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-Introduction-

Over a thousand years ago, inhuman beings known as Godlings occupied the top of the natural world, with some of them ruling over humankind as god-emperors while most of them were content to just be worshiped in seclusion. Despite being physical beings, they possessed power worthy of the realm of the gods, capable of turning a person to ash with a single touch or cursing a land barren for a hundred years, as well as being essentially immortal.

Such gods underestimated humanity's progress and used to have hybrid children with humans whose descendants inherited a little portion of Godling power, becoming the so-called Aberrants (or Blessed as they were known during this age). The Aberrants eventually outnumbered their forebearers a thousand to one and were the ones to lead the uprising against them. Unfortunately, after the fall of the Godlings, the Aberrants, with all their human cruelty, ambition, and thirst for power, replaced them as new tyrants.

But then the Aberrants, too, were swept away by the tide of humanity's progress. Thanks to the technological advancements of the Industrial Revolution and the population's exponential growth, ordinary humans all over the world managed to overthrow the Aberrants.

Nowadays, the Aberrants aren't the oppressors they once were but the oppressed instead. Fearing what might happen if the Aberrants were to ever again take power, every sovereign nation in the world keeps them under severe control and docile, making them fight amongst each other while they’re shunned and rejected by the rest of society.

After all, from the eyes of the ordinary people, the Aberrants wreak havoc on society with their strange, unthinkable powers that can kill with a single flick of their wrists, thus they must be regulated as much as possible.

To keep their power in check, the nation named Goryeo (located where Korea would be on a mundane Earth) created laws to regulate these beings. Those aged between 10 and 18 years old, the period when Aberrancy manifests, must take an annual test that determines whether they're an Aberrant. Those who test negative are issued a Peace Card, which is required for those who wish to work, buy anything, travel, create an online gaming account, among other normal things.

Meanwhile, those who test positive are forced into the not-so-glamorous career of law enforcement and must conscript into the Aberrant Corps once eighteen.

Sayeon Lee is one such citizen who despises Aberrants due to her family. She's an extremely brilliant high school student whose goal is to become a criminal prosecutor, not for the money, but to make the world more just.
But things are going to change today, as she'll be revealed as an Aberrant herself in her final annual test, completely destroying her plans for the future.

You'll arrive here on the same day Sayeon will awaken as an Aberrant for the first time, a few hours before the Annual Aberrancy Testing in her school. Either you're an ordinary human, an Aberrant yourself, or even something more than both, you'll stay in this world for the next ten years. Good luck.

+1000 Choice Points (CP)



-Species-

You may choose one of the following species options.
Your gender is the same from your last jump and your age is 16+2d8.
Alternatively, for 50 CP you can choose both yourself.

1. **Human (+300 CP):** The famous default option, humans. This option is just the basic and common *Homo sapiens sapiens*, the current dominant species on Earth after both Aberrants and Godlings lost their position at the top of the world. By taking this option, you'll be an ordinary human being, completely powerless even if you have an Aberrant or even a Godling somewhere in your ancestry. Of course, being a regular human prevents you from taking basically every Essence and Gift-based perk in this jump, so I hope you know what you are doing. At least, you won't be part of the oppressed class of society and maybe there are some special possibilities for you too.

2. **Aberrant (Free):** Currently, while they're still incredibly dangerous, Aberrants are very rare, with their population all around the world being the lowest it's been in six hundred years. Either you have an immediate relative who is an Aberrant or not, you're also an Aberrant yourself. As an Aberrant, you're essentially a human with a trace of Godling blood (or blessing) in your body, which is the source of your power.



   In summary, Aberrants like you are able to utilize their life force, known as **Essence**, to amplify their physical attributes, such as speed and strength, over ten times. They aren't only stronger and faster than ordinary people, but each Aberrant also has a different powerful ability known as **Gift** that they can trigger while their Essence is activated.
   Both your **Essence** and **Gift** will be better explained below.

   Furthermore, as an Aberrant, you'll be one of the oppressed in this world's modern society. This means you'll be forced to follow one of two possible paths. One, you'll need to join the Aberrant Corps. Two, you can instead evade conscription and begin living outside the law, probably being forced to join a gang eventually, as it's nearly impossible for an Aberrant to survive on their own due to the inability to get a regular job or even buy groceries in ordinary stores without the right identification.



3. **Godling (1000 CP):** The age of the Godlings ended many centuries ago, but not all of them were killed by humanity's armies. Some of them shed their physical forms and now exist as incorporeal beings while others kept their original bodies but went into hibernation, hiding away in remote locations around the world. You aren't one of the insignificant humans, but, in truth, you're one of the few Godlings who remained dormant for hundreds of years.

   As a Godling, you're an ageless being whose power is worthy of being called godlike, as even the weaker Godlings are orders of magnitude stronger than the strongest Aberrants. After all, the Gifts are mere pale imitations of the unique abilities possessed by humanity's gods. If the legends are to be believed, by wielding the power of Essence on an extreme level, Godlings were capable of divine feats like cursing a land barren for a hundred years, turning a single human to ash with a single touch, communing with the forests themselves and even becoming one with part of the sea.

   Unlike Aberrants, your appearance is distinctly inhuman, which can range from being hideous and monstrous to being terrifyingly beautiful to the point that the vision of you could drive weak-willed humans to tears. You're free to customize your appearance as long as it doesn't bring any direct benefit and is clearly inhuman. Some examples of Godlings include a mermaid with glittering scales, a statue-like angel, a disfigured person, and a humanoid

being made of light. Regardless of your appearance, the only trait all Godlings, including you, share is having concentric circles covering their colored eyes.

Additionally, Godlings are higher beings whose very nature is fundamentally inhuman. This, combined with the fact that most of them have lived for millennia and accumulated wisdom beyond what any mortal could hope to achieve, causes them to not see the world or feel emotions in the same way as humans do. As you're paying a special price, you don't need to worry about losing your humanity or emotions by becoming a Godling.

Finally, as an ancient being, your age is over a thousand years at least, with you only having awakened in the moment you first arrived here in this world. Lastly, depending on your origin, you might be a secret ally working for the organization you're part of or you might be hiding among humankind if you have some ability that allows you to disguise your true nature, but it's up to you to decide the fine details about your backstory.

+Half-Golding (+600 CP - Requires Godling): Unlike humans, Godlings were neither collaborative nor social. They were proud, solitary beings who rarely had families and even more rarely sired Godling children. After all, Godling children would also be immortal and would grow up to become threats. Due to this, it was much more common for Godlings to sire Half-Godling children with humans.
As such Half-Godlings were tainted with human blood, they were neither as powerful as pureblooded Godlings nor very Godling-like in appearance, having a few inhuman traits only. Usually, the hybrids weren't accepted by Godlings as their own, so they used to join human society and start human families, with their human children inheriting a portion of Godling power and essentially being first generation Aberrants.
In reality, you aren't a pureblooded Godling, but a Half-Godling instead, the child of a Godling that discreetly awakened, mated with a human, and went into hibernation again briefly after you were born. As mentioned before, you're considerably weaker than your godlike progenitor, but your Essence and potential raw power is still on par with some of the strongest Aberrants. Furthermore, while you're not immortal, you're blessed with longevity, being able to easily live past a century while maturing at the same speed as a regular human and remaining in your prime for most of your lifespan.

