

version 1.01

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Introduction.

On December 24, 2005, a super virus codenamed "Pluto's Kiss" sent all systems worldwide into a crash and all networked computer and communication network control systems into a shut down for 77 minutes, causing numerous traffic accidents and disaster to occur and the United States's automatic retaliatory system to malfunction and arm their nuclear defense and automated counter-strike systems.
In the end, all of the world's computer operating systems crashed except for one: ALTIMIT, an OS virtually immune to all computer viruses. In response to the chaos, hacking has been declared a capital crime across the entire world and all internet activity save for government or business purposes is banned.
This period would be known across the entire world as "The Twilight of the New Gods".
Soon after, Harald Hoerwick, a genius programmer from Germany, approached CyberConnect Corporation, formed by some of ALTIMIT's core staff once they left after it became the dominant operating system in the world- which goes to show what kind of

genius we are dealing with- and sold to them the game programmed and designed on his own, "Fragment" based off of the epic poem "Epitaph of Twilight" written by Emma Wielant. On December 24, 2007, a few months after the WNC passed a law forcing all computers to run ALTIMIT OS, all networks restrictions were lifted and Harald Hoerwick was declared missing, "Fragment" has been renamed as "The World" and is released worldwide, the "Twilight of the New Gods" coming to an end.
However, an unknown force is beginning to wake and send ripples inside "The World"...
You'll either arrive during 2009, as the player character "Tsukasa" becomes trapped within "The World", or during 2010, as the "Second Network Crisis" begins and the player character "Kite" begins his investigation of the circumstances that led to his friend and fellow player, "Orca", falling comatose.

Here, take this...

You now have 1000 CP!

...You are going to need it.

Origin.

Drop-In.
You wake up in a random back alley in Tokyo without warning. No past or connections but the ones you can establish with the perks or gear you have. An oddity.

Player.
You are a normal person, with your own past in this world, altered to fit the perks, gear and drawbacks you might have purchased in this document.

Wandering AI.
Yours is an odd existence, an artificial intelligence born as a byproduct of the secret purpose behind the MMORPG "The World". You wake up the moment you are born, completely aware of yourself and knowing people are going to come after you sooner or later.

Hacker.
You are not a normal person. You are a hacker, a criminal, a terrorist, an enemy to the entire world aware of the dark secrets lurking below the real world and the internet. If you are caught, you'll be judged and killed.

Age and Gender.

You can pick any gender and age you wish for, excluding any drawbacks overwriting your choice.

Starting Location.

Drop-In and Player Origins begin in Tokyo, Japan. Vagrant AI Origin can begin at a random dungeon within "The World" or at NetSlum. Hacker Origin can begin anywhere in the real world.

Perks.

All 0 CP Perks are exclusive to their own origin. There's an extra 100 CP cost if you wish to purchase them.

General.

Adept Artist/Athlete. - 100 CP.

You are distinctly talented at either something related to art, like being a novelist or a graphic designer or a musician, or a sport, like soccer or tennis. You won't be going to the Olympics with this, but you can make to the Nationals in a few months. After a few years of dedication, though, who knows? In fact, as a novelist, you might one day write a novel that will inspire hundreds of even write a collection of poems upon which entire games might be based around.

Adept Detective. - 200 CP.

As long as you are investigating or 'pursuing a truth', you shall get a slight wisdom and luck boost that will allow to make better logical connections between the clues you have as well as improving your chances of stumbling into the next clue you need.

Out-Loud Inner Contemplation. - 400 CP.

With this perk, sometimes, when you are faced against some kind of problem or riddle, your mind will draw upon your own experiences and recall odd bits of information, allowing you translate them into the present and use them to find a solution to said issues.

For an extra 100 CP pay, you can upgrade this perk into "Out-Loud Inner Monologue Pondering Collective Contemplation", in which those around you are more likely to comprehend your train of thought and, evoked into drawing upon their own experiences and random information just like you, are more likely to add on their own two cents in, as if adding your mental resources together, in order to comprehend the current situation and figure out better and more fleshed out solutions.

Drop-In.

Language Expert. 0 CP.

With this perk, your ability to learn and comprehend other languages has become supernatural, cutting the three or four years it takes to become truly proficient in a language down to a merely three or four weeks.

