



**Pick Me Up: Infinite Gacha Jump
v1**

by PerfectlyNormalShard



Greetings, outsider. I have been informed of an intrusion within our domain, fortunately your patron has explained the situation to us, and while we frankly are helpless to their power, and maybe your own, the prospect of a type of interference point of a being of an even higher type of existence intrigue us, it seem your arrival brought forth what we tentatively will call choice point, here are the **1000 Choice Points** you brought to this world. Welcome to Mobius.

Starting Location

Your location is determined by your origins; by default, it is in one of the countless lobbies, and as a master, it may be in your hometown or somewhere else on earth.

Age and Gender

You need to roll your age using a **1d20 + 1d8**. By default, your gender is whatever you were previously but can be changed for free.

Origins

All origins can be taken as Drop-in

Hero

Whether you were summoned as a pawn or as an independent force, you have contracted one of the many lobbies of this cosmos, one among millions of them, each connected to a unique world. I will add you to the roster that your master will summon. If you wish, you may even be your master's first hero.

Master

I suppose you still qualify as one since you are a type of higher being. You will be given one of the many lobbies and a world already destroyed by calamity. climb this world's tower and save it. As a master, you have power over causality, meaning that as you observe a world, the possibility of changing the immutable past is possible, but with this, only, you will require a moderator's aid.

Moderator [200 CP]

My apologies, I did not know we were kin, while we certainly are considered equal, if you descend with only what you can buy here, you will be closer to a hero than anything, you might be twice the strength of a hero of the same level who had reached the pinnacle, and a master of shaping dark energies into shapes like spikes, finally, the innate ability of us is to create a fragment called a fairy, from a sliver of your power, a tenth of your power, however they are bound by strict rules and need a master or interference point to act their great powers, otherwise they are quite helpless, like a kitten really, they may have personality or develop one over time if you wish. You can also channel interference points, a type of energy like Mana that is especially useful when changing causality. Can take the hero origin without discounts for an additional 100CP, weakening you a bit.

Race

Human [Free]

If this is what you wish. Humans are a staple everywhere, so numerous and varied they are...

Demi-human [100 CP]

Humans aren't the only tribe around; there exist races with the attributes of animals, for good or for ill. Claws and heightened strength, along with a weakness for water and smarts, for example. This is a general bonus, however.

Great race [200 CP]

Ah, you want to be reborn as someone who matters, one the greatest bloodline perhaps, by paying this, you will be akin to the great bloodlines, humans who have mixed with mythical, quasi-divine creature, such as dragon, or perhaps you are a demi-human king, gifted power far beyond you kins, no matter, with this, not only you acquire advantages like the demi-humans, you have no flaws to balance you like inability to swim, additionally, you may enter into another form, much more powerful with unique skills, like a dragon or a giant lion, beware that you need to level up to unlock your blood's full potential, and remember that the price for keeping your mind human is that you will slightly be weaker than your mythical ancestor at the same level.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Heroic system [Free |Exclusive and Mandatory for Heroes]

The people of the worlds of Mobius (the universe) are not too dissimilar to the many fantasy world out there, save some being more technologically advanced; however, by making a contract with a master, they gain access to the goddess's system, which measures their stats and skills, particularly their strength, stamina, intelligence and dexterity, they allow for faster growth than normal, remove all needs but air food and sleep, and even evolve their skills into supernatural versions, but once you level up enough, you can go to higher rank, ranks are divided into stars, from 1 to 7, each rank having higher growth and ceiling to stats and skills, once you reach 3-stars, you can select a class, by default it is warrior or thief but there exist other more secret one like sword mage, they can also create skills, that enhanced actions such as a sword style (there exist 3, heavy for attack, fast for speed and a defensive style) or weakness detection, as you progress the ranks, they evolve and diversify, like warriors into berserkers or sword masters. if you are smart and study, you can also become a mage, which is divided into 7 or 8 layers, with higher layers requiring more chant and mana, they also stack with each other with exponential synergy, and all mages have telekinesis. Note that there is a limit to skill slots, though, and bleeding is still a thing, and luckily, you do not need to rely on a master to access this system.

Master's favorite [100 CP]

A combination of good looks, manner, attitude, and aura of a first-class Gacha character, it will help you charm your master or other figures with influence over you. don't be surprised if you become the master's waifu/husbando.

