

The Gamer

By Complex_Ad_5944

Han Jihan is your typical high school student—minus the fact that he's acquired the special ability to view the world around him as a video game. Not long after this discovery, he stumbles upon a hidden world filled with others just like him. Now, amidst juggling homework and completing quests, Jihan must learn how to navigate his newfound power in order to level up in life.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP, use them as you like.

Location and Time

You appear in South Korea, more specifically in Seoul. You will appear at the same time that Han Jihan acquired his powers.

Gender and Age

Choose the gender and age you want.

Race

By default, you will be human.

Origin

Drop In (Free)

You're new to this world, just like the protagonist; you're a fish out of water. But unlike him, you have no connections or anyone to back you up. Work hard and survive this new and unforgiving world.

Abyss Native (Free)

You are a native of the Abyss, with a past and a history in this world. You are not ancient, but you have the common sense and resources to live in this world without becoming easy prey for the amoral lunatics who lurk nearby.

Old Monster (Free)

You are not just a native of this world; you are a figure who lived many years ago or who went through the process of reincarnation with memories of your past life.

You are a powerful being, so you are not the one trying to survive in this hell, but rather one who is feared, or whom only those as strong as you dare to fight.

Perks

All origins receive their 100 CP Perks for free. The rest of the perks of an origin are discounted.

General Perks

Privacy (Free)

With so many people who can see the future, your information is fairly well known. Luckily, Gaia has protected you and is hiding your existence from them. As long as you keep a low profile, your existence will go unnoticed by any being, regardless of their ability to see the future or other abilities that might reveal your information or whereabouts.

Protection Period (Free)

This world is ruthless to the weak or the independent without support. Fortunately, a powerful being will protect you for two years.

But this protection has its limits. Any person, being, or organization that you directly attack will not be targeted by this being, so choose your enemies wisely.

Chosen From Gaia (Free)

Like all natives of the Abyss, you possess supernatural abilities and power far beyond the average human. Whether you choose to specialize in hand-to-hand combat or wield magic, you are capable of controlling energy (which can be magic, ki, chi, etc.), granting you superhuman capabilities. Like all inhabitants of the Abyss, you can create a protected space to use your powers; it is an isolated space at no cost. You can enter or leave without difficulty. This isolated space has its own time flow, coinciding with that of the real world, or you can alter it at a ratio of up to 10:1; in other words, ten hours in this space are equivalent to one hour in the real world.

It should be noted that these spaces allow you to use your powers freely, without interference from Gaia's protection. Any collateral damage within this space is contained, leaving the real-world environment intact.

Perfect Energy Control (100 CP)

The use of your power is crucial for survival in a cruel environment like the Abyss. Fortunately, your talent and skill in controlling energy (be it magic, chi, etc.) are top-notch. The power of your attacks, as well as the potency and efficiency of your abilities, is 30% higher than normal, and the cost of using them is 30% lower. Basically, if you are a mage, your spells will be 30% more powerful and will consume 30% less magic power or mana.

Elemental Affinity (100 CP)

Choose an element (fire, water, earth, air, light, darkness, or lightning). You have an affinity with that element, as well as all related skills. This affinity allows you to quickly learn related

skills and enhance them when you use them, making them 100% more powerful and effective, while also consuming half the energy (magic, ki, etc.). Furthermore, you have increased resistance to that element, decreasing the damage you take from attacks of that element by 20%. You can purchase this option multiple times.

Subspace (100 CP)

These spaces are different from the spaces you create with Gaia's power; they are personal spaces, essentially inventories. You can store an unlimited number of objects within them, unaffected by the flow of time, remaining completely static. You can retrieve any object stored in this space simply by thinking about it; you only need to access the dimension and extend your hand. The size of this dimension depends on the amount of magical power (or energy) you use, and while it has a constant cost, the smaller the space, the lower the cost—almost zero.

Half-breed (200 CP)

Your origins are not only human, but also from one of the races that inhabit the Abyss. You can choose to be a half-dragon, acquiring its traits and enhancing your physical abilities. Or you can choose to be a half-spirit, temporarily transforming into the element of your choice and becoming immune to physical attacks. You can customize your appearance, choosing to have a human form and another that is more closely aligned with your chosen race.

Sacred Vow (200 CP)

A sacred promise recognized by the world. By making this oath, promising to achieve X goal or complete a specific task or objective, you will receive a 100% increase to your power (or stats). This effect will last for one hour, but you must fulfill that promise, so the punishment will be being unable to use your powers for one day. You can do this once a day.

Low Class God Eyes (200 CP)

This power is a superior version of Han Jihan's "Observe" ability. It allows you to see all the information about any person, being, or object you look at. This includes their stats, abilities, a general description, resistances, and weaknesses. In the case of intelligent beings, you can see their thoughts, as well as the type of relationship they have with you (ally/enemy).

My Space (400 CP)

Aside from the space created to use your powers, some powerful natives of the Abyss can influence that same space. You have the ability to influence a specific area, affecting that space by applying magic or abilities that increase your power or have effects that enhance your abilities (such as a 100% or 200% boost), as well as those that weaken opponents or enemies within your territory (50% reduction). You can implement the aforementioned characteristics in any space you create, as well as those created by others. Basically, you will have a strong buff for yourself, and your opponents will suffer a strong debuff. The characteristics of these effects will depend on your abilities. The effects of the spaces you create are permanent. Post-Jump, you can apply these effects to any territory you own.

Idea Power (400 CP)

The power of faith is very strong in this world, even capable of creating powerful beings like gods if a large number of people share a particular belief. This power is not limited to the creation of gods; it can also empower them, such as turning a person into a god if many people believe in them.

You can control and manipulate this system, as long as you can convince people to believe in something. This will become reality as long as that belief is deeply rooted and they are truly convinced.

Depending on the number of people who believe in it, the more powerful the miracle will be. And as a safety measure, negative or dangerous thoughts, or those that are harmful to you, will have no effect. Only those you allow or that benefit you will have an effect.

But be careful: if people stop believing, the miracle will disappear, and even the god will cease to exist.

Limitation, What is That (400 CP)

The Gaia system seeks to protect the world from the power of the beings that inhabit the Abyss, beings that, if they become serious, could destroy it. Even powerful beings like the Divine Ten are limited by this. The only case that can transcend and ignore this limitation and use their powers freely is Jin Dajeon (aka The Harem King).

Like him, you are not limited by this protection system. You will even be free from limitations imposed by other systems, such as not being able to use more than two different types of energy, not being able to use a skill due to not having the minimum necessary stats or abilities, etc. Even that limitation that prevents you from becoming stronger will disappear. Basically, you have no limit or restriction to becoming more powerful, learning new skills, or using your powers. You will not even suffer any penalty for using your abilities.

Traveler (600 CP)

The universe of this series is not isolated; several worlds are connected to it, and many beings living in the Abyss originate from other worlds. These beings were able to travel between the multiverse, and like them, you can too. You have the ability to open portals or rifts and travel to other worlds, whether fantastical or with different technologies. Traveling through the multiverse will not be a challenge for you, but keep in mind that you can only travel within the local multiverse. Since you are paying CP, you will not incur any energy costs when using this ability, although knowing which universe or world you will reach depends on your skills.

Conceptual (600 CP)

Conceptual beings are those that transcend the corporeal or individual concept; they are no longer a person but a whole. Like Hell, you are a being that is omnipresent within its plane, able to create multiple avatars of yourself and control them like a hive mind. More than a body, you are your own space or dimension, in which many beings can live within you, subject to your will and rules.

