

By LDAnon !Jq1Al.uNX.



Praise The Orc

In an unknown year in the future, the virtual reality game "Elder Lord" has taken the world by storm. Renowned for the realism in its NPCs, the vast detail put into its world, and the sheer difficulty, it has become the world's primary focus.

This is the story Jung Ian, a former soldier turned cafe owner, who has begun playing the game for the first time to help protect his little sister from threats in the game. Playing as an Orc, dubbed the "game creators mistake", he will go on a journey to become legendary within this world.

You have 1000 CP to start your journey here.

Origins

Due to the nature of this world, depending on your choices you will effectively have two different bodies.

On Earth, you will have your own human body, with a similar capacity as an average human. You will be locked to this human form in the real world, but you will otherwise have all of your powers and abilities. Your age and gender, as well as location, will be up to you to decide. Your **Background** will reflect who you are in this world.

In Elder Lord, you will go through the character creation, allowing you to choose a **Race**, also allowing you to customize your character's appearance, as well as their age and gender. Depending on your **Race**, your choice of location will be limited in this world. You still have all your powers, and can take any alt-form you wish.

Background

NPC (Drop-In): You have no presence on Earth. After selecting your race and location, you suddenly find yourself in the world of Elder Lord, in a secluded spot away from prying eyes. While you will mentally have some basic knowledge of this world, you otherwise will have nothing. You will soon hear word of those who were "cursed by the stars", with their actions beginning to influence this world.

- + No memories of this world to influence you.
- + You don't have to leave the world to eat and drink.
- Little memories of this world to help you.
- You cannot leave Elder Lord.
- You die in the "game", you die for real.

New Player: Until recently, you have never played Elder Lord. After seeing so many videos, you too have been enthralled by the game's charms and have finally bought a capsule so you can play the game yourself.

- + You know a lot of (very) basic knowledge from observing others play the game.
- + Dying in Elder Lord is not dangerous.
- Low assimilation rate without getting immersed.
- You are a weakling starting the game.
- The more realistic components of the game will take getting used to.

Roleplayer: Due to the intelligence of the various NPCs of Elder Lord, the actions of the player will be reacted to seamlessly. Due to this, Elder Lord has become popular with many who enjoy Tabletop RPGs, allowing them to truly be the characters they play as. You are one of these individuals.

- + High assimilation rate due to really getting into your character.
- + Dying in Eldar Lord, while painful, is not dangerous.
- A bit too into the whole roleplaying thing.
- High assimilation means more pain.
- You get attached to the good NPCs a bit too easily.

Ranker: You made it. As an early adopter of Elder Lord, you quickly mastered the game. Now, you can proudly say you are one of the Rankers, the top 500 people playing Elder Lord. As the new Rank 500, you now get money from your achievements. However, you will need to fight to maintain your Rank, and work even harder improve your own ranking.

- + One of the Top Players in the game.
- + Dying in Eldar Lord will not kill you for real.
- It is a rough road to the top.
- You will try to keep your position by any means.
- NPCs are just free achievement points to you.

Races

Human: Humans are probably the race you personally are most familiar with. By far one of the most common races on the continent, there are many choices for locations to start, such as the free city of **Anail**, or any of the **Southern Cities** such as **Alaste**.

Elf: Another popular race, they are known for the graceful beauty and pointed ears, like most fantasy elves. They in general worship the World Tree, who serves as a physical god, albeit one whose presence is far to the north. You can choose to be in **Arnin**, an elven city near Anail, or in **Maillard**, the city where most Elf users are.

Dark Elf: Similar to elves, only having dark skin as opposed to a lighter tone of the elves, their stereotypes are practically identical in this world to the elves. The only major difference is they are the only elves in the north. While they too can start in **Arnin**, you can choose any part of their **Northern Kingdom** as well.

Dwarf: Short and stocky, these are pretty standard fantasy dwarves. While we know the least of their homes, they have many caravans moving around, and are quite versed in trade. As for starting locations, beyond being on the road, you can choose the the free city of **Anail**.

Gnome: The second least played race, they are a short people similar to the dwarves, albeit with less physical capability. Unlike the other races, they are by far one of the most advanced races, with their one, and as far as we know, only northern city, **Quantes**, being guarded by proper cannons. This city, while in a high-level area, doesn't see many visits from players, with something inside the city drawing various monsters closer.

