

Alterworld D. Rus

A new pandemic - The Perma effect - has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits - choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs.

But freedom and immortality are a poisoned chalice. Some of your new friends may crave power, others become traitors and spies. Soon the first screams of pain fill the virtual world as its freshly-minted slave drivers and torturers indulge in the absence of law and order. Their crimes provide a constant flow of gold back to their real-world controllers: the power-happy governments plotting to take over AlterWorld's magic technologies and limitless resources.

But that is not all, the first true Death of a player has occurred, The first birth of the child of a player and a npc has happened, the invisible tied binding the game world to the real world have become stretched and already they begin to snap. Before the end the walls between the worlds of Earth and Alterworld will become thin and fray, beings from myth, legend, and nightmare will walk the world once again as the souls of all humanity hang in the balance.

What will you do? Would you step aside and watch the magical world turn into the Earth's dark twin? Or are you strong enough to step in the virtual sharks' way? Will you attempt to join the gods of light and The Hordes of Demon kind, or will you fight with the darkness to save both worlds.

Here is your chance to find out

You start this jump just after Max makes his character.

Have 1000 cp to aid you in your quest.

Starting Location

Roll 1d8 or pay 100 to choose your location.

1-2. Russian Server- a peaceful server for the most part, events may turn this peaceful area into a warzone before long.

3-4. American server- Home to quite a few power players the American server houses one of the largest player bases, bordering Canada and Mexican servers means there isn't much chance of full scale war looming. Peaceful.

5-6. Korean Server- Ruled by mafia the Korean server is a dangerous place to be, angering someone may land you in a slave mine. And once there you will pray for a way to escape. Or die for good.

7. Korean Gold Slave Mine- a literal hell, the slaves in these mines are often people kidnapped and forced into the game never to leave, disobeying the slave drivers results in torture, there are stories of people being walled up and forgotten. You have one saving grace, you haven't been captured and nobody is looking for you.

8. Choose your location.

Background

Your apparent age is 2d8+15 and your gender is what you come in as, you may change gender and age for 100 cp. You start as a Player of the game Alterworld, whether you have a past here or are a drop in is up to you. You may choose if you are a perma player or just a normal person.

~Character Info~ Class-

Your class determines the skills your character has choose wisely because this is your only chance!

You start at level one but will have loads of opportunities to level up.

Warlock- Secret followers of the fallen one these magic casters are attracted to the darkness and shun the light, most warlocks eventually choose to specialize as either death knights or necromancers however both classes can and often do make use of various soul stones to summon undead minions.

Paladin- Holy warriors with the ability to absorb damage to protect others, they also have the ability to cast some simple healing spells.

Ranger- Ranged warriors who specialize in creating traps and hitting enemies from afar with their powerful bows.

Druids- a caster class that's very in tune with nature, they can cause roots to grow and trip their enemies, control a animal as a summoned pet, and heal others a minor amount.

Cleric- a caster class that uses magic to heal others, they can heal large groups for a small amount, heal single targets for a large amount, or cure status effects. As well as apply blessings to others for various buffs.

Rogue- sneaky fighters who specialize in stealth, lock picking, and assassination, they can deal major damage to a target then fade back into the shadows.

Cutthroat- A combo class of mage and rogue, the cutthroat specializes in using dual swords and dangerously potent ice magic. Though they cannot go invisible their camo ability allows for very good hiding.

Magus- a caster class that specializes in long range spells, some specialize in devastating single target spells while others cast wide area AOE spells to cripple groups of enemies.

Custom Class- Not seeing a class you like? Feel free to create a custom class. The jobs in Alterworld are varied and many, design your own class using the above classes as a general guideline.

~Character Info~ Race-

Every Player in Alterworld has a race, the way their avatar looks as well as giving them a small bonus to certain stats. You are free to choose your race here as well, after all everyone needs to start somewhere. Although some races may be stereotyped as stupid or weak this does not hold true for all cases and often times can be attributed to unfair stereotypes. As to your looks? You can look like however you want within the bounds of your race, if you want to be a pink haired goblin with no warts that is fine, or maybe an albino troll? Also good. Think of this as designing your avatar within the confines of your race, you can change the details and aesthetics as long as the basic shape is right for your race.

Human- Base humans start out with a well-rounded middle of the road character. Average in all stats.

High Elf- Great with magic and with a Bow the Elves are often the choice of mages and rangers.

Dark Elf- Although much the same as high elves the Dark elves excel in the darker forms of magic such as necromancy and are often seen as one of the races that follow the fallen one.

Goblin- Small, sharp teeth, big ears, and not usually that bright goblins are a race that is often seen as cannon fodder however players who choose this race are just as effective in combat as other races their small size often makes them harder to hit.

Dwarf- This race of small humanoids excel in both melee combat and manual labor, often seen in the employ of others as "mules" hauling stuff they can however cause great amounts of damage on the field.

Other humanoid- Not seeing a race you wish to choose? There are other races in alterworld not mentioned here. So long as your chosen race is generally humanoid feel free to choose another race other than those mentioned. Perhaps you want to be a zombie, troll, gnoll, or demon? This is the option to do so. Races chosen in this way will not have much statistically over the races above.