As a concept, you do not have a life expectancy, but rather you have transcended life and death; you alone exist. But do not be overconfident; you can be destroyed by beings more powerful than you, as was the case with Baal, a demon who was able to subdue Hell.

Despite being a conceptual being, this does not mean you are omnipotent or omniscient, so do not be overconfident. Even a mortal like Han Jihan was able to escape this dimension with his allies.

Transcendental Being (600 CP)

Transcendent beings are those who have attained divinity, transcending all limits and achieving divine status. To begin, you will be a low-level god, acquiring three authority domains (concepts such as war, justice, etc.), ruling over them (although you will not have a monopoly, as it is common for several gods to share the same authority in one or more concepts).

Upon achieving godhood, you can use divine power, the second most powerful energy in this world. Also, thanks to this, by destroying or eliminating other gods or beings with divine power, you can absorb and obtain their divinity and authority.

As a god, you have achieved physical immortality, so only attacks that affect your soul are harmful to you. As a side note, only attacks that affect the soul can harm you, such as attacks with divine power or energies of equal or greater power, like demonic magic.

The gods of this world depend heavily on the faith of their believers. The more believers they have (whether in their being or in what they represent), the more powerful they become.

Similarly, you are strengthened by the faith of those who worship you or believe in what you represent (be it war, knowledge, etc.). Since you're paying CP, this will only strengthen you, so you won't lose power or suffer a detrimental effect if you lose believers or no one worships you.

Drop In

Is like a Game (100 CP)

Your addiction to video games has its positive aspects. You can connect new things you learn while playing with knowledge you've already acquired, which helps you understand things better. By relating things to games (or your hobbies), it will be much easier to learn things that have common elements.

Good Friends (100 CP)

Like Han Jihan, you're fortunate to form friendships like the one he has with Shin Seonil. As long as it's a sincere friendship, you'll have loyal friends who genuinely care about you and help you without asking for anything in return.

My friend, the Heir of a Clan (100 CP)

For some reason, you're lucky enough to befriend important people or people from important families. Whether they're heirs to a powerful clan or related to powerful individuals, your friends will have these characteristics. This is quite convenient, as these people could help you when you need it.

Max Production (200 CP)

This perk has a very convenient effect: any property you own related to production or the production process you carry out will be much more efficient, significantly increasing both the quantity and quality of what is produced.

This effect influences all production processes under your control, whether for products you own or those you create, making them more efficient, shortening production times, increasing the quantity produced, and resulting in outputs far exceeding normal levels.

Preparation is the Key (200 CP)

Like any good magician, you are very cautious and prudent. You always have one or two plans in place before starting a battle or completing a mission, always prepared for any eventuality (having already considered them beforehand).

This also extends to all aspects of your life; if you create something, you have security measures in place to prevent your creations from being used against you. You are a cautious person who thinks rationally and can act with composure.

Combine (200 CP)

You have a talent for combining things, whether it's magic, objects, systems, etc. These combinations bring out the best in all their elements, eliminating their weaknesses and enhancing their strengths, even grouping them to be more versatile.

You can unlock the full potential of this combination, as well as combine things or concepts that would be completely incompatible, without them clashing and allowing them to function harmoniously.

Greater Efficiency (400 CP)

Learning too many skills isn't usually a good thing; in some cases, it can even be counterproductive due to incompatibility. But that's not the case for you. All your skills work in perfect synergy, enhancing each other and mitigating their weaknesses. These all work harmoniously, making you stronger, both in power and in your arsenal of abilities.

Another New Skill (400 CP)

Just like Han Jihan, you get new abilities out of nowhere, just by fulfilling some requirements, such as reaching a certain number in one of your stats, or having learned one or more abilities. You will get a new ability, always a beneficial one that gives you a boost to your power or that is useful to you.

Teacher (400 CP)

You have the ability to share your skills (excluding Perks and Powers) with others. As long as they aren't fiat-backed, you can copy and share them, allowing others to learn them instantly.

You can copy and share as many skills as you like, but make sure the other person has compatibility with these.

Metamorphosis (600 CP)

Metamorphosis is like the equivalent of enlightenment. When someone goes through this process, their body undergoes a beneficial change. By passing through this entire state, one transcends mortal limitations. Not only is their body optimized and reaches perfection, but their lifespan expands to 1,000 years, and best of all, the individual will enjoy eternal youth. The individual's energy reserves increase considerably, as their soul also surpasses those limits.

If you purchased "The Gamer," all your stats will increase by 500 points. You will also enjoy the aforementioned benefits, having a perfect and fit body, as well as eternal youth.

If you are human, you will evolve into a High Human, the evolution of traditional humans.

The Gamer (600 CP)

Han Jihan was favored by Gaia herself. He received the rarest and most powerful ability in his universe, The Gamer, one that can distort reality and transcend the limitations and logic of both his world's laws and Gaia's limitations.

This ability has all the mechanics of any RPG game and its variations, stats, skills, etc. The best part is that it evolves over time, unlocking other abilities based on specific events, like when Han Jihan was able to use a territory management system by using his house as his base.

This ability is supported by the world (or universe) itself. Therefore, it will always work and will not disappear or separate from you, as the world will conspire in your favor. Furthermore, your ability will ignore the rules of the world/universe; things like bypassing the process of causality, such as your powers functioning outside the limitations imposed by the universe itself, are just a few examples that highlight how powerful this ability is.

Gaia Favorite (600 CP)

Han Jihan was favored by Gaia herself. But not only because of the power he received, but also because of all the opportunities he had to grow, with Gaia being a determining factor that helped the protagonist achieve the power to face mighty gods.

Just like him, the universe will conspire to make you powerful, help you acquire wealth, and guide your life down the path that benefits you most. In gamer terms, your luck stat will be 999,999 points. Finding powerful items, receiving the blessings of ancient gods (and having them greatly benefit you), and acquiring very useful allies, among other beneficial events, will be your daily routine.

Abyss Native

I Can Have a Normal Life (100 CP)

Living among murderers and lunatics can change your perception of the world, making it difficult to live in a civilized society. Luckily, this is not your case, as you can separate your life in the Abyss from your civilian life without having an internal conflict or finding it difficult to adapt to two different worlds.

To go Unnoticed (100 CP)

In the Abyss, the weak are exploited by the strong, unless they are backed by more powerful organizations or beings, or unless they remain undetected. You fall into the latter category, able to remain undetected even when using your powers. Just make sure you don't fight the wrong opponent.

That's Life in This Place (100 CP)

No matter where you are, it will have its own customs and rules, and people will adapt their common sense to their surroundings. Like any native of the Abyss, you have all that knowledge to avoid feeling like a fish out of water. You have no problem witnessing the atrocities that occur in the Abyss, and you won't even hesitate to kill if it allows you to survive. It's unlikely you'll be traumatized by the atrocities that happen in this world.

This effect will apply to other places you visit, whether within this jump or post-jump.

For my Friends (200 CP)

The classic "nakama power"—when you fight for your friends or loved ones—grants you a power boost, temporarily making you stronger to the level of your opponent (if they are stronger than you). This power-up is temporary, but it will be useful as long as your feelings are genuine.

Sharing Knowledge (200 CP)

Like all inhabitants of the Abyss, you can create a kind of small sphere of memories that you possess. When consumed by another person, they will be able to access all shared memories. This sphere copies your memories, allowing you to share them with others. Quite useful for sharing information quickly and discreetly.

To be clear, this method is not recommended for teaching skills; it's more of a communication tool than a teaching method.