Rank upgrade [200 CP] (hero and moderator only)

Taking this means that you are summoned 1 rank higher than usual, normally you will be summoned as a 1-stars, but for each purchase, you will gain a unique suitable skill, can only be purchased 3 times, up to a 4-star, comes with pain resistance for free the first time and an equivalent increase in the fighting skill of your choice, as a mage its mana exhaustion resistance increase.

Master of Masters [400 CP]

This is a Capstone Booster

This title was only handed out once, from a pool of over 1 million masters. Only one had the skills and talent to do it: Loki, one of the top 1% of best masters, and only due to being weighted by an unreasonably weak world and lack of seven-star heroes. Now he has found a rival in you, on its own, it gives an extremely supernatural skill in gaming, enough to complete the hardest challenges of the First Blast Furnace with ease, second, you have a mix of tactics and grand strategy, planning and psychology, to lead a well-rounded army like Niflheimr, with near perfect perfectly calculated. Only when paired with the other 600 CP perks will it truly show itself.

Hero

Strategic Mind [100 CP]

You seem to have the aptitude for leadership roles, along with a quick and resourceful mind, paired with a calm attitude. I figure you have the potential to turn things around with such quick learning talent, gain composure skill.

Indomitable [200 CP]

It is known that more than 90% of all heroes end up as sacrifices to the higher-tiered heroes. That is no longer the case for you, by luck or sheer virtue of existence, any attempt at absorption or synthesis will not only fail, but backfire entirely, for example: like when Han Islat was sent to the synthesis chamber with a four star, he ended up synthesis the other one due to a mistake by the master, this will likely happen to you as well, not only that, if you were to be synthesis by a master of masters, who know the system inside out, reality will shift so that even if he synthesis you, the result will be the opposite. Another example is that in future jumps. say that you refuse to be turned into a devil, not only will it fail, but your potential master will turn human, with you having gained their traits. This can be done at any moment.



Magic Blessing [400 CP]

Magic, also known as the gift of the goddess, choose a type of magic, the glass cannon elemental magic for fire power, the versatile engineering magic, or the abstract illusion magic, you are adept at it and capable of learning any of this universe's magic in general. But since you're paying a premium, instead of learning from a mage, you decide whether you count as having magic or not, taking the class of warrior without losing access to it, not being detected as a mage or not, etc. It's always what you decide or what is beneficial.

5-star Gacha [600 CP]

Ah, I see we are not some no-name hero. Your stats are absurd for your level; you gain skills ridiculously fast and have a few unique skills yourself. Your class is more advanced, like a sword saint, and your talent is frightening, and you grow your stats faster from training

7-star Gacha(capstone)

Never mind, with this you are one of the few in Mobius (the universe) who is a 7-star, even more ridiculous than a 5 star, their quality/talent is also quite literally game-breaking, along with infinite skill slots, a 100% synthesis rate(learn everything form synthesis and absorb all exp), can go beyond level 100, can create skill not normally possible, and divide and combine skills that normally can't be divided or combined such as composure and berserk, and finally count as a half master, take the master origin too.

Master

Master vision [100 CP]

The attractive thing about Pick Me Up is that you can observe anything from above like a god, therefore, you have the ability to have a bird's-eye view anywhere in your lobby or where your heroes are for miles around (you yourself count as a hero) that is not immune to scrying.

Raising Legend [200 CP]

Much like the legendary Loki, you have the gift to raise true heroes, you can build loyalty into anyone you influence on, this isn't straight up mind control, but more like psychological training, you can turn a bitter rebel group into a loyal army that sees you as a kind night-perfect king, even though they know masters sees them as pawns and toys. As well as increasing their growth rate.

Training Field [400 CP]

In the lobby, heroes can heal any injuries, maintaining their health and physical peak when they first arrive. You can create such an area, which is perfect for training or sparring, but this field can only be used where there are no hostile entities, or all beings inside are under your control, otherwise, the field vanishes.

Master Access [600 CP]

Under normal circumstances, the powers that the masters use are merely lent to them by the goddess, and their only use is to generate interference points. no longer will this be the case for you; in fact, not only can you create, use, and sustain the facilities available to masters (even the shop, though you will need other resources), you can also make copies of any powers that have been lent to you without the consent of your patron, all gifts forever internalized in you.

