so.

As a bonus, you will also understand unfamiliar idioms. To provide an example, some summons for the System require "diamonds bathed in the blood of innocents." It took some experimenting by some truly awful people to realize this meant conflict diamonds. Now you will have a knack for piercing such linguistic obfuscation.

Inspiration 100

Even a man with years of experience in the System can still be surprised by the insights of those new to it. With this you now have a knack for coming up with possible paths of research and study.

Analyze 100

Many Classes have a Skill that lets them scan their surroundings in some way. You now have a similar ability, and are able to do so to any creature you encounter, gaining a rough idea of their Stats and any weaknesses. Should you gain

an actual Skill with similar capacity it will be far more effective and more difficult to block or obfuscate. You will also be more likely to spot any sort of disguise.

Great Start 100

Here, now you can have all your Stats start at 20 to start. Go forth and grind.

Privacy 100

Similar to the above, many people develop or obtain a Skill that lets them conceal their abilities from such scans. You now have a mild passive resistance to such things, and any purchase of such a Skill will see it far more potent than it would otherwise be.

Alchemy 200

Technically a general Skill, anyone can learn the basics of this art, while there is also an Alchemist Class available. With this you have a very basic knowledge of Alchemy within the System to start, and you will progress quickly, even without having the Class yourself. Furthermore, any potions or other alchemical mixtures you produce will be about a quarter stronger than they otherwise would be, and will require roughly half the ingredients that they normally would.

Blood Enchantment 200

Another Skill that anyone is able to learn, Blood Enchantment allows for hefty buffs and improvements to both weapons and yourself, at the cost of your own blood. It was gained in the original timeline as a drop from the Raid Boss called the Sanguine Monarch. Any wound that is used to power such enchantments remains will not heal as easily, and once it is healed the enchantment fades. You now have the same basic knowledge of this art that Isaac does, and it is a skill for you that will progress at the same speed as others that you have.

[Weapons] 200

One of Isaac's earliest Skill was Knives, which later progressed to Blades. You now have a general weapon Skill of your choice, like Knives, Blades, Axes, Staves, or something along those lines. It will progress and evolve at the same rate as your other Skills. This can be purchased multiple times. As a note, broader Skills like Blades will include more narrow ones like Knives.

Non-Diminishing 200

For most, killing monsters below their level provides less XP. There is also a limit as to how many times you can gain XP from a given creature. You are now immune to this problem, and will always at minimum receive the normal XP from any defeated opponent no matter how far below you they are or how many times you have previously defeated the same sort of creature. You will still receive the bonus XP for defeating creatures above your level.

Extra Aspect Slot 200/300

Everyone gains a slot for an Aspect with their Class choice, as well as another at every Class Evolution. It is also possible to purchase additional slots with XP, though the cost for those increases quickly. Now you will start with two slots for Aspects instead of one, and will gain two at every Evolution. Should you purchase any slots with XP you will also receive double what you otherwise would. For an additional undiscounted 100 you will be able to choose a second Aspect Skill when you slot an Aspect instead of just the one.

Extra Boost 200

You now get an extra two Stat Points for each Level Up, and an additional two Skill Points. It may not seem like much, but these will add up quickly, especially considering the drop off in Skill Points awarded at higher levels and the cost of the skills at those levels as well.

Fast Cooldown 200

A variety of skills have a separate mana pool that is filled by your own mana regeneration when your primary mana pool is full. They also have an independent cooldown that can vary between hours to days or even weeks. Additional Skill levels tend to lower this cooldown but never remove it entirely. Any Skills you obtain that have a cooldown in this world or others will have half the cooldown time that they otherwise would.

Greater Mana 200

Mana is a valuable resource in the System. Yours will now regenerate at twice the rate that it would for others. Increases in your Stats will continue to see this increase accordingly. In addition, your mana pool is half again the size it should be according to your Stats, and will continue to grow the same way.

Auric Mastery 200

With the second Class evolution, Auras become available. They tend to be flexible abilities that allow for a number of possibilities, though it is normally only possible to have a single Aura active, barring certain Class-specific Skills. You are now free of that restriction, and may have multiple Auras active simultaneously. As a bonus, any Aura ability you gain access to will cost only five Skill Points instead of ten, and will have their mana costs reduced by half as well.

Runes 400

Another form of enchantment originally gained from a drop by a Raid Boss, the Crystalline Sage. With this Skill you will be able to increase the power of your weapons and defenses by way of runic inscriptions. Like other Skills, this will improve over time as you practice with it. Costs more than Blood Enchantment because it's permanent and doesn't require you to injure yourself.

In future worlds this will boost the power and increase your skill with any rune-based magical systems.