Heir of a Family (200 CP)

Congratulations, Jumper! You are the heir to a powerful family, not quite the most powerful in the country, but certainly on par with the Cheon Bu Guild. You are the direct heir, unopposed, receiving all the benefits and obligations that come with being an heir of such a family. If you wish, you can take the place of the heir of a family with these characteristics, such as Shin Seonil.

Post-Jump, you can select a family to inherit from, or even take the place of a canonical character with these characteristics.

Two Wills (400 CP)

This is incredible, Jumper! You're able to use two different energy systems. Normally, when you learn from a school or style that uses a specific energy type, you're unable to learn another, but that's not the case for you. You can use incompatible systems without issue, such as magic and chi, and even combine them to create something more powerful.

Post-Jump, you can use different energy types and combine them seamlessly.

Demon Transformation (400 CP)

A powerful ability that allows you to assume a demonic form. But the change in appearance isn't the only benefit of this Perk; you'll also gain a significant power boost, both physical and magical (or whatever type of energy you use). Using this technique comes at a price: you retain some of the demonic transformation and change your appearance, but since you're spending CP, you can easily revert to your human form. You can customize your demonic form to your liking, choosing a more human appearance or one that's very different from it.

Mage (400 CP)

This title is reserved for the 100 most powerful mages in the Abyss, and surprise, surprise, you're one of them. This means your magical power is on par with Lolikiano Mistrim's, allowing you to use several high-level spells before exhausting your reserves. You even know various types of magic and spells, including several high-level spells from different magical schools, such as demonic contract magic, golem creation magic, elemental spirit summoning magic, and so on. Except for those at the divine level or its equivalent.

Post-Jump, you will have knowledge of various types of magic from the world you are in, as long as they are not at the divine level or its equivalent.

Mind Techniques (600 CP)

Mind Techniques are transcendental martial arts techniques that warriors spent their whole lives training and mastering to the point that they became one with them. These special techniques allow you to break the logic or rules of the world, making it possible to harm immortal beings when using this power.

The effect of these techniques not only causes physical damage, but can even damage (or destroy) conceptual beings. Although achieving a feat like the one mentioned above is a titanic task requiring complete mastery of the technique, you will become one of the most lethal forces in this world.

Because they are very powerful techniques, the energy or mana consumption is high, making them considered ultimate techniques or aces up your sleeve.

Black Soul (600 CP)

Black Soul is a characteristic that special souls have, as is the case with Hwan Seong-A and Hwan Seongon. This soul nature allows one to connect and draw power from the dark dimension. Theoretically speaking, this allows access to an 'unlimited' amount of dark energy.

You essentially have a nearly limitless source of dark energy, allowing you to use it as a power source for your magic or abilities.

Unlike Hwan Seong-A, you will not suffer from illness, as both your body and spirit can withstand this power.

Divine Connection (600 CP)

Like Shin Yoohwa, you have the ability to share a spiritual connection with those possessing anyone who shares an object imbued with your magic or energy (such as a mask or other object, as long as they have the same characteristics).

This allows all those connected through this link to share memories, emotions, and abilities. But the best part is that it's reciprocal, so you can share your abilities (not fiat-backed up), and you can use all the abilities and access the memories of those connected to you. You can even share mana or energy, creating a communal supply.

As an added bonus, you can rely on others to use parallel thinking and multitasking. You can even leave your soul and reside in the body of one of those connected, but your soul will remain in a dream state, and this ability will have a time limit of three hours every 24 hours. The only drawback is that you can't limit which memories or emotions those connected can see. But the good thing is that once connected to your divine link, they will feel a peace that will make them want to be a part of it.

Old Monster

Perfect Memory (100 CP)

You have a perfect memory, able to recall every detail of every event or piece of information you've learned in the past. And you don't have to worry about your mind being overwhelmed by so much information; your brain has an infinite capacity to store it all.

Murder Aura (100 CP)

You can unleash a deadly aura that can paralyze those weaker than you with terror. This aura can affect multiple targets at once, covering an area of up to 1000 meters.

Legal Loophole (100 CP)

Gaia's rules are very strict, difficult to break without punishment, but clever people have managed to circumvent this system without facing the consequences. You're good at finding loopholes or legal loopholes in any kind of system. As long as you operate within a legal gray area, you won't be punished for exploiting the system.

Knowing How to Plan (200 CP)

Like the villains in this series, you're good at long-term planning, even for schemes that will only bear fruit centuries later. Your skill level doesn't allow you to create foolproof plans, but you can certainly craft a decent one, possessing the cunning and intelligence to identify dangerous variables and modify them without affecting the final outcome.

Leadership (200 CP)

One of the most useful, yet often underestimated, organizational skills is leadership. You excel at coordinating groups of individuals to work together toward a common goal. You know how to place the right person in the right role, strengthening your organization by ensuring all members are working efficiently.

Fusion (200 CP)

You have the ability to temporarily merge with one or two individuals. This will allow you to gain all the abilities of those you merge with, as well as an increase in your power (or stats). When merging, you will retain your ego, so more than a fusion, it is an absorption of the powers that one or two people (consensually) joined with you.

Premonition (400 CP)

A very useful ability: the power to see clearly into the future, up to ten years in advance. Normally, clairvoyants don't have absolute certainty, as many things interfere with their predictions, and your case is no different. But as long as events follow the path of your prediction (with or without your intervention, or being forced by others), the future you saw will become reality.

Yin Yang Reversal (400 CP)

A powerful ability that allows you to nullify your opponent's attack, whether it's magic or a mind technique. While this ability is powerful, it also has its drawbacks, as it can only nullify one attack at a time.

Shapeshifting (400 CP)

Like the Norse god Loki, you have the ability to change your appearance at will, taking the form of people, objects, or beings. The best part is that you can replicate the powers or abilities of those you copy. This shapeshifting is instantaneous, so you can change your stats quickly and at will.

The downside is that no matter how powerful the being you transform into is, it will be limited to your level or power. Another disadvantage is that you won't be able to use 100% of the abilities of the people or beings you transform into.

The Company Man (600 CP)

You are no longer a mere individual; you are the living Corporation, an amalgamation of souls and egos that ascends to a form of corporate godhood. At the apex sits the President, backed by a Board of Directors—powerful members who retain their individual egos through sheer strength of will. Below them, the weaker employees lose their sense of self, completely absorbed via Sapient Absorption to become one with the corporate entity. This collective existence grants you a horrific, Limited Immortality: should your current body perish, your consciousness instantly transfers to your second-in-command, meaning you cannot truly die until every single employee and your final vessel are completely liquidated. Territorial and strategic dominance are guaranteed through your ultimate corporate policies. With Life Insurance, you can proactively "kill" your own employees to cash in on their utility; when met with a mortal blow, your body is instantly replaced by the ghost of a sacrificed worker, or you can recall these liquidated assets to the field to fight alongside you. You can have up to 1000 souls in your power (united to you), being able to recover losses with volunteers (or forced ones) who become one with you in this excellent Company.

Power Absorption (600 CP)

You have the ability to sacrifice those who are your subordinates or who have sworn loyalty to you, acquiring all their powers and memories. You even regain your health and magical power (or whatever energy you possess). You can use this ability on your opponents or enemies, but you must defeat them first. To use this ability, the target must be alive. Anything gained is not fiat-backed.

Heavenly Thousand (600 CP)

The 1000 most powerful beings in the Abyss. These individuals are considered demigods. Being part of this group not only positions you as someone capable of single-handedly destroying a medium-sized organization, but also forges a reputation that will make any fools who dare to mess with you think twice. Like most who hold this title, you possess an extended lifespan, easily reaching 50,000 years (if you aren't killed). But I want you to keep in mind that this isn't a ceiling, but a floor. If you strive, you can even reach the Strong Hundred, and even the Divine Ten can be an achievable goal if you set your mind to it (and have luck and talent).

