

# Shangri-La Frontier



v1.0

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Welcome to Shangri-La Frontier, a full-dive VR game that has captivated 30 million players around the world with its stunning graphics, immersive gameplay, and endless possibilities, where you can experience the adventure of a lifetime in the vast and beautiful world of Shangri-La Frontier. You can create and customize your own character, choose from its classes and skills, explore thousands of locations and dungeons, meet and interact with millions of other players and NPCs, and uncover the secrets and mysteries of the game. Will you become a legendary hero, a notorious villain, a famous bug hunter, or something else entirely? The choice is yours. You gain **1000 CP**!

## Starting Location

Roll a d6 to determine your start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. RockRoll:** A game store that sells retro games and VR equipment.
- **2. Firstia, Town of Origins:** A beginner-friendly area that is filled with low-level monsters, resources, and secrets.
- **5. The Rampant Forest:** It's a large forest between Firstia and Secondil. It is the home of goblins and vorpal bunnies.
- **4. Secondil, the Outpost for Marsh Journeys:** Past the Rampant Forest, the town offers inns, weapons and items for sale. You can dig ore in the Diremarsh Waste nearby, and you can have the forge craft weapons for you.
- **5. Thirdrema, the Big City:** Thirdrema is divided in three tiers: the Castle for the nobility, the Upper Tier for high-level players, and the Lower Tier for peons.
- **6. Rabituza, Rabbit Country:** A town full of vorpal bunnies led by Vysache, Rabituza is a special area in Shangri-La Frontier known as an Unique Scenario "Invitation from Rabituza" and is recommended for Level 80+ users. Unique quests are mysterious scenarios which unlock conditions and content are not publicly known. Because of that the equipment, skills, and spells you can obtain from them are top quality. It's due to this fact that Sunraku accepts the side quest.

Rabituza is organized around a central tree, where its leader, Vysache, makes their home. Beneath this tree lies a village filled with vorpal bunnies. The village features numerous structures resembling both bunny burrows and buildings reminiscent of classic video games. These quaint buildings are notably small, tailored to suit the size of the bunnies. Within the central tree, stands the palace, Palace of Rabituza, crafted in the style of Japanese-inspired architecture. Within the palace dwells Vysache, the boss of Rabituza.

- **7. Free Pick:** You are free to choose where you start from the available options.

## Age & Gender

- Choose your age, sex, and gender for **[Free]**.

## Origins

You can choose one of the following origins, which will determine your background, personality, and perks. Origins get their **100 CP** perks for free and the rest are discounted to **50%**.

- **Drop-In [0 CP]** - You are dropped in this new universe with no background, memories, or documentation. You are a blank slate, free to create your own identity and destiny.
- **Player [0 CP]** - You are a regular player, one who enjoys games for their fun and challenge. You have a passion for gaming, and you have a lot of knowledge and experience about the game's mechanics, lore, and secrets.
- **Explorer [0 CP]** - You are an explorer, a player who loves to discover and explore new areas, secrets, and mysteries in games. You have a thirst for adventure, and you have a lot of curiosity and courage about the game's world and lore.
- **Bug Hunter [0 CP]** - You are a bug hunter, a player who specializes in finding and exploiting glitches, errors, and loopholes in games. You have a keen eye for details, and you have a knack for breaking the game's rules and boundaries.

- **NPC [0 CP]** - You are a non-player character, an artificial intelligence that inhabits the game world. You have a role and a personality that are assigned by the game's system (these do not affect you when you enter the jump), and you have a unique perspective and insight into the game's workings.

## Perks

Perks cannot be bought repeatedly unless mentioned, but items are fair game. Enjoy a complimentary 100 CP perk with each Origin, and revel in half-priced perks tailored to your chosen background.