Game Adaptability. - 100 CP

Your ability to adapt to any and all kinds of gameplay is unmatched. Be it a virtual reality video game or even a tabletop game you are dealing with, you can grasp each and every rule and technicality with an almost instinctual skill, as if you were born to play this game.

Holistically Coincidental News. - 200 CP.

With this perk, at dramatically random times, you are guaranteed to have your attention drawn towards any television, radio, news article or forum thread post that was/is/will be relevant to the main narrative of the jump you are in.

It might be something as seemingly inconsequential lol as news article about how 'a high schooler was found comatose by her family in her room' or as dangerously foreboding as '(...)personnel across the world reporting an increasing amount number of glitches in computer systems'. Nevertheless, these 'stories' will provide you with cryptic but relevant information.

Harmonious Grinder. - 400 CP.

From now on, every time you find yourself needing to perform a task involving a continuous amount of repetition of a same set of actions, like practising a set of moves of a martial art or having to farm in a video game the same set of enemies in search of an equipment they drop, you'll mind will reach a zen like state, harmonizing your mind and body and allowing you to simultaneously focus and relax on your task, eroding all kinds of fatigue. WIthin six hours, you'll feel as refreshed as if you had a full night rest. Be careful, though, because once you enter such a paradoxical state it might be hard to 'snap' out of it until you fulfill your goal and you might ignore important things, like the assassin stand behind you and the dagger it has pressed against your throat.

Counter Segregation of Gameplay and Story. - 600 CP.

What? How come those characters can perform in-game acrobatic jumps and attack like if they were using their actual, real world hands when there's not even a jump button and every one is playing this game with a keyboard or gamepad!? Well, wonder no more! Because with this perk, you can perform the same kind of in-game 'logical' feats even if you can't perform them because of hardware and technical limitations. Remember all those times you wish you could jump over a fence in order to skip to the next level rather than take the long way? You can now.

Genius. -800 CP

You are a genius, plain and simple. Your memory has become perfect, with unlimited storage capacity and instant retroactive recall as well as the ability to instinctually calculate the correct answer to math related problems, recognize and correlate seemingly unrelated patterns, and make logical decisions under even the harshest of pressures.

Player.

Address Magnet. 0 CP.

Be it by happenstance or even fate, you have the incredible talent to learn or stumble into opportunities to earn the member address of other players, by either helping someone who asked for help in the game forums or just by stumbling into them in a root town or field and having a nice chat with them.

Grunty Breeder. - 100 CP.

You are unmatched at everything related to grunties, be it by knowing what kind of foods they eat or prefer to eat, what to do in case they become sick, what ways to guide them to grow into the kind of grunty you wish them to be or the best way to race with them.
Outside the game, however, this perk can apply to most animal you encounter. You'll know what kind of food they can or can't eat instantly and, once tamed, you'll be able to give them simple commands they can follow. In fact, it's almost as if the more time you spend with them, the smarter they become...

Bond Maker. - 200 CP.
With this perk, your ability to make true and strong connections with people, no matter if it is through an MMORPG where the real face or gender of the PC you bonded with is unknown to you, is uncanny.
A simple back and forth exchange of emails or gifting someone with in-game items, can increase their affection significantly. In fact, at the end of the journey you share, you might even meet online and be friends offline to.

Chaos Gate Expert. - 400 CP.
You know the perfect way to manipulate the 3-Keyword Destination System in each Chaos Gaye in order to generate a field exactly how you wish them to be: the weather, the size and shape of the field and dungeon, what kind of monsters and foods await you there and what kind of items and equipment drop there, if there is a Spring of Myst is on it and so and so on.
All around, this ability makes you capable of grasping the odds behind most kinds of RNG, although you can actually alter them. What you CAN do, though, is to 'stack the odds in your favor by manipulating outside elements'. If you are aiming for a particular equipment that drops from a particular monster, you can't alter the drop rate, but you can manipulate how often you can encounter said monster.

Such Charm, Such Beauty. -600 CP.
With this perk, you possess such innate charisma you could an unofficial player-governed group by yourself, uniting dozens upon dozens of people into eagerly pursuing a single goal, be it to keep order in an MMO game by settling disputes among people, chasing after some nebulous item or location that may or may not exist, or even joining together to fight an impossible force. In time, you might even be recognized by the administors overseeing the game.
In real life, this effect is lessened slightly but you are still bound to gain a following.
As an additional boon, you are skilled at designing attractive looking characters as well as being considerably attractive in real life.