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead. You can connect all your properties and facilities to your Warehouse if you want. You can import your items from previous jumps and add effects to them from the ones you purchased in this section for Free.

General

Welcome Package (Free)

Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, a week's supply of rations and drinking water, and finally, the equivalent of \$10,000 to survive. Consider it a gift from me.

The Gamer (Free)

The complete series of this Manhwa. You can choose the format you want.

Illusion Barrier (Free)

A protected space, also known as an illusion barrier, is a space that allows someone to use their supernatural powers without limitation. It's the easiest place for fighters to use their powers, because Gaia helps you enter the protected space. It's the shadow of the real world. You can summon this empty space as many times as you like, using it to fight, train, or simply be alone. The downside is that monsters won't appear in this space, and you can't manipulate the flow of time within it; time will coincide with that of the real world.

Power-Boosting Pill (100 CP)

These pills give you a 100% boost to your abilities for one hour. You can consume one every 24 hours. You will receive 12 pills weekly.

Protective Orb Auto Battle (100 CP)

Six orbs the size of tennis balls. These orbs are infused with magic, generating magical shields that protect the user from both physical and magical attacks. The orbs do not require you to infuse them with magical power; they react automatically to any attack, but can only stop six attacks at a time.

However, attacks from beings or individuals on the level of Heavenly Thousand can penetrate this defense without difficulty.

Abyss Auction Account (100 CP)

The Abyss Auction is an organization that deals with the trading of information and goods. They manage a website named Abyssnet that sells a wide variety of items, including magic and illegal items that resemble a game item shop.

The advantage of being a VIP member is that you can choose the express shipping option (product arrival in less than minutes) at no extra cost. Other benefits include receiving a 30% discount on purchases from this site. Finally, as a VIP member, you'll have access to an exclusive chat room where valuable information is shared among members, including very

useful information about rare items, specific individuals, and more. Post-Jump, you'll receive the same benefits as similar organizations.

Jumper Book (200 CP)

Your own book, or volumes, or several series of books covering all your skills (as long as they're not fiat-backed). You have unlimited access to all your skills, and you can divide each book by skill, related skills, etc.

These books are very useful if you want to share this knowledge with others or generate income by selling them. Each time you take a leap, this book will be updated. You can also choose the format in which you share this information, whether it's an e-book, scrolls, physical books, etc.

S-Grade Magic Stones (200 CP)

Twelve Grade S Magic Stones, with another twelve received monthly. These stones have a purity of 20, and only Han Jihan, due to his skill, and Faust (the best alchemist in the Abyss) are capable of creating them.

These stones are very useful for creating powerful magical items or as currency for making contracts with powerful demons.

Protected Divine System (200 CP)

The same protection system as in the world of Gaia, but in a space you own. Any territory or property you possess will have this protection system to prevent collateral damage (or destruction) to your territory or property when using your powers or when using supernatural abilities that could be harmful or detrimental.

To be clear, this limitation does not affect you; you are the only one (or those you authorize) limited in the use of your powers.

Divine Birch Tree (400 CP)

One of the divine trees of legend, belonging to the group of sacred trees like the Tree of Eden. This tree gathers the mental power of people—that is, the power of their thoughts and emotions—and transforms it into life force, storing it within the tree. This stored life force generates special apples, which, when consumed, can permanently increase the consumer's energy (whether magic, chi, etc.). It will also increase your life force, or HP (or health bar, if we translate it into gamer terms). Each consumption will increase it considerably; if you have stats, this would be 1,000 points per apple consumed in both stats.

This increase has a limit, so if we measure it numerically, you can increase your MP (or energy) up to 10,000, the same for your life force (or HP).

This tree will yield 50 apples per week.

Numen Revert Conversion Device (400 CP)

An object shaped like the letter Omega is a powerful device that can convert energy (whether magic, chi, mental power, etc.) into Numen, the energy of the beginning of the world.

Numen is the energy of the beginning of the world. The power that's closest to Numen is the Divine power, the power of Gods. Numen is something above the power of god. It's above any kind of power, and it's the power that belongs to the being of the beginning of the world. What you will do with that power has several uses, but it depends on you how you use it.

Bogshin Tower (400 CP)

An immense tower, 200 meters tall and with a surface area of 10,000 square meters. This tower has various facilities that allow it to be used as a base of operations for your organization. But that's not all; this tower has other uses.

The first is that in the tower's basement, there is a prison, which can use the life force of those imprisoned within to heal or revive fallen subordinates (or followers) and yourself, as long as you and they are at least ten kilometers away from the tower. You can even transfer any damage you and your subordinates receive to the prisoners in the tower. Another use is that you can have your subordinates inside the tower (and the prisoners) share their energy (magical power, chi, etc.) with allies outside and with you, as long as they respect the aforementioned distance.

The underground prison can hold several prisoners. Being connected to the tower but separate from the outside world, the prison will expand depending on the number of prisoners and its size. Once inside, they cannot attack you or your subordinates, as they are at your mercy (as if enslaved to you), and their use of power is restricted (you have the freedom to choose which powers they can use and which they cannot).

Spirit Realm (600 CP)

A dimension (or rather, a higher plane) of massive proportions, as vast as a world. This place itself is empty, a mere void, but if you possess creative abilities, you can customize it to your liking, transforming it into a heaven inhabited by souls and ruled by divine beings. You can also turn it into a hell filled with demons and sinners. The choice is yours; you can create and personalize it as you wish.

This dimension is as large as the solar system, but you can expand its size if you have the power to do so.

Deification Altar (600 CP)

A special altar that allows mortals to become gods. To undergo the deification process, you only need to pass through the arch of this altar (shaped like an omega Ω), automatically transforming you into a god without having to endure painful processes or allow your body and spirit to adapt.

Becoming a god through this method has its advantages: you gain a significant power boost, and if you possess the "The Gamer" perk or similar powers, you receive a 100x increase to all your stats. Like all gods, you gain physical immortality, so as long as your soul is not destroyed, your body will instantly regenerate and heal any wound or mutilation you may have sustained.

Three Relics (600 CP)

The three sacred relics: the Heavenly Sword, Heavenly Mirror, and Heavenly Rattle. These objects don't possess flashy attack power or many impressive abilities, but their limited capabilities justify their rarity and power.

By possessing these three relics, which will be bound to your soul, you will obtain supreme immortality, both in body and soul. This type of immortality is beyond the reach of even the gods, with Shin Seonil being the only one to possess it. Supreme immortality grants not only physical immortality but also immortality of the soul, so even if your soul is completely destroyed, it will regenerate as if nothing happened. The good news is that this process will not be painful, and it will also be instantaneous.

The catch is that for the ability to activate, there must be at least one living Korean present, as you are connected to this country through these objects. Post-Jump, this limitation will only apply to your followers, as long as at least one is alive, this immortality will be active.

Drop In

Debt (100 CP)

This is good news, jumper. Someone as powerful as Hwan Seongon owes you a life debt, and he has the decency to repay it. Once a year, this person will help you with anything you ask (or give you something you ask for), no matter how absurd. As long as you don't ask for something irrational, like him becoming your slave, killing him, or doing something similar to his loved ones, he will do everything possible to fulfill your request.

Safe House (100 CP)

A two-story house with several bedrooms to accommodate six people, a kitchen, a bathroom, a large garden, etc. With all paperwork in order, this house, which looks like it belongs to an upper-middle-class person, has all the amenities to make residents feel comfortable.