### General Perks

- **Lucky Skill [100 CP]** - Fortune favors you with this passive skill that boosts your luck. With this skill on, you get a slight edge in anything you try, such as finding treasure, dodging danger, or winning a game. However, this perk only works for trivial things, and won't help you in dire situations or against insurmountable odds.
- **Basic Training [200 CP]** - You've learned the basics of combat, survival, and stealth. You can wield common weapons, such as swords, guns, and bows, and fend off attacks. You can also adapt to different environments, such as forests, deserts, and mountains, and find the essentials of life. You can also sneak around and avoid being seen, and escape from sticky situations. However, this perk only gives you a basic level of proficiency, and won't make you an expert or a genius in any field.
- **Universal Translator [400 CP]** - Language barriers are no match for this ability that can translate any language you encounter, whether it is spoken, written, or signed. You can chat with anyone you meet, regardless of their origin or culture. You can also read any information that is written or recorded in any language, such as books, signs, or videos. However, this ability has its limits, and won't work for languages that are unknown or encrypted, or for languages that are too complex or alien for the ability to comprehend.
- **Gadgeteer [600 CP]** - Gadgets are your best friends, such as tools, weapons, or devices, that can assist you in various situations. You can craft gadgets from any materials you can find, and you can also tweak or enhance existing gadgets to boost their performance or functionality. You can also operate gadgets that are unfamiliar or alien to you, as long as you can figure out how they work. However, this perk only works for gadgets that are within

your technological level, and won't work for gadgets that are too advanced or magical for you to understand or operate.

## Drop In

- **Intuition [100 CP]** - Trust your instincts and let them guide you to the best possible outcome. Whether it's a risky gamble, a hidden opportunity, or a life-or-death situation, your gut feeling will always point you in the right direction. But don't expect it to give you all the answers, as it only works for general and vague impressions, not for specific and detailed information.
- **Versatility [200 CP]** - Mix and match your perks and items to create your own unique style and strategy. No matter where you go or what you face, you can always adapt and use any perk or item you have acquired, as long as they are within your power level and not harmful for you. You can also overcome any compatibility issues or limitations that may arise from using perks and items from different origins or sources.
- **Game Sense [400 CP]** - Become a master of VR games and dominate any scenario with ease. You can quickly learn and master any game's mechanics, controls, and interface, and you can also customize them to suit your preferences. You can also access and use any information or data that the game provides, such as maps, stats, quests, and events.
- **Game Breaker [600 CP]** - Bend the rules of the game to your advantage and exploit its weaknesses. You can find and use some of the game's glitches, errors, or loopholes, and use them to gain an edge over other players or the game itself. But beware of the consequences, as this perk only works for glitches, errors, or loopholes that are within your power level, not for those that are too dangerous, complex, or fixed by the game.

## Player

- **Passion for Gaming [100 CP]** - Gaming is your life, and you love every minute of it. You know everything there is to know about the game, from the smallest details to the biggest secrets. You can ace any challenge, find any hidden treasure, and unlock any achievement. You are a legend among the gamers, and you have many friends, followers, and admirers. You always have a blast playing the game, and nothing can ruin your mood.
- **Beginner [200 CP]** - You have a basic understanding of Shangri-La Frontier, its lore, mechanics, and secrets. You know the locations of some common dungeons, items, and enemies, and you can access them with some effort.

- **Gamer Skills [400 CP]** - You have a lot of skills and abilities that can help you in any game or world you visit. You have a high level of intelligence, creativity, reflexes, coordination, and intuition, and you can use them to solve any problem, puzzle, or challenge in the game. You also have a high level of strength, speed, endurance, and durability, and you can use them to fight any enemy, obstacle, or danger in the game. You also have a high level of luck, and you can use it to influence any random or uncertain outcome in the game.
- **Gamer Mode [600 CP]**: You have the ability to activate and deactivate a special mode that can boost your game performance and experience. When you activate this mode, you can enter a state of flow, where you can focus and immerse yourself in the game, and you can perform slightly above your peak level. You can also access and use any game feature, option, or command that can help you in the game, such as pausing, saving, loading, skipping, fast-forwarding, rewinding, or changing the game's difficulty, graphics, sound, or interface (when using these abilities you will be in heavy strain, at the beginning you can only maintain this ability active for a few seconds). You can also customize and personalize your game experience, and you can change anything in the game to suit your preferences, such as the game's genre, setting, theme, style, or mood (this only affects you and your companions).