Orc: The "game creators mistake" and least played race. Due to an unknown bug in the system, this race became available to players. Known for their physical strength and toughness, this race was simply supposed mob players fought to gain experience. Due to their one spawn location, **Orcrox Fortress**, being near high-level mobs and therefore higher level players, as well as an extremely tough training regime for people to really even start playing, virtually every player has quit trying to play this race, although there are a few who persevere.

Perks

All perks have a 50% discount if you are of the appropriate origin, with both 100cp perks being free.

General Perks:

Skill Levels [See Description]: It's not easy to be thrown into an adventure heavy world with the skills you start out with. You could easily left out to dry if you are not careful. Thankfully, I have a little deal for you. When you enter this world, you will get some skills in combat automatically during its tutorial, all of which will be of the Common rank. Further, depending on your background, your starting position may be higher, with Roleplayers and Rankers starting with Uncommon and Rare skills respectively. These skills, whatever you have chosen, you find to be easier to advance then they have any right to be.

For NPCs, you will instead have a slightly different offer. While you will start with the combat skills at the same level, you will be able to pay to start with a higher skill, starting with 100cp for Uncommon Rank, then 200cp for Rare Rank, and then finally 400cp for Essence Rank.

Achievement Points [In-Jump Free New Player, Roleplayer, Ranker;

100cp]: There is always something which encourages you to continue onward, but what if your deeds could be easily quantified? With a thought, you can open up a Status Menu, showing you your titles as well as your skills quantified. This will also show your achievement points, an number which represents the overall scale of your deeds, good or bad, in this world, with a higher number representing an overall greater impact you have made in the game world. This menu will also record

when you make improvements to your skills via proficiency, letting you know when you actually improved your skills and how close you are to the next level.

For those whose backgrounds are playing the game, this perk will be given to you for free this jump alone. If you are an NPC, or desire this ability after this world, you must pay 100cp.

NPC

Dedicated Training [100cp]: You have a certain kind of willpower when it comes to training. Whether through your background or sheer determination, you are capable of pushing yourself far harder in training, pushing through when others collapse from exhaustion. You won't even overexert yourself unless you push beyond what your body can handle.

Filtered Filters [100cp]: Don't you find it strange on how everyone seems to ignore obvious signs that something is extremely strange? Honestly, it's like someone is enforcing certain perspectives about the world. You, however, are immune to such perception filters, allowing you to see what the world truly is with enough intuition. As a bonus, you can also help others break through such filters. This effect can be toggled.

A Bad Human [200cp]: Not everyone can pretend to be something their not forever. Indeed, sometimes society expects you to sacrifice yourself for its benefit. No longer. With this, you will find that at the moment of rebellion against injustice towards yourself, your powers are briefly enhanced to twice their level. Let them know how bad you are at following their expectations.

Helpful Innocence [200cp]: You know what is your issue? You presume the best in people. When you see someone in need, you will help them without a second thought. Somehow, this never backfires on you. Indeed, as long as you help people out of the bottom of your heart, they will always seek to repay you for your kindness, easily allowing you to make allies and lifelong friends. A little kindness to others sometimes goes a long way.

Starbane [400cp]: Those cursed by the stars are annoying at times. They don't truly die when killed, and they seem to be able to change their appearance with relative ease to get away from any bad reputation. That doesn't mean that you don't have ways to deal with them, however. You will now find yourself an expert in finding alternate solutions to dealing with immortal beings permanently. While you cannot kill the unkillable, you will have ways to deal with any other immortal, and will be able to minimize their potential threats in the future. A warning, however,

that some solutions may require you to defeat your opponent, and even the greatest seals can be undone.

Gathering of Allies [400cp]: You have a unique quality about you. Perhaps it is the way you carry yourself, or some hidden level of personal charisma, but others naturally see you as an individual worth following. Further, even basic calls to action to you seem to have far reaching effects. Simply shouting at someone reporting at a massacre could gather various groups to quickly go to stop it. With a bit more actual charisma, you could get much more permanent allies to assist you on your quest.