Most importantly, its location is only known to you and those you share that information with; it's impossible for anyone to reach it if you haven't shared your location with them.

Computer (100 CP)

A state-of-the-art computer with several games installed and access to various online game servers. The computer can run any existing game without problems. Post-Jump, both its hardware and software will be updated, along with the game list.

Dimensional Prison (200 CP)

This prison, located in an isolated dimension, is excellent for incarcerating your defeated enemies. They will be trapped in this inescapable facility, as their powers will be nullified. This prison has all the necessary facilities and resources to confine inmates, and it expands as the number of prisoners increases.

Full Set Equipment.(200 CP)

A set for your chosen class (mage, warrior, etc.). The equipment will be top-tier. This set will provide excellent protection, including resistance to both magical and physical attacks, absorbing 25% of the damage. It will also grant a 20% increase to your power (or stats). The set is custom-made and requires no maintenance.

Recipes for all of Han Jihan's Inventions (200 CP)

A great choice! All the recipes and blueprints for all of Han Jihan's inventions—golems, mana generators, etc.—are at your disposal. You just need the skills and materials to craft them. As an added bonus, anything you craft or create will generate a recipe or blueprint for it, as will any object or item you own.

Supply of Special Metal (400 CP)

A liquid metal enhanced by various spells and magic, the same metal the Master Chief uses to create his golems. This liquid metal is malleable, allowing the creation of golems that regenerate rapidly and transform parts of their bodies into weapons. However, because the metal is so resistant, attacks from non-Abyssal combatants (level 100 or higher) will not inflict any damage.

You will receive exactly 1,000 tons of this metal each year.

Golem Army (400 CP)

An army of 10,000 golems made of a special metal created by Han Jihan. These golems also have an artificial spirit (something akin to limited artificial intelligence) implanted, allowing them to grow stronger (in gamer terms, they will start at level 1 and can become stronger). Their strength, vitality, and dexterity will be at 1,000 points, and stats like intelligence at 20 points. They will also possess various abilities such as resistance to physical and magical attacks, as well as other melee combat skills.

This army can execute simple orders and those that are not too complex or require a high level of reasoning. Loyal to you and without weaknesses like fear or doubt, this army could easily destroy mid-level organizations.

Mystical Class Staff (400 CP)

This staff is a replica of a god's weapon, though being a replica does not mean it is inferior. Among the effects it grants are a 500% increase to your magic attacks, a 90% reduction in mana or magic power cost when using your spells, and a 10% mana or magic power recovery rate per second.

This staff is indestructible and requires no maintenance. You can replace it with another weapon of your choice and modify its effects according to your class; for example, if you are a warrior, the physical attack increase could be 500%.

Bossmon Suit (600 CP)

A special slime, made of liquid metal, the same material Han Jihan's golems are made of, but improved. This slime, mindless yet highly obedient, has the unique ability to merge with the user, or rather, to be used as equipment. Equipping it grants several benefits. First, all your stats increase considerably. If you have the "The Gamer" perk, these stats will increase by 20, as will the power and efficiency of your abilities by 10. Another ability you gain is physical immortality, as long as you have this slime equipped, instantly healing any wound (even amputations or severed limbs). The final ability is to increase your size to about 200 meters tall, although this increase in size will not grant you a power boost.

Even with this slime equipped, you can equip other items. If you have The Gamer perk, this slime will not occupy an equipment slot. Being a special piece of equipment, it will adapt perfectly to your body, allowing you to wear it without it being noticeable.

My Base (600 CP)

A property with an area of 10 square kilometers. This personal space is protected by a powerful barrier capable of withstanding direct attacks from someone of the Ten Divines' level. This barrier is further protected by another barrier with a detection system that can detect unauthorized intruders, allowing only you and those you authorize to pass through without difficulty.

This space contains several facilities, including a mage tower that amplifies your magical power and all your magical abilities tenfold. It also has various facilities such as mana generators or generators of any type of energy (non-divine or non-transcendental) you desire, centers for collecting mental power and transforming it into mana (or any type of non-divine or non-transcendental energy you desire), and factories for the special golems created by Han Jihan (created from a liquid metal enhanced with magic), with a supply sufficient to create 1,000 golems per month.

It also includes facilities to be used as a residence for you and your followers or companions. It boasts every comfort, comparable to five-star hotel rooms, and includes facilities such as a kitchen, training rooms, libraries, common areas, offices, and more. All the paperwork is in order, and thanks to the barrier, in the normal world, it can appear as a two-story house, with a surface area of 120 square meters. This property is connected to your warehouse.

Several Books (600 CP)

This is incredible, Jumper! You have access to every magic book, skill book, recipe book, and blueprint that exists in this world. Basically, a vast library of every item ever created or discovered. The library will be updated throughout your stay whenever new knowledge is created or discovered. All of these will be stored in a special library, categorized for easy access.

Post-Jump, this collection will be updated according to the world or universe you are in.

Abyss Native

Infinite Masks (100 CP)

An infinite number of identical masks, for you and those you give them to. You can start a new cult and give these masks to your followers.

Clone (100 CP)

A clone of yourself doesn't have your powers and its abilities are at a mundane level, but it's useful for taking your place and replacing you in your daily activities like school, work, or those commitments where you don't need to use your powers.

Flying Saucer (100 CP)

A large disc, when injected with a small amount of energy, will float, useful for those who lack the ability to fly. It is indestructible and can carry a person.

Shell Companies (200 CP)

A shell company that will be useful for justifying your income. You have the paperwork, and your transactions are documented. Quite useful for justifying your million-dollar income and avoiding attracting public attention.

Orb Essence (200 CP)

This orb holds the knowledge gained from decades of training in a technique of your choice, be it magic or martial arts. It's like acquiring a high-level skill and knowing how to use it masterfully in just a second. This is limited to mortal skills; no divine powers or Mind Techniques, nor racial, blood, or innate abilities.

You will receive one orb of your chosen skill each month.

Mythical Magic Contract (200 CP)

A contract that binds the parties to fulfill the agreement written within it. This binding contract cannot be destroyed or circumvented by any being, not even a transcendent one like the Harem King.

You will receive twelve contracts per jump.

Family Clan (400 CP)

Your own clan or family. You are the head of a medium-sized organization on par with the Cheon Bu Guild or the Yeon Hon Guild. This 1,000-member organization boasts warriors of disciplines closely related to your specialty (whether martial arts or magic). Power levels vary, but most will be low-level fighters, the veterans mid-level, and the executives high-level warriors. You'll even have some monsters that rival powerful level 150 warriors.

You'll also have a base of operations for your activities and where your members will live, whether it be large mansions, multi-story buildings, or something similar. These locations will have all the necessary facilities for you and your members to live and work comfortably.

All these individuals will be completely loyal to you, serving as your followers, and therefore, you can customize their appearance and personalities to your liking.

The Eye of Hwanung (400 CP)

A giant red orb that unleashes a powerful beam capable of destroying everything in its path. Those who are not among the Heavenly Thousand cannot withstand this attack. Each attack has a one-minute recharge time and a 100-square-meter area of effect.

You can control this eye remotely; it does not require any energy to operate.

Cult (400 CP)

Long live the jumper! You are not just an individual who travels between worlds; you are also someone to whom many people offer devotion, as if you were a saint or a god. These 2,000 faithful see you as their leader and messiah, and are fanatically loyal to you. Although they are ordinary individuals, their devotion and loyalty to you is pure.