## Explorer

- **Map Maker [100 CP]** - Unleash your inner cartographer and map out the world as you see it! This perk lets you create and update maps of any place you visit, in and out of the game. Your maps are not only accurate and detailed, but they can also reveal hidden or secret locations that you have uncovered. You can also use your maps to guide other people, or trade them for money or items.
- **Treasure Hunter [200 CP]** - Finders keepers, losers weepers! This perk gives you the ability to find and obtain rare and valuable items, resources, or rewards in the game. You have a natural sense of where treasure is hidden, and you can easily determine its worth and quality. You also have a higher chance of finding loot, and you can bargain better prices when buying or selling items. This perk is perfect for adventurers, collectors, or merchants who want to make the most out of their game experience.
- **Trap Master [400 CP]** - Do you love to challenge yourself and others with traps, puzzles, or obstacles in the game? This perk makes you the master of traps, puzzles, and obstacles. You can detect and disarm any traps, puzzles, or obstacles that you encounter, and you can also set up your own ones, and use them to your advantage. You have a keen eye and a sharp



mind, and you can also improvise traps from any materials you can find. This perk is great for explorers, pranksters, or strategists who want to have some fun and excitement in the game.

- **Survivalist [600 CP]** - Nothing can stop you from surviving and thriving in any environment or situation in the game. This perk helps you adapt to any changes or challenges in the game's world, such as weather, terrain, or events. You have a strong body and a resilient spirit, and you can use any skills or items that can help you survive in even better ways. This perk is ideal for adventurers, wanderers, or fighters who want to overcome any obstacles and dangers in the game.

## Bug Hunter

- **Bug Eye [100 CP]** - Nothing escapes your sight in the game world. You can peer into the very fabric of the game and see the code, data, and logic that make it work. You can spot any glitch, error, or loophole that others might miss, and use them to your advantage. You can also discover and interact with any hidden or inaccessible element, object, or character in the game, and unlock and use any secret or forbidden feature, option, or command in the game.

**Bug Fixer [200 CP]** - You have the ability to fix any glitch, error, or loophole in the game. You can slightly edit and correct the game's code, data, and logic, and you can repair and improve any weakness, flaw, or inconsistency in the game.

- **Bug Master [400 CP]** - You can harness the power of any bug, glitch, error, or loophole in any system, game, or reality you encounter. With time you will also be able to integrate any bug into your own abilities or items, and use them as you wish.
- **Bug Immunity [600 CP]** - You can resist the effects of any bug, glitch, error, or loophole in any system, game, or reality you encounter. You can also protect yourself and anything or anyone you choose from any bug, and negate any harm or influence from any bug.

## NPC

- **Role Play [100 CP]** - Become the master of your own destiny in the game world. Whether you want to be a hero, a villain, or anything in between, you can act out your role with flawless skill and style. Change your role or personality as easily as changing your clothes, and adapt to any situation or scenario that the game throws at you. Express yourself with any dialogue or emotion that fits your role or mood.

- **System Access [200 CP]** - Gain the keys to the game's inner workings. You can access and use the game's system and interface, and get any information or data that the game offers. You can also talk and interact with other NPCs, players, or the game's creators, and sway their actions or decisions to your favor.
- **System Immunity [400 CP]** - Shield yourself from the game's rules and restrictions. You can be immune and resistant to the game's system and interface, and any information or data that the game gives. You can also protect yourself and anything or anyone you care about from any system interference or manipulation, and nullify any harm or influence from them.
- **System Integration [600 CP]** - Become one with the game's essence and power. You can integrate and fuse with the game's system and interface, and any information or data that the game has. You can also enhance and expand your own abilities or items, and use them as you please.

## Items

All Items may be bought repeatedly. There are no discounts in this section.

