

Webcomic by Hongsil & Jipery, Jump by Aehriman

Welcome to **Chrono Life**, the hottest new VRMMO, offering unprecedented player freedom. Mostly the freedom to be unbearable to each other. Ji-U (username: Peace) learns this the hard way when he can't find a party, then gets betrayed and murdered for a hidden quest objective. Left with nothing, he destroys all his gear trying to reinforce it, then the starting weapon, a wooden stick which surprisingly doesn't break. Every +1 Reinforcement to a weapon doubles its damage, but Ji-U upgrades his to the ceiling of +99 and, filled with vengeful thoughts, slays the game's ultimate boss, then an alliance of three million players, then destroys the game world, crashing the server.

He is then confronted by the visionary CEO of the gaming studio, who is surprisingly chill about the whole thing and lets him keep the stick, only asking that instead of kicking over everyone's sandbox he should try and actually play the game?

Meanwhile, the game is slightly on fire, as the slaying of Urus triggers a cavalcade of bosses and massive events that were supposed to be slow-dripped over the next decade.

1,000 computer points (cp) to get started. Good luck, noob!

Locations

Pick a place to start or roll for +100 cp. This is for the game world, your real body starts in an upscale apartment you'll keep all Jump, no worries about rent or utilities.

1. **Front Town -** The starting town, a nominal safe zone outside of big events.
2. **Starting Dungeon -** The easiest dungeon.
3. **Ravine of Lost Souls -** The hardest map on the server, home to the 'final boss' Ursus.
4. **Paradise: Silver Beaches -** A popular area for farming, as it is full of lvl. 30 slimes. Just be careful about the Kraken.
5. **Castle Arden -** The headquarters of the Justice Guild, an impregnable fortress at the northernmost part of the Chrono continent.

Class

Warrior, Thief, Cleric, Mage, Bard etc. Even traditionally NPC classes like Merchant, Lumberjack etc. are available due to the game's commitment to player freedom.

Pick a generic RPG class for the assumed abilities. Doesn't give you any discounts or anything.

Age, Race and Sex options

Pick whatever you want. Nobody much cares.

Perks

These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get any basic perk/item free. Two are needed to get a free perk/item that is more than 100 cp. Perks apply in both the game and real worlds.

Adjust Recoil - The game automatically removes the recoil mechanic, so you can fire a huge cannon without flying backwards or something. But the players can turn this off or adjust how much. This you can do.

Appraise - You can instantly identify what a thing is, what it's worth, and who it belongs to.

Blessing - Change a weapon or spell's damage type to [Holy]. Very effective against demons and the undead.

Boost - When a high-level player(s) parties up with a noob to xp share and power level them. You can always do this, and understand how best to bring people up to your level in a hurry. Also, none of that worry about too great a level difference preventing xp sharing.

Career Options - Choose a mundane terrestrial career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future. You can take this as many times as you wish for a diversity of skills or greater experience.

Character Creator - In the real world of +99 Wooden Stick, there are laws against making your VR avatar too different from yourself. You can cover up or add tattoos, scars and birth defects, change the color of your eyes and hair, the tone of your skin. You can also add some racial extras, like elf or cat ears. You now have access to Chrono Life's character creator and can alter any of these minor cosmetic details about yourself. However, you can't do anything about your height, proportions or face shape.

Charm - Briefly dominate a creature or player's mind. The effect only lasts a minute or two and cannot be used to have someone suicide or do something they'd flatly never consider. Magical resistance or protective spells all but guarantee failure. Victims will believe they passed out or were lost in their thoughts, having no memory of their time charmed.

Emoticons - Besides the normal dialogue options, players in Chrono Life can make little animated emoticons, fashioned after their avatars, appear above their heads. Doing this in meatspace might freak people out or make them question their reality, but really, that's part of the fun!

Hacked Stat - Raise one of the game's stats (STR, AGI, DEX, CON, INT, WIS, CHA) to their maximum of 99,999. However, this doesn't allow any of the unlocks for breaching 14,000 points in one stat. This can be taken multiple times.

Hidden Skill: Glory of the Brave Warrior - Sacrifice a quarter your health points to double your stats for ten minutes. This effect cannot be stacked.

Heal - The basic skill of the Cleric, allows you to heal others. Scales up with WIS.

Perfect Parrying - Negate any physical attack, as long as you time the parry perfectly.

Mix Potions - A skill to instantly transmute a stack of ingredients into finished potions, each in their individual bottles! You can make potions from one to three primary ingredients, not needing the rest. This skill also applies to cooking.