The World is Not Empty [600cp]: There is always those which believe in nothing. Whether it is the pointlessness of existence, or just a general sense of nihilism, these people are destructive to everyone around them, their lack of belief consuming others. You reject this, however. With your actions, you can prove to others the point of existence. More than just the self-destructive, you are capable of showing an destructive god that the people are worth saving. You are an expert at reformation.

New Player

He Will Take Care of Me [100cp]: It's sometimes quite tough to continue onward as someone new in this world. Even a common rabbit in-game has killed new players, and those stronger do what they wish at times. With this perk, you will find it easy to get guardians when you are weaker than the area you are in, whether by coincidence or on purpose.

New Player Killer [100cp]: Perhaps you will follow a different path? After all, there are more than one way to advance in the world. Killing those who are unready and unable to effectively fight back is another way you can gain achievement points, after all. You now have a sixth sense for telling whether someone would be an easy mark to attack, and those far weaker then you will be even less effective in a fight when you ambush them.

Honorary Citizen [200cp]: There is not a proper faction system within the game Elder Lord. For many players, however, they can be restricted from entry into certain areas if they lack the appropriate reputation for an faction. This, however, is not your problem. For any non-hostile nation in existence, you will be treated like a full fledged citizen for most of the services they provide. This doesn't make you truly a citizen, but most people would care less if pointed out.

Proud Worker [200cp]: You know what often sells products more than anything else? Sheer confidence. Even someone with little experience in selling produce using a simple method could make vegetables sell. Now, you have inherited this ability. When you seek to sell something, you will find yourself projecting confidence in your products just from your in-person attitude.

Youvidser [400cp]: Beyond actually playing the game of Elder Lord, a major method to get popular is by taking videos and putting it on Youvid, the major source of Elder Lord fan vids. With this perk, you get two abilities. First, you can now mentally record any scene you are watching, transferring it from your mind to a computer with just a thought. Second, your stealth capabilities have been improved to a large degree, allowing you to record in secret. Excellent for those pesky reporters out there.

Mountain of Sabers, Forest of Swords [400cp]: Surely you have aspired to be a far greater player than you are now. That being said, due to the somewhat unusual method of increasing the rank of your skills, sometimes it helps to have a good trainer. With this, you are more than capable of learning whatever a trainer tries to teach, becoming much more capable of improvement under the tutelage of another. Reaching the pinnacle of skill is well within your reach.

The Deceiver [600cp]: Its surprising what others believe about who you are just from what you told them. If you are a "New Player", you truly have everyone fooled on that fact. First and foremost, if people have no reason to believe you are lying, they will now assume you are not. Additionally any tale you tell them is going to be believed the way you want. Finally, when you decide to dispose of the fool who believed you, any trap you have laid will work absolutely perfectly. It is a dark way to rise in this world, but it is the quickest.

Roleplayer

Immersion [100cp]: Getting into character, are you? You are excellent at getting into character for a role you set out for yourself. While you may make a decent actor with a bit of training, the true benefit of this perk is that in Elder Lord, your immersion is far higher than the average player, approaching about 70% immersion without much effort. This means that your body is far less sluggish when playing, and allows for far greater feats than low immersion players. Post-jump, your reactions will be boosted to a small degree.

Natural In Battle [100cp]: Not everyone starting Elder Lord are entirely used to its realism. Wounds spurt out realistic blood like the real world, and when fighting other intelligent people, whether NPC or Player, it's very easy to hesitate when attempting to harm someone. This issue, however, has been reduced for your sake.

With this, any aversions and fears related to bloodshed or otherwise fighting intelligent beings are reduced to a point you desire.

A NPC? [200cp]: It's tough to be a roleplayer if no one else plays along. Those cursed by the stars can tell with a simple glance on one's forehead to tell who is a player and who is a normal NPC. Your dedication to being your character, however, has empowered your ability to hide these giveaways. All of your disguises, as long as they could be considered enough to fool people in the first place, will always hold out even if people grow suspicious of them. Further, they will be resistant to damage, in order to further ensure your true nature is protected.

Necromancer [200cp]: There are many other beings in the world of Elder Lord which are far stronger than most humans have faced. Beings beyond the realm of "Essence" or even "Pinnacle". With the right technique, however, would it not be possible to make their power yours? You now have improved ability to make contracts with beings more powerful than you for their power, allowing you to amass power far beyond your own with greater ease.