Lucky Looter 400

You now have the devil's own luck when it comes to loot. You will now always have at minimum a 10% chance for Aspects to drop from any creature you defeat within the System, and that will double with any creature of higher level. As some creatures have drops other than Aspects, any creature you have a part in summoning or fighting yourself will drop the maximum amount of loot that it possibly could. In addition, creatures and beings below your own level will still have their usual chance to drop Aspects as if you were at the same Level.

Apt Student 400

There are some Classes that can learn to duplicate the Skills of others, as well as the abilities of various creatures from the System. You now share this talent, and are able to learn any Skill or duplicate the powers of monsters to become Skills for your use that will grow and progress normally. To do this you must be able to observe the Skill/power in action repeatedly, or have a willing teacher. This will enable you to learn Class-specific Skills, including things like the various cooldown skills. This is separate from Quick Learner. That speeds up how quickly you can learn something, this makes it possible for you to learn things you otherwise would not be able to.

Excellent Teacher 400

Now you will be able to teach any Skill that you have learned yourself. This can be used in conjunction with Apt Student to teach others Class-specific Skills that you have managed to learn.

Steady Growth 400

Normally, higher-evolution Classes start to provide fewer Skill Points per Level Up. You are now free from this, and will grow at the higher levels as easily as you did at the beginning. Every Level Up will provide five Skill Points as well as the standard ten Stat Points.

Multiclass 400

With this, you are able to lay claim to an additional Class at the start of your journey. You will be able to choose how your XP is allocated between your Classes. Both of your Classes will level and evolve separately, but the Skills and accomplishments you achieve with one Class may alter the options you have available to evolve your other one. This is seemingly unheard of in the System, so best keep this quiet.

Event Access 400

A short while after he arrived in his new timeline, Isaac was surprised by a Summer Solstice Event, such things not having happened in his previous timeline. So far Events have been centered on the Summer Solstice and Autumnal

Equinox. They are day-long occurrences during which creatures can be summoned that are not available the rest of the year. These creatures have unique drops and can provide some truly epic materials and resources.

You now are no longer bound by Event limitations. Once an Event has passed, you will still be able to summon the creatures from that Event. You will still have to wait for each to happen to be able to summon its creatures, but will be able to do so freely afterwards. Considering what some of these creatures can provide, this is a potent thing. Without this you would have to wait for an Event to come around again, and as this is a built-in System limitation it would continue into future worlds. See notes for info on some of the drops that can happen from an Event.

Second Chance 600

Isaac Thoma quite literally experienced the end of the world. He saw civilization crumble and fall, and watched as humanity died out until he was the last survivor of our race. At the end of all things, one of the gods came to him and offered a chance to travel back to the beginning of the System so as to attempt to prevent the doom that he experienced. With this you now have a similar opportunity. Once per jump you will be able to turn back the clock to the beginning of that jump and start over. If you had gained higher Stats, Skills or the like you will retain those increases along with your foreknowledge, though you will lose any Classes you had. Isaac had to start his leveling over completely, but since you're paying for it like this, you get to keep your Stats and Skills.

This will trigger automatically if you die without any other sort of 1-up within a jump, or can be triggered manually.

Reset 600

You now have the ability to reset your progress within this system or any other back to the beginning. Unlike Second Chance this doesn't revert time, just your levels. You still retain any improved Stats from your previous leveling, as well as any Skills you gained. Your collective Skills, as well as any slotted Aspects all influence the choices of Class that you receive as well as future Class Evolutions. You likewise do gain new Aspect slots that you can fill as well.

For this System, you must have reached at least your second Class Evolution at Level 25 to trigger this. In other worlds and RPG-like systems that you may encounter you must achieve similar milestones. (Achieve Level 20 in D&D, etc). In those cases, you do retain the effects of leveling like caster levels, feats and the like. If you are multi-classed this will reset both Classes, and you will be able to choose two new Classes as well. Leveling up four Classes might be difficult, but could very much be worth the effort.

You still count as your previous Class/level if you need to for any reason. Once you reach the same level in your new Class/Classes you will be able to level your old Classes as well. In future worlds you will be able to use any XP gained for any of the Classes you have.

This may be triggered once every five years.

Companions

Canon 100

This gives you the opportunity to recruit any canon character that you wish. They will receive 600 to spend as they wish in this jump.

Import 50/200

You may import a single companion you already have for 50, or up to eight for 200. Each will receive 600 to spend as they wish in this jump.

Items

Like before, you get two discounts per price tier up to 400, and a single discount at 600. Discounted 100 items are free. Any lost or destroyed items are restored after 24 hours. Used Aspects and consumed materials are not considered destroyed or lost.

Income 100

This gives you a trust fund that provides you the equivalent of $10,000 monthly. Can be purchased multiple times.

