

Master Of None #Chapter 1 - (Prologue) the way the world works - Read Master Of None Chapter 1 - (Prologue) the way the world works

Everyone is born with a system. Well technically, they just need to unlock it. Sounds simple right? But not really. The system a human unlocks can be anything. Someone can unlock their blacksmith system just by walking by a forge where others need to create their very first weapon before it unlocks. Some people unlock a master's system that will take them to soaring heights that allow them to learn mastery skills. Others unlock unique systems such as magical smith which is the same as a blacksmith but they can create magical items. The only catch is that if a human hasn't run in to the proper conditions to unlock their system by the age of fifteen then that's it, it's all over. Their potential to unlock a system is gone and they become an average human with no potential to level up and grow. They fall to the lowest class lucky even to make twenty gold a day when bread could cost a whole one of those.

Now it may be a rare case but for Walker, it's becoming a closer and closer reality, Walker will turn fifteen tomorrow. Well more specifically in 13 hours or at least that's what's left on the system countdown every human gets until they either unlock or lose their system. See his father Garret has a unique system. It's not as good as a master but he has an Elite Guard System. This helps him patrol the capital city Diamond, it's in the Crystal kingdom named for the first ever King Roman Crystal many years ago. Thanks to his father's job Walker has been able to meet many various people in a day, giving more than enough chances to try unlocking his system. magic

The world has uncountable types of systems some even spanning to other worlds or universes. But here there are a few notable races that call systems a blessing of the world. The elves of the forests pride nature and magic. The dwarves of the mountains hide away only caring for crafting and mining. Demi humans are tied to their distinguishing features unlocking related systems. Demons hold more nefarious destructive magic powers often causing trouble with any system. Ancient dragon like monsters have systems related to their species, often leveling and becoming much stronger more easily. Angels, Merfolk, and other various species scattered through the world have their own challenges and strengths.

The only thing that's certain is that when it comes to systems, you either do anything and everything you can to unlock it or you lose the chance forever.

Walker often chooses to follow his father to the gate so He can meet people passing in and out of the city. The massive walls protect them from the fields and forests full of monsters on the outside. Some of which smell and goblins smell the worst. The iron gate is always open to merchants, adventurers, explorers, and even royalty!

Some of the notable people He'd met have been an older man with a unique system called Spice Trader which allowed him to procure and sell plants he turned in to spices. The aromatic scent of his cart could be smelled for many houses away. However upon trying to bargain with him for some tree bark he called cinnamon Walker quickly found no change In his system. He guessed he won't be a spice trader or a merchant.

Walker had the luck to meet many adventurers as they left on morning quests or training. Always rushing to a magic user when He saw them because the many types of magic in the world could not be counted. The elemental Magic was great for defense and attack but the unique Magic such as spatial magic or healing could lead to a wondrous life. Unfortunately, he had met over twenty three different magic users, and no spell that he had tried worked. Maybe I'll try the church was one of his next thoughts, there was a woman who unlocked a Master Oracle System, and it was said she could see up to ten whole years in the future! These thoughts were always running through his mind.

He was even lucky enough to meet someone with a Tamer System once. They preferred to tame sonic bats which were small creatures about the size of someone's head that could confuse and disorient enemies with sound. The tamer even let Walker try and tame one of the baby bats which were as small as his pinky finger. Yet to no avail again there was no magical sounds or reaction from the system.magic

Garret often told Walker the story of how he had been a child walking along and witnessed other kids his age throwing rocks at a stray dog. When he threw himself in front of it and yelled for them to stop he felt power well within him and his system gave a ding. 'You have reached the requirements. The Elite Guard System has become active. Congratulations.' That was some years ago but now after rigorous training and a strong will, he's pushed himself to level 30 through his system quests and leadership as an elite guardsman. He perfectly fit this role, he was tall, had brown hair just like Walker, and was very muscular. His stern features really scared the hooligans who tried to run amok on the streets.

Garret

Elite Guard System

Level 30

Exp. until next level 10,737,418,240

Hp-75

Def-77

Mdef-77

Atk- 45

Matk-35

Charisma (char)-32

Agi-37

Mana- 35

"You shall carry the weight of the law as the defender of the weak. Those in danger shall find your shield and those causing strife shall find your blade"

By far garret was one of the strongest around the outer walls and even ranked highly in the inner city. The only problem was that after you get to a level the exp needed doubles making it harder and harder to grow and gain skill points to distribute to your stats. However the fact that every single thing related to a person's system gained them exp really helped. Not to mention the quests given by the system to guide and allow proper development of skills. Some quests are daily, others could take a lifetime; one never knows until they get their system. Not to mention the experience rewards could vary wildly depending on difficulty.