Northern Conqueror [400cp]: A truly heroic individual will inevitably do truly heroic things. With each deed, that legend will continue to grow beyond its original form. That being said, it would be disappointing if others would not learn of your greatest deeds. When you do a great act of heroism or infamy, you can choose for people to learn of it rapidly, even if the means for that news to travel should be quite slower. Additionally, if your deed would allow you to gain a powerful position in society, none will complain initially, either out of respect or fear. Just be wary after this period ends, as your legend is a terrible shield for poor rulership.

Mind of a King [400cp]: Is it easier to go with the flow, even when everyone else is wrong? Maybe, but it is also the thinking of a slave, not one such as yourself. Whether it is peer pressure or the pressure of those above you, you will be immune to that kind of persuasion. In addition, your mind shall be protected from more unnatural forms of manipulation, such that you can resist illusions and other mental interference with ease.

Bul' Tar! [600cp]: Jumper, are you alive? Not just living and surviving, but thriving at your greatest heights? Too many have forgotten the difference between the two. Let your efforts to live not end in vain. When you are striving for a goal you truly carry in your heart, you will find miracles will occur to assist you in your task. Taking on an army alone to stop the death of innocent could actually significantly delay them, and the impossible task of fighting a war god to save your race is within reach.

Ranker

Ranked [100cp]: You always keep an eye on how you compare to others. If you aren't keeping an eye on the competition, you can find yourself quickly falling behind. With a thought, you call upon a mental leaderboard of the Top 500 of a certain thing, whether it is in terms of power, skill, or even one's ability to play a game. These leaderboards will be populated with the population of the current dimension you find yourself in, and will place yourself in if you meet the cut. While it does not provide specific statistics if something cannot be reasonably quantified, you will be able to tell if you are the greatest with ease.

Paid to Win[100cp]: The people of this world seem to be a bit... obsessed with Elder Lord. Not that you can complain, as due to the world recognizing how good you are at playing Elder Lord, you find yourself getting paid just for being good at it! While the amount starts low, starting around a decent salary for the area you are in if you just entered the Rankings, as you prove yourself to be better than all others in Elder Lord you will find your income will eventually become as high as some of the greatest celebrities. Post-Jump, you will find that being good at games will give you similar benefits, with any payments being discreetly placed in your bank accounts or Warehouse by your Benefactor.

Manipulations [200cp]: Justice belongs to the victors. To some, however, this is not enough justification. For cases like this, you will need to find a more proper reason. Fortunately for you, the reasons you give for actions are always seen as legitimate by those not targeted. If you are serving as the King's vassals, does that it matter what you do?

A White Knight [200cp]: You're a bit popular, aren't you? For all of your great deeds, it shouldn't be a surprise that you would get fans. As a virtuous knight in shining armor, you will find that you will get more fans your virtuous deeds spread, even if it's just a continuation of what you were doing. Prepare to have a fanclub.

Pursuing the Pinnacle [400cp]: The path to perfect master in this world is long and difficult. Many without talent cannot even see the subtle differences which leads a swing to be Pinnacle rank as opposed to just a good swing. This is not an issue for you, however, as you are adept in the pursuit of self-improvement, quickly realizing what you will need to figure out to achieve the next step. With effort, you will be able to advance to the rank of Pinnacle and beyond.

War Maestro [400cp]: Sometimes the path of power is not in one's own powers and instead is in the powers of others. While not everyone is an unparalleled genius in combat, they can become far greater under your command, and quite literally too. When you are directly leading a group of individuals, they will find themselves

directly boosted as they follow your orders, turning even simple commoners into mighty warriors.

Hero's Heights [600cp]: There are many who believe that Pinnacle is the greatest heights you can reach. This is incorrect, as the step higher, "Hero" proves. Who says this is the end? With enough effort, you will find all of your skills will continue to improve, even into the realms of Legends and Myths, and possibly even beyond. Now uncapped, you will be the greatest this world will ever have seen.

Items

All Items have a 50% discount for the appropriate background, with the 100cp item being free.