Non-Humanoid Creature -100 Hellhounds, drakes, giant chameleon monsters. There are many kinds of creatures in Alterworld and many of them are some form of sapient. If you choose this option you can choose to be a young version of one of these creatures. Specifically a level 1 creature. You will be starting small but have the option to grow with time and levels. Most people wont attempt to kill you on sight, assuming you are an important character npc or player with a strange class but things may be hard for you to start. As a bonus you can speak telepathically to those in close proximity to you (since you probably won't have a mouth that can form human words). How does this work with your class levels and abilities? That is up to you to decide.

Perks,

What everyone is here for, Have a look!!! You receive 3 discounts for each tier of perks, 100 cp perks are free with discount, higher tier discounts can be used on lower tier perks.

Inventory -(Free)

A user inventory used to store items found for later use, The inventory works as a sort of extradimensional space that you can put any item into, people cannot be stored. The amount of storage space granted by the Inventory is directly proportional to the amount of weight you can carry, items in your storage are not weightless and attempting to store too much will make you unable to move at all.

User Game Interface -(Free or 300)

Transparent chat boxes, Multiple bars (showing your current life in hp, mana, and XP needed to level up), Status menu showing your many different stats including your current strength and Satiety levels (How hungry, thirsty, or tired you are), a personal inventory, and a minimap which you can recall at will (though after a while you will learn that any maps you see just automatically update your sense of direction). Leveling up grants you 5 points to allocate to your stats for every level you grow (and allowing you to become faster and stronger or growing your abilities by a small amount for each stat point used for example 1 point can grant you the ability to lift 10 more pounds) The interface is completely customizable and can be called up or turned off with a thought while XP is gained through defeating and killing creatures or beings, the harder the fight is for you the more xp you can gain, something you can kill with a thought will not grant you much xp. Xp can also be gained through doing quests or chores for other people, though the amount gained will also scale to the difficulty of the mission. Living on an hp system has some good and bads, on the plus side you don't take permanent damage as all injuries (such as a break or sprain) will be translated into temporary debuffs. The down side is that every injury no matter small causes a small amount of hp damage, a thousand cuts can add up. You gain access to this system entirely free for coming here however if you wish you can grant it to others for an added 300 cp.

Respawning Hero –(Free while here, up to 600 to keep)

Death in Alterworld is less of a problem than in most worlds. If a player dies they simply respawn at a predetermined point, their respawn point, none the worse for wear (except for the possibility of some of their items having been lost to whoever killed them). While here you also have the ability to place and use a respawn point though only one at a time just like everyone else. This means it is very hard to keep you down short of damaging your mind or soul via extreme trauma. Techniques such as extreme torture until death over and over or pouring concrete over a respawn point have proven effective deterrents to players in the past, but as long as your mind and soul are still in good health you could theoretically keep respawning without limit. This has limits though as if your soul or mind are damaged too much you cannot respawn. Respawn points can only be moved before you die, if you dislike where you end up and someone camps your spawn you may be in for a bad time. As a bit of insurance you can activate this effect and die at any time to be sent back to your respawn point. You may keep this ability after the jump for 600 cp. When other people are given the user interface they gain access to this perk as well which will allow them to respawn when killed at a predetermined location, they may have to make a trip to the nearest graveyard to grab anything they dropped when respawning though. If graveyards are not a thing in setting any place where the dead are laid to rest will work.

Internet Access -100

One of the uses of the game interface system is the forums, some users have attempted to create something similar to the internet by copying and forwarding news and current events of the world via various forum subscriptions in an effort to make sure those in the game can still keep up to date on the world at large. It is limited but there is an effort to give the people of Alterworld a full internet, you are a bit better off. Somehow you can access the full internet using your interface, That should be pretty useful, or maybe you just want to watch cat videos who knows?

Early Start -100

Normally at the start of this adventure you would be joining the fun as a level 1 adventurer with only starting gear. That does not have to be the case, by taking this perk you can instead start at level 150, not the cap (if there even is one those any more) but high enough to be a powerhouse in your own right. This gives you about 750 points to allocate to your stats. Have fun minmaxxing that! It could take all day.

Bed Time Boss -100

Just because you are a recovering shut in with no social skills or graces doesn't mean you have to be bad in bed, not that you are a recovering shut in that is. You also aren't bad in bed, as a matter of fact one may say you are positively amazing at horizontal tango. At least good enough to have a few sultry dark elves lining up for more.

Just a game -100

It may be real life to others but to you it's just a game, because of this you just aren't afraid of things that are going on. Sure you might be surprised but nothing really scares you.

Broody Hen -100

You have saved the young of an ancient bone dragon, these rare and powerful creatures are extremely powerful. Saving the young has brought two baby wraith dragons into this world. Reward: You can now use the Broody Hen skill, Now you'll be able to instantaneously hatch any egg of your choice. This includes petrified/fossilized eggs.

Obsession -100

Most people have hobbies but you take it to the next level, with this perk you can work on something with such single mindedness that you completely shut out all else, while doing so you will never grow bored with what you are doing and will enjoy every minute of it as well as increase the efficiency of whatever you are doing. Be careful though you still have to eat and sleep, don't over work yourself.

Just an NPC -100

Nobody pays attention to the npcs, they don't actually do anything and it's not like they're real people right? Well because of that people are more willing to ignore your presence. It's as if you just kind of blend into the scenery as they talk about things like you weren't even there. While useful for gaining information don't expect people to say anything too secret around you.