Sheathed Sword Slash - Iatsu is really cool, that thing you can do with a katana, where you draw and slash in a single, smooth, lightning-fast motion? Not... really practical, especially with most swords. Not to worry, you can now use iatsu with everything from a rapier to a claymore to a buster sword. No it doesn't make sense, but it is very cool.

Secret Skill: Strike Without Killing - No matter your strength, you can choose to hit someone in such a way that they won't die, but be reduced to their last hit points or be rendered instantly but harmlessly unconscious.

Slide/Wind - A priceless combo of basic spells for area control. Slide makes a wide area of ground/floor slippery, and then a firm wind spell makes it all but impossible to keep your

balance and cross the zone. Wind is also handy for deflecting arrows and other projectiles. Scales up with INT.

Song of the Seraphim - A high level Bard skill, a song that affects time, quickly ramping up the speed of your allies the longer you sing/play. From the second verse on, enemy stats are halved.

<Steal> - an upgraded version of the basic thief ability, with this you can steal things from other players. You don't have to touch them, just get within a dozen meters or so and point your palm at them. You can steal gear that is currently equipped, or even in an inventory or hammerspace, a powerful option in such a gear-focused game.

Summoning - The ability to summon creatures from the outer realms to aid you. The strength and variety of your summons scales up with INT and CHA.

Terrifying - H-hey! Nobody said Chrono Life was a horror game! You can add a horrifying aesthetic to all your powers and skills, much like Ji-U often trolls his opponents using Healing Factor. Naturally, this can be toggled off.

Two-Handed Strike - When you wield a weapon with both hands, you do 1.5x the normal damage, plus a small bonus that scales up with your STR.

Hidden Class: Master Novice (-200 cp) Every person of every class in Chrono Life gets 5 ability points when they level. You get 15, as well as the use of the basic skills of every class. You get triple the benefits from any learning, training or leveling up/gamer system.

Hidden Skill: Dimensional Portal (-200 cp) You can open a portal between dimensions. At the start of the series this means just the Human and Demon Realms, but as new worlds open up you can venture to them as well.

Hidden Skill: Ember of All Creation (-200 cp) A skill that lets you scry on any person or location, conjuring a fireball in your hand that becomes a viewing orb. However, it has a 24 hour cooldown before you can view the same target again.

Hidden Skill: Healing Factor (-200 cp) a skill unlocked by achieving master level, having 14,000 or more points in CON and taking a set amount of damage. Any amount of damage taken is instantly recovered. You are immune to status effects such as poison, ailments and paralysis.

Hidden Skill: Holy Punch (-200 cp) A healing skill which instantly restores a subject to full health and removes all status effects... by punching them in the face. Unlike other healing skills, this lacks a cooldown, you can use it as often as you can swing your arm, but it is easily misinterpreted.

Hidden Skill: Speed of Light (-200 cp) a skill unlocked by achieving master level, having 14,000 or more points in AGI, and then sprinting at full speed for over one minute. Teleport to any location within your field of vision, traveling there at the speed of light. This skill can be spammed many times a second.

Hidden Skill: Soul of the Giant (-200 cp) a skill unlocked by achieving master level, having 14,000 or more points in STR and slaying a "bear" miniboss in one hit. Call on the strength of the ancient giants to increase attack damage and range by 1,000% while this skill is active.

Master Level (-200 cp) There is a level cap in Chrono Life, it's 999. It's estimated that it may be reachable with forty years or so of dedicated xp farming and every conceivable shortcut. Or you can skip all that and take this here and now.

Hidden Class: Demon King (-300 cp) You have replaced the Demon King. In addition to getting a 10x multiplier to all your stats and infinite mana, you gain the special ability Almighty Power of the Demon King. Any demons are compelled to obey you, and you can grant your minions immortality (near-instant respawn). You also get the hidden skill Annihilate, a powerful beam attack that can core mountains and charge up to far greater power levels.

Hidden Skill: Greed (-300 cp) You acknowledge no level cap, no limits to your growth in any area, but can always improve forever.

Hidden Skill: Voracity (-300 cp) A skill used to absorb all of a target's abilities, stats and skills. If used on a player, this deletes their character. In humans, this takes the form of a tendril tipped like a scorpion's tail that launches from your mouth and gulps down the character's everything in moments. Any gear on them is destroyed, however.

Respawn (-300 cp) A skill normally unique to monsters. If you fall, you are reborn in forty seconds, ready for round two. If you wish, like a player character, you can respawn in a safe area. There is no particular limit on how many times you can respawn, however, this does not protect you from mystic bindings, sealing or soul-stealing attacks like Voracity.