General:

Starting Equipment [Free]: We're not sending you into this world without some level of equipment, you know? You will get a basic weapon of your choice, as well as some armor. This equipment is based on your background, with Drop-Ins and New Players getting Common rank equipment, Roleplayers getting Uncommon rank, and Rankers getting Rare rank items. Stay alive and don't lose it this early, okay?

Money [100cp]: I'm sure you would rather spend your time here playing Elder Lord as opposed to actually working. Never fear! With just a single purchase of this, you will find yourself with enough money to last you two years in this world.

Cafe [200cp]: Perhaps, as opposed to above, you would rather have something which can actually make you some money on the side? This Cafe, already staffed with well-trained staff, are more than capable at serving high quality coffee and tea as well as other refreshments. Without paying it much attention, you will have a steady income, so finances should not be an issue.

If you are an NPC, this will appear as a local equivalent in Elder Lord, but otherwise serves as a source of income as well. In future worlds, it will appear in a good location, allowing it to make good income, as well as being similarly managed so you don't have to focus on it. The people working can count as followers if you wish, or can be new each time.

Albino Replica [400cp]: You got your hands on a truly unique item with this purchase.

Simply put, have a perfect replica of the supercomputer which powers the game of Elder Lord. More than just amazing, this supercomputer is capable of simulating an entire planet, perfect AI populace, with no other issues and excellent response times. While attempts to disassemble it will likely prove futile, it is the perfect

server for any virtual reality game which focus on realism. Or you could use it as a regular computer, I guess.

NPC:

Warrior's Tattoos [100cp]: Imprinted on your skin are a perfect recreation of the Warrior's Tattoos which all Orcs get when they reach the level to be called Warriors. While it is not truly the tattoos, all who see it on your skin will believe you to be a powerful warrior. You can toggle whether they appear on your skin at any moment, in case you find yourself inconvenienced by their presence. You can choose to import any pre-existing tattoos for this effect.

Tiger [200cp]: A full-grown tiger! By Earth's standards, anyway. In truth, this tiger is as intelligent as any animal can be, understanding human speech with no issue, and has the strength and speed far greater than any Earthly tiger. It shall serve you as a loyal pet, and will revive itself shortly after its death. Can be called whatever you want it to be called.

General Replica [400cp]: Now you have a weapon! This golden rifle is a replica of Captain Tiyo's signature weapon, known simply as General. While a powerful gun in its own right, shooting magical energy as opposed to bullets, what truly sets it apart is its ability to shift its appearance to other forms. Its strength as a weapon is only equivalent to the imagination of its user, and will adapt to the changes to be used effectively.

New Player:

Vegetable Stand [100cp]: A vegetable stand for all aspiring vegetable merchants. Having a decent variety of produce from the world of Elder Lord, tasting it will only find the highest quality in terms of taste. Further, when no one is looking, it always seems to refill itself. For all the proud Orc vegetable sellers out there.

Travelling Cabin [200cp]: A decent and cozy log cabin, designed to protect against the elements, albeit a bit on the smaller side. What is special about this cabin is its ability to disappear from the world, later appearing in a location when you need it. While it is not present in the world, it is in the void between universes, and is quite difficult to find without a method to guide yourself.

Guild [400cp]: You already joined up with a guild, did you? This is a group of players, from early adopters to new players, joined together with the common goal of gaining strength in this world. While the group is small, only around twenty players, they will be quite apt in rising in this world. Prove yourself, and you will easily become their leader.

Post-Jump, they will go with you on your journey as followers, keeping their skills from Elder Lord in future worlds.

Roleplayer:

Bandana [100cp]: An iconic bandana used by a certain soon-to-be famous Orc, this bandana will one day serve as an important symbol for his followers and is easily recognizable. While it will take time for that reputation to emerge, this bandana will perfectly block your forehead from anyone's eyes, hiding your status as one of those cursed by the stars with ease. It is resistant to damage, and will also not come off unless you desire it. It can be in any color you desire.

Caruk [200cp]: In the harsh north of the continent, sealed from the rest by a dark forest, horses are a rare resource. Instead, they use caruks, animals similar to rhinoceros, although smaller than a horse and with a few different features. Despite their smaller size, however, they are still quite fast, and actually sway less than a horse when ridden, making them excellent for combat. You happen to have your own Caruk with this purchase, more than capable of serving your transportation needs in this world, appearing when you need it. No need to walk everywhere with this.