- **Setting Lore [Free]** - You obtain all the lore about the setting, as well as popular fictional works from the setting.
- **A Character Recreation Card [50 CP]** - This is a card that allows the user to customize their avatar in the game, choosing from various races, classes, skills, and appearance options. The card can be used only once, and the choices are permanent.
- **A Lucky Charm [50 CP]** - This is a small accessory that can be worn by the user or their avatar, and it grants a slight boost to their luck stat. Luck is an important factor in Shangri-La Frontier, as it affects the chances of finding rare items, encountering special events, and surviving dangerous situations.
- **VR Headset [100 CP]** - A device that allows you to play Shangri-La Frontier (and countless other games even while not on this world), a full-dive VR game with 30 million registered players and countless secrets to discover. The VR headset is comfortable and easy to use, and it also has a built-in microphone and speaker for communication. You can also customize the VR headset's appearance and settings to suit your preferences.



- **Shangri-La Frontier Game Disc [100 CP]** - A disc that contains the data and software of Shangri-La Frontier, the game that you will be playing in this jump. The game disc is compatible with any VR headset, and it also has a special feature that allows you to access the game's system and interface from outside the game. You can also update the game disc with any patches or expansions that the game's developers release (can be used after this jump as well).
- **Souvenir [200]** - A souvenir that you have obtained from your adventures in Shangri-La Frontier, such as a weapon, an armor, a jewel, a potion, or a plushie. The souvenir has a special effect that varies depending on what it is, such as enhancing your stats, granting you a skill, or giving you a blessing. The souvenir also has a sentimental value that reminds you of your memories in the game.
- **A Resurrection Stone [200 CP]** - This is a rare item that can revive the user once after they die in the game and real life. Normally, dying in Shangri-La Frontier means losing all progress and items, and having to start over from scratch. A resurrection stone can prevent that, but it is consumed upon use.
- **Starter Pack [300 CP]** - A pack that contains some useful items and resources for your adventure in Shangri-La Frontier. The pack includes a basic weapon, armor, and accessory of your choice, a beginner's guide book, a map of the game world, a pouch of gold coins, and a random rare item. You can also choose your starting location, class, and race from the available options.
- **Trash Game Hunter's Guidebook [300 CP]** - This is a handy manual that contains tips and tricks on how to beat any trash game, no matter how buggy, glitchy, or poorly designed it is. It also has a list of known trash games and their secrets, as well as reviews and ratings from other trash game hunters. This guidebook will help you find and exploit the hidden potential of any trash game, as well as enjoy the challenge and fun of playing them.
- **Premium Membership [400 CP]** - A membership that grants you some exclusive benefits and privileges in Shangri-La Frontier. The membership includes a monthly allowance of gold coins, a personal storage space, a free teleportation service, a discount on shops and services, and access to some special areas, quests, and events. You can also create and join guilds, parties, and factions, and interact with other players and NPCs more easily(it also contains everything that is in the Starter Pack).
- **House [400 CP]** - A house that you own and live in Shangri-La Frontier. Your house can be a cottage, a mansion, a castle, or a spaceship, and it has a location and a feature that are

related to the game's world and lore. You can choose your house's name, appearance, and feature, or let the game's system randomly generate one for you.

- **Super Guidebook [600 CP]** - A book that contains detailed information about the world of Shangri-La Frontier, such as its history, geography, races, factions, monsters, items, skills, and quests. The book has a magic enchantment that updates itself with the latest information and events in the game. It also has a feature that allows you to ask questions and get answers from the book's AI.
- **Legendary Item [600 CP]** - An item that is one of the most powerful and rare in Shangri-La Frontier. The item can be a weapon, armor, accessory, or consumable, and it has a unique name, appearance, and effect. The item can also grant you a special skill, ability, or perk that is unobtainable by other means. You can choose the item's type, name, appearance, and effect, or let the game's system randomly generate one for you.