Divine Skill: Creation of Life (-400 cp) You can spawn mobs in your own image, or any form you want, heal others by wishing it so, even create a new body for yourself instantly after death. As long as it impacts living things, there are few limits to your ability to create, alter or end life.

Divine Skill: Divinity of Destruction (-400 cp) You can command an energy look like green fire, and spam blasts casually powerful enough to destroy mountains, cities or the entire planet. If you wish it, you can prevent the things you destroy from ever being healed, repaired, restored or respawned.

Divine Skill: Manipulate Skill (-400 cp) You can edit how skills work, playing with the parameters and numbers with a terrifying degree of freedom.

Divine Skill: Probability Manipulation (-400 cp) An absurd skill that gives you sliders for all the RNGs. Want to always hit and always crit? Your enemies to always miss? Get the rarest loot drops every time? All these and more you can do, anything the game engine would assign a probability score to, you control absolutely.

Divine Skill: Time Manipulation (-400 cp) You can freeze or reverse time, on both a local and grand scale. You can also accelerate it, finally unlocking the 'skip cutscene.'

Items

These cost 100 cp unless otherwise specified. You can also spend tokens here.

Wooden Stick (FREE!) Chrono Life's starting weapon. Does 1 damage and breaks after five attacks. Meant mostly to hit a scarecrow training dummy in the tutorial quest before providing a lesson on weapon durability. Yours comes back the next day. It can also be sacrificed to start a fire, and has a cheery little leaf on it.

Angel's Earring - A large dangling cross-shaped earring with the effect of swapping the physical sex of the wearer. Needed in-game to access the Heavenly Realm, as the new body is technically considered brand new and thus 'pure.' So this contains the admittedly situational power of letting you count as pure and innocent or newborn whenever mystically convenient. Unlike the in-game item, you don't need to be a particular level to wear it, it doesn't get stuck until you complete a specific quest, and you can use either effect independent of the other.

Angel's Handcuffs - A set of cuffs that reduce the power of prisoners (-50% to all stats). They theoretically cannot be broken by any force or strength (Ji-U manages trivially, but has 99,999 in strength at that point, where five is average human).

Apartment - An upscale penthouse apartment with the rent and utilities payments all squared away. You actually get this for free for the duration of this Jump, but can pay 100 cp to take it with you into future Jumps, matching the setting in luxury and (apparent) tech-level if you wish.

Beginner's Kit - +5 Reinforced armor and sword, the lowest level of pay-to-win gear.

Hammer of Reinforcement - A small wooden hammer, almost more like a child's toy than a serious tool. Striking any inanimate object with it once lets you raise its reinforcement level by +1. Each reinforcement can double up to two qualities, such as speed, damage, durability, bonus, etc. A given item can only hold 99 enhancements. One other issue, and a way your

hammer is better than canon, is the chance of breakage. The first ten levels of reinforcement are free. Afterwards, there is a 5% chance of destroying the item utterly. Every ten levels, add a 5% chance of destruction.

- **Unbound Hammer** (-300 cp) There is no longer any risk of destruction. Any item may be enhanced up to +99 and will cost you only time. Requires Hammer of Reinforcement.

Money - 37 million gold pieces in the game, which can be exchanged on a 1:1 basis for real world Won, or in US dollars about 2.96 million dollars. This amount is replenished monthly, and can translate to an equivalent value in any currency. Subsequent purchases add a zero to the sum each time.

Orb of Calling - A one-use magic item for mass teleportation, this summons as many allies as you, as many as you have, when shattered. Millions, if you have the numbers, and even from your Warehouse if needed. This is replaced once a decade/Jump, but there's nothing stopping you from buying as many as you like.

Snow Crystal of the Everfrost - A consumable item like a delicate snowflake. Eat this to become immune to environmental cold damage, able to explore the frozen North and the Poles. Yours is replaced weekly, so you can share.

Unique Item - A rare and powerful in-game item.

- Mythic Item - a divine weapon or item, the highest tier of gear available to normal players. All Mythic items are "Fragments of God" the only thing that can damage other fragments, such as divine bosses and minions. As such they bypass immunities to damage. Requires Unique Item.
- **Ascended Item** - The highest tier of gear, available only to those players who hit Master Level. Besides all the qualities of Mythic Items, Ascended weapons add a +100 levels modifier and change damage types to the opponents' weakness. Requires Mythic Item.

VR Rig - A headset that allows full-immersion VR and will adapt most games to work on something like Chrono Life's impressive game engine. You can see, hear, smell and feel things. Naturally this includes Chrono Life as well.