Tier 1-3 Summon Materials 100

This gives you a box or chest (your choice) that will provide the necessary summoning materials for anything from Tiers 1-3. Most of these are relatively easy to obtain in the world, but now you don't have to go out and buy anything. Cannot be used to sell materials to others, though you may share your materials to allow others to summon.

Traceless Phone 100

You now have a damage-resistant cell phone that connects to any nearby cellular networks, and has a number that can be dialed, but is invisible and undetectable to any sort of external tracking. It also has unlimited memory storage, and processing ability that matches most gaming desktop computers.

Bestiary 200

The System Manual lists the needed resources to summon its creatures, but is quite light on details beyond those requirements and the creature's name. You now have a book that has a page for every individual summon possible in the System. Prior to encountering any given creature, it will provide only a general description and simple drawing. Each encounter you have will add further information (and detail to the drawing), until you have a comprehensive description of possible Stats, Levels, Skills and more (along with a photorealistic image). Any Skills you or any allies have that gathers information about opponents will speed this up greatly. Upon defeating enemies you will also get a description and/or listing of any drops or resources that can be gathered from a given foe.

You may choose for this to be added to your System Manual to be accessible more easily, as well as choosing a digital copy. In each future jump you will receive a similar book with the local monsters and creatures that will gain information and details in similar fashion.

Tier 4-6 Summon Materials 200

Similar to above, this is a source of materials for summoning any given creature all the way up to Tier 6. Still possible to obtain in the world, but most are less common or more difficult to do so. Like above, the materials cannot be sold for profit, but can be shared with others that you allow.

Tiers 1-3 Aspects 200

This is a small box that will provide a regular supply of Aspects. Once per week you may open it to receive an Aspect from any creature Tiers 1-3. Unlike the summoning materials these can be sold for profit if you wish to.

System Drops 200/400/600

This is a large footlocker that will provide a variety of drops and materials from a number of System creatures, other than Aspects. Once per week it can fill with any drops or supplies that you know of. For 200 these can be from

creatures up to Tier 3, for 400 it can supply resources up to Tier 6, and for 600 it will provide drops and materials from any creature the System can summon.

Tier 7-10 Summon Materials 400

Now you will have the resources to summon any creature the System has available. While most of these can be obtained out in the world, they are some of the rarest and most difficult to obtain.

System-Built 400

This is a home built and reinforced by System Skills. You may design it as you wish and a large concealed area for summoning will be included. Considering some of the Skills available out there this would likely stand up to at least light mortar fire.

Tier 4-6 Aspects 400

Like above you now have a weekly source of Aspects from any creatures from Tiers 4-6. These can also be sold for profit.

Tier 7-10 Aspects 600

Now you have a weekly source of Aspects from the higher Tiers. These can be incredibly potent, so be careful who you share these with.

Controlled Dungeon/Lair 600

You now have a personal extradimensional space that you can enter through any doorway. Once entered you are able to feed this space the remains of any summoned monster. Once this is done you can simply provide mana to the Dungeon and it will spawn further of the given creature. Creatures summoned this way will have the usual chances to drop whatever loot it normally would. You are able to exit the Dungeon and have it collapse briefly to kill anything inside, though you will lose any drops you would get. If you have to collapse the Dungeon it will not be available to use for a month.

In future worlds this can be fed the remains of local monsters and continue providing copies of them. Beings that would normally be sapient have enough intelligence to utilize whatever abilities they normally have but are not fully independent.

Drawbacks

Extended Stay +100

You can extend your stay in this world by ten years. May be purchased multiple times. You only get points for the first five purchases.

Lowered Stats +100

Your Stats will all start at 5 in this world. You may increase them over time as you Level Up but you will be starting at a lower point than most.

Amnesiac +100

You will lose any and all memories you have of the story of this world.

Blind +100

Congratulations, you will now spend the duration of your stay unable to see. No medicine either magical or mundane will be able to grant you sight until you depart this world.

Bag of Rocks +200

You're a bit thick, aren't you? Now you are unable to learn Skills from others, even from individuals whose Class allows them to teach a given Skill.

Fewer Points +200

You will gain half as many Stat Points per Level Up.

Impulsive +200

You will forget that you took this drawback. With this, you will find your decision-making impaired. You will rush to summon monsters you might not be ready for. You're also more likely to offend others with your brash words.

Higher Cooldown +200

With this, any cooldown on a Skill you have will be twice as long. It will still decrease as the Skill increases, but will always be twice as long as it otherwise would be. If you have a perk that decreases cooldowns it has no effect during this jump.

No Legends For You +400/600

With this, you will be unable to receive any Class at the Legendary level. For an additional 200 you will be unable to gain any Epic Class either.