-Origins-

Any origin can be taken as Drop In.
Each origin is divided into different “sub-origins”, with the only exception being the **Ordinary Citizen** origin.



1. **Corps Member (Free):** The law determines that every 18-year-old who has been diagnosed with Aberrancy (and is deemed strong enough) must join the Aberrant Corps, a government funded crime fighting force almost exclusively made up of Aberrants. In the Corps, they'll become enforcers of the law, protectors of the people, and use their powers for the (supposed) good of society, with their main duty being to take on the dangers that ordinary lawmen cannot, like criminal Aberrants, gang violence, Rapture addicts, and even godlike threats. After all, in a world where powerless people live together with the living weapons such as the Aberrants, where would modern society be if not for the Aberrant Corps to regulate them?

   Regardless if you joined them willingly or not, you’re a member of the Aberrant Corps, either as an Aberrant recruited upon turning eighteen, or as a human sent to join the Corps by order of the government for some reason.

   Furthermore, the members of the Corps are classified using a numerical system that goes from Level 1 to Level 10, with members from the Levels 1 to 5 being classified as trainees and the members from Levels 6 to 10 being officers. The members of the Corps advance in rank by gaining points through achievements in the field or, in the case of trainees, through challenges hosted by a high-ranked instructor. Considering this, you’ll need to decide your current position within the Corps, as this origin is divided into three different “sub-origins”.



Blue Tie: You've just recently been recruited to the Aberrant Corps, being part of the same generation of trainees as Sayeon. You'll start in front of one of the three headquarters of the Corps of your choice (I advise you to pick the Third HQ as this is the one where Sayeon will be), where your phone and money will be confiscated and you'll be welcomed by your new instructor.
During your trainee years, you're supposed to learn how to effectively fight and how to conduct patrols under the guidance of a mentor, but, to be honest, your superiors won't be expecting you to survive, as the trainee years have a high fatality rate of 80%.This is even worse in the Third HQ, as Blue Ties like you are currently being used as bait to attract and get information from criminals.
Lastly, your age is changed to 18 years old like all other baby Blue Ties.



Red Tie: You're among the lucky 20% of your generation that managed to survive past the trainee years, as you recently have reached Level 5 and thus became a full-fledged official. As a proper officer, you're expected to do at least the bare minimum, but, if you don't want to stagnate, you'll need to keep taking dangerous missions to advance to higher levels.
Fortunately, you'll begin to receive a wage and have more rights like being able to own properties or having days off, that is, the sort of mundanities that trainees can't have.
Your starting location will be a HQ of the Corps of your choice, with your working under the orders of its respective Level 10 captain.



Yellow Tie: Despite their superhuman condition and supernatural powers, it's not every Aberrant that does well in direct combat, especially those with Yellow Essence. Fortunately, the Corps (sometimes) recognize that it's not smart to classify someone's worth based only on their fighting prowess, so such Aberrants have a separate designation and tend to work the more "boring" jobs, becoming healers, negotiators, ~~executioners,~~ and supporters in general.
You're one of such officers, even if you don't have Yellow Essence. Like the **Red Tie** origin, you'll be a Level 5 officer, starting in one of the Corps' HQs, maybe even working with the angelical chief medical officer Hayoon.



2. **Criminal (Free):** The other option for the Aberrants that wish to escape the Aberrant Corps and not work for the single greatest eradicator of Aberrants in the modern era is to live outside the law, becoming wanted criminals who are almost always forced to join a gang to survive. Either you're a rogue Aberrant or an ordinary human that simply became a criminal for your own personal reasons, you've joined one of the main crime syndicates of the country. Of course, you must be aware that the social hierarchy is often flipped in the criminal underworld, with the Aberrants standing at the top thanks to their power. You'll need to decide which faction you joined, as this origin is divided into four different "sub-origins", one for each crime syndicate.



Sea Wolf: The Sea Wolves are hired guns and smugglers, with their syndicate being the single largest transporter of guns, banned goods, people, and most other illegal resources, both across, out of, and into the country. As a result, the wolves are hugely influential in port cities. They're also a highly organized, territorial group, with their own written laws, such as the one that explicitly says that Aberrants stand at the top of their hierarchy, while regular humans stay at the bottom. Because they are so well-organized, the wolves are also predictable and normally don't mess with anyone, as long as they aren't provoked first. Even the Aberrant officers don't consider them that difficult to handle.

You're a recently recruited Sea Wolf, having been hired to serve as another guard of the precious cargo transported by them or even to act as an assassin if you're deadly enough. Lastly, you're not allowed to carry a blue handkerchief in your front pocket yet, because only their top dogs are allowed to do so and you're still far from becoming one of their captains. You'll start in one of their territories.



Begonia: The Sea Wolves are stable, organized, and, best of all, predictable. Meanwhile, the Begonia Group is the opposite: unstable, violent, and, to top it all off, they've been killing officers in the streets lately. The main activity of this group is the production and distribution of Rapture, to the point of them being the biggest supplier of it in the country. For some reason, they started to produce so much Rapture recently that they're selling it overseas too. In addition to their Rapture-related businesses, they also diversify their operations, having other branches as well, like gambling dens, cockfightning rings, bars, and nightclubs.
While you're committing random crimes, a high-ranked Begonia saw your potential and decided to recruit you. Initially, you'll be just another one of their grunts, but, if you show results, you'll be able to quickly be promoted. You'll start in one of their hideouts.



Member of the Concordat: A long time ago, a historical warrior started to shelter Aberrants in need and, many generations later, his descendant runs the third largest crime syndicate whose main purpose is still to help their kind. You were one of the many Aberrants that were sheltered while they were children in one of the Nests managed by members of the Concordat, so, to return the favor, you joined their ranks.
The Concordat is the most neutral group in the criminal underworld. After all, the Concordat is, first and foremost, a network of shelters in the business of selling safety and stability for those who want to survive but don't want to join a gang. Your starting location will be one of the many Nests that might or not be raided by the Corps soon.



Member of the Crimson Society: Founded by the eldest daughter of the Sea Wolves' former vice president, the Crimson Society is a relatively new crime syndicate whose focus seems to be contracted murders. Despite their fast growing influence, they're a very reduced group that is closer to a "family" than just another gang of thugs. This also helps them to stay under the radar of the Aberrant Corps, at least, for now. You've been recruited by the leader Red as the newest member of the family, even receiving a color as your codename. You'll start at their hideout.