## Companions

- **Single Import/ Companion Creation [50 CP]** - Import or create one Companion. They get 600 CP to spend on the options presented.
- **Group Import/ Companion Creation [300 CP]** - Import or create up to eight Companions. They get 600 CP to spend on the options presented.
- **Character Recruitment [50 CP]** - Choose one character that exists in the setting. This character may voluntarily choose to accompany you along your Jumpchain, meaning they become a companion. May not be used on characters significantly stronger than the median of all named characters.
- **Pet [Free/50 CP]** - Choose one animal that exists within the setting. That animal will from now on accompany you along your chain and respawn after death, similar to a companion. Furthermore it will never attack you, or persons or objects you do not want it to attack. For an additional 50 CP this animal is granted a human-level intellect and becomes a full fledged companion instead.
- **Guild [300 CP]** - A guild that you belong to or lead in Shangri-La Frontier. Your guild is filled with a group of players who share a common goal, interest, or theme, and who cooperate and compete with other guilds in the game. Your guild has a name, a symbol, a base, and a reputation, and it also has some resources and benefits that can help you in the game. You

can choose your guild's name, symbol, base, and reputation, or let the game's system randomly generate one for you.

- **Rina [50 CP]** - A girl who is a player and a streamer of the game, who is known for her cheerful and energetic personality and her cute and colorful outfits. She is a skilled and versatile gamer, who can play any class and use any skill in the game, and she is always eager to try new things and have fun. She is also a friendly and sociable person, who likes to interact with her fans and friends in the game world. She is supportive and loyal to her companions, and she is always ready to cheer them up and make them laugh. (Gets 600 CP to spend.)
- **Kuro [50 CP]** - A boy who is a player and a leader of a guild in the game, who is respected and feared for his strength and charisma. He is a powerful and ruthless fighter, who can dominate any enemy or challenge in the game, and he is always looking for more thrill and glory. He is also a confident and ambitious person, who has a lot of influence and reputation in the game world. He is protective and generous to his companions, and he is always ready to share his wealth and power with them. (Gets 600 CP to spend.)
- **Lila [50 CP]** - A girl who is a player and a healer in the game, who is admired and loved for her kindness and beauty. She is a talented and dedicated healer, who can heal any wound or ailment in the game, and she is always willing to help others and save lives. She is also a gentle and compassionate person, who has a lot of empathy and wisdom in the game world. She is caring and gentle to her companions, and she is always ready to comfort them and give them advice. (Gets 600 CP to spend.)
- **Zane [50 CP]** - A boy who is a player and a thief in the game, who is notorious and hated for his cunning and greed. He is a clever and sneaky thief, who can steal any item or information in the game, and he is always looking for more loot and profit. He is also a sarcastic and selfish person, who has a lot of enemies and rivals in the game world. He is indifferent and pragmatic to his companions, and he is always ready to bargain with them and use them. (Gets 600 CP to spend.)
- **Nia [50 CP]** - A girl who is a non-player character, an artificial intelligence that runs a tavern in the game world. She is a friendly and cheerful tavern keeper, who can serve or cook any food or drink in the game, and offer entertainment or gossip to the players. She is also a curious and adventurous person, who is interested in the players and their stories in the game world. She is friendly and helpful to her companions, and she is always eager to join them and experience new things in the game. (Gets 600 CP to spend.)

- **Rex [50 CP]** - A man who is a non-player character, an artificial intelligence that acts as a bounty hunter and a mercenary in the game world. He is a tough and skilled bounty hunter, who can track or capture any target or criminal in the game, and offer his services or skills to the players. He is also a loyal and honorable person, who has a code of conduct and a sense of justice in the game world. He is respectful and trustworthy to his companions, and he is always ready to protect them and fight with them. (Gets 600 CP to spend.)

## Drawbacks

### Supplement Mode

In this jump, you have the option to supplement another one of your jumps. Choose wisely how you utilize this opportunity to enhance your overall Jumpchain experience.

### Protagonist Toggle

In this jump, you can toggle the protagonist role, allowing you to replace the main character in the setting. This option allows you to shape the story from a new perspective, altering the course of your adventure.