Business Savvy -100

Ever look at a situation and say “How can I make a profit off of this?” well look no more because you know exactly how to profit. You have an impressive knack for monetizing a situation even when others would see it as a lost cause. Now this doesn’t mean you will always make massive amounts of cash but you will find that most of the time you can make at least a small profit.

A Simple Inn -200

Ever get tired of people going into your house, stealing your stuff, and breaking your things? Well then now you have a solution, using the mighty powers of all npcs you can label a small building (roughly the size of an inn) as a no loot no pvp zone. While in this area nobody can fight or steal from others or they will be forcibly ejected from the building. If the building is destroyed the effect ends. Can only be done to one building at a time.

Patent -200

Designing new and amazing machines is great but that doesn't pay the bills, with this ability you can place a "patent" on any machine you create and design that doesn't already exist in the jump. Doing so will create a set of blueprints and materials list that will allow anyone who reads them to recreate your work. The best part about this? Every time someone copies your plans you will receive a portion of the money they spent in creating or building it as profit directly into a bank account that changes itself to fit your setting (usually around 10%) as well as a portion of all profits they make on selling what is made. By simply applying for a patent on a thing you can ensure that all of your creations and inventions are metaphysically back so that if anyone sells them you will always get your cut, and if someone should attempt to cut you out of the deal? Your earnings will come directly from their pockets instead.

Bind on Pick up -200

You can designate a handheld Item, weapon, or armor as soul bound, doing so makes it unusable to anyone but the next person who picks it up. Such items cannot be removed from you by any means, even after the owners death. This does not prevent the soul bound items from breaking. Unless you decide to throw them away that is. Can soul bind up to ten items at a time to a person.

Supple Mind -200

A rare kind of skill, one that usually requires an extremely specific build and years of work just to learn. You now have the ability to learn the skills and special abilities of your enemies by being near them when they are used, For instance should a basilisk use its wide area debuff skill to turn a group of your allies to stone or if a Hellhound use its Telepathic speech to harm you or an ally you have a chance to learn how to use such skills yourself. Skills or spells learned in this way start off weaker than the original skill but may be grown through use, often when learned a new skill will start out at 10% of the original skills power.

The Prince of the House of Night -200

Reward: a new social status, The Prince of the House of Night. Few men have ever held a place of honor in the House of Night, But you have somehow managed to impress the princess and gain a title. Drow and other dark elves will see you as royalty and give you respect, this also allows you to call for up to five Drow warriors to assist you once a week. This technically makes you husband to the princess of the city of night, I would suggest not pushing your luck too much with the head Drow in a city of Drow, her knife sucks souls with the slightest cut.

The Holy Unmercenary. -200

You've made the TOP 100 of the first AlterWorld players ever to receive the title. You have killed over 300 enemies without looting a single one, because of this you earn the title of the Holy Unmercenary Bonus: a holy man doesn't need to contemplate earthly matters. Now all items dropped by your enemies when you kill them will move into your bag automatically and you no longer drop loot if you are defeated. If your bag/inventory is too small they will move into your warehouse.

Zombies Friend -200

You have met the queen of zombies, but rather than try to kill her you chose to befriend her. She desperately needed someone to talk too. Reward: You can now speak the language of the Undead. Zombies will also no longer attack you on sight. This will not stop them from attacking you if you initiate a fight, or attack them, they just will not initiate a fight.

A Family reunited -200

You've completed a secret quest: A Friend in Need! You reunited someone kidnapped from the real world with their family. Reward: A Smile of Fortune- Luck will follow you around for one full week. It will increase your crit chances, send you rare loot and do various other things associated with good luck and Gods' assistance. The real boon of this achievement is that it allows you to see what must be done in order to help cure the mental illnesses or traumas of another, allowing you to guide them through their problems and back to sanity.

Cupid -200

You have aided in the coming together of two people allowing a player and an NPC to find true love, thanks to this you now have an ability to understand what others find attractive and what they often would like in their ideal mate.

Safe Zone -200

Every city has a safe zone, a place where you can usually avoid battle and danger. In your case that is more true than for others, so long as you do not start trouble you simply don't seem to attract trouble. Like a mild form of plot armor you have a form of luck that allows you to keep out of trouble by keeping your head down. This won't stop people who know who you are from coming after you but if a war comes to your city then you would have a good chance of simply never seeing it because you were in another part of town.

Astral Mana Dispersal -400

You have destroyed the broken dark altar and freed the souls of those trapped within. Reward: You have learned the out of class spell Astral Mana Dispersal! This spell absorbs the mana or power of the target. The amount of mana or energy taken from the target doubles with every five seconds. While the initial cost is small, even miniscule, the cost (taken from the target) steadily grows in doubling in price and power for every five seconds it is being cast and draining power from the target to fuel its effect. The effect of this spell is that it destroys magical barriers, shields, constructs and other things made from magic, the more powerful the target the more mana and time it will take for you to bring it down or destroy it as well as the more stress it will place upon the casters body draining a moderate amount of mana from the user with each tick (5 seconds).