Ego Sword (-200 cp) The highest conventional weapon in Chrono Life, the Ego Sword is enhanced by the spirit of one of the Seven Deadly Sins bosses, now loyal to you, becoming sapient with infinite durability, able to reject an unworthy or unauthorized wielder. You can also feed it mana to manifest the boss monster as a temporary ally. You may apply this template to any weapon you own, even a wooden stick. This must be purchased multiple times to make multiple Ego items.

Habaek's Mirrors (-200 cp apiece) The unique boss Habaek the Mirror King has eight magic mirrors, each an eight-sided, hand sized pane of framed glass. Each has potent powers, but can crack with overuse and need to be left alone for a day to be restored.

- **First Mirror: Mirror of Piercing Light** - Summons a pillar of light from the heavens that can bore all the way down to the mantle.
- **Second Mirror: Mirror of Expansion** - Lets you grow a target to an enormous size determined by your max mana.
- **Fourth Mirror: Mirror of Clones** - Lets you copy-paste summons and monster mobs in large quantities, or a single opponent for an old-fashioned mirror match. Or a bunch of duplicates of yourself.
- **Fifth Mirror: Mirror of Reflection** - Lets you reflect all physical and magical damage, but is easier to overuse than the others, having a finite capacity for damage taken in one day.
- **Sixth Mirror: Mirror of Defense** - Conjures a barrier, a large static disc shape with nigh-infinite durability
- **Seventh Mirror: Mirror of Detection** - Once you have met any person, this mirror can provide an arrow to point straight at them, with a distance in meters.

Whip of Allure (-200 cp) A barbed steel whip wielded by a psychotic angel. Anyone struck with it suffers a [Charm] effect that is 100% effective and bypasses magical resistance. Duration and distance before it wears off scale with mana. If the wielder is rendered unconscious or dead, the [Charm] effect also ends.

+99 Reinforced Wooden Stick (-300 cp) A simple stick that does nonillions of damage, far past the point most people throw up their hands and says "fine, it's infinite" or "now you're just making up numbers." However, it still has a durability of five hits, unless you find a way to deal with that. If destroyed it will be replaced in five years time.

Supplement Mode

You can choose to use this jump as a supplement and attach it to another jump, or visit a setting without one. Preferably a fantasy or VR gaming one, but there are no hard limits.

Companions

Options here are 100 cp unless otherwise specified. You may use tokens here.

Recruit Anyone: Free! - Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import - You can import all your companions, and they'll get 800 points to spend. They also get the 4 Template tokens, same as you got. Companions cannot take drawbacks for more points.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: +0 cp You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Butt Man: You have a particularly humiliating username, which will become associated with you in the real world, like Butt Man or Undies.

Longer Stay: You'll spend 10 more years here. This may be taken up to three times.

Murderhobo: You are driven to extremes by your lust for battle, xp and gold. It's honestly pretty creepy. Who you kill or spare will depend largely on the available rewards.

Celebrity: You are famous inside and outside the game. Your behavior in-game is scrutinized and will be connected to your IRL self.

Sealed: You do not have the appropriate level to use all these 'perks' from other Jumps. The vast majority have been sealed until you reach an appropriate level in the game. Yes, even if you purchased max level, you get to start over.

P2W: Your items have all been placed in the cash shop. You can regain them, but it'll cost about $8,000 per hundred cp (undiscounted).

Infamous: There's no rule against PvP or player-killing in Chrono Life, but it is frowned upon by the player base. Past a certain point, you are automatically issued a bounty that goes up a thousand gold for every PK on your record. You haven't achieved the same heights as Peace, but your face appears on bounty boards across Chrono, with a price tag to tempt even larger guilds.

Looking For Group: Your companions can be imported and buy things, but they can't enter the jump with you.

Skip Cutscene: You have a very short attention span, especially when it comes to the lore and exposition of games. You will often find yourself surprised or confused by what's going on.

GAME OVER

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

In canon, the success rate for reinforcement is 90% the first time, dropping 10% on subsequent upgrades. After hitting 50% (+6) the success rate then halves each time. So 25% success on raising an item from +6 to +7, 12.5% for +8 and so on. There's a reason the sheer statistical impossibility of making a +99 anything is brought up a bunch, that's like winning the lottery 160 times in a row. And yes, this makes the reinforcing hammer item much better, even at base level, than what players of Chrono Life have access to.

Death in a VR game won't stop you from continuing your chain. Nor if you take Respawn.

If you're reading this online, you can check out the original webtoon at +99 Stick.