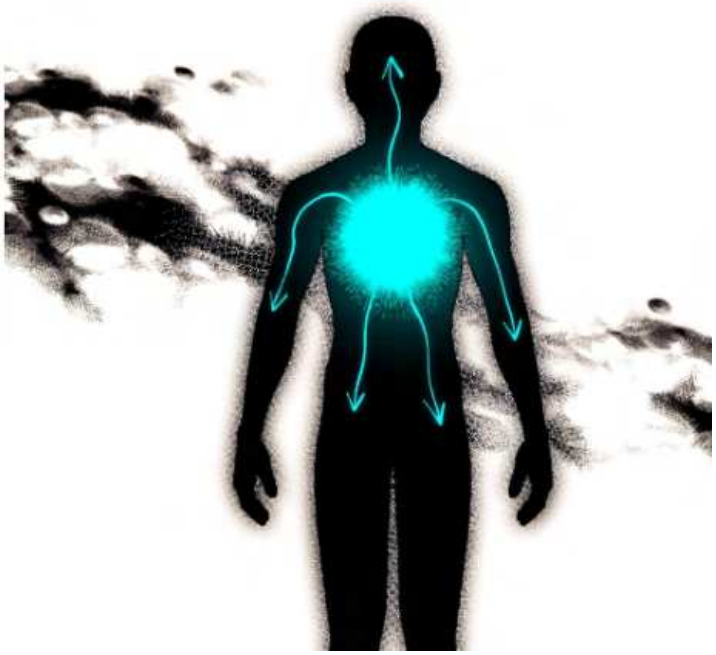


3. **Ordinary Citizen (Free):** In this world of superpowered law enforcers and criminals, you're just an ordinary citizen, either as a mundane human simply enjoying your privileges or as the first Aberrant who managed to fool the Corps and hide your true nature. You'll have access to all those mundane things that most Aberrants are unable to have, like opening a bank account, having normal jobs while protected by labor laws, owning and renting properties, suing and getting sued, and even being able to legally have a family. You may start in any city of the country.

-Perks-

Each perk is discounted by 50% to their respective Origin.
Discounted 100 CP perks are free.

General Perks:



Essence of Life (Free for Everyone, Can't be taken by Humans): All lifeforms in this world have Essence, including mundane humans that don't have a single drop of Godling blood (or blessing) in their veins. For them, Essence is simply fuel for basic life functions, with most organisms having miniscule reserves of it, only the bare minimum for them to live. This is where the difference between regular living beings and Aberrants comes from, as the latter can decide what to do with their Essence, as well as naturally having large reserves of it. There's three ways that Aberrants can use Essence.

The first way is activating their Essence, which causes their eyes to glow and puts them in a state of enhanced speed, strength, reflexes, and regenerative ability, essentially making them superhuman. As a general rule, an Aberrant with activated Essence has their base physical attributes multiplied by at least ten times, with the average Aberrant being capable of smashing through stone with their bare hands for example. Novices tend to waste Essence by circulating it evenly throughout your entire body to reinforce themselves, meanwhile, Aberrants with a minimal amount of training concentrate it where it needs to be strongest, like their arm when they need to punch or their legs when they need speed.

Furthermore, an Aberrant in that state of activation also passively projects an aura that can be felt by other Aberrants and even by regular humans if it's too powerful. The aura that an Aberrant projects is also a reflection of how they feel. A happy person's aura might feel as light as a cloud of gauze. An enraged person's aura

might project aggressively and spin in a chaotic vortex. Someone who isn't feeling strongly at all will project next to nothing. However, while it’s possible for someone to conceal their own aura if their Essence control is advanced enough, it’s said to be impossible for an Aberrant to fake their aura. If an Aberrant wants to project an aura with killing intent, they must have said killing intent.

The second way for an Aberrant to use their Essence is by triggering their Gift, but this will be better explained in the **Aberrant Gift** perk.

The third way is their healing ability. Despite their enhanced condition while in the state of activation, Aberrants don’t automatically heal but, instead, they need to have a clear mind and focus on their Essence to recover from damage. However, healing is a super inefficient process, even more than triggering their Gift, as an Aberrant basically has to flood your entire body with Essence every single time they want to heal any damage, regardless if it’s a small wound like a teensy cut on their face or a more serious injury like a stab in their lungs.
Aberrants can take a considerable amount of damage and perfectly recover from it given enough time (and energy), like how a skilled, rested Aberrant can recover from getting stabbed on the neck and on the lungs by spending all of his Essence, but even the Aberrants’ healing factor has limits. The main limitation is that Aberrants can’t regenerate detached limbs, only reattach them. Furthermore, a bullet to the head, a blade through the heart, and decapitation mean instant death, even for Aberrants. Only one known Aberrant has enough Essence Control and healing factor to survive having her heart destroyed and still recover perfectly from it afterwards.

As an Aberrant yourself, you have your own inner reserve of Essence to use as you want, putting you on par with the average Aberrant, but you’ll begin as a novice like the Level 1 trainees when it comes to handling and controlling it.

The amount of Essence you can utilize at once will be pretty limited at the start, but, by practicing, exerting your Essence and putting strain on your body, you'll be able to tap into more and more of your reserve. If you try to force your body beyond your limit before your body is able to handle the surge of power, you'll break as this excess of energy isn't natural to you. After all, as an Aberrant, you’re more human than Godling.

Alternatively, if you’re a **Godling** instead, you’ll start considerably more powerful than this, with your current Essence Capacity and Control far surpassing even the strongest Aberrants. This is basically the power level of the average Godling, so perks like **Enhanced Essence Capacity** and **Enhanced Essence Control** will appropriately stack with your godlike base level. Meanwhile, **Half-Godlings** will be weaker than pureblooded Godlings, but their base power will still match that of Level 10 Aberrants.



Aberrant Gift (Free for Everyone, Can't be taken by Humans): What makes the Aberrants feared isn't just their superhuman physique, but mainly their Gifts, that is, supernatural abilities that allow them to kill mundane people with a single flick of the wrist. As an Aberrant yourself, you have your own Gift that you can trigger while your Essence is activated, consuming more energy than reinforcing your body but far less than your regenerative ability.

You're free to fully customize your Gift's effects, capabilities and complexity, but it must be within the level of other regular Aberrants. The Gifts are categorized by the color of their user's Essence, each with their own properties and nature, so you also must choose which color is your Essence. There are eight types of Essence, which are, from most common to rarest:

- **Yellow Essence:** This Essence is known for being intangible when manifested, with it affecting and potentially controlling the Essence of others. Most Yellow Gifts are based around giving others their Essence, either to strengthen or heal them, or negating opposing abilities. Some examples of Yellow Gift includes the **Living Battery** (this Gift allows its user to give others a huge amount of Essence through physical contact, with the longer the user "charges" their Gift, the more Essence they're able to give) and the **Touch of "Life"** (that allows its user to transfer their Essence to heal others effectively);

- **Orange Essence:** This Essence is intangible and affects physical objects. This is the most variable of the Essences. Many of its abilities are long-to-mid range, and applicable in a large range of situations. Some examples of Orange Gifts are Iseul's **Telekinesis** (which allow to float and manipulate several small objects at once), **Essence Pyrokinesis** (that essentially transforms the user's Essence into fire that burns as long as they hold

concentration), **Essence Wings** (that grants small wings made of Essence to objects, people or even the user themselves, which grant them incredible speed and limited flight proportional to the user's Essence Capacity), and Gyeon Clan's **Essence Bombs** (that grants the user the ability to create explosive orbs whose destructive power is based on how much Essence is used to make them). Orange Gifts don't require physical contact to work in most cases, like how a user of Telekinesis simply needs to release their Essence and envelop the targeted objects with it for it to work;

- **Blue Essence:** This is the first type of tangible Essence whose main usage is to create objects. This is arguably the least variable of all Essences, as basically every Blue Gift is based around generating some specific type of energy construct. The user doesn't need to stay in contact with the constructs created from Blue Gifts to maintain them as long as they're within their range, but they still consume energy to stay manifested. Some Blue Gifts include **Shield Generation**, **Essence Spear**, **Essence Ribbons**, **Essence Shards**, and **Essence Rapier**;