Soul Movement -400

A skill used by the most powerful demons and once used at great cost by the head priest of the dark god Fallon, you can move souls. Not easily or without cost but you can move souls between bodies with a great expenditure of mana. The more powerful the soul the more mana is required, a normal willing human would require a miniscule amount to move their soul to a new vessel compared to an unwilling one. This has many uses such as giving one a new body and lease on life, another use is dragging a persons soul from one world into the body of their avatar, forcefully making them perma and forcefully making them into their game avatar at the cost of stranding them in said game.

Life Hunter -400

Multiple classes in the game have special features that can alter the drop rates of special items. Crafters apparently get a bonus to certain ingredient drops, warlocks get a bonus to drops for crystallized souls, and some players can apparently get a bonus to equipment drops from players under certain circumstances. Why shouldn't you have access to a special boost to your own drop rates? By taking this perk you can choose one type of item to have it added to your enemy drop lists, maybe you want them to drop health when killed? Perhaps you want to copy a warlock and take soul crystals when they fall? Or maybe you want skill scrolls to drop from enemies to learn their own abilities? What you choose is up to you however more powerful enemies will yield better results with extremely weak enemies dropping things that could reasonably be considered trash or booby prizes to most and seen as only good for sale to an npc while truly powerful enemies could drop great prizes that can make you rich if you were to sell them or boost your own power considerably.

Divine Fire -400

The spark of the Creator that exists within you can allow you to breathe life and grant a Name unto that which would otherwise have none. By calling upon your divine spark you can give beings such as AI, NPCs, and other created beings a soul, in Alterworld this means that they can revive when killed (unless their soul is destroyed or taken) and free will. Outside of Alterworld this also means they can go onto an afterlife (as it exists in the setting) if one exists as well as giving them their own free will. Everyone has a spark of divinity deep within their soul, however yours is especially strong. A bright gleaming candle instead of a smoldering ember. Your flame does not weaken with use, meaning that unlike other people you could name beings all day long without any detrimental effects.

Reverse Engineering the Hard way- 400

Sometimes learning requires you to get your hands dirty, by destroying a machine you can figure out how it is parts of it are made(though not enough to completely create your own. That's going to take a lot of breaking), this will allow you to make more or even create variants on existing machines using your own knowledge or allow you to figure out how some of the machines your enemies have are created.

Lucky Duck -400

Luck is a tricky thing to quantify, it doesn't really have many known rules and it causes weird stuff to happen that probably shouldn't. Put simply your luck stat (if it had a stat) would be way above normal. You have such good luck that you could stumble upon a recipe to create cigarettes that has eluded other players for years with just a few hours of work or get rare item drops which normally only show up .001% of the time from bosses on your first run through. Frankly you could live on lottery winnings if you wanted too.

Friends in High Places -400

Im not sure why but for some reason gods of all persuasions tend to find you to be good company. They are more likely to see you as a friend and help you behind the scenes over randomly dropping monsters in your path, at least at first. Taking this perk insures that all gods you may happen to meet just seem to have a good impression of you at first, now whether you go up or down from there depends entirely on you but they will be more willing than otherwise to overlook certain bad manners which they normally may not and may even give you blessings and rewards which are a bit more than expected for quests you do for them.

Limits are more like Guidelines -600

The limits imposed by the system are pretty static for everyone, your strength and magic can only become so strong, however thanks to the nature of Alterworld you have grown in a way that allows you to slowly bypass your limits, while your limits will still be the same on paper in action you will continue to grow past your stated limits through hard work and putting in the effort to surpass them. You could end up training nonstop a decade to get your strength from human level to being able to dent inch thick steel with a full power punch with ease but the more important effects of this perk are not so obvious. Limits can be more than those imposed on yourself. This makes all limits on you looser, allowing you to do things you normally couldn't provided you are willing to work hard enough, the difficulty scales with your desired goal. Maybe you wish to do something simple like give yourself an extra pocket in your belt where one doesn't exist in a video game, that is easy and can be done readily though the more you push the harder things become. Perhaps you have a metal that cannot be altered by any means, it is possible to work such a metal if you put in your all using your heart and soul to achieve your goal. Limits and hard laws are now looser and you can wiggle them to achieve your desires. There is no more Can't for you, only how much are you willing to put in to achieve your goals.

Quest Giver -600

The one thing everyone knows NPCs are good for is getting xp, as an NPC you can give quests to people which will allow them to grow stronger upon completion of the quest. The amount they grow stronger is directly proportional to how difficult the quest is, a quest to slay a dragon will see the person grow much more than a quest to gather flowers for instance. Taking this perk allows you to not only give quests to others but receive quests as well wherever you go that will always net you a reward of exp and/or gold (or the currency of your current world) appropriate for the effort required to complete it though this effect can be toggled if you wish to avoid taking on new quests.

Create ability scroll -600

Thanks to a blessing from the fallen one you have learned the secret to making skill scrolls, up to 3 times a day you may place one of your abilities into a spell scroll. Whoever breaks the scrolls seal gains the ability to use the ability within once for up to an hour. Physical and mental perks or changes or abilities gained this way last up to an hour before wearing off.

God Slayer -600

Divine will no longer has power over you. Divine curses, buffs and quests are now your choice. You are free to accept or decline them. This basically means that you are free to accept or deny being reality warped out of existence by godlike reality warping creatures, should beings such as gods or reality warping beings seek to alter reality to harm or bless you, you shall receive a prompt in your mind asking if you accept the changes, only when accepting a change will its effects take place. This only applies when used against you directly, indirect effects can still harm you.

