

WOW! THE ITEM-DROPPING RATE IS REALLY HIGH!

Chapter 14: 014 There is a thief!

...

Watching the other party leave, Bai E's eyes were filled with complexity.

He really wanted to ask how they logged into the game and how they logged out.

When the game started, whether there were any more specific official announcements, and so on...

However... he didn't dare.

He wasn't sure what kind of consequences his actions would bring.

Perhaps time would bring the answers...

"Back already?"

Hans eyed the three returning individuals, greeting them cheerfully, "Run into any trouble?"

Ying set down his machine gun, responding while doing so: "Encountered a wandering local resident, chased them away."

"Hmm..."

Hans nodded and then turned to look at Bai E.

"Get some rest early if you have completed the mission, you're the new recruit in this batch, and the training tasks before you deploy are very important."

"Alright."

[Side mission——Patrol, completed!]

[Mission reward: Insight +0.1, distributed.]

It feels... like nothing has changed.

Bai E sat on the edge of his bed, frowning. The 0.1 increase in the basic attribute of insight seemed not noticeable, as if it didn't exist...

Not nearly as immediate in effect as specializations and knowledge.

Bai E brought up his panel—

[Name]: Bai E

[Race]: Human

[Template]: Genetic Modification Prototype

[Health]: 75/75 (Base 60 + (Physique -10) * 15)

[Physique]: 11 (current) / 15 (trainable limit)

[Insight]: 10.1 / 15

[Reflex]: 10 / 15

[Mystique]: 8 / ∞

[Genetic Optimization Degree](Current tendency: Orc): 0.1 / 100

[Skill]: Lucky Strike (Non-upgradable)

[Lucky Strike: Ten times critical hit, max out critical hit rate, one hit 999!
Current charge: 1/100 (Not usable)]

[Trait]: Emotion Blunting (Slightly reduces the risk of high-dimensional demon contamination), Battlefield Instinct (Adapts to the battlefield environment faster to unleash full potential)

[Expertise]: Rapid Recovery (Locked)

[Mastery] (Stealth points *3): Light Firearm Control Specialization (134/1000)
(Level 3)

[Spiritual Energy]: Not mastered

[Knowledge](Technology points *1): Firearms Maintenance and Repair (3/300)
(Level 1)

[Technology]: None

[Mutation Risk]: Extremely low

[Assets]: Refined Brass Bullets—Rifle 1000, Machine Gun 2000, Pistol 1965

...

His growth was not bad, but most of it came from the drops from the Lucky Strike.

Under normal circumstances, it wouldn't be easy to achieve the kind of growth he had today, so all in all... What's the deal with this Lucky Strike skill?

Was it compensation for dragging an unsuspecting "player" like himself into the "game world"?

In a world filled with "Spiritual Energy," a force where "believing is existing," is this skill a good thing?

Does it have any relation to Spiritual Energy? Could it, as described in the official worldview, cause the demons to notice my Spiritual Body that is reflected in the higher dimensions?

Moreover, the official website's introduction is extremely vague, giving no description of what a normal person's life in this world would be like.

What about myself? Will my life forever be warfare?

And... what's the deal with this task feedback system?

If I have several tasks going on simultaneously, how would it determine which task my current efforts belong to?

Who should receive the compensation for the attribute increase?

Bai E had a stomach full of questions that currently seemed impossible to answer.

Of course, rather than pursuing those questions without answers for now, it might be better to contemplate how to best make use of the "Lucky Strike," this special skill.

Consider... how to recharge quickly in order to achieve the fastest growth.

Today, he earned one charge point because he helped Ying maintain his machine gun. So, could he use this maintenance ability to help others and, in turn, acquire charge points?

Hmm... Worth a try.

"What's the matter, can't sleep?"

Your soft voice suddenly came from behind his forehead, sounding almost within arm's reach.

...

Bai E still lay on the pillow and responded in a low voice, "Mhm..."

"Cherish the times when you can't fall asleep."

"..."

After a long wait, Bai E didn't get another sentence from the girl.

Turning his head upwards, he found that You, who had lain head-to-head with him, had already peacefully entered dreamland...

Her shoulder-length short hair scattered softly, her nostrils quivering faintly, emanating a pure white halo.

[You (Human) (Ally) — Using "Lucky Strike" to kill may drop...]

Forget it...

...

The NPCs are all asleep.

Kuang Xin, like a mouse, used his shining eyes to survey the NPC settlement in the dead of night.

Having been in the game for a while now, the game's rich interaction system and freedom of exploration and interaction were instilling in him the idea that—

This is a new era online game unlike any other before!

Discard experience, set aside prejudices, and view problems with an eye for growth.

Hasn't gotten a reward for the quest yet? Can't take the initiative to borrow what's needed?

To chop down trees, the right tools are needed, right?

And does that mean relying on that rusty little knife in one's hand?

Kuang Xin tried to lighten his steps as much as possible, not wanting to wake any NPCs and feel embarrassed about disturbing their slumber, especially at night.

Especially Hans!

Circling around Hans's wooden cabin, Kuang Xin spotted a rusty axe in the corner of the cabin.

It seemed to be used for splitting firewood.

It also seemed quite suitable for felling trees.

So he decided to borrow it for a while.

[Axe for Chopping Firewood — Quality: Gray (Heavy Weapon)]

[Basic Parameters: Axe Blade Attack Power (Type: Blunt) 10~18; Output Level 9; Buff Attributes: Strength +3%; Durability 8/20]

[Usage Requirements: Physical Strength 10 (can be used).]

[Trait: Handle With Care, the wooden connection has long been rotten and might break at any moment.]

The axe was heavy, but its substantial weight could provide sufficient attack power.

It would definitely be a good choice for chopping trees.

Off we go.

Just as Kuang Xin, carrying the axe, hadn't gotten far from the settlement, he heard a prompt from the panel—

[Your act of theft has been discovered. Hide the loot, or you will face unknown hostility.]

[You have completed a theft, Theft Experience +4.]

[Current Theft Experience 4/100, at 100 points you can master the skill "Level 1 Theft."]

"..."

Upon hearing the prompt, Kuang Xin's heart skipped a beat. He quickened his pace, fearing that he would be caught by any NPCs that might chase after him.

As for the future? Wouldn't everything be fine as long as he didn't bring the axe back to the settlement?

He would chop trees in the forest—those cowardly NPCs were obviously afraid of the wolves and dared not go in.

Instead, he had to be wary of other players, who, like him, were all part of Old Six.

With a jumble of thoughts, Kuang Xin stepped cautiously back into the jungle.

Careful!

Even more careful.

Kuang Xin's vigilant gaze swept around, preempting any potential dangers.

In the darkness, any rustling of grass or gust of wind couldn't escape his watchful eye.

It was all eerily quiet, except for the faint rustling sound when his feet disturbed the underbrush.

A perfect immersive experience.

Fully immersed in a first-person stealth operation, Kuang Xin was so engrossed that he momentarily forgot he was inside a game.

[Your ability has been honed through observation of the environment, Insight +0.1.]

...

[Feedback from a commission, Theft Experience +2.]

[Current Theft Experience 2/100, at 100 points you can master the knowledge "Level 1 Theft."]

[Feedback from a commission, your Insight +0.1.]

Bai E, still lying in bed and not yet asleep, was slightly taken aback.

Was this feedback in real-time?

Could one have someone level up for him even while sleeping? Perfect! It couldn't get any better!

But, what's with this theft?