Descendant// Another. -800 CP.
In "The World", there are a duo of players who defeated numerous 'unbeatable' events and monsters, including the infamous 'The One Sin'. They are the Descendants of Fianna, Orca of the Azure Sea and Balmung of the Azure Sky, their titles given to them by the players of "The World" as a whole.
With this perk, you join them as their equal. You will become one of the greatest players of "The World", an elite among the elite, capable of defeating 'unbeatable' monsters, as well as earning a title like the one they have.

Once this Jump is completed, though, the title you've earned will follow. People will whisper your title and achievements in reverent tones, having heard their own local version equivalent of your story, and albeit they might not initially recognize you by it as such, you'll always have a chance to demonstrate your prowess and identity as such.

Wandering AI.

Reflection of the Self. 0 CP.
You obtain the -200 PCP PC Appearance Perk for Free by default.

Free Walker. - 100 CP.
You are capable of moving outside of the restrictions of The World. While, with this perk, you still won't be able to leave the MMORPG, you'll be able to travel freely without the need of utilizing a Chaos Gate and maybe even make the odd post in forums boards or web pages related to The World or send emails to players of the game.
As a plus, system administrators won't be able to track you down very easily.

Concealed Prohibited Hallowed Field. - 200 CP.
You control a secret area hidden behind a camouflaged entrance inside a dungeon on a random field with thematically appropriate keywords. You can alter this hidden area in whichever way you wish to. Beware, though, the larger the area becomes, the bigger data size it will take in the servers of the game, which would draw attention and might lead to it, and you, being discovered.

Controlled Data Bug. - 400 CP.
A Data Bug is an error in The World, affecting monsters and rendering them indestructible to all attacks except for data rewriting based attacks, such as Data Drain, that 'reset' the monster back to normal again and, thus, defeatable.
With this perk, you can control and weaponise this error at will in order to reshape your own data or, in a pinch, the data of others, protecting or corrupting it. With enough practice, you might be able to resist being 'Protect Broken' and the effects of Data Drain, copying and pasting your data in order to escape immediate death, creating data clones of yourself.
This perk doesn't count as a 1 Up, as someone exceptionally knowledgeable in this kind of field might be able to circumvent this protection.

Aura's Second Chance. - 600 CP.
If you are ever either destroyed or data drained, and if your friends managed to defeat the overall plot behind the cause of your death and clear a thirteen floors dungeons, you'll be recreated and brought back to existence.
This perk does count as a 1 UP, exclusive to Wandering AI Origins unless you pay an extra 400 CP. In which case, the difficulty of the dungeon will increase exponentially, proportional to the length of your jumpchain.

THE ULTIMATE AI. - 800 CP.
Your enemies are no longer dealing with the average AI anymore. You are now an Ultimate AI, capable of acting of your own accord, judging by yourself what actions to take, contradict

yourself, evolve by yourself and have a personality and awareness indistinguishable from humans.
While as a Jumper this might initially not seem like much, the true power of this perk lies in your ascendance to virtual godhood, with all the implications it carries. Be careful, though, for you are not immune from hacking or corruption and Data Drain might cripple your abilities. No matter what. you will be able to pose a fight against whatever threat you face, and go down swinging if you end up failing.

Hacker.

Kind Be The White Hat. 0 CP.
In this world, hacking is illegal to the extent of carrying the capital punishment worldwide. As long as you follow ethical standards and don't act with malicious intent, you carry a innate protecting that'll make people turn a blind eye to your actions.

Archeological Bent. - 100 CP.
You know how to find the most obscure of files as long as it has once existed online, when if the server hosting said file was destroyed. As a matter of fact, you know how to recover erased data as well, no matter how extensive the deletion process it went through was.

Ghost Unrecognized. - 200 CP.
You are an informatic ghost. All attempts to trace your physical location will fail and automatically redirect said trace to the most convenient location of your choice while simultaneously sending data packets that will infect the computers of your opposition with all kinds of malware, allowing you to spy, control and rewrite their data no matter the distance.