Slayer [400cp]: A certain genius dwarf forged a large series of arms for various individuals, all of which given the title of slayer. Whether it is Ogre Slayer, a greatsword forged for Crockta, or any other weapon, their effectiveness is far beyond what their Essence Rank would suggest. With this, you can get your own weapon on the level of Ogre Slayer, forged with small amounts of adamantium and other quality materials, as well as dealing more damage to whatever its name would declare it.

Ranker:

Sponsorship [100cp]: You already have a sponsorship! As opposed to standard people, you already have someone with offers to give you money in exchange for your own endorsement of their products, whether in the actual world of Elder Lord or on Earth. Further, in every world after this one, you will quickly find yourself with a similar deal in place, even if your fame shouldn't warrant it. A quick amount of money can help anyone continue onward.

Essence-Grade Weapon [200cp]: You have obtained a Essence-Grade weapon! These are seen as easily the top weapons most people can get their hands on in Elder Lord, and if sold in the real world would be worth millions of won. This weapon will see you true for most of your time here, and can be any new weapon or imported from the weapons you already possess.

Black Forest Abode [400cp]: You have gained a peculiar power with this. When you enter a forest, you can choose to take an alternate path, twisting and turning until you come to this beautiful castle. While an amazing castle in its own right, the true treasure lies within, with the mighty dragon Gushantimur living within.

While he is amazing company, he is an expert in helping people break through barriers of training, letting them soar to new heights. With his many companions, anyone who travels here can easily be guided to the rank of Hero with little other issues. While Gushantimur is not a companion, as you travel through the worlds he will help with all these issues for all of your companions, with leaving the castle letting your return to the portion of forest you were in.

Companions

A New Ally [100cp]: A new companion from this world, of any of the backgrounds above, serving as either a friend you have met in Elder Lord or in the real world. They will have 800cp to spend, and have a race of your choosing, being simply their avatar if they are playing the game like you. Imports are allowed.

Guild Invite [200cp]: Perhaps you have more allies than what above allows? With this, you get 8 companions, new or imported, each having 800cp to spend or otherwise use as they wish, having a free background and race.

Canon Companion [200cp]: There are sure to be some people which can charm you from this world. Perhaps you would like to travel with them? With this, you will meet under favorable terms with the individual you have selected, and if you convince them they will join you on your travels. Only the Gods and Gushantimur are excluded from this option.

Drawbacks

A maximum of +1000cp can be gained in this section. Any more will be just for your own suffering.

A Third World [0cp]: At the end of the day, Elder Lord will close, and your time here will be brought to a boring close. Why should you keep it that way? With this drawback, you will stay the full ten years from Earth's perspective, as monsters from another world suddenly began invading Earth, and former Elder Lord players suddenly gaining the powers their characters had. A unknown plot lies ahead, and there is no benefit but a few more entertaining years in this world, and the unknown story ahead.

Mob [+100cp]: If Orcs are the game creators mistake, you somehow ended up as an error even worst. For whatever reason, you are now stuck as a low-level mob race, such as a goblin, kobold, or some other petty monster. Unlike most players, you will not have a safe tutorial to gear you up. Further, your monstrous appearance will provoke players into attacking you for being a mob monster. Despite this initial disadvantage, you still can grow to unseen heights like any other.

Trusting [+100cp]: You seem to have severe trust issues. Namely, you trust others way too much. You believe everyone's motives from the moment you see them, only learning who not to trust long after the effects are over. You can overcome this, but it will take time, and how much times will you suffer before you learn?

Just a Game [+100cp]: Elder Lord is such a wonderful game to play! Whether you are a professional or a casual player, the detail is so easy to enjoy. Still, it is just a game. It will never be more than that to the world, the NPCs will always just be NPCs, despite their interesting story. Anyone who says otherwise must be delusional.

Ranking [+100cp]: The realm of Rankers. It's a dream to many to be apart of this luxurious group. For you, it has become the point of obsession. It doesn't even matter if you already are a Ranker; after all, there are even higher ranks then that. This could get to the point where you are willing to even do morally ambiguous things just to continue your path. Try to keep your head on your preferred path.