- **Green Essence:** This Essence is tangible and enhances the user's body by generating constructs. This is the type of Essence whose effects most overlap with those of other types, like how all the known Green Gifts also create tangible constructs like Blue Gifts and a single Green Gift also has a special effect over objects it hits in a manner similar to Orange Gifts. However, the constructs of Green Gifts must remain connected to the user while their special effects require physical contact. Some examples of Green Gifts are **Essence Armor** (that basically creates a body armor out of Essence that enhances the user's strength and durability), **Essence Blades** (that creates blades on the user's arms), and **Explosive Slashes** (that creates a blade connected to the user that explodes anything it cuts, with this being the Green Gift similar to an Orange Gift);

- **Red Essence:** This type of Essence is intangible and augments the user's body in diverse ways. Surprisingly, this is the least known type for us, with the exception of a special type of Essence. The only known Red Gift is **Blood Manipulation**, which can be used to shoot projectiles made out of the user's own concentrated blood, shape their blood into spikes, or even greatly amplify their physical condition far beyond what is possible for other Aberrants.

- **Purple Essence:** This Essence is intangible and it's focused on distorting perception or, as one could say, on the trickery of the senses. Some examples of Purple Gifts includes **Perfect Disguise** (that grants the user the ability to project an illusion over themselves, allowing them to perfectly replicate the appearance of another person, as well as replicating their voice and their Essence), **Illusion Clones** (that allows its user to creates multiple illusion

clones of objects or people), and Father Hope's camouflage Gift (that allows him to project a barrier that turns him and others invisible, to the point of even hiding their auras, but still need to exit said barrier to attack);

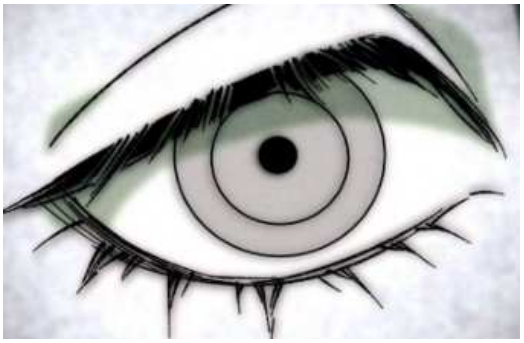
- **Teal Essence:** The rarest and weirdest type among Aberrants, this Essence is intangible and allows for a vast array of Gifts. Often random, always impossible. Essentially, all Teal Gifts grant weird and usually unexplainable abilities, like speaking with birds or supplanting another body's mind with the user's own. The abilities granted by such Gifts are random, impossible, and not always practical in combat. The main example of a Teal Gift is Sayeon's own Gift, **Time Reversal**, but, before you think you can have that power too, you'll need to purchase the **I, Chronos** perk in order to get access to the power of manipulating time. After all, there is only a single source of such power in this world

- **White Essence (Exclusive to Godlings):** The purest type of Essence and the most powerful of them all. The White Essence is the one that belonged to the Godlings, with their divine powers essentially being their Gifts, but, since there's no Godlings anymore, humankind ended up forgetting what this divine Essence used to do and what properties it had. For the sake of this jump, White Essence can basically have the properties of any of the other seven types, or even a mix of them.

Lastly, before you decide what your Gift will be, you need to know that nobody's Gift is perfect on its own, unless you're a Level 10 Aberrant or a god. Every Gift has some kind of innate tradeoff or flaw.

Do you have telekinetic abilities capable of manipulating several targets at once? You won't be able to exert much strength and will only be able to levitate lighter objects. Do you have the power to create perfect illusions to change the target's appearance? You'll only be able to cast illusions over yourself and affect two or three senses at best. Are you able to create considerably powerful constructs made out of Essence? The number of constructs you can make at once and your range will be severely reduced. Do you have the power to rewind time? The time needed for your Gift to recharge is at least the same time you rewind. It's also worth noting that this is also noticeable in the case of Blue Gifts, since all Gifts of this type are limited to a single type of construct.





Lucy's Eyes (50 CP - Free for Godlings): While Godlings were truly inhuman beings while their hybrid offspring had a few inhuman traits, almost every Aberrant is completely human in appearance despite their heritage, but this isn't the case of every one of them. Some Aberrants (and even some ordinary humans that have a Godling somewhere in their ancestry) are rarely born with special, ringed eyes. This type of eye has been named "Lucy's Eyes" after Lucy Stolbek, the legendary silent film star who became famous exactly due to her beautiful eyes.
Regardless if you're an Aberrant or an ordinary human, you're also one of the lucky ones who were born with these eyes. You can toggle this perk on or off at the start of each jump. Alternatively, if you're a Godling, then your version of Lucy's Eyes will be the pure variant of ringed eyes displayed by your fellow Godlings. Post-jump, you won't need to worry about people thinking your eyes are strange or having a negative opinion of them.



Generically Attractive (50 CP): There are several remarkably attractive Aberrants in this world that could even be models or idols in a mundane world. In the same way as Captain Han and Sayeon, you're quite attractive too, but in a really generic way and not very memorable for most people. While you aren't blessed with a "clearly 10/10 appearance", the true value of this is that people tend to consider you less of a threat than you really, like how almost no one takes Sayeon seriously until they notice how much of a psycho she can be or how unaware people wouldn't notice that Han is the strongest Aberrant of today. Maybe the unassuming ones are the ones who rise to the top?
This perk can be turned on or off at the start of each jump.

Enhanced Essence Control (50 CP/200 CP/400 CP - Requires Essence of Life): The first trait that makes Aberrants special compared to the more mundane living beings is their control over what to do with their Essence, but not all Aberrants have the same amount of control over it. By default, you'll start this jump as a complete novice in controlling your own Essence, barely capable of activating your Essence and unable to use your Gift, like Sayeon right before she first awakened as an Aberrant, but, by taking this perk, this situation changes.

For **50 CP**, like Iseul and most of the Corps trainees, you didn't just find out you were an Aberrant yesterday, meaning you had at least a few months to mess around and practice with your Gift in secret. You can consistently activate your Gift by using a specific movement as a trigger, like clapping your hands or snapping your

fingers, which helps you to channel all your energy for it. You can also activate your Essence at will (but with little precision of which parts you enhance at once). You're also able to condense your aura to prevent it from spilling to large distances while you're feeling strong emotions. This first tier is **Free** for **Officers** because this is the bare minimum of what is expected from someone like you who managed to survive your trainee years.

For **200 CP** instead, you've actually received extensive training, putting you on the same level as Min, Juni, and other considerably talented Aberrants. While your skill at wielding your Gift is combat isn't affected by this, you're able to easily activate and control your Gift even without a trigger (but using a trigger is still more reliable). You can easily activate your Essence and concentrate it only on the body parts you want, but keep in mind that some of it will still escape into the rest of your body and get wasted. After all, nobody has perfect control over their Essence.
Your control over your aura is also equally impressive, as even if you were projecting an overwhelming aura, you would still be able to keep it just around yourself to the point only those very close to you or with heightened perception would be able to sense it.