Craft Golem -600

Your years of study and training have paid off, you now know the secrets to golem crafting, with this knowledge you can craft magitech golems. Anything from personal power armor to hulking tower sized automatons, the only limits are your imagination, your materials, and a healthy dose of power. Blending magic and technology is a snap for you and in time you may even be able to expand upon this creating machines with a will of their own.

Programming Miracles -600

The metaphysics of this world allow for some interesting things to happen. Creating a fully realized dimension with its own malleable laws and rules is something common place though such a thing was never intentional. The Perma Effect caused many new worlds to spring into being from the playgrounds of humanity, video games become more than their intended distractions from reality and become real in themselves all through the power of belief and the divine spark of a human soul. By buying this perk you can take a little of this divinity with you, you become an able game designer and programmer. Someone who could create entire worlds from scratch with amazing amounts of detail including AI and hardware needed to run such a program. People would be astounded to see the worlds you create. This on its own is amazing but that is not all, by merely getting enough people to willingly play your game in your world you can slowly split it off into its own self contained world. The numbers are not low, requiring a large amount of people to play for extended amounts of time before your world begins to go from unreal to real. A minimum of 200,000 souls all playing in your world all believing in it and wishing it was real will be your lower threshold for such a feat, that is your minimum threshold to start an unreal world down its path become a real world of its own. Surely you can pull that off, yes? You can toggle this effect if you wish to simply craft some of the best games around and not have them become miniature world of their own I guess. If you were into that.

Items,

Goods and gear to help you in your quests. As a bit of help you will receive 600 cp to be spent only here in the items section. You may also discount 3 items from each tier (50, 100, 200, 400, 600) with 50 and 100 tier items being free. Higher discounts may be used on lower tier items. Items may be imported into similar items at no extra cost.

Class Starter Gear -free

Starting gear for your chosen class. Nothing great but it will get you started. Nice middle of the road stuff like robes for casters or armor for warriors but nothing great.

Gold -50

Enough gold that You can live pretty well off of this for about a year in game if you spend frugally.

Healing potion pack -50

5 Healing potions which heal the user for about $\frac{1}{4}$ of their current maximum amount. These will refill once a week.

Mana potion pack -50

5 mana potions which can recover the users mana for a about $\frac{1}{4}$ of their current maximum amount. These will refill once a week.

Greedy Piggy -50

It's a Pig! Or a piglet. Either way its rather greedy and constantly looking to get its grubby little feet on some cold hard cash. I think it eats it. It is always on the lookout for money and has a nose that can easily seek out all kinds of currency, however it is usually only useful for finding loose change. If it gets killed or otherwise dies it will respawn in about a day or so.

Emperors Smoldering Delight -50

These small packets of sushi wrapped in white paper emit a relaxing smoke when lit, the smoke is usually a technicolor rainbow cloud but you can change the smell, flavor, and smoke color to suite your tastes. Package contains twenty Emperors Smoldering Delight sticks and refills once a day. Don't take these out in public, you never know when some junky may need a hit.

Bag of Inventory -50

Its just a bag, it holds stuff. Normally all your stuff would go to your personal inventory which you can always access, this however will also link to your inventory in the event you want to pull something way too large to fit into it out for some reason. Cannot hold living creatures.

Alcoholic Ice Cream -100

All kinds of flavors and colors of everyone's favorite treat, Ice Cream! In order to sneak booze past the censors the inventor of this wonderful treat managed to make every flavor of alcohol you could normally find in a liquor store or winery back on earth. The good news is you can still get drunk on it, the bad news is if you don't pace yourself the brain freezes can be worse than hangovers. Buying this gives you a freezer full of the stuff which replenishes once a week, try not to go on a bender.

GamePod° -100

A FIVR pod used to play games. The player gets to experience everything as if it were real, prolonged exposure over the 7 hour time limit may cause the player to become trapped in the game, in this case not even killing their body will kill the player. There is no known way to reverse this. (This model actually comes with built in safeties that the person within can toggle on or off to prevent accidental digitization.) As to how this works if you are already in the game? No idea. Comes with blueprints to make more.

Red Stone -100

A small piece of the red stone artifact, this stone absorbs the life of those around it to repair its self, even when the stone has no cracks it continues to drain mana. Useful for imprisoning mages.

Potion Belt -100

A belt specifically made to hold 12 potions of any kind. While in the pouches they are physically impervious to damage.

Special Pet -100

It's a kitten! Or a puppy, or maybe a lizard? Nah really it's an egg. You get to choose, what is inside. Nothing too special, maybe a baby hellhound at the strongest. The important thing isn't what it starts out as but what it can become. This little guy has a very special skill, every so often it has a low chance (around 5%) to learn a skill or ability from an enemy it lands a killing blow on. Great things come in small packages! If killed it will respawn in a day or so. Starts as a baby at level 1.