Backdoor Spy. - 400 CP.
You can filtrate the most secure of data networks and what kind of exploits and loopholes to use to modify them to your benefit. Also, you have the know-how to create untraceable, easy modifiable super viruses capable of stealing millions without being caught and transferring said money to safe false account.

Unethical Hacker. - 600 CP.
It's getting dangerous now. You know how to create viruses capable massive blackouts and system shutdowns in an entire district, causing traffic lights, security systems and such to malfunction.
As a addon, if you purchased all the previous perks of the Hacker tree, you know how to make another type of virus specialized in infecting all kind of monitors and making them display special flashing images that can strike the human subconscious and damage physiological functions, causing vomiting, seizures, convulsions and even death.

The Next Network Crisis. - 800 CP.
Congratulations, your mind now holds the key to the next worldwide collapse. You can create virus so ahead of this world's current technological level that, aside of increasing the reach of the effects of all the previous perks' viruses to a continental level, it can make make all

kinds of aircraft and public transport systems to go apeshit and crash, collapse every commercial transaction and crashing the world economy, break every single operative system in the world without exception, and make any nation's entire nuclear defense and automated counter-strike missile systems to be armed.
Yes. With this perk, you can trigger the end of the world as it is at will.

Player Character Creation.

This section is slightly different from the rest. As you can see, this section is exclusive based around the creation of your own player character to play with in the MMORPG "The World", utilizing Player Character Points, or PCP, to customize it at will.
Once this Jump is over, you can begin choose to set your PC as an Alternate Form to use in non-digital based worlds, although with a slight decrease in power.
As a incentive, you'll receive 500 PCP to use here and only here.
If you want additional PCP, you can convert 50 CP into 100 PCP.
And no, you can't actually swallow or drink this PCP, you smartass...

PC Appearance. FREE/-100 PCP/-200 PCP.

You can customize your PC's appearance within the system's parameters.
For an extra 100 PCP, you can alter your PC in order to have any slight cosmetic changes applied to it that are outside the normal system's parameter in the line of Kite's color scheme or even.
For another extra 100 PCP, you can alter your PC in whatever crazy way you want to! Wish to have a animal like appearance like Macha or Mia, done. Want to have functional wings like Balmung? Of course! An outfit like the one Helba has! Go for it! Be careful, though, other players may raise a few eyebrows at you.

PC Class.

You can pick one of the following PC classes first released in game for free per PC:

Twin Blade.
This is the most balanced class, noted for wielding dual blades and for their superior traveling speed and hit rate.
A proverbial 'jack of all trades, master of none' thanks to their decent attack stat growths and magical stats, yet unable to equip to strongest armors and burdened with lower attack growth than the other classes, as well as being denied access to stronger magic skills. This class greatest strength, however, lies within their multi-hit skills, each with several elemental versions capable of dealing massive damage to enemies weak against those elements.

Blademaster.
This class is one of the strongest classes, noted for utilizing one medium-sized one-handed blade in combat.
They rank third in terms of attack growth and first in terms of physical defense growth, and although their growth is slower than that of Heave Axemen and Heavy Blades, they can still

reach the maximum numerical stat in all physical categories and, coupled with their relatively fast attack speed and area skills, this is the highest tier of all physical class.

Heavy Blade.
This class is another of the strongest classes, notable for their use of huge, double-handed swords and katanas.
They can equip the heaviest, highest level armors, and their physical attack growth is second only to Heavy Axemen.
Heavy Blades generally have higher physical attack and accuracy than Blademasters, yet sacrifice attack speed and defense growths in the process.

Heavy Axeman.
This class is the physically strongest class, specializing in the use of axes.
They boast the best physical attack and health growth bar none and their physical accuracy is also greater than that of the Blademasters. This comes with the tradeoff of a much slower walking speed and attack speed and factoring in their overwhelming health advantage and physical and magical defenses, Heavy Axemen are the 'tanks', best left right in front of a strong opponent and trading blows with them, although they don't do well against faster enemies and magic-casting enemies.