Finally, for **400 CP** instead, you'll be a truly miraculous prodigy that achieved an unprecedented near perfect level of Essence Control. You possess ultra-precise control over your Essence as well as extraordinary efficiency with it, preventing you from wasting even a minimal amount of it while strengthening your body or using your Gift. For example, while punching someone, you would be able to precisely enhance only the muscles and other parts needed for it. Your control over your aura is also basically perfect, as you'll project only what you want to. This means that you'll be the first Aberrant in all of history to be able to fake your feelings through your aura. At this level, you could basically reach the ranks of the Level 10 Aberrants thanks to your sheer Essence Control. Even if you had extremely low Essence Capacity, you would still be able to fight properly as any average Aberrant simply due to how efficient your abilities are.

Enhanced Essence Capacity (100 CP/200 CP/400 CP - Requires Essence of Life): The second trait that makes Aberrants special compared to the more mundane living beings is their large reserves of Essence, but not all Aberrants have the same amount of it. To make things worse for the unlucky ones who have little Essence from birth, while an Aberrant can learn how to control their Essence better and become able to tap into more and more of their reserve, their maximum Essence Capacity will remain constant for their entire life.
By default, your Essence Capacity will be that of the average Aberrant, which is already pretty, as you'll probably be able to use your Gift at its maximum potency for a few big attacks before exhausting your reserves once you reach your peak. But, if you aren't satisfied with average reserves (or if your Gift is more energy intensive than most), then this perk is for you.

For **50 CP**, your Essence Capacity will be above average, with your reserve being comparable to Sayeon's, to the point you could easily use an energy intensive

Gift like Time Reversal a few times a day before exhausting yourself. You also have so much Essence that, if you release all of your aura, any Aberrant within five blocks could detect you, even those with poor sensory abilities.

For **200 CP** instead, your Essence Capacity has been enhanced to reach the level of the Sea Wolves' youngest and most reckless captain, Yesol Na. Like hers, your Essence Capacity is downright incredible. Considering your monstrous amount of Essence, you'd need to recklessly use it for one or two fights without rest while constantly reinforcing your entire body at once in order for you to begin to exhaust your reserve.

Finally, for **400 CP** instead, you'll be a truly miraculous prodigy that was somehow born with an unprecedented abnormally massive amount of Essence, far surpassing the previous tier and already rivalizing some of the weakest Godlings when it comes to raw Essence Capacity. You could fight a few battles in a row while recklessly wasting your Essence and your reserves would be merely lowered to the level of Yesol Na's. At this level, you could basically reach the ranks of the Level 10 Aberrants thanks to your sheer Essence Capacity. Even if you had extremely poor Essence Control, you would still be able to fight properly as any average Aberrant simply by using your absurd reserve of Essence to make up for this.



I, Chronos (300 CP - Requires Aberrant Gift, Discounted with The Godling's Champion): Among all Godlings that survived the end of their age, there's a special case of a Godling that exists on a higher order than even its fellow gods. This Godling who manifests as a giant eye has authority over time itself, having tasted life's sweetest fruits and witnessed the greatest tragedies, again and again, as many times as it wanted. As time held no meaning for it, it began to trade away portions of its power to people whose time meant everything in exchange for humanity, for the chance of experiencing the world as humans do. Curiously, no Aberrant who received such power allowed their ability to be recorded in history.

The latest human who made a deal with the Eye was the legendary career criminal Sara Lee, Sayeon Lee's mother, granting her the power to travel through time (which Sayeon later inherited albeit in a diluted, far weaker version).

Either you're the third child of Sara Lee or the descendent of another human who made a deal with the Eye, the power of that Godling runs in your veins, allowing you to have the power to manipulate time itself by using your Gift.

The way how your time manipulation works varies according to your Gift's color. A Blue Gift could cause greatly accelerated aging to anything that your constructs hit, a Red Gift could speed up your personal time, and a Teal Gift could rewind short periods of time. Regardless of your Gift's temporal ability, one thing is common is that your Gift will be far more energy intensive than before.

The Perfect Gift (300 CP - Requires Aberrant Gift, Free for Godlings): Nobody's Gift is perfect on its own, but you're an exception to this rule. Either you're a Level 10 Aberrant (or have the potential to become one) or you're a god, your Gift is truly worthy of being called "perfect", not having any innate tradeoff or flaw.
The best example of a Perfect Gift is Penrose's **Reality Manipulation**. Like all other Purple Gifts, Reality Manipulation also leads in trickery of the senses by conjuring perfect illusions, but, while lesser Gifts of the same type can only affect two or three senses in a very limited scale, Penrose can manipulate all senses at once in a fairly large range and thus perfectly manipulate his opponents' sense of reality.

Other types of Gifts will also have similar superiority to their lesser variants. For example, a Blue Gift could probably create countless strong constructs within a large range while a Green Gift could switch between which physical attributes the user wants to enhance (or simply enhance them all to a similar degree).

Alternatively, your Gift could instead have a single, extremely powerful ability instead of not having some tradeoff. An example of this would be a Purple Gift capable of mentally manipulating, hypnotizing and even mind controlling strong willed people by conjuring optical or even auditory illusions with subliminal images/patterns.
In this case, the Perfect Gift would still keep some tradeoff or flaw, but it wouldn't be too significant considering its sheer power.

Lastly, just because you have a Perfect Gift, this doesn't automatically make you as powerful as Level 10 Aberrants. You still have a long way to go until growing strong enough to handle and control this power effectively.

The Godling's Champion (400 CP): (Godling Champion - Capstone Booster)

Corps Member Perks:

(100 CP): (Basic Training)

(200 CP): (Living Lie Detector)

(400 CP): (Your teamwork skills extend to your teammates too + you're skilled at convincing your teammates to be useful)

Essence of a Leader (600 CP): (Incredible charisma and leadership skills)

Blue Tie Perks:

(100 CP): (You have a sort of sixth sense for how many points you'll get in each mission or for each feat you achieve. Post-jump, this sixth sense will expand to make you aware about how much your actions will positively affect your reputation. This doesn't tell you about how much it might negatively affect)

An Eye For Talent (200 CP): (You can easily identify someone's potential, don't account for possible hidden abilities they might have)

(400 CP): (It might seem normal for you, but you tend to have a pretty extraordinary life, as you seem to regularly meet with powerful and important people, like high level officers, career criminals. A medical Level 8 officer might go see how you are, you may accidentally meet a disguised Level 10 officer and borrow his phone to call your friend - Chapter 46)

(600 CP): (Sayeon's manipulation skills)

Red Tie Perks:

(100 CP): (Tester perk (Yellow Tie Aberrant responsible for the Aberrancy Test): The 'test' is just me giving your Essence a little push. When I do this to ordinary people it looks like nothing happens. Their Essence can't be seen - it's colorless. But if you're Aberrant and you've awakened your Gift")

(200 CP): (Like Hayoon, you're surprisingly good at explaining things and concepts, unlike a certain horrible, taciturn instructor. - This doesn't necessarily means you're a good teacher though)

(400 CP):

(600 CP): (You're able to easily rise in any hierarchy you're part of- Capstone Booster: makes you a Level 10 Officer from the start as well as allowing you to start as a part of the highest rank (but below the actual true leaders) of whatever organization you're part of. For example, if you're a hero in the OPM's Hero Organization, you would start as an S-Class Hero, but still below the executives who truly run the organization.)