Personal Bank -100

Alterworld is a multi national game servicing people from all corners of the world, and making a tidy profit doing it. One of the things that allows such a free flow of cash in such a game is the banking system. Players can freely transfer money into and out of their in game accounts from the real world making playing in Alterworld potentially as good as a full time job. While here everyone has access to the banking system but if you maybe want to keep a branch of your own consider buying a branch office. This branch can store any and all of your various currencies as well as convert them between currencies and allows you to gain 3% interest on your monetary investments to the bank. Never have to worry if your local market takes gold coins again.

In Game Patent -200

You have a patent in Alterworld, whatever it is generates enough income for you to live comfortably without much hassle. Maybe it's a form of recreational drug such as cigarettes or maybe a new form of golem core. Whatever it is you are rolling in gold as it generates you roughly 10,000 gold coins a day. After the jump this will generate actual gold or money that will be automatically deposited into your chosen bank account, your wallet, or warehouse should you have one.

Epic Class Gear -200

Now we are talking! A set of gear custom tailored to your build in order to make you even deadlier than before. It boosts all your stats by a considerable amount while lowering your skill cooldowns by a fair margin. This gear comes in whatever style and color you choose and will even keep itself clean of dirt!

Wunderwaffle -200

A unbreakable weapon, armor, accessory, or piece of clothing of your choice that is flat out amazing and sporting a few added abilities and stat boosting properties. Maybe it adds to your speed making you move like a whirlwind or boosts your intelligence making it far easier to comprehend things, perhaps it makes you stronger or increases the rate you heal your hp or mp? Whatever you choose this thing is awesome.

Beacon Stone 12 pack -200

A 12 pack of beacon stones, when placed a beacon stone allows you to teleport back to its location provided you, or someone you allow to use the stone, can cast the proper teleport spells (just as a side note the proper spell is included with the purchase of these stones). These are different from the common beacon stones in that these can actually be used outside of Alterworld to create a beacon outside of the game. When used 12 more will take their place over the course of a year.

Beacon Home -200

Similar to a common Beacon stone this stone has a special property, when used it creates a multi use portal capable of transporting dozens of people to another world within your current universe from wherever you are. Has 3 settings, Earth (if it exists), a world you have been too before, or a random world. While useful it has no fine control and the area your portal lands at may not be ideal even if it is not immediately dangerous. Able to be activated many times before it becomes exhausted of energy. When used a new one will replace it over the course of a year.

Crafters Grab Bag -200

More of a crate really. By buying this option you get a randomized assortment of materials each week ranging from large amounts common ores to possibly just a few ingots of the more rare metals. Has a nice catalogue you can fill out for specific materials if you have something in mind. You wont be ordering god blood with this but you might just be able to get some of that high priced orihalcum ore you wanted or some specially treated panther leather.

Seat of the Fallen One -200

The Fallen one crafted this throne to aid the one who sits upon it in their own crafting (Okay truthfully it was an accident that came about while he was crafting a divine item for his first priest). Whoever sits in this chair will find their ability to create or craft things is greatly increased while sitting in it.

Lusty Troll Tavern and Inn -200

Buying this gives you a deed to a small inn with 15 upstairs rooms, a small kitchen, and a bar of the kind often found in fantasy worlds and a small basement for storage, when used the tavern will appear in a lot you own. Changes made to the inside of the bar will carry over to the next jump.

God Blood Battery -200

A flawless ruby roughly the size of a human head made completely out of the hardened blood of a god. When used as a power source this ruby will seemingly never run dry of energy as it contains a massive well of regenerating magic that can seemingly interface with pretty much any system that requires power to operate such as machinery, though the downfall is that it cannot be used for energy in the casting of normal spells. Also it is Extremely pretty and shines with a bright red inner light.

Liquid Divinity -200

A vial of liquid god blood, this stuff is extremely potent as well as being amazingly rare, by drinking this vial of god blood you will become immune to the next type of damage you receive (Be it poison, stabs, Cuts, or even just arrows) Though it is important to note that it does not protect from anything EXCEPT that one immunity, so being immune to stabs will not protect you from bullets and being immune to arrows will not protect you from being stabbed etc. As a side effect of taking this your blood has become slightly divine its self, while it does not offer any blessings on its own it now will gradually crystalize if left alone outside of your body, drinking more than one helping of this will speed up the crystallization effect.

Unclaimed Altar of Divinity -400

An unclaimed altar to the gods, should you wish you could use this to summon a god for the world you are in. Such gods gain power from their followers and are only bound to the world by such altars. After summoned a god will grant their followers various buffs in an effort to help them level as well as gain more followers. Another important feature is that by consecrating an altar to a god you get a portion of the mana generated from those who worship that god, only 1% but hey it really adds up in the long term. You may place this altar once before it becomes location locked and gods may be summoned from other worlds however their power will generally only be equal to the gods of this setting (which while powerful are also limited in many ways.). You will receive a new altar each jump.

Rare Metal Mine -400

A mine with replenishing nodes of rare and expensive metals, pure mithril can be found here in large amounts. Once per jump you may decide where you wish the mine to be located and each day you may mine up to a five tons of various sized nuggets can be mined before the mine resets the next day. If not mined a surplus will generate up to half the mines maximum amount before it stops producing new ore and needs to be mined again before it resets again.

Adamant weapon -400

Forged from the heart of a dead god this pinkish metal weapon is sharp, strong, and hard enough to actually injure gods as if they were mortal, this does not help you hurt them just that it could damage them if you managed it. Wounds made by an adamant do not really heal, the closest you can get to healing an adamant wound is a mass of scar tissue over the wound. This weapon can be any type of melee weapon you wish or you may import a weapon to be made into adamant.