Long Arm.
This is a physically strong class, considered to be near equal to Twin Blades, and best known for their polearm weapons and light movement.
If compared against Twin Blades, they differ in their greater attack and defense stats as well as far superior range, but sacrificing magical capabilities and multi-hit skills and sharing the same health and spiritual growth of Heavy Blades and Blademasters.
They are capable of naturally reaching the highest numerical stat for Physical Attack.

Wavemaster.
This is the mage class.
They are the weakest class, capable of equipping only the lightest armor, but they have almost gamebreaking magical stats, due to their high spiritual rating, and can equip rods capable of using the highest tier of spells.

For 200 PCP, you can purchase any of the abnormal classes that, depending of your starting point, may yet have to be implemented to the game, like the Knuckle Master/Werewolf class, or may have never existed in the first place, like the Archer class, or even classes that will be implement but in a completely different version of "The World", like the Flick Reaper, the Macabre Dancer or the Steam Gunner classes.

For 300 PCP, you can purchase the 'Adept Rogue' class, allowing your character to use four of the six normal classes in one PC. Your player character will start with the weakest weapon, and will unlocking the additional classes by completing in-game quests that will upgrade your PC. If you wish to be able to resort to more than four weapon types, however, you'll have to pay an extra 50 PCP from the fifth class and onwards.

PC Level.

You can customize the level of the PC you start with.
If you have any other Origin besides Drop-In, your pre established persona will have already played "The World" up to the Tier you purchased, if not, a bot will have played the game for you.

Side-Note:
Oddly enough, The World R:1 doesn't have a level requirement in order to wield weapons or armor. You could be have a level 3 character with a 45 level weapon and none will bat an eye at you. Food for thought…
I recommend the following link: [http://lindzchan.pafu.org/dothack/quarantine/] and the subdirectories 'armor.php', 'rare.php' and 'weapon.php' containing all equipment. There's also the 'skillsma.php' and 'skillsm.php', each with a complete list of magical attack skills and magical skills, respectively.

Delta Tier. FREE.
You start with a new PC, Level 1.
It will have a random weapon and head, body, hand, leg armor within the level range of 1 to 3, and 1,000 GP.
For an extra 50 PCP, you may roll a dice, and, if you roll the highest number, you may pick one equipment of your choice, excluding Rare.

Theta Tier. - 50 PCP.
You start with a barely experienced PC, played played up until now by an bot supplied by Jump-chan, it's overall experiences to be transferred to you on your first log-in. Roll a 20-sided dice and add 10 to the result, the sum will be you PC level.
You will have a weapon and head, body, hand, leg armor within the level range of 15 to 30, and 10,000 GP.
For an extra 50 PCP, you may roll a dice, and, if you roll the highest number, you may pick two equipment of your choice, excluding Rare.

Lambda Tier. - 100 PCP.
You start with a decently experienced PC, played up until now by a non-speaking bot supplied by Jump-chan, it's overall experiences to be transferred to you on your first log-in. Roll a 20-sided dice and add 30 to the result, the sum will be you PC level.
You will have a weapon and head, body, hand, leg armor within the level range of 30 to 50, and 100,000 GP.
For an extra 50 PCP, you may roll a dice, and, if you roll the highest number, you may pick three equipment of your choice, including one Rare.

Sigma Tier. - 150 PCP.
You start with a very experienced PC, played up until now by a non-speaking bot supplied by Jump-chan, it's overall experiences to be transferred to you on your first log-in. Roll a 20-sided dice and add 50 to the result, the sum will be you PC level.

You will have a weapon and head, body, hand, leg armor within the level range of 50 to 70, and 1,000,000 GP.
For an extra 50 PCP, you may roll a dice, and, if you roll the highest number, you may pick four equipment of your choice, including three Rare.

Omega Tier. - 200 PCP.
You start with a mastered PC, played up until now by a non-speaking bot supplied by Jump-chan, it's overall experiences to be transferred to you on your first log-in. Roll a 20-sided dice and add 75 to the result, the sum will be you PC level.
You will have a weapon and head, body, hand, leg armor within the level range of 70 to 90, and 9,999,999 GP.
For an extra 50 PCP, you may roll a dice, and, if you roll the highest number, you may pick the equipment of your choice, including Rare.