Yellow Tie Perks:

(100 CP): (Mediator skills)

For Love, I'd Do Anything (200 CP): (Extreme willpower when doing something for people you love, scales with how strong said love is)

Angel of Infirmary (400 CP): (Incredible medic, huge medical knowledge, specialized in keeping your patients alive and preventing sequelae - You also have the ability to naturally transfer your Essence to others but in a very inefficient way because this isn't based on a Gift)

Angel of Death (600 CP): (Weaponize healing/support abilities to make it as deadly and grotesque as possible.)

Criminal Perks:

(100 CP): ("You stole a whole pack of cigs and a lighter from my inside pocket? How is that even possible? Dunno. I got sticky fingers, I guess." - Skilled thief perk)

(200 CP): (Extremely intimidating aura)

(400 CP): ("Debts owed, debts paid. If you're an Aberrant living outside the system, you must know how important that code is.")

(600 CP): (Extremely tough and durable, capable of surviving having your heart destroyed like Ryujin's mother survived with ease + you're able to easily recover any "bodily resource" that was used to fuel your abilities. For example, if you use your own blood for blood manipulation, you can quickly and easily recover the lost blood. Capstone boosted gives you an even more absurd regeneration, capable of instinctively healing even brain damage, essentially giving you the best healing abilities of all Aberrants.)

Sea Wolf Perks:

(100 CP): ("Speaking of families, the record for yours is conspicuously blank. The only "family members" listed here are all distantly related and dead. We have no way of confirming their relation to you. How convenient."
"There's no proof of your relation to me in the books." - perk that allows you to be a Drop In when there is no option for it, as long as it wasn't explicitly said you can't be a Drop In)

(200 CP): ()

(400 CP): (peak physical condition like Yesol Na + any ability you have won't cause you any damage + you can already use your Essence to its fullest. You can still train your gift and Essence Control though.)

(600 CP): (Territory-related perk)

Begonia Perks:

(100 CP): (You can compartmentalize your empathy and emotions, preventing you from going soft right at the end. After all, when you uproot a weed, you burn the seeds too. You should kill the kids too, not just the mother - This is an essential skill if you want to be a proper Begonia)

(200 CP): (Detector)

(400 CP): (Cult Leader skills)

(600 CP): (You're blessed with luck to find valuable resources and powerful treasures, like how the Begonia Group acquired Lilith)

Member of the Concordat Perks:

(100 CP): (You have an instinct that guides you to people in need when you want to help people)

Zero Presence (200 CP): (When focused and holding back, you can perfectly conceal your aura no matter how strong your emotions are. If you use your full power, this effect stops immediately and your aura returns to normal.)

(400 CP): (As long as you remain truly neutral, people and other sides will tend to respect your neutrality and leave you in peace, as long as they don't have a reason to already go after you or be hostile against you.)

(600 CP):

Member of the Crimson Society Perks:

(100 CP): ("The hit on Mr. Chung (a Rapture Baron with round-the-clock security) went smoothly. No witnesses. No collateral damage. - Skilled at hiding evidences of your crimes, nothing special, merely mundane skill)

(200 CP): (Min's unparalleled combat strategy)

(400 CP): (Control over your own mindscape)

The King/Queen In Crimson (600 CP): (Incredible potential and growth, mainly for personal power - A bit like Gojo's potential, because Samin is the one with the most vibe of being the Strongest One in this setting)

Ordinary Citizen Perks:

(100 CP): (Mundane profession skills)

(100 CP): (knowledge about this world's true story, including Godlings)

(200 CP): (incredible knowledge about laws and related subjects, you could even be a prosecutor)

(200 CP): (Have a sixth sense to not say what you shouldn't say at some given moment (unlike Sayeon that got a cop killed because she asked about her mother to Samin in front of him)

(400 CP): (Great student perk + Genius of hard work)

(400 CP): (you're specialist in finding effective ways to escape superpowered/stronger people, as well as not being intimidated by them + Perk to help you hide your fear from others, like how politicians act high and might in front of Aberrants despite fearing them.)

(600 CP): (Your presence and actions tend to awaken kindness in other people)

(600 CP): (You're a specialist at making plans to take down superpowered/godling/generally stronger beings, like how Aberrants defeated the Godlings and the regular humans defeated the Aberrants)

-Items-

Each item is discounted by 50% for their respective origins,
with discounted 100 CP items being free. Every item is fiat-backed.
You receive an extra +300 CP to spend on this section only.

General Items:

Rapture (200 CP):

Relic (200 CP): (This item is essentially a Relic that grants a Gift - “In summary: Items in the form of flashy jewellery, books or trinkets that hold part of a godling's power. Relics are being gifted to their favourite aberrants, providing them with new gifts or amplifying existing ones. Usage of relics is linked to their cost”)



Sleeping Deity (500 CP): (The dormant body of a Godling, essentially an extremely powerful source of Essence. The Godling is technically your follower, but it doesn’t care about you and only wants to hibernate. Once per jump, you can wake it up to fulfill a mission for you.)

Corps Member Items:

Corp Uniform (100 CP):

Cell Phone (200 CP):

Essence Cuff (400 CP):

Book of Contingency Plans (600 CP - Discounted Only to Blue Ties):

Corps Building (600 CP - Discounted Only to Red Ties):

(600 CP - Discounted Only to Yellow Ties):

Criminal Items:

Animal Mask (100 CP):

Divine Information (200 CP):

The Underside (400 CP):

The Marengo (600 CP - Discounted Only to Sea Wolves):

Rapture Factory (600 CP - Discounted Only to Begonias):

Nest Network (600 CP - Discounted Only to Members of the Concordat):

(600 CP - Discounted Only to Members of the Crimson Society):

Ordinary Citizen Items:

Peace Card (100 CP - Free For Humans and Officers):

Watchdog App (200 CP): ("In summary: Watchdog App is an alert system for humans that notifies users of the activity of rogue Aberrants in their area. Through this app people can also post about their missing friends and family")

Sub Rosa (400 CP): (This should be a Begonia item originally, but I think it makes sense for the origin that represents regular humans to have a Relic as an item)

(600 CP):

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Your Cell (200 CP - Discounted to Corps Members): In each generation of the Corps, the newly recruited trainees are grouped into cells of threes and fours, as well as having a higher ranked officer assigned to act as their mentor. You've also been assigned to your own cell, either as a trainee or as its mentor.
You can import (or create) up to three (or four if you're a **Red Tie** or a **Yellow Tie**) Companions to be the members of your cells, each one of them receiving the **Blue Tie** origin for free as well as 600 CP to spend anywhere in this jump. Furthermore, if you're a **Blue Tie**, you can also import/create a fourth Companion to be the mentor of your cell, with them receiving the **Red Tie** origin for free and 600 CP to spend.

Partner in Crime (200 CP - Discounted to Criminals): It isn't just the Aberrant Corps that sees teamwork as an invaluable factor. The members of the Begonia Group always must travel in pairs in order for one to cover the weak points of the other. Even if you aren't an associate of the Begonia Group, you can import (or create) a single companion to fulfill the position of your pair. If you're a **Criminal** yourself, they'll have the same origin (and sub-origin as you), but, if you aren't, they'll receive the **Criminal** origin and a sub-origin of your choice instead. They'll also gain 1000 CP to spend anywhere.