Locked Out +400

No Warehouse/Personal Reality for you.

No Powers +400

Now you don't have access to any perks, powers, or items that you did not purchase here.

Pre-Peggy Sue +600

You now start in the original timeline. There's not a time traveler with foreknowledge pushing research into the System further and faster. No online warnings about bad actors. No mysterious warnings about traps in the way the System works.

No Aspects +600

For some reason you are completely unable to slot Aspects while in this world. Aspects are a major source of non-Class Skills and Stat boosts, in addition to increasing the number of available Class Evolutions.

End Choice

Your time in this world is over. Any and all drawbacks are revoked. You now have a choice:

Stay Here
Go Home
Move On

NOTES

All Skills and Classes in the System are graded on a ranking from Common, Uncommon, Rare, Epic, and finally Legendary. Skills of higher ranking require more skills points to purchase, from a single point for Common Skills to

requiring five at Legendary. Not all Skills, especially common ones, need to be purchased. There are Classes that can train others in various Skills, and pre-existing Skills like with bladed weapons, etc will be registered by the System, though you will have to progress and practice them normally.

You are able to choose your first Class and begin leveling immediately. Once you hit the threshold for level 10 you will be able to undergo a Class evolution. This will be an offer of new Classes based on your actions since gaining your previous Class, the Skills you have developed and trained (and the levels those skills have reached), along with any Aspects that you have slotted. A second evolution occurs at Level 25, and another at 50. There are two further known evolutions, the next being at level 100. Skills level and evolve also, achieving those evolutions at X (10), XX (20), and XXX (30), which is the max for Skills.

Aspects are rare drops from creatures that can be slotted through the use of XP. Doing so grants a Skill related to the creature, as well as some Stat Points. It is also possible to stack multiple Aspects per slot, if and only if both come from similar creatures, and the new Aspect has a Skill similar to the old one. Doing so upgrades the old Skill as well as granting a new one. Each slot can have a maximum stack of four Aspects: one from Tiers 1-3, then one each from Tiers 4-6, 7-9, and a final Aspect from a Tier 10 creature.

Thus far, creatures have appeared listed at Tiers 1-10. Each Tier of creature corresponds roughly to a level range for humans, and the size of that range increases as well. By Tier 6 or so, and all Raid Bosses and up require multiple fighters of the level range to defeat, or single opponents of much higher level.

You stop gaining experience after killing a maximum of 100 creatures, of each Tier for each category. Once you hit that number in one category the threshold would drop in others. This holds true for Tiers 1-3, and drops in half for Tiers 4-6, and does so again Tiers 7-9. At Tier 10, only 10 of each species can be sources of experience for a given individual.

Events are new, not having occurred in the original timeline. If you are in that original timeline because of a drawback Events will now occur then. To give examples from the first Event for the Summer Solstice, there were snakes that always dropped a sample of their venom, which could be used to grant powerful fire resistance. Another creature would possibly drop a Solar Dragon Egg the first time a particular person killed one. One for the Equinox Event dropped a book that gave a Skill.

Classes by and large start as the standard RPG ones, like Rogue and Mage. Quickly new options open up for different people though. Office Drone is a known Class, as well as a variety based on one's profession. A firefighter might be offered the Firefighter Class to start, or something like Hydromancer. The Skills offered by various Classes largely center on what sort of purpose that Class may serve. A police officer with the Cop Class (or some variant thereof) will likely have Skills related to investigation, but also to restraining suspects and opposing criminals. A Judge might gain the ability to enforce an issued sentence by way of a Skill.

Evolved Classes are where true variety starts to come in. A group of characters involved in researching the System were offered the System Researcher Class as their first Evolution. Their Skills largely center on analysis of creatures and System phenomena as well as duplicating the abilities of various creatures they have been exposed to. Someone that focuses on fast moving combat might be offered a Class with Skills related to movement or concealment if they are more stealthy, as well as other Skills related to enhancing their attacks. The main character is offered a Class called Undying Wraith which offered Skills for understanding the weaknesses of opponents and then tearing them apart.

Some of the known Classes that have been mentioned: Trapmaker, Assassin, Deathstrike Assassin, Spy, Spectral Assassin, Phantasmal Trickster, Mad Scientist, Humanity's Judgemental Blade of Damocles, Bladewraith, Incarnation of the Promethean Spirit,. Something known as Inheritor Classes also exist, wherein an individual can model themselves after a figure of history or legend, and will possibly receive a Class that gives them Skills related to that person. Tesla's Heir might gain Skills related to controlling electricity or invention. The Heir of Arthur Pendragon would gain Skills related to leadership but also ones that buff their forces.