You will also have a headquarters for you and all your believers to live comfortably, with facilities such as bedrooms, dining halls, workshops, and so on.

Contract with a Powerful Demon (600 CP)

You have a contract with a powerful demon, not on the level of Baal, but on par with one of the 72 demons of Hell. The contract will have several conditions that benefit you, such as covering any legal loopholes or technicalities, so the demon cannot exploit it against you.

The payment is already covered, so you don't have to give them anything.

Through the contract, the demon will be helpful and of great assistance, giving you a powerful being under your command. Another advantage of the contract is that the demons' power outside of Hell will not diminish or be restricted; they will be able to use all their powers.

Although this has many advantages, there are also disadvantages. You can only hire one demon, and there is a limit to how long they can be outside of Hell—one hour.

Post-Jump: You can update this contract to demons within the world or universe you are in, although you can summon those with whom you made a contract in past jumps.

The Book of Martial Art Emperor Chiyou (600 CP)

This book contains all the missing parts of the Martial Arts Emperor Chiyou. This special book is one of the few ways mortals can attain godhood. The martial arts contained within vary, ranging from those that strengthen the body and soul, attack and defense techniques at the level of Mind Techniques, to cultivation techniques that allow one to achieve divinity and an immortal body.

Among the techniques included are the Flame Skill, Incarnated Black Flame, and Ice Spirit Flame—abilities that utilize spiritual energy to power the techniques themselves.

Despite all the advantages, this will not be automatic; you will have to train and understand all the content to obtain this full power.

Great Labyrinth Mobile Game (600 CP)

A cell phone that looks simple but has a special function. This device allows you to transport yourself to a labyrinth located in a separate dimension. The labyrinth has 100 floors, with various monsters on each floor and a boss every ten floors. When defeated, the monsters drop items, their rarity and power varying according to each floor, with those on floor 100 being the rarest and most powerful.

Each monster will have a level corresponding to its floor, with those on floors 1 through 10 being level 1 through 15, and the boss being five levels above its floor, and so on. The monsters will reappear one hour after being defeated.

You and those you authorize can access this labyrinth, with a limit of 8 people. If you wish, the labyrinth can be connected to your warehouse so you don't have to rely on the device to enter.

Old Monster

List (100 CP)

There are opponents you're better off avoiding. This list details all those who are stronger than you or backed by organizations or individuals who could easily destroy you. It provides general information about these individuals, wherever you are in the world.

Robot Avatar (100 CP)

A robot you can control remotely. This robot can use up to 80% of your power, allowing you to control it regardless of distance or whether it's in a different dimension. The best part is that it's impossible to locate you even if the robot is captured, and it can self-destruct to prevent it from falling into the wrong hands.

Secret Base (100 CP)

A place hidden from everyone except you and those who share its location. It's within an isolated dimension that only you and those you authorize can enter. This place has all the comforts for ten people to live comfortably. A good place to hide from your enemies.

Company (200 CP)

You own a nationwide company with numerous branches across the country, and a headquarters in a city of your choosing. This company generates an annual profit of \$200 billion or its equivalent. All paperwork is in order, and you have several employees under

your command, loyal followers who perform their work masterfully. The type of product or service your company offers depends on your choice, but it won't be anything supernatural like the manufacture of magical objects.

Prophecy (200 CP)

Each time you jump, including this one, you will receive 10 prophecies of events that will occur during your jump. The prophecies are accurate, and the only way to prevent them is to intervene and do everything possible to stop them.

Oni Production Device (200 CP)

A large pot that can hold several adult men. Upon entering, they transform into powerful level 70 Oni (a respectable level), gaining enhanced strength and stamina. Another effect is that these monsters lose their memories and personalities, becoming obedient beings that only follow your orders.

Titans (400 CP)

Titans are powerful giants made of a rare metal. These colossal beings can single-handedly destroy a medium-sized organization. Even large organizations struggle to acquire one. In your case, you don't have just one, but ten of these giants.

You can control them remotely, one at a time, or even all of them simultaneously. Due to their immense power, only those within the Heavenly Thousand could easily destroy them.

Eight Pillars (400 CP)

Eight pillars, each 50 meters tall, possess the power to weaken those marked as enemies, reducing it to only 30%. These pillars can also detect intruders, and unlike the canonical ones, they do not need to be firmly planted in the ground or in a specific position to function. Their effect will work if they surround an area of 1,000 square meters or less; if they extend beyond this distance, their effect will not apply.

Red Dune (400 CP)

You possess a powerful object: a special bag of red sand. At first glance, it appears unremarkable, but it possesses a potent effect, transforming anything inorganic it touches into sand. The best part is that you can control this sand at will, using it as an attack, a shield, or to bury your enemy within it. But its most dangerous effect is its ability to absorb the body and soul of victims trapped in the sand, transforming them into magical power, or mana, and transferring them to the user.

Gungnir (600 CP)

One of the most powerful divine weapons, with the power to wound or kill any being it pierces, even the gods themselves.

This spear, when thrown, can pierce any selected target with 100% accuracy. Another property is that it is indestructible; no material or weapon can destroy it.

The only limitation is that it can be stopped by barriers that impede its advance, and someone faster than you can attack before you can throw it. So be careful.

Floating Island (600 CP)

A vast floating island with a surface area of 100 square kilometers. This island possesses great mobility, capable of moving freely through the sky. The island is protected by a barrier

that renders it invisible to the world, accessible only to you or those authorized to enter. The island can also repel any unauthorized magic or teleportation abilities, making it impossible to invade by this method. Finally, the barrier can withstand attacks from beings as powerful as the Divine Ten.

Organization (600 CP)

An army of 50,000 loyal and skilled followers will swear their complete allegiance to you. Even among the lower ranks, there will be competent warriors, at least level 30 if measured by levels. Among the elite warriors, there will be 20 with power similar to that of the Heavenly Thousand, and five executives on par with the Strong Hundred, the one hundred most powerful warriors of the Abyss.

You can customize their physical appearance and personality to your liking.

Companions

Import (Free/100 CP per)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

Elemental Spirit (100 CP)

A spirit of your chosen element (fire, water, earth, or air) of the lowest level. Loyal to you, this spirit will possess elemental abilities. Useful for attack, defense, and support.

My Golem (100 CP)

This golem is special because it has an artificial spirit (equivalent to an AI). This golem doesn't have many abilities, except for regeneration and a brute strength and resistance of 500 (quite high).

Abyss Agent (100 CP)

Your own personal agent, who will be your direct connection to the Abyss Auction. This gives you advantages such as being able to trade your products at a better price, as well as obtaining modest discounts when you buy their items.

This person is loyal to you. In future auctions, they will be your direct contact with similar buying and selling organizations.

Reliable Noona (200 CP)

A person between 20 and 25 years old, a strong individual by Abyss standards, with a total stat total of 1200 points (except for MP and HP, which will depend on your investment in specific stats).

You can customize this person to your liking, and they will be loyal to you, though more like a friend or family member than a subordinate, with no hierarchy between you.

My Herald (200 CP - Free if you purchase "Transcendental Being")

An obedient and loyal subordinate, customized to your liking. Highly competent in personnel management and administration, as well as in organizational matters.

Another advantage is that you can assign a Job, along with 5 related skills. You can choose its species, and you'll have 2000 points to freely allocate to its stats.

My Friend (200 CP)

Everyone would want a friend as loyal as Shin Seonil. This person has a similar personality, being loyal, protective, a good friend, and rational.

You can customize their appearance to your liking. This one also receives 600 CP to use in this jump.