Master Authority (capstone)

As a master of masters, not only do you master the powers given to your station, you usurp them. By this I mean that you can extend this power to any other territory you claim, but any powers or perks you have can have their effect spread to your territories, you can use for example use master vision to any location you have "authority" over, such as owning it or being the main god worshipped there, you can also create facilities equivalent to the perks and power shared, a divine power could be converted into a theology facilities to create blessing aligned with it, or train priests, or curse evil, or a million other effects, it all depend on the type of facilities, the perk attached to it, and the resources used, lastly, you can create hero contracts, like the heroes when the world was on the brink of destruction, once you have their consent, you will be able to summon them as heroes (this will be as a gacha, so it is up to luck and it will be harder to summon a 5-stars equivalent than a 1-star) under your absolute control, this can serve as 1-UP in case a hero died under your watch, but only once, in future jump, they will be available to to the gacha every new jump, or every century, whichever is sooner.



Moderator

System Moderator [100CP]

As a moderator and higher level being, you have the innate ability to mimic the goddess's many blessings, given to heroes such as status reading or telepathy, one of which is the system they use to get stronger, unlike the one found in the master's perk line, this one is subject to your authority, meaning that will you can't take back the blessings, you can give it to anyone you wish in your verse, even set criterias for it, have fun giving all of humanity this gift.

Fairy Power [200 CP]

Fairies, on their own are weak, but when paired with a master, their true powers are revealed, you don't need one thankfully, see...fairies are exceptional alchemists and enchanters, able to extract the essence of defeated enemies and loot, it would not be out of expectation to craft stones that enchant or boost equipment, ascend heroes to higher ranks, or other similar support roles.

Divine Miracle [400 CP]

As you have probably noticed in your travels here, there exist what we call twin goddess statues, which usually are connected to the floor's mission, you can create a similar item, what this statue can do depend on the location, situation and ressources invested, but in short it create a miracle effect, the more subordinate/worshipper near it the greater the effect, it can be mana, faith or even interference points. Those are quite exhausting to create for now, so try not to create more than 4 a month. Examples are bypassing immunities, blocking monsters from entering, buffing allies, cursing enemies, healing, and even resurrecting the recently dead. Note that once activated and placed, you cannot move the statue, not without losing power.

Tower Maker [600 CP]

Ah, the bread and butter of all moderator, the ability to affect causality on a massive scale, at any point, you can designate a world as a destroyed one(even if it isn't), this will create a tower with 100 floors, each floor is a reproduction of an area of that world at different time period, completing a floor mission will supplant what happened to what you changed, gaining interference point in the process, the 100 floors are chosen so that completing all 100 will save the world, though there is a difficulty spike for each 5 floors, lastly the power will send a contract to all available people in past or present(generally at the brink of death to become a hero in the roster, higher rank having better memory of catastrophes and their demise.



Universal savior(capstone)

Now, with this you truly live up to the title, much like the CEOs of Mobius, you can extend your power to many different group, first you are no longer limited to a gacha game types or world to be saved, you can make masters into demon lord who must destroy it, second, you can lend that power to other world, for advanced ones, you might create a game like pick me up, where they generate interference points which you collect 1% of, and as they climb the tower, you can send that power to other worlds, say 5 other after one's reach floor 25, you can decide whether each account is one world, or each has one region they affect, one can only summon heroes from their designed territories. All towers are additionally connected to a middle dimension that connects all your towers in existence, though they need a flying ship to navigate. In a less advanced world, it may be magical and interactive books or even lucid dreams, though their interfaces are all similar. Lastly, beneath each tower in a pocket world is the master's lobby, where they can use the master's powers. Each with a fairy, finally, your powers seep into the tower's floors, affecting causality so that the inhabitants have dream visions, goddess statues, or even reinforcement in the form of controlled beings or monsters. as a bonus, moderators can use their dark powers and mix with grudge and interference points to create monsters, though they can't leave your vicinity or territories.

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Your Lobby [Free]

If you wish, you may take your lobbie with you, connected to your ring, warehouse or other power or item, all heroes inside count as follower, and you can only take out up to 5 parties at a time for now.

Pouch of gold [100 CP]

A pouch of gold for your adventures, viable in the lobby's shop (its not a lot, 5 war statue at best), and the world of the tower, refills itself with 100 gold coins once a week. Not viable for Earth.