Mutant [+200cp]: What is with some of the monsters you have faced? Each one seems to be far greater than the average beast of their nature, as if only the strongest seem to continue to grow. While each is worth more achievement points, even the weakest will need Uncommon skill to stand a chance. Even Hero rank seems to be matched by some of them.

Northern Conquest [+200cp]: The Great Chief of the North finished his northern conquest a bit early. With nothing in the North left independent, the path to the south has been opened, and the rest of the world will have to deal with his berzerk hordes. While the player base has been alerted of this development, they are woefully underprepared for the sudden invasion. You will have your work cut out if you are to stay in the game, and will return home if the Great Chief finishes his conquest to rule the entirety of the continent.

Rampage [+300cp]: Is there no sanctity in this world? Players who have entered this world seem to prioritize one thing over anything else: achievement points. As slaughtering people of this world is the greatest source of achievement points, issues begin appearing quite rapidly.

This will start low-key, with people trying to actually justify why they are doing this, even with poor excuses. Eventually, however, Elder Lord will be filled to the brim with armies of Players, each hunting down entire cities to slaughter their inhabitants to increase their achievements. While there will be great heroes to counter them, certain events are going to come much sooner.

Divine Extermination [+300cp]: The Gods of Elder Lord have noticed an unusual spatial disturbance, and have concluded that a certain race is colluding to summon the Grey God back into the world after she was banished long ago. That race is the one you selected above. With a crusade to exterminate all of your race scheduled, you must defend them from the gods themselves to save your people, either by convincing the gods or defeating them outright. If you fail, and the rest of your race is eliminated, you will return home as if you died.

Ending

You have, through the time distortion Elder Lord has to reality, spent a total of ten of its years in this world. Your powers from playing Elder Lord will now integrate into your Real Body as if you were playing it in the Elder Lord game, your Race becoming an alt-form. Whether you were a great hero or just an average player, you now have a choice to make.

Waking in My Eyes (Go Home): You are tired of playing the role set out by your benefactor, and decided to cash your chips in. You will awaken in your own world, the various worlds you have been to moving forward at last, and your life will be free from further adventures, at least purposeful ones. If you have died or otherwise suffered a loss condition, you can only choose this.

This World Is Not Empty (Stay Here): You have decided to remain in this world, with all of its various joys. Your affairs at home will be dealt with, and you will live out the rest of your days in this one. That being said, you will find your connection to the world of Elder Lord increasing, and your days will soon be filled with another adventure...

As compensation, take another +1000cp. Enjoy your new life.

Bul' Tar! (Move On): Who said you were done? You are not done with your journey yet, even after this world. There are more worlds in the great void to explore, after all...

Notes

If it wasn't clear by some of hints above, the world of Elder Lord is not a game. The reason its sights and sounds feel real, and its mechanics prioritise realism, is that the players who enter the world enter as real people. That means that any death they commit is of a real person or thing.

In truth, the story of this world is a bit tragic. It is the last civilization in a dying universe. The stars in the sky are all false projections created by the gods of this world, as all the stars had burned out millenia ago. The sun which this planet orbits around is the sole star left, still approaching the end of its lifespan, with not much time left. Seeing the state of the universe all that time ago, the grey god decided to put into action a daring plan to regenerate the universe. By sacrificing the world, the universe would be brought back to life. All that it took was the death of one world, the last world.

The other gods did not take this kindly, and a great war between the one race which supported the grey god, known now as demons, and the remainder, the races you can choose above. The end of this war led to the banishment of the grey god to our universe, as well as the near extinction of the demons. Desperate to return, she contacted the future creator of Elder Lord and made a deal, using her influence to allow the players, known as those cursed by the stars, to enter the world.

Achievement points, in turn, is the key to her getting back in. As one's achievements in Elder Lord compounded, the connection that a player has to Elder Lord increases. At the 'max' level, somewhere around two hundred, the player's connection is enough that the grey god will use it to return to the world, and usher in the apocalypse. If players don't sign out soon after, then they too get stuck, waiting for her weeklong ritual to end and kill them. While Jung Ian averted this crisis in-canon, I will spell out the risk right now.