Master/Teacher (400 CP)

Your trusted and wise teacher. This person is a big shot, ranking among the thousand most powerful in the Abyss. This person will have the "Mage" and "Heavenly Thousand" perks. You can customize their appearance and personality to your liking.

Han Jihan (400 CP)

You can choose to have the original, a female version, or simply customize someone to your liking (both physical appearance and personality). This companion will have the "The Gamer" perk and 300 CP to use in this jump.

Guardian (400 CP)

A powerful warrior who rivals the thousand most powerful in the Abyss. He's not one for many words, but he excels at protecting and supporting his allies, especially you. This powerful warrior will have the "My Space" and "Heavenly Thousand" perks. You can customize him to your liking, and he will be completely loyal to you.

Demon (600 CP)

Demons are cunning and dangerous beings, but they are also beings who honor their contracts. This loyal demon, a being with an infinite lifespan who, if destroyed, will return to Hell to replenish his magical power and return to the mortal world, will be your most reliable ally. This demon's power will be equivalent to 20% of your own (based on your stats only, not your abilities).

You can customize this demon to your liking, both its personality and appearance. Completely loyal to you, it will obey your orders to the letter and will not use tricks to manipulate you or plot against you.

Man in a Suit (600 CP)

A powerful individual who can be classified as having SSS-class power, like Hwan Seongon, one who can single-handedly rival large organizations like The Company. This powerful, suited individual possesses the perks "Black Soul" and "Heavenly Thousand," as well as 600 CP to use in this jump.

Yamata no Orochi (600 CP)

A powerful, eight-headed serpentine creature. A colossal being 100 meters tall, with power capable of easily destroying cities. Each head possesses a distinct ability: the first can unleash a destructive flame, the second a powerful beam that momentarily paralyzes, the third an ice beam that can freeze an entire area, the fourth a poisonous gas, the fifth a potent corrosive acid, the sixth a powerful spell that induces sleep and exhaustion, the seventh can summon familiar serpents to serve or use as armies (averaging level 50), and an eighth head that unleashes a petrifying breath. This monster has near-instantaneous regeneration, able to heal its wounds in seconds. As a bonus, it will have the "Transcendental Being" perk.

This being will be completely loyal to you.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)

Are there any manga, anime, games, or novels that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are urban fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)

If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

My Normal Life (+100 CP)

If you think your life in the Abyss is the only one, I'm afraid you're wrong. You'll have to lead a double life: your normal, mundane life and your life in the Abyss. At the very least, you'll have to dedicate eight hours a day to pretending to be an ordinary citizen.

Old Fashion (+100 CP)

You're not a big fan of technology, unless it's necessary; you'd prefer to use objects or creations from before 1950.

I am a Guy (+100 CP)

For some reason, you exhibit physical traits opposite to their gender. If you are male, you will have a feminine appearance; if you are female, you will have a very masculine appearance.

Too Many Notifications (+100 CP)

Regardless of whether you have The Gamer system, you'll receive various notifications when something happens. This isn't too bad, but it can be annoying at times, like receiving a notification that you've acquired a ridiculous ability, such as clowning around.

Status Limitation (+100 CP)

Regardless of whether you have The Gamer system, learning new skills depends on your stats. If you don't have a certain number of points in a stat, you'll be limited until you reach the minimum required.

This also includes equipment.

Strike First, Ask Later (+200 CP)

You're a temperamental guy; you attack first and ask questions later. Basically, dialogue will be the alternative, at least for you.

Cleaning Job (+200 CP)

You have one of the most annoying jobs in the Abyss: cleaner. Basically, you have to kill scraps and minions to prevent them from transforming into demons. The classic pest control job.

If you're wondering, when a lot of negative mental energy accumulates, these thoughts generate these beings, and they can turn into demons. So you know and appreciate this job a little more.

The Church of Mask (+200 CP)

A rather dangerous sect is after you, jumper, and I assure you it's not a group that kills, but rather one that subjugates you and turns you into one of its members. Your objective is to defeat these guys, who are on par with one of the strongest guilds in Korea (ranked 10th). If they catch you, they won't kill you, but they will turn you into a fanatic like them, swelling their ranks.

To avoid problems, they will only have access to the powers you purchased during this jump. But this doesn't mean you won't be loyal to them.

Connected to the Labyrinth (+200 CP)

You are connected to a labyrinth, managed by a god. Once a month, you will appear on the first floor of this place, trapped there unless you fulfill one of the following conditions. The first option is to complete the labyrinth by conquering all 100 floors. The other is to spend 100 hours inside it.

Unlike in canon, if you die here, it's Game Over.

Hunters Target (+200 CP)

The Abyss is a ruthless place, full of unscrupulous people. Apparently, these guys see you as either good merchandise or a threat. At least once a week, small groups or independent hitmen will come after you. The possible fates are not the best; they could kidnap you to use you as a human battery, sell you into slavery, kill you, or other unpleasant fates.

The only positive thing is that weak groups or the usual thugs will come after you, so you don't have to worry too much, but be careful.

Watch Where you Walk (+200 CP)

You have a bad habit of crossing other people's illusory boundaries. And it's obvious that their first thought will be that you're an intruder. Good luck trying to convince them not to kill you.

For My Daughter (+400 CP)

A member of your family has contracted a rare and deadly disease. Fortunately, a way to halt its progression has been discovered, but it comes at a price. You are the tool of the organization that discovered the antidote to slow the disease, but not the cure. Your service and usefulness to them are the only way you receive this potion. To make matters worse,

you have no way to replicate the potion or cure the disease, as they hold a monopoly on both.

Attack Demons (+400 CP)

Demons are beings that inhabit Hell, but many are born in the mortal world through the accumulation of mental power (those who are the most depraved and evil). Demons are powerful beings, superior to scraps and minions, with a minimum level of 40. It seems that demons appear more frequently in the areas where you are, as often as mob enemies. The worst part is that they can affect the real world, so they can kill people outside the Abyss. You will have to eliminate all the demons in your area at least once a week. Keep in mind that if you leave them alone, these creatures will become more powerful and dangerous.

Dahean Ten Gates Target (+400 CP)

The 10 most powerful organizations in Korea. Excluding Dan Ui Guild or The Company, one of these groups has declared war on you, their objective being to destroy you or enslave you, and use you as a pawn. Your objective is to destroy them or survive their attempts to kill or enslave you.

I'm not saying they're weak, but to easily sweep these guys aside on your own, you'll need power similar to Hwan Seongon.

No Kill (+400 CP)

Like Han Jihan, killing isn't an option you choose; you're even more extreme, choosing not to kill your enemies (but only if they're human), ruling out that option by default. So, no matter how depraved or evil they are, killing humans is a no.

No Equipment (+400 CP)

Like Shin Seonil and several members of his clan, you're not a big fan of using equipment or accessories that increase your power, preferring to rely on your natural abilities. But your case is worse, because this includes any kind of body armor or weapons. Basically, you're limited to using your abilities. You're allowed to use creations like golems or similar beings, since they're part of your skill set, but weapons or equipment are strictly prohibited.

Limited by the Plot (+400 CP)

Like Hwan Seongon, your power will be limited in favor of your rival's or enemy's power. So it doesn't matter if you're on the same level as the Harem King or one of the Divine Ten; your power will be equalized to your enemy's to make things more balanced. The good news is that this won't affect your allies (in this case, not your followers or companions).

Your Protection Period has Ended (+600 CP)

It appears your "Protection Period" will be nullified during this jump, leaving you at the mercy of this cruel world. To give you an idea of how serious this is, we're talking about beings who can see the future and know of your existence and abilities, making it impossible to go unnoticed. And the worst part is, there will be no one to protect you from these beings. Prepare yourself for all the powerful beings in this world to know of your abilities, as you will become the coveted prize of many factions of beings capable of easily destroying countries.