Additional account [200 CP/400CP/600CP/1000](discounted Master of Masters)

Don't want to have only one lobby here it is, each price is the level of power of that lobby, for 200CP, it is like townia at the start, for 400CP it is closer to 30th floor equivalent lobby (with 3 floors), For 600CP your lobbie is among the top 150 (5 floors), and for 1000CP, it is equivalent to Nilfheimr, one of the top ten, both in term of facilities and equipment but also heroes, with five equivalent to 6.5-stars, it has Nine floors but no blast furnace on its own.

Hero

Stash of potions [100 CP]

Be it health, mana, stamina, or other gauge, we have the potion just for you, This pouch can only contain 3 at a time and recharge every 30 minutes. the effects aren't miraculous like the regeneration of a lobby thought, so no limb regeneration.

Star-aligned equipment [200 CP]

Armour and weapons, what more do you want? It is equivalent to your rank, so a 1-star might have a steel sword and leather armor, they regenerate themselves.

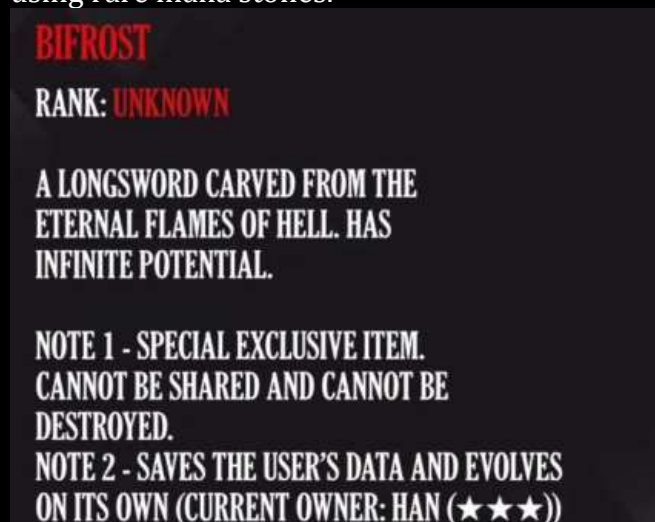
Master ring [400 CP]

A ring with the best magics imbued in it. You can hide and manipulate information of you and yours (like stats and your item's power), and it allows for interdimensional communication with any of your subordinates.



Bifrost [600 CP]

The first ever weapon of its rank can evolve over time and is nigh-indestructible. It can summon to you one of 30 legendary weapons 3 times before it needs to be recharged using rare mana stones.



Master

Comprehensive guide [100 CP]

A guide from the famous Loki, years of effort of analyzing the game, and how to restructure the lobby for more efficient work, in future worlds, it updates to include knowledge of the world such as political system, fauna and flora etc...just general knowledge.

Research Facilities [200 CP]

Unlike regular facilities, these help train the stats and skills of any heroes who enter them with your permission faster than on their own and can be placed anywhere you wish.

Flying Ship [400 CP]

Much like Niflheim's flagship, this titanic sky-ship can travel to other worlds (travel depends on the 'distance' between dimensions); it's also very durable and can act as an extension to your lobby, comes with an engineer, poor overworked guy/gal.

The first Blast Furnace [600CP]

The first ever blast furnace, containing the flames, power, and curses of hell, perfect to make legendary or above-class equipment, additionally, by playing minigames and a powerful assisting mage and smiths, tanners etc... You can upgrade the qualities, but if you sacrifice worthy equipment, you might create never-before-seen game-breaking items, although the difficulty will be impossible without something like Niflheim's resources.

Moderator

Mausoleum [100 CP]

A place for the respected dead, infinite in size inside, any subordinate who died after placing a cherished item will be inscribed here, you can watch their life here, this is not much, but now everyone is remembered. Their corpse was respectfully entombed.

Guardian beasts [200 CP]

A powerful monster that is connected to an area you own, perhaps a massive sea dragon that can only be hurt underwater to defend your underwater temple, a massive golem to house your desert temple? Note that this monster, while loyal, will not leave that area and is not for combat but for protecting the location, if dead will resurrect after 10 years. Also, while powerful, it has a few weaknesses; a powerful level 60 hero could kill it, or 5 parties of 3 stars with info on its weakness, and it always has, like the surrounding statues to remove protection or freeze it, paralysis for lightning or some other example.