Test (200 CP - Discounted to Ordinary Citizens): ()

-Special Companions-

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements. These companions follow the same rules of the ones from the purchase of **Canon Companions**.

(200 CP): T

-OC Companions-

None of the following Companions exist in this jump unless taken here.

S (100 CP): (Blue Tie companion / John Doe (UnOrdinary))

S (200 CP): (Red Tie companion / Tatsumaki (One Punch Man))

S (100 CP): (Yellow Tie companion / Shoko Ieiri (Jujutsu Kaisen))

S (100 CP): (Sea Wolf companion/ Regulus Corneas (Re:Zero))

S (200 CP): (Begonia-like companion/ All For One (My Hero Academia))

S (100 CP): (Concordat companion / Charlie Morningstar (Hazbin Hotel))

S (100 CP): (Crimson Society companion / Abby (We Are 101))

S (700 CP): (Godling companion / Julius (Corpse Knight Gunther))

-Scenarios-

You can take as many scenarios as you want, as long as they aren't incompatible.

S (Exclusive to Humans): (As a normal human (with power loss drawback), defeat a Level 10 Aberrant.)
-Reward: A

S: (A scenario for you to fix the Aberrant Corps and/or society)
-Reward: A

Head of the Crows (Exclusive to Corps Members): (Become the new Head of the Corps)
-Reward: (The Aberrant Corps)

Head of the Crows (Exclusive to Criminals): (Become the new leader of the criminal group you're part of)
-Reward: (Your Syndicate)

S (Can't be taken by Godlings): (A Godling will appear in a remote island, you must be the one to destroy or control it. Other forces will go after it.)
-Reward: A

S (Exclusive to Goldings): (If you're a Godling yourself, you must go/arrive to said island instead at some point of your stay and survive there for some time)
-Reward: A

S: (Some scenario related to helping Sayeon to reach the top)
-Reward: A

-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

The Golden Era (Free - Incompatible with The Age of the Blessed or with The Age of the Gods): (You'll arrive more or less twenty years in the past, a few years before Sara Lee and Aera Son died)

The Age of the Blessed (Free - Incompatible with The Golden Era or with The Age of the Gods): (You'll arrive two hundreds of years ago in the Industrial Revolution when Aberrants still controlled the world, a few years before ordinary humans went on a way against them)

The Age of the Gods (+200 CP - Incompatible with The Golden Era or with The Age of the Blessed): (You'll arrive over a thousand years ago in the Industrial Revolution when Godlings still controlled the world, a few years before Aberrants went on a way against them)

(+100 CP): ("Your aura feels sick, like something decaying.")

(+100 CP): ("I'm not a fan of jokes, I don't really get them until someone explains them to me and then I look stupid for not understanding something so obvious. Even most of the jokes I do get aren't funny to begin with, but you're obligated to pretend that they are, or the air gets all uncomfortable.")

(+100 CP): (You have a criminal record - " You were one of the prison recruits")

(+100 CP): (Albinism drawback - "You aren't related by blood with Min or Hayoon, but by circumstance, perhaps. You come to look like this when, as a child, you're repeatedly drained of Essence. It's a total loss of pigmentation. Never goes back to normal. Most children don't survive that kind of treatment, but Aberrants are made of stronger stuff. Drained of Essence by other people. Where do you think the drug Rapture comes from?")

(+100 CP/+300 CP): ("Juni had read Yesol's File" - The Corps has a file about your capacities in-jump. The second tier makes sure that all main organizations have a file about ALL of your abilities. If taken together with **The Age of the Blessed** or with **The Age of the Gods**, then it'll be equivalent organizations appropriate for each age instead of the Corps)

The Kindness Variable (+100 CP/+200 CP/+300 CP): (First tier is soft-heartedness with children and other defenseless/weak people, preferring to spare them if possible, "I'm tired of feeling guilty". Second tier is No-Kill Rule, Third tier is actual

pacifism and complete, true aversion to violence - "Hurting another human being goes against my every instinct. I can't even watch fights")

(+200 CP): (You'll ignore people's feelings when thinking about how they'll act, you can eventually learn and overcome this though - People aren't cold, unfeeling, logic machines. But you didn't account for that in your plans, did you? It's like you've given up on humanity. There's a saying where I come from: 'people assume of others what they know of themselves.'
"As expected. She fundamentally misunderstands people. She treats others like predictable machines, she believes they will act like her (or at least, how she likes to see herself). Cold, calculating. Efficient." - Sayeon's view of others)

A Moron (+200 CP): (Shortsighted and reckless idiot like Yesol Na, newest and youngest captain within the Sea Wolves. "Instead of finding out who did it, it would be simpler to draw out everyone who could've done it and fight them." "Is she an idiot?" "If she was actually out of Essence, she wouldn't goad me on - only a moron would be so stupid.")

(+200 CP): ("If Yesol was pure recklessness, then Juni was her opposite: a cautious overthinker.")

(+200 CP - Can't be taken by Humans): (Disappointing Lack of Control over Essence - "Your Essence is spilling over everywhere. Every Aberrant within five blocks could find you right now.")

(+300 CP - Can't be taken by Humans): ("You're a little different from normal Aberrants, you don't have nearly as much Essence as we do. This is why you're so weak, even after you've awakened your Gift.")

<Giftless> (+300 CP - Can't be taken by Humans): (You'll be unable to use your Gift for the duration of your stay here)

(+300 CP): ("If you want something, seize it. If someone hurts you, repay them tenfold. There is only room for one ego. All of this confidence, this aggression, by some quirk of genetics or circumstance, I inherited none of it (that was a lie from Sayeon's part)." You share this same dangerous mindset)

(+300 CP): ("A single, unarmed man had a psychotic break in front of an apartment complex. What if someone walked by? The man would have attacked them. If he had a knife, perhaps he would have even killed them. One dead. If he had a gun, he would have killed a few more. Four dead. A bomb? Ten dead. The man was an Aberrant. 342 people died in the ensuing rampage."
This drawback makes rampages like this far more common and it'll make the society's treatment with Aberrants even worse. Society is basically crumbling down)

(+300 CP): (You lost your emotions - "Do you know why anyone does anything? For love. Everything you do, you do because you love others or yourself. Imagine losing all your love. You could have trillions of dollars, the finest clothing, the most delectable food in the world, and all of it would be meaningless. When **you lose the capacity to feel love**, you lose your only reason to live on."
"And is that what you took from my mother? A crucial emotion? Sensation? A shard of her humanity? For as long as I can remember, my mother felt like something pretending to be human. You made her that way."
"You stripped her of her humanity.")

<Generic Power Loss Drawback> (+400 CP): Something went wrong during your entrance into this universe, as if a greater power influenced you, however, such a power doesn't appear to exist in this world. You've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

<Generic Item Loss Drawback> (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

<Generic Companion Loss Drawback> (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

(+500 CP): (The Eye/Well Godling is after you to take your place as a Jumper, keep in mind that it's the source of Sara's, Sayeon's and Samin's time manipulation.)