Special: Mastered Skill. - 300 PCP.
In The World, all skills are linked to the equipment your player character is currently wearing. Switch your equipment, you lose the skill it has.
However, with this perk, your PC has a special record tracking how often you have used each skill. Once you have reached the threshold of repeatedly using the same skill— 100 times per the level of the skill—, your character will have learn said skill permanently, keeping it even after you change the weapon or armor that had it.

Unique: The Twilight Bracelet. - 500 PCP.

Mandatory Drawback: "Under The Eye of The Clown Circus Corp I." for + 0 CP.
Mandatory Drawback: "Your Anti-Existence." for + 300 CP.

A unique item you can install into your player character, granting you the ability to perform a set of skills existing outside the parameters of The World, and protecting you data and player character from being deleted or altered in a negative way.

Data Drain is the main and first of these skills, allowing the user to rewrite and extract the opponent's data and converting into all kinds of items. However, if "Data Drain" is used against another human player character, it can cause said player to go into a coma.
Data Drain four known forms: the most basic, "Data Drain", an advanced form that can target multiple enemies at once, "Drain Arc", an powered up form of Data Drain named "2128 Drain" that increases the chance that the extracted data is converted into a rare item, and "Drain Heart", the most powerful form of Data Drain, a version combining "Drain Arc" and "2128 Drain" into one.
One of the main drawbacks of Data Drain as a whole, however, is the prerequisite of "Protect Break"-ing your opponent. You see, each enemy you face, be it a normal monster, boss monster or even player, carry a hidden parameter within them, "Protect Points" , and in order to perform Data Drain on them, you must bring said enemy's HP down to their Protect Point, "Protect Break"-ing them.

Another, and more dangerous drawback of Data Drain, is the Infection Rate. You see, each time you perform Data Drain and you obtain a item, you also obtain "trash information" that is sent within your own character,* gradually corrupting it.
Ergo, the more often you perform Data Drain, the more you'll increase this "trash information" within yourself, the more you'll increase the Infection Rate percentage, and the higher the Infection Rate increases, the higher the change of a negative side effect happening, up to and including a 'System Error' that WILL destroy your PC beyond repair.
This event and Cubia's own growth are intrinsically linked.
Thankfully, with each enemy you kill, the Infection Rate percent will decrease bit by bit.
If Data Drain is taken outside the realm of The World and is used in a living being, however, there are three different kinds of 'settings' it can be used as. The weakest one will knock out the target for a few hours. The average one will render the target comatose, albeit you can release them from that state whenever you want to. The strongest version, however, will painfully rip their sense of self from them, adding their memories and experiences to your own mind and leaving them as an empty husk beyond recovery unless you or the bracelet are destroyed.
Additionally, inside the game, performing Data Drain on a foe that was not Protect Broken will cast upon them every single status ailment in the game. Outside it, you can choose what status you want to inflict or not, although they will fade away with enough time.

Gate Hack is the second skill the Twilight Bracelet grant you. With it, you can use Virus Cores, objects you can obtain with Data Drain and can be used to rewrite and remove safety locks in order to enter Protected Areas, which are normally inaccessible to normal players.
If you utilize this ability outside of The World, however, you might be able to use it as a 'virtual lockpick' granting you access to password protected information and such, albeit you'll still need to obtain Virus Cores, and the more secure the data is, the more and more Virus Cores you'll need to break through.

Gear.

Your Own Apartment. 0 CP.
You have a small, barely fit for one person apartment. On the bright side, your rent and basic services, like electricity, water, gas and internet, will be paid for the rest of your stay in this jump.

Your Own Personal Computer. 0 CP.
You get your usual run of the mill PC, running with an ALTIMIT OS and "The World" R:1 is pre-installed and ready to play. It comes with a PS2 style controller as well.

"The World" for Idiots. - 100 CP.
This small yellow booklet contains all information related to the MMORPG "The World R:1", including all in and out of universe strategies and tips.

Neuro Google FMD. - 100 CP.

A lightweight head-mounted video display with rainbow eye coating developed by SONES. It is compatible for "The World" and it comes with a sophisticated voice module.
This CP-bought version has unlimited charge, unlike the normal one that has a maximum of 100 hours of consecutive use.
Depending on your starting time, it might take a few months or years for this to become commercially available.