Baal Target (+600 CP)

The demon god Baal is one of the most powerful beings in this universe, second only to Jin Dajeon, the Harem King. To be honest, this guy is so powerful that even Hell itself, the very concept of Hell, fears him. One good thing is that his interest isn't antagonistic, just curiosity and a touch of obsession with you. Be prepared for this guy to orchestrate plans and create scenarios to put you through various challenges, creating obstacles and situations like facing dangerous enemies or dragging you into conflicts that have absolutely nothing to do with you. He does all this on a whim, so you're just entertainment for this being.

Ninth Gate Target (+600 CP)

This is bad news, jumper. One of the most powerful organizations sees you as a threat to their interests, and your elimination is their top priority. You can choose any of the organizations, but as soon as you enter the jump, they'll be after you, using all their resources to kill you.

To be clear, these organizations have resources comparable to entire countries, as well as powerful beings like fallen gods and ancient beings.

Welcome to Abyss (+600 CP)

If you thought the Abyss in this series was brutal, this option will take it tenfold. There will be no order or factions enforcing "public order" rules; instead, they will be more selfish and brutal in their methods to achieve their goals. Even the more benign organizations or clans, like the Cheon Bu Guild, will be more morally ambiguous and pragmatic in their actions. Basically, this will be a world where the strong eat the weak, but a more brutal and amoral version.

Take the MC's Place (+600 CP)

If you've read this series, you know Han Jihan has faced countless life-and-death situations, confronting powerful beings and factions. I have good news for you: our beloved protagonist won't have to endure all that suffering. Instead, you'll take his place. Prepare to experience it firsthand. With everything this guy has been through, the CP for this option is well worth it. To make this less burdensome, you will only be required to go through his experience up to the fight with Tongtian Jiaozhu.

Power Prevention (+600 CP)

Gaia sees your powers as dangerous to this world, so she will seal them away. Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Scenarios

That Which Lies Beyond Space (+1000 CP)

The world has a protective system, which is Gaia herself. Its function is to separate the Abyss from the real world so that it does not suffer the damage that powerful beings can cause by unleashing their power.

But this isn't Gaia's only function; she also blocks the nine interdimensional gates that connect this world to other universes. These universes are varied and conceal threats so dangerous that even the most powerful organizations are wary of them.

Apparently, halfway through your stay in this jump, the nine gates will be destroyed for some reason, giving these beings free rein to cross them and create chaos in the world. The worst part is that these beings can traverse the spaces created by Gaia, potentially affecting the real world and even destroying the dimensional barriers that divide both worlds. To give you an idea of how dangerous these beings are, they will have a power level of at least 100, surpassing even a moderately strong inhabitant of the Abyss.

If this isn't bad enough, now comes the worst part: a cosmic being with power on a universal scale will arrive in this world to completely destroy Gaia's protection system and kill many innocent people. We're talking about a being as powerful as, or even more powerful than, Jin Dajeon, the Harem King, capable of easily destroying the world and all its inhabitants. Your mission is to seal those nine portals and make this cosmic being leave, either peacefully or by force. The method you choose doesn't matter; the only thing that matters is that you save the world from this potential apocalypse.

Choices

Go Home
Stay
Continue

Notes

Special thanks to L “Blackscorp98”, Not a Turnip (NipNep), Ethan Vincent, Stone Burner, DIREWOLFx75, João Jesualdo Silva and everyone for fixing my grammar and helping me make this jump.

Immortality

Immortality is a skill that allows the user's body to be immortal. If the person's soul, however, is attacked, then he will dissipate into nothingness. Indestructibility is the immortality of both the body and the soul.

There are variations of immortality, such as conditional immortality, such as being immortal if it is a snow field or until there is a snowflake in a certain area.

The Gamer Ability

Han Jihan's natural ability, simply known as **"The Gamer"**, is an "Origin Power" granted by Gaia (the will of the world). Its primary function is to **turn the user's real life into a Role-Playing Game (RPG)**, allowing him to interact with reality under the absolute laws of a gaming system.

Here is the in-depth breakdown of how it works, its core passive traits, stats, and broken mechanics.

1. The Two Absolute Passive Pillars

The entire ability relies on two nuclear passive skills that activate automatically from day one. Without them, Jihan would have died or lost his mind early in the story:

- **Gamer's Mind:** Grants total immunity to psychological status effects and mental attacks. It maintains the user in a state of cold, logical calm, allowing him to think rationally even in life-or-death situations. Essentially, it blocks trauma, emotional shock, and fear.
- **Gamer's Body:** The user's physical body behaves exactly like a game avatar.

- He does not suffer permanent wounds, scars, or common dismemberment; any physical damage simply reduces his Health Points (**HP**).
- By sleeping in a bed, he recovers 100% of his HP, MP (mana), and cures any negative status conditions or accumulated fatigue.

2. The Stat System (Attributes)

Just like in a classic RPG, Jihan gains attribute points every time he levels up or through severe training (such as studying to increase Intelligence). Instead of charts, here is how each stat functions under his system:

- **STR (Strength):** Increases physical damage, muscular power, and carrying capacity. Jihan leveled it up initially, but later pushed it to the background as he focused on magic.
- **VIT (Vitality):** Increases his maximum health bar (HP), health regeneration rate, and overall physical resistance. This stat is essential for surviving high-level attacks from Abyss entities.
- **DEX (Dexterity):** Enhances movement speed, reflexes, agility, and attack accuracy. It is highly useful for dodging fast-paced magical attacks.
- **INT (Intelligence):** Increases maximum mana (**MP**), spell power, and thought processing speed. This is **Jihan's primary stat**. He invests almost all his points here, transforming into a massive, heavy-hitting mage.
- **WIS (Wisdom):** Enhances the MP regeneration rate, magic resistance, and environmental insight. He raises this stat to sustain the massive consumption required by his high-tier spells.
- **LUK (Luck):** Increases critical hit chance, item drop rates, and overall fortunate occurrences. It is crucial for obtaining rare items when defeating enemies.

Stat Milestones: A crucial detail in the manhwa is that when a stat surpasses 50, 100, or higher milestones, the system automatically grants "broken" passive skills, such as infinite mana regeneration or quantum-level thought acceleration.

3. Special System Mechanics

Instant Learning (Skill Books)

If Jihan holds a book containing technical knowledge, magic, or martial arts that is compatible with the system, a prompt appears: *Do you wish to learn this skill?*. Upon accepting, the book vanishes, and Jihan **instantly absorbs 100% of the knowledge and technique**, completely bypassing years of practice.

Dimensional Inventory

An infinite pocket dimension where he can store any inanimate object. Time is completely frozen inside the inventory, meaning food never spoils and gear never degrades.

Drops

When defeating an enemy (whether monsters or other Abyss users), the opponent's body usually vanishes or leaves physical loot behind: Currency (**Gyen**), potions, weapons, or skill books. The system generates wealth out of thin air based on enemy level.

Instant Dungeon Creation (ID)

Jihan can manifest isolated dimensional barriers separate from real space-time, known as *Instant Dungeons*. This allows him to:

1. Fight monsters generated by the space illusion to safely farm experience points (**EXP**) and level up.
2. Avoid damaging the real world or alerting normal citizens (civilians) about Abyss battles.

Divine Authority - Change the Laws of Nature.

The gamer can create a race, loyalists, and customize followers: Job, Gender, Appearance, etc.