-Ending-





Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Hand Jumper, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Capstone Boosted Perks-

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-Notes-

1. As SLEEPACROSS mentioned in the Patreon, the world of Hand Jumper isn't a one to one recreation of a mundane Earth, as the existence of Godlings and Aberrants altered the course of human history. For example, the main story takes place in "고려" (romanized to Koryo or Goryeo), located where Korea normally would be. There were also mentioned other countries like Sakdian (implied to be located in the Middle East) and Ruthenia (probably located in Europe);
2. To be honest, I wanted to simplify the explanation of this setting's power system even more (since this system is actually quite simple), but there are so many small details that would leave room for misunderstandings if I didn't explain them. This resulted in the explanation of Essence and the Gifts becoming too long;
3. **Level 10 Aberrants** are special because they're the strongest of their kind and are absolute monsters compared to all other Aberrants (including Level 9 Aberrants), being the closest thing they have to Godlings. It's said that they're functionally invincible at full Essence (excluding against Godlings themselves of course). Their Gifts are also perfect when compared to others Aberrants';
4. The amount of points required to advance to each level in the Aberrant Corps are:
    - **Level 1:** Starting ranking of every trainee;
    - **Level 2:** 5 points;
    - **Level 3:** 10 points (15 in total);
    - **Level 4:** 20 points (35 in total);
    - **Level 5:** 40 points (75 in total), first rank of an full-fledged officer;
    - **Level 6:** 80 points (155 in total);
    - **Level 7:** 160 points (315 in total);
    - **Level 8:** 320 points (635 in total);
    - **Level 9:** Theoretically 640 points (1275 in total);
    - **Level 10:** Theoretically 1280 points (2555 in total), but this level might have some special requirement in addition to the points considering how special Level 10 is for Aberrants and the fact that the Corps has only a few Level 10 officers.
5. Some of my ideas of customized Gifts are:

- **Yellow Gifts:**
    - **Power Meter:** This is a simple Gift that allows its user to sense an Aberrant's Essence Capacity and Color by touching them;
    - **Essence Manipulation (Perfect Gift):** This is the Yellow Essence's property of affecting other people's Essences to its utmost degree. This Gift allows its user to freely amplify or nullify any external manifestation of Essence, as long as their power doesn't greatly dwarf theirs. They can also manipulate internal Essence when touching other Aberrants,

allowing them to effectively force them out of their activation state or even shut down their healing;

- **Orange Gifts:**
  - **Repulsion:** This Gift has a similar nature to Iseul's Telekinesis, but it's imprecise, doesn't have fixed targets, and only generates a powerful repulsive wave from the user's hands;
  - **Decay (Perfect Gift):** By physically touching objects (or people) and imbuing them with Essence, the user can cause them to disintegrate into dust. No physical defense or strengthening through Essence can protect someone from this Gift's effect. This Gift is meant to come from that Godling who was said to be capable of turning people to dust with a single touch;
- **Blue Gifts:**
  - **Essence Bow:** This is a simple Gift that consists in generating a bow and arrows made of Essence. While the bow must stay near the user, the arrows are pretty destructive and have a large range;
  - **Essence Constructs (Perfect Gift):** All imperfect Blue Gifts can make a single type of constructs, so a Perfect Blue Gift like this one can grant its user the ability to generate any Essence-based construct (without moving parts) they think of, from tendrils and walls to blades and spikes. Their power and range would vary according to how much Essence it was used to make them, unlike other Blue Gifts' constructs that tend to have fixed power/range;
- **Green Gifts:**
  - **Essence Armor:** This works similarly to Instructor Sang's Gift, but, instead of increasing the user's strength, this one is completely focused on increasing their defensive power;
  - **Essence Juggernaut (Perfect Gift):** Why only focus on defense or on strength when you can have both? This Gift allows its user to manifest an energy armor around specific body parts to greatly enhance them. Need more speed? Simply manifest it around their legs. More jumping height? Manifest it around legs too but with a slightly modified form. More strength? Manifest it around the arms;
- **Red Gifts:**
  - **Animal Senses:** When activated, this Gift greatly enhances the user's sensory abilities by giving them animalistic senses, like heightened sense of smell and vision beyond the visible spectrum of light. The main problem is that the user's brain might end up overwhelmed due to the new senses. This is an example of a Gift with a flaw instead of a tradeoff;
  - **Overwhelming Presence (Perfect Gift):** The aura of a powerful Aberrant is already overwhelming to others but this Gift leads this to a whole new level. This Gift greatly amplifies the potency of the user's aura to the point that merely releasing it may kill ordinary humans and

weaker Aberrants, while paralyzing most other Aberrants. Even fellow Level 10 Aberrants would feel intimidated by the pressure of the user's aura. This overwhelming aura can also be condensed into the user's physical attacks to further enhance them. This Gift is loosely inspired by Conqueror's Haki;

- **Purple Gifts:**
    - **Illusory Sounds:** Basically, the user is able to perfectly mimic sounds they have listened to before. This Gift's range is pretty good but it can't harm other people;
    - **Subliminal Control (Perfect Gift):** By creating illusions filled with subliminal/memetic patterns, the user is able to gradually hypnotize people exposed to them. Even strong-willed people are vulnerable to this, but it takes some time until the effect kicks in;
- **Teal Gifts:**
    - **Teleportation:** Basically the space variant of Sayeon's basic time manipulation. This Gift allows the user to teleport short-to-mid distances within their viewpoint. This can also be used to teleport other people together with the user, but, the more mass is teleported, the more Essence will be consumed in an exponentially growth;
    - **Fungi Manipulation (Perfect Gift):** There was a Godling that was able to become one with the forests themselves, so it's not unthinkable of a Perfect Teal Gift to allow a similar feat. This Gift allows the user to induce and manipulate the growth of a special type of fungus, as well as giving them the ability to temporarily fuse with the fungus to sense everything near its mycelial network in a very, very large range. This can also be used offensively as the fungi can quickly grow to trap or even smash enemies;

6. Sara Lee's possible Time Travel Gift is the best example of a Perfect Time-related Gift;
7. As I mentioned before, you need to fanwank your backstory to decide how being a **Godling** (or a **Half-Godling**) interacts with your chosen origin (and power-boosting perks), as all the origins were made for Aberrants (and sometimes regular humans) in the first place;
8. When it comes to powerscaling Aberrants, Juni Chang is the perfect example of how powerful a Level 7 Aberrant is, Yesol Na is the perfect example of a Level 8 Aberrant, and Minguk Gyeon is the perfect example of a Level 9 Aberrant;
9. Technically, there is a ninth type of Essence, that is **Colorless**, but this is basically the type possessed by every mundane human and any other living being that isn't related to the Godlings in this world. It's intangible and has no unique properties;
10. Up to the current point in the series, no known Aberrant in history has managed to reach the levels of the 400 CP versions of the **Enhanced Essence Control** and the **Enhanced Essence Capacity** perks;

11. ;
12. ;
13. ;
14. ;
15. The OC Companions are based on John Doe (UnOrdinary), Tatsumaki (One Punch Man), Shoko Ieiri (Jujutsu Kaisen), Regulus Corneas (Re:Zero), All For One (My Hero Academia), Charlie Morningstar (Hazbin Hotel), Abby (We Are 101), and Julius (Corpse Knight Gunther);
16. Thanks to Particular-Judge9906 for your suggestion;
17. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
18. **Drawbacks** are removed after the end of the jump;
19. The series is still ongoing, so I'll probably update this jump to add new content at some point.

-History-

V 0.1: W.I.P.