Daily Dungeons [400 CP]

You now have access to three types of dungeons that are updated daily, a variable world that changes biomes weekly, with monsters roaming around rich in resources and magical regent. a connection to the world(s), your tower(s) are (though you need to advance floors to access all regions), and a raid dungeon where a single powerful boss monster resides that drops rare items.

Shares [600 CP]

I see you want to invest in Mobius, eh? Very well, taking this will let the company Mobius in the world, it is both a rich company and a manager for all pick me up related content, they will serve as both a source of money, grudges and interference points, they will publish whatever form of towers and impact you created as a game much like pick me up and will sell the app/book/ herbs that give the lucid dream for you, lastly, you will have access to any towers you have built and have emerged from the result of other players climbing them(universal savior capstone perk), if you want to observe or experiment, however you will be as invisible as a ghost and the changes will revert once you leave a floor.

Companions

Companion Import [50-200]

Import or create a single companion into any origin and race for 100 CP each or eight for 600 CP. They get 600 CP but can't take drawbacks.

Canon Companion [100]

So you want to take any other existing character from this world. Well, then this option is for you.

Fairy Companion [100(free for masters)]

Level 212 fairy with the perk fairy power, while limited to your lobbies, they have the power to manage them and keep your heroes in check.

Scenarios

Pick Me Up

Do what you promised to do, climb the tower and reach the 100th floor, something no one has done yet.

Reward

1000CP and the possibility of bringing this world with you as its revered god.

PVP

PvP events dropped, Participate and defeat 10 lobbies of relatively equal strength to yours, each will forward 5 parties of 5, and the one with the most victories wins.

Reward

Gain their heroes along with 600 CP .

Drawbacks

Han Islat [+0]

By taking this, you may replace Han Islat in the story, or rather, take Loki's place inside Han. While you don't innately have his gifts, taking this along with entry to hell means you will be summoned to townia if you wish. And your secondary account may be some version of Niflheimr. Additionally, if you are both master and hero, along with both master of masters perk, and your lobby and secondary account items and proof of fallen heaven item, you may be both Han, and the master of both townia and Niflheimr. Please remember that it will be hard to pilot both bodies during your stay, and be aware that you have a job like a chef or accountant, and you must pay the bills, rent, and others, so manage your time.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. It can be taken 10 times.

trouble [+100]

You either pissed someone, or you are your mater's favorite, you have a immense bloodlust, so careful with that.

Warhorse collector [+100]

For some reason, you have been cursed to always be gifted warhorse statues, always.

Human slaughterer [+200]

Unfortunately for you, it seems that humans will be your primary enemies, rather than mindless brutes, at least until the higher floors.

Bandits, all of them [+200]

It seems that for every summon, there is a 1/10 chance to summon someone you don't get along with. either an asshole or a lazy idiot.

Prone to injuries [+200]

You and your party are always more prone to bleeding when taking damage, this could be fatal.

Troublemakers [+400]

It seems that for all other parties, they will be in a higher risk of death than anything; please prepare them thoroughly.

pirates [+400]

The crack of space and time is open, meaning that at least 3 times you will have an attempt at raids, careful of raiders.

Item limits [+400]

You are bound tighter to system, meaning you can only take 3 potions at a time with you, one armor, one item (like a ring), and one weapon (bow and arrow or sword and sheath) and that's it, you better rely on your teams for that, all other inventory power are locked.

From the bottom [+600](hero only)

You start from the bottom, and all power and potential are hidden from your master. Even if you are technically a 7-star as a half-master, your stats are a level 1, 1-star, and your potential growth is a 5-star only.

Hell mode [+600]

It seems that much like Townia, the world you rescue is an S-class difficulty, and to make matters worse, the heroes available for summoning are never above 5 stars.

Lockdown [+800]

You have no **out-of-context** items, powers, or warehouse.

Decisions

*Time passed; whether you conquered the tower or not is irrelevant.
You have three choices ...*

Go to next floor

The journey continues to a higher realm, it seems.

Log out

Stay and enjoy your current life. Here is 1000CP for the investment.

Back to the Lobby

Tired of your travels and want to rest back home?? Well, then this is for you. Grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

Notes:

- The perks of master access and master authority only affect being under you, aka, heroes, companions, followers, and all who pledge sincere allegiance to you.
- Adept at magic means you learned up to the 3rd layer of magic.