Everyone Else is a Returnee!

You have now entered the multiverse of Everyone Else is a Returnee. A world that, if you were uninvolved in the plot, would appear to be a mostly normal magical world, complete with level system. People spend most of their life fighting monsters and learning skills to level up, many hoping to one day join the ranks of Heaven or other factions of Higher Existences. You start the jump at the same time as everyone from earth returns from their 'tutorial world'.
Soon, a full on war is going to break out between the various factions and various worlds, with earth at the center of it all. Soon after, God himself will appear, with an army, as the final boss (obviously), with the plan to kill all life and start over, disconnected from the Akashic Record. You better work quickly if you want to stay ahead of the game.
Have **1000CP** to get you started in this wide new universe.

Origin: *Choose your origin now. Choose your gender now. Roll 1d10+15 for age, Higher factions roll 1d1000+100. Alternatively pay 50 CP to choose.*

Drop in
When you enter this world, you will have nothing but your wits and the clothes on your back. Luckily, in the chaos of the great cataclysm, most people won't ask too many questions.

Veteran
You have lived most, if not all, of your life with the Akashic Record system. You know the many functions and options that it provides, as well as having trained since you were young to level up and gain skills. You have a rather solid foundation.

Abandoned
You are one those unlucky few who were abandoned by Heaven. Monsters have taken over your homeworld, and most people you know are either dead or living in fear. You know what it is like to live through an apocalypse.

Higher Faction
You are one of those top talents, with enough potential that you are being groomed by one of the higher factions so that you may one day join their ranks. While unlikely to provide much for you, they are still more likely to provide helpful advice or rewards for carrying out their will.

Race: *Please pick the race you wish to be*

Human
A common sight in the multiverse. The most common race around, they are often weaker than their counterparts, but they make up for this in numbers, as well as those rare geniuses.

Beastman
These are intelligent animals with the ability to transform into a mostly humanoid form. Choose what mundane animal you wish to be now.

Elven [50]
Like the beings from myths and legends, these are a rare sight. Usually rather attractive, they are usually known for their knowledge and skill in the field of magic.

Angel [100]
You are something of an oddity. A naturally born Angel, something the Heaven faction was based on. By some fluke of magic and birth you have the body of an angel, complete with wings.You also have a slightly increased affinity for holy energy and you will progress in levels much faster than other humanoid races.

- Fallen

Maybe you were a pure angel at one point, but no longer. You have been corrupted, or lead astray. Your wings were dyed with your sin, losing the pure white luster it once had. You still retain your affinity for holy energy despite this. Note that you are not necessarily evil, you just don't follow the way of God and Heaven.

Demon [100]
You were born or created in the form of a demon from myth. You could be a succubus, or maybe a devil. Either way, you are what could be considered a demonic being of some kind. Much like the Angels, you will grow in power fast, though not as fast as a dragon would. You have a slight affinity for the darker aspects of magic, such as curses or illusions.

Dragon [200]
A rare type of monster, these are some of the strongest monsters you will encounter. They grow stronger much faster than any other race, though they naturally reproduce slowly. Unlike other humanoid races, these can come into existence, fully grown, during a cataclysm. Many worlds where this happen quickly find themselves becoming Abandoned. A dragon is considered a child until it reaches level 100. This growth speed slows down to slightly above average once you reach level 200. Rather strangely, Dragons can level up faster by eating the flesh of other dragons.

Location: *Please choose where you will start for 50CP, or roll 1d6.*

Korea - Home of Yu Ilhan and various other future key figures. As good a place as any to start.

America - A large area of land that will soon experience a dungeon break, and be flooded with monsters.

Venezuela - Out in the sea, this place will soon be invaded by warriors from another world who will replace the locals (a process which will include skinning them) in order to infiltrate earth.

Abandoned World - This is a world abandoned by Heaven, claimed by either another higher faction or just completely taken over by monsters. There is little-to-no civilisation of any kind on this world.

Training World - This is one of the many worlds where people spent their 10 years away from earth. It has an established population and is mostly a safe place. Maybe when the time came to return, by some fluke, you were not taken with them.

Free Pick - Choose where you wish to begin.

Perks: *100 CP perks are free for their origin, others are half price.*

General

Akashic Records [Free]
When you became part of this world you gained access to the Akashic Record. Among other things, this provides you with a level like system and the ability to use magic. You can level up by collecting experience, or 'Records', either by making the records yourself or killing other beings. Killing a being will give you their records which has the advantage of, if you have a skill in common, increasing your proficiency with that skill by a fraction by using their skill and knowledge of it. Once a skill reaches level 100, it becomes open to an upgrade, either becoming a better version, or fusing together with other max level skills in order to make a singular, stronger skill. This upgrade requires certain conditions to fulfill, this usually being several different tasks such as collecting a certain number of magic cores or killing a certain number of monsters of a certain class. The difficulty of this challenge depends on the strength of the skill you will create.

At certain benchmark levels, the Akashic record will provide one or more potential classes for you to choose from, based on your accumulated records. Once you have picked a class, the akashic system will provide a challenge you must complete before you can advance to this level, much like with skills. The difficulty of this challenge depends on the strength of the class you choose. You will not be able to continue leveling until the task is completed and the class or class upgrade has been received. Once this is complete, any experience earned while completing the task will be given to you.
Level 10 is when you will receive your first class. This marks you as a 1st class being.
At level 50 your primary class undergoes an upgrade, and you gain a secondary class, while also becoming known as a 2nd class being. This repeats, with your primary class upgrading and you gaining additional secondary classes, at levels 100, 200, and 300. Notably, you no longer receive experience from killing 1st and 2nd class beings once you reach 3rd class. Upon reaching 4th class, your aging will slow down incredibly and at 5th class it will stop entirely, leaving you at your prime.

At level 300 you are considered a 5th class being, a higher existence. Unlike previous bench marks though, this requires the help of a higher existence to advance, with only two exceptions in all of history. After reaching 5th class, there are no more class upgrades, though you continue to level up. Instead, every hundred levels one is considered to be a class higher and gain a reasonable boost in stats. Interestingly, higher existences can only bring out a tiny amount of their strength while in a 'Lower world', a world that has not yet undergone its 4th Great Cataclysm. The second they bring out their higher power, unless in defense, the world strips it from them, with only natural 5th class beings being spared this treatment. This effect will go away post jump.

Marked [50]
At some point you were noticed by the divine and it has left its mark on you. This is a minor, purely cosmetic change, such as bright red, flame like hair or glowing green eyes. The changes can be several fold, though they should follow the same 'theme'. Re-purchasable.

Social Butterfly [100]
Your happy go lucky personality is able to wear down even the worlds biggest loner eventually. You are just filled with happiness and cheer, nothing can keep you