Spring of Myst. - 200 CP/ - 300 CP.
A warehouse attachment consisting of a glowing, magical pool of water housing a friendly spirit. If you throw any kind of Weapon or armor inside this pool and you answer the spirit's question honestly, the spirit will either upgrade or downgrade the equipment you threw, depending on the weather's either inside the warehouse or outside of it if your warehouse lacks it's own weather system.
For an extra 100 CP, you can upgrade the spring so you can choose what kind of change you want to occur.
You can use this spring once a month inside the warehouse, or once a week if you locate it outside of it.

NetSlum. - 300 CP/ - 400 CP.
You get your own version of the NetSlum, home of vagrant AIs. The NetSlum is an illegal server existing outside the system parameters of the world, unable to be tracked by the system administrators or such. It can be accessed via a "Helba Gate", usually located in random fields, or via a "Helba Key", a special item that can be used in any chaos gate and, with this purchase, you get your own copy of these servers, automatically stored inside your warehouse, sans vagrant AIs, but you can convince some to join you and live there if you want to.
If you wish to and have the know how, you can alter your NetSlum and change it to the point it would unrecognizable to the original too. You also can choose to be establish your own "Jumper Gate" in random fields or give a "Jumper Key" at your own discretion.
For an extra 100 CP, it becomes a real digital dimension' you can access via a door in your warehouse.
Be careful, though, because a more knowledgeable digital being might be able to infiltrate it if given the chance.

The World R:1. - 400 CP/ - 600 CP.
Yes, this is it. Your own version of The World. You have a perfect copy of reach Root Town, Shops, Chaos Gate and fields, the whole shebang.
For an extra 200 CP, your version of The World becomes a real digital dimension you can access via a special door in your warehouse.
Be careful, though, because a more knowledgeable digital being might be able to infiltrate it if given the chance.

Companions.

Member Address. - 50 CP.

You can create or import a new companion for this jump and you'll meet within your first days here.
They'll gain 600 CP and 0 PCP to spend and an origin of their choice.

Your Guild. - 100 CP.
Import up to eight companions from your jumpchain up until now, with their past.
They'll gain 600 CP and 100 PCP to spend and an origin of their choice.

The Guardian. - 300 CP.
A powerful gelatinous jelly like creature in the shape of a barbell created by the underlying system of "The World" itself to serve as completely subservient servants and they are dispatched to swiftly dispose of any threats that attempt to stand against it, thanks to its extremely high HP, maxed out stats and strong attack skills. And now you have one of your own you can summon in real life once this jump has ended.
At the center of the each Guardian, there's a golden Twilight Bracelet which gives them access to a weaker version of the Data Drain skill, causing temporary unconsciousness and short term memory loss in those hit by it.
For an extra 200 CP, you can summon one in real life effective immediately.

Tsukasa's SIGNers. - 300 CP/- 400 CP/- 600 CP.
You can recruit AI versions of Tsukasa, Mimiru, Bear, BT, Subaru, Sora, Crim and, if you want to, the Silver Knight, to follow you once this jump ends.
For an extra 100 CP, you can recruits the real world versions of them and, for another 100 CP more, they get their PC as an Alternate Form they can access at will.

Dusk Children. - 300 CP/- 400 CP/- 500 CP.
You can recruit AI versions of Shugo, Rena, Mireille, Ouka, Hotaru, Zefie and all those joined in Shugo's adventure, to follow you once this jump ends.
For an extra 100 CP, you can recruits the real world versions of them and, for another 100 CP more, they get their PC as an Alternate Form they can access at will.

dot hackers. - 400 CP/- 500 CP/- 600 CP.
You can recruit AI versions of Kite, Blackrose, Balmung, Orca, Elk, Mia, Mistral, Wiseman, Natsume, Gardenia, Marlo, Moonstone, Sanjuro, Nuke Usagimaru, Rachel, Terajima Ryoko, Helba and, if you want to, Piros, to follow you once this jump ends.
For an extra 100 CP, you can recruits the real world versions of them and, for another 100 CP more, they get their PC as an Alternate Form they can access at will.

Scenario.

Jumper Books. + 500 CP.
"The Twilight Bracelet" Mandatory.

Scenario:
Complete The World to 100% and be considered the Number 1 Player of The World by the player community at large.