Wraith Dragon Eggs -400 (Discount with broody hen perk)

A pair of wraith dragon eggs, when these eggs will hatch they have the ability to send their emotions psychically to all around them. As they grow they will seek out precious metals (and gems, they will try to steal anything shiny) to eat. Over time they will grow their scales out of the metals they eat growing as well as growing quite intelligent, in their early teens these dragons are roughly the size of delivery trucks and they will only grow larger with time. Comes with enough mithril to keep them fed till adulthood. They see you as their mommy so please treat them well.

Petrified Basilisk Eggs -400 (Discount with broody hen perk)

A set of 4 eggs from a long extinct basilisk. A creature that is strong enough to be a challenge to a full raid party when it is first hatched. Unlike most petrified eggs yours will actually hatch if you wish them too. Just give them a good knock and say its time to wake up and the egg will promptly hatch with you as its new mommy.

Dungeon of Chronos -400

Wow you sure know how to go for the good stuff! This is a special raid dungeon, and you own the exclusive rights to it! (You get a little deed and everything!) Time inside of this dungeon is strange as it moves at a rate so fast that for every day outside of the dungeon is equal to twenty years within it. The dungeon is extremely deep and has a few special safe zones interspersed throughout with beds and furnishings for rest, just know that the deeper you go the stronger the enemies become. After the jump this dungeon can be attached to your warehouse or summoned once per jump into a location using the deed provided. Enemies that you defeat within the dungeon will respawn over a matter of hours, so be careful that you don't forget what's behind you.

Guild Castle -400

A large hundred room castle complete with armory, training hall, and meeting room. Unlike castles from most settings this castle can only be taken by a foreign power if they destroy the gate or it is opened for them. This castle will follow you from jump to jump and will keep any changes you make to it. Has defensive towers, a portal room (on a well stocked killing floor), and everything needed to survive for an extended siege.

Super Nova Class Fortress -600

The outside walls form an octagon three stories high, each of its eight sides are about half a mile long, studded with towers every two hundred feet or so. The estimated total length of the walls are about two miles long, with about seventy towers. The entire fortress is controlled by a central control room housing an AI that will repair, alter, and upgrade the fortress depending to your specifications so long as you provided it with enough funds. This large fully furnished fortress will follow you in all your future jumps.

Added Features! -100 (Free supernova fortress, Guild castle, and tavern Inn. Nondiscountable)

Alterworlds unique melding of game and reality makes it possible to summon reinforcements to aid in its defense and with this upgrade your castle or fortress will retain this capability in future jumps, as long as you are willing to pay a monthly amount of gold for their continued existence you can create staff for any number of functions. Each npc made this way costs more or less depending on how strong they are as well as how customized they are, a highly customized beautiful elf warrior could cost as much in upkeep as a team of ten clumsy, stupid, death prone goblins for instance. If the upkeep cost of gold is not paid however these units simply cease to exist popping out of existence. Taking this as an item allows you to import a property you already own and grant it this same ability.

Scalable Soul Stone -600

This diamond is the size of a human head and is filled with the souls of 666,000 humans, 4 titans, and 1 archangel. Demons and angels would do quite a lot for this stone. It possesses the ability to contain and store souls although souls put into it lose their past and become basically blank slates losing all powers and memories they may have had. Maybe you have a use for it? Should you use the souls from within it the soul stone will eventually refill the next jump with more blank souls up to the 666,000 human, 4 titans, and 1 archangel soul though it will not regenerate the souls of any other being you put into it.

Dagger of Lolth -600

A spider themed dagger crafted so that the things legs form a blade, wickedly sharp and containing a small mind of its own this blade is specially made by Lolth. When a person is killed with this blade they lose the ability to respawn and a small amount of their power is transferred to the one who holds the blade granting one of their abilities, a small portion of their stats, or a portion of their acquired experience and levels. What you get is random but the dagger has downsides, when you kill someone with it you also take some of their memories making it easy to lose yourself and become a puppet of Lolth herself in search of more easy power also souls of those killed with it get sent to Lolth to be tortured. After the jump it will still retain the property of taking memories but you won't have to worry about that whole slow corruption into a Lolth cultist thing.

Companions, don't be lonely.

Friend list -200 cp or -300 cp

You may Import or create up to 8 companions as a race and class of your choice, companions gain 300 cp to use on themselves. For an extra 100 cp they will instead receive 600 cp to use as they wish. These can be players, permas, or npcs or a mix as you desire.

Party Member -50 or -100 cp

With this you may import or create 1 person or companion as race and class of your choice with 300 cp to spend as you choose for them. For an extra 50 cp they will instead receive 600 cp to use as they wish. They can be either a normal player, a perma, or an npc.

Canon Companion -100

A person from this setting has taken a liking to you! This means they will follow you and help you in your adventures even following you as a companion after the jump, you can choose pretty much anyone from the setting except for the gods. Choose wisely!

Drawbacks, Put yourself through some pain to get a little extra gain. There is no limit on cp gained in this way.