Skill Ranks:

The known ranks are as follows:

Common
Uncommon
Rare
Essence
Pinnacle
Hero

Legend Myth

For each rank ascended, the skill with the appropriate abilities increases by a large amount. When Jung Ian ascended from Common to Uncommon in the middle of battle, his weapon felt much lighter than when he had used it before, and he became noticeably more skilled. Further, as you go up in the ranks, what you become capable of doing also increases, with supernatural feats out of myths quickly becoming apparent. Shooting out the sun temporarily with arrows, cleaving through mountains, even slicing through dimensions are just what can be seen in Hero rank. Crockta was even capable of altering causality so he always could hit his opponents when achieved the Rank of Legend, as well as calling the souls of dead orc heroes to assist his strikes.

In general, however, up to about Essence is still mundane swordsmanship, even if it is equivalent to the greatest and most skilled individuals. Anything after is supernatural.

Time:

As usual, your jump ends in ten years. As Elder Lord has a time dilation of five to one, your time here will be counted in Elder Lord time. If you decide to stay in the real world for two years and just ignore Elder Lord, you will continue onward as if you had spent ten in Elder Lord.

In-canon, it took about a year in Earth's time for Jung Ian to finish his journey in Elder Lord. In terms of the average jump, that means you would spend about six years total, five in Elder Lord, and one on Earth. NPCs will always stay ten years, however.

Immersion:

Simply put, this is a measurement on how connected to the body you have in Elder Lord you are. The higher it is, the better your body moves the way you want it. On the flip side, it is more painful the more higher it is. At 100% immersion, you will also die when you die in the game, so take care of that note, though the system purposely restricts this number.

Rankers, on average, have about 50% immersion at lower levels. Roleplayers and higher ranked Rankers have about 70% immersion. New players, on the flip side, have about 30-40% immersion on average. If you are a NPC, you effectively have 100% immersion due to you actually being in Elder Lord directly.

Perk/Item Clarifications:

"A Bad Human" only boosts you if you an injustice is not in response towards negative actions towards the group you "rebel" from. If you were framed by the law for a series of murders, then the perk activates. If you committed them and the law catches you, it won't activate, because acting against you wouldn't be unjust. It also only applies to injustice towards you. If your ally is being unjustly attacked, and it wasn't to indirectly punish you, then it won't activate. The boost lasts for a few minutes.

"Bul' Tar!" gives you a special form of plot armor for achieving your goals. For the listed examples, blocking an army by yourself in your goal was to protect a city would lead to army going all-out on you before advancing. Facing a god to protect your kind would allow your kind to hold out in a surrounding battle even if the situation would make you at the disadvantage.

"Hero's Heights" uncaps everything, from skills to personal parameters.

The quality of video from "Youvidser" is equivalent to your own capabilities. If you can see other things beyond just the visual light spectrum, you can also include your vision of those as well at your discretion. The audio quality is also as good as you can have.

The Albino Replica, in essence, is what people believe Albino to be; an absurdly powerful supercomputer. It has no relation to the Grey God.

"Black Forest Abode" will allow you to train anyone who follows you to the rank of Hero, or a setting equivalent to it at the very least.

Drawback Clarifications:

"Mob" prevents you from taking the Starting Equipment from the Item tab. You'll have to find your own equipment. Post-Jump, your Mob form as well as your original Race become alt-forms.

"Just a Game" makes it so you are affected by the Grey God's perception barrier like everyone else. For non-NPCs, this means you are unable to recognise that Elder Lord is an actual world and not a game. For NPCs, you will be unable to recognize that those marked by the stars are acting extremely strangely because they are from an alternate universe.

Other Notes:

No, you can't hack Albino to get your stats or equipment improved. It never was really a computer to begin with. If you are the point where you can literally hack people with a computer, you aren't going to need those stats anyway.

Due to the world of Elder Lord being set as a game, non-Drop-Ins can always create a new character and start anew. That being said, this will reset your skills, and if your items have not been secured they will be lost. Additionally, for the purpose of future jumps you can only take one of your "accounts" as your Alt-form. If you took the "Mob" drawback, all attempts to make a new account will also fail.