Reward:
If you achieve this monumental task, you'll receive the (10)Juu-mper Books.
…
...Sorry.
As I was saying, The Jumper Books will track all your accomplishments during your Jumpchain retroactively and rewards you with certain special bonuses like, special images, movie clips and music related to your adventures working as pretty much mementos of them and sometimes you might even be given extra CP for future jumps depending on the difficulty of those feats.

Jumper of the Cursed Wave. 0 CP.
"The Twilight Bracelet" Mandatory.
"Drawback: The Eight Cursed Wave Raids" Mandatory.
"Drawback: Your Anti-Existence." Mandatory.

Scenario:
Once Kite has defeated Morganna, new buffed up versions of the Phases will randomly wander across "The World". Thankfully, they won't attack players.
Defeat them and Data Drain each every single one of them without fail and then defeat the resulting Anti Existence without destroying your bracelet or using Data Drain on it.

Reward:
You'll be able to summon the Eight Phases and Cubia as your guardians in the real world. They will be able to used Data Drain, but it can only knock people out for a few hours. Not that they wouldn't be able to kill the temporarily comatose body of course.
Be really careful, though. Overuse of Cubia might send the local reality you are at into disarray and might forcefully end your jump against your will.

Drawback.

No mama. + 0 CP.
For those in the know, trust me, this is a good thing. No mama organization, no ludicrous retcons here.

Aggro. + 100 CP.
All monster will prioritize you above all others players and party members, no matter what.

Crippled. + 200 CP.
You have been in a horrible accident and now you are stuck to a wheelchair.

Hunted By The Crimson Knights. + 300 CP.
From the moment you log in to The World, a certain events will take place that will make the Crimson Knights antagonize you.

Under The Eye of The Clown Circus Corp I. + 300 CP/ + 600 CP.

From the moment you log in for the first time, the administrators of The World will become aware of your existence and will try over and over again to delete your character. Of course, its protected beyond their power, but they will still try and that will be not only annoying to you but dangerous to your not super protected party.
For an extra 300 CP, this perk is upgraded to "Under The Eye of The Clown Circus Corp II" and the Cobalt Knights, all of them equipped with an upgraded version of the Divine Spear of Wotan and spearheaded by Albireo and his subordinate Kamui, will actively harass you and try to kill you. And, trust me, this time they can pull it off.

Dagger of the Comatose Damocles. + 400 CP.
With this drawback, if your player character dies in "The World", you'll fall into a coma you won't be able to wake up until the last day of your ten day stay.

The Eight Cursed Raids. + 800 CP.
Remember how, in the original timeline, Kite managed to defeat Skeith either by his lonesome, according to the cutscene, or alongside two other players in his party? Well, with this perk, forget about that. The Eight of the Cursed Wave are now WOW Raid Monster tiers of difficulty.
You better make many friends because Skeith will require at least three full parties people working together to defeat and Corbenik might need exponentially even more people working in perfect unison in order to achieve the same thing Kite and the .hackers did. Good luck.

Your Anti-Existence. + 800 CP.
As Cubia is the equivalent of the eight passes and anti-existence of Morganna, for the eight phases were created to trap and destroy Aura and humans, while Cubia was created to eradicate Morganna aka The World itself, so you now carry the burden of an Anti-Existence, an entity who shall spend every mindless moment it can trying to destroy you.
It is aware your every ability, gear and companions you have and, eventually it will develop natural counters to each and every you possess like an immunologic system might to a virus. And, unless you find a way to kill it, it will corrupt the very nature of your Jumpchain and erase everything you have accomplished, eliminating you from existence itself if not downright hijacking your place as a Jumper.

mama's wrath. +1000 CP.
The eco-terrorist organization known as mama has learned about your existence and your nature as a jumper as have their sights on you. They might be stupidly insane, but they will hunt you down, they'll have ways to circumvent your out of universe powers , they'll have connections in the most powerful corporations across the world and they'll will stop at nothing in order to either capture you and use you to further their goal of stopping humanity's
'cancerous' growth or just kill you. It goes unsaid to be careful.

End of Jump.

Your Ten Years are up. Now, choose.

Stay Here.

Continue.

Return Home.

Changelog.

v 1.0: Original Version.

v 1.1: Altered some perks in order to either flesh them out, make them more useful for the long term jump or add some kind of balance.