Another world +0

Perhaps you don't like alterworld? If you wish you could also start in one of the any other mmos around the world, no guarantees on how safe you will be though. This means that your items and abilities will probably get a reskin, though they will still retain a level of power similar to Alterworlds own.

Godly Memories +0

The Gods of Alterworld may interact with their followers differently than in many other worlds, they must offer rewards and services in the form of buffs and quests just to keep a working religion going and the players will often choose who they wish to follow based on simple services and rewards. This doesn't make them any less gods though, Many of them come from worlds known to us only in works of fiction and have lived multiple lives before being summoned here to act as gods of this new world. By taking this drawback any gods who may have come into contact with you in the past will remember you. Maybe you met Lolth, or possibly Aule the god of the dwarves was a friend in the past, well they will remember what happened before. Be careful of bringing old grudges into this new world.

Player Safeties +100 cp

You can only use the games full functions for five hours a day, after that you will lose the senses of taste touch and smell, and the world will become a vaguely CGI 3d version of the vibrant world it used to be. This may be annoying if you are in a game pod, it will be downright disconcerting if the game is your new reality.

Profanity Filter +100 cp

Seems somebody forgot to turn off the profanity filter, you cannot say anything that would normally be considered cursing, if you try to all that will happen is a loud BEEP will sound, this effect occurs even if you are not in Alterworld and follows you wherever you may be for the duration of the jump.

Terrible Fashion Sense +100 cp

Neon pink hair, eye searing blue cloak, exceedingly garish designs on everything. You look like a rainbow vomited on a plaid towel. It is physically hard to look at you for long. Good luck making people stay around you for long because your fashion sense is just that terrible.

Broke +100 cp

Guess what? You're broke! Or you will be. You just cant seem to hold on to cash for more than an hour or so before losing it. Sure you may have enough to pay your immediate bills but you definitely wont be able to save up enough for frills such as good armor or weapons. Sucks being poor.

Low Pain Threshold +200 cp

Normally as a player in Alterworld (or even as an npc) you would develop a certain immunity, a way to blunt pain while not losing the ability to actually feel pain. Too bad for you this has been flipped in your case, over time your pain threshold will lower the more you are hurt making you feel more and more pain for every injury even lingering after it has healed.

Addiction +200

You are addicted to something, maybe its tobacco, maybe its alcohol, maybe it's some other illicit substance (like the alcoholic ice-cream. Watch out for that stuff) Either way you cannot function without it, if you don't partake in whatever you are addicted to you will gradually become weaker until you lose the ability to function until you actually do partake in it.

Mana deprived +300 cp

For some reason mana does not work for you, when you try to cast magic or use any superhuman abilities you will find yourself much weaker as if you are burning something other than mana and will require a long rest afterwards. As if this wasn't enough this effect slowly starts spreading to those around you as they start to experience the same issues. This does not seem to affect your enemies for some reason.

White Winnie +300

White Winnie is a small white bear, Winnie goes where he wants and takes what he wants and nobody has been able to stop him, he has been shown to teleport through any and all barriers and steals anything not bolted down. Now white Winnie likes you, which means he is going to follow you and steal anything and everything he can from you, better keep the warehouse locked.

Gnoll +600 cp

You are a low level monster, a Gnoll to be exact. Everyone will come to kill you for easy low level xp, all your powers are sealed and each time you die you lose any equipment you may have had on you. Dying often is bad for your mental health. You might ask how this differs from the race option to be a humanoid or nonhumanoid creature? In your case everyone who looks at you simply sees a rare mob worth tons of loot and xp.

Lolths Curse +600 cp

You have angered Lolth the spider queen of the underworld, because of this she has cursed you however through divine intervention on the benefactors behalf she has given you an ultimatum. You must kill the leader of the church of the sun god on his own altar to lift the curse. Failure to do so or dying even once before either your ten years is up or accomplishing this task will see you teleported to her domain for ten years before being to be tortured as her plaything before being sent home. She likes to play with knives. If you complete the mission you will make the Sun god into a personal enemy and he enjoys torturing his faithful followers by keeping them alive as long as possible while being dismembered muscle by muscle

Another SHITTY world +1000 cp (Not compatible with other drawbacks)

You know how everyone else gets to have fun in a wide open mmo world with lots to do? Yeah you don't have that. It seems you were instead stuck perma in a game never meant for a person to inhabit, possibly a tank sim game where you fight and die in a hot cramped space booming with cannon fire over and over until you lose your sanity, perhaps you got scammed into being a broken slave in some rich koreans pleasure world game, or god help you maybe you are one of the poor saps stuck in tetris. Good luck as this decade is going to be hell. Attempts to leave will be met with failure.

The End

SO sad to see you go, now that your adventure here has ended. Or has it? Will you...

Stay here- You like the life you have built here and have decided to stay, I wish you a good life!

Move on- Onward to adventure, good luck and may the Fallen One bless your travels.

Go Home- Tired of jumping? Ready to go home? Return to your home plane with all the powers you have gained.

Notes

Death in this jump will generally not end your jump unless you take certain drawbacks. Beware however that people in this jump have found ways around this, usually by torturing a person till they are braindead vegetables then burying them in cement. Needless to say if this happens to you then its game over.

Since the world itself is in the process of going perma attempts to alter it via hacking will only be met with failure.

God slayer will not stop benefactor powers.

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Version 2.6