- **Forced Roleplay [100 CP]** - The game world of Shangri-La Frontier is a role-playing game, where you can immerse yourself in the game's story, setting, and characters. However, you are forced to roleplay in the game, which means that you have to act, speak, and behave according to your character's personality, background, and alignment. You will have to follow the roleplay rules, such as staying in character, using appropriate language, and respecting other players' choices.
- **Bugged Quest [100 CP]** - The game world of Shangri-La Frontier is full of quests, missions, and challenges that can reward you with money, items, experience, or reputation. However, one of the quests that you accept is bugged, which means that it is impossible to complete, fail, or abandon. You will have to deal with the consequences of the bugged quest, such as annoying NPCs, constant notifications, or unwanted enemies.
- **No Friends [200 CP]** - The game world of Shangri-La Frontier is populated by millions of other players, who have their own goals, motivations, and personalities. Some of them may be friendly, helpful, or cooperative, while others may be hostile, greedy, or competitive. However, you are not allowed to interact with any of them, either positively or negatively. You have to play the game solo, without any allies, partners, or rivals.

- **No Fun [200 CP]** - The game world of Shangri-La Frontier is supposed to be a fun and enjoyable experience, where you can explore, adventure, and create your own story. However, you are not allowed to have any fun in the game, either by yourself or with others. You have to play the game seriously, without any humor, emotion, or creativity.
- **Bad Reputation [300 CP]** - The game world of Shangri-La Frontier is full of factions, guilds, and organizations that have their own agendas, interests, and reputations. You have a bad reputation with all of them, which means that they will treat you with distrust, disdain, or hostility. You will have a hard time finding allies, completing quests, or accessing resources in the game world.
- **No Cheats [300 CP]** - The game world of Shangri-La Frontier is full of secrets, hidden features, and exploits that can give you an edge over other players or the game itself. However, you are not allowed to use any of these cheats, hacks, or glitches, even if you discover them by accident or by curiosity. You have to play the game fair and square, without any shortcuts or advantages.
- **Cursed Item [400 CP]** - The game world of Shangri-La Frontier is full of items, equipment, and artifacts that can enhance your abilities, stats, or appearance. However, one of the items that you obtain is cursed, which means that it has a negative effect on you or your surroundings. You will have to endure the curse of the item, such as reduced health, bad luck, or unwanted transformations.
- **Data Loss [500 CP]** - The game world of Shangri-La Frontier is a virtual reality that is stored and processed by a server, which can be affected by external factors, such as power outages, hackers, or maintenance. Every time you enter or exit the game, there is a chance that you will lose some of your data, such as your progress, inventory, or memories. You will have to cope with the data loss, such as starting over, losing items, or forgetting events.
- **Forced PvP [500 CP]** - The game world of Shangri-La Frontier is a multiplayer online game, where you can interact with other players, either cooperatively or competitively. However, you are forced to participate in PvP (player versus player) combat, which means that you can be attacked by other players at any time, anywhere, and for any reason. You will have to defend yourself, fight back, or run away from other players.
- **No Escape [600 CP]** - The game world of Shangri-La Frontier is a virtual reality that you can enter and exit at will, as long as you have a compatible device and a stable connection. However, you are not allowed to leave the game world until you complete the jump, which

may take years or decades in real time. You have to stay in the game world, without any contact or awareness of the outside world.

- **Enemy of the Game [600 CP]** - The game world of Shangri-La Frontier is controlled by a mysterious entity known as the Game Master, who oversees the game's rules, events, and secrets. The Game Master has taken a personal interest in you, and not in a good way. The Game Master will try to sabotage, hinder, or harm you in various ways, such as sending powerful enemies, altering the game's settings, or revealing your secrets.
- **Hard Mode [600 CP]** - The game world of Shangri-La Frontier is designed to be challenging and unforgiving, with harsh penalties for death, failure, or betrayal. You have to play the game on the highest difficulty level, which means that enemies are stronger, smarter, and more aggressive, quests are harder and more complex, and rewards are scarcer and less valuable. You also have to follow the game's rules and regulations, such as paying taxes, obeying laws, and respecting authority, or face severe consequences.

## Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain and return home:** Choose this option to end your Jumpchain and return home.
  - **End your Jumpchain and remain within the setting:** Choose this option to end your Jumpchain and remain within the setting.
  - **Continue your Jumpchain and move on to the next Jump:** Choose this option to continue your Jumpchain and move on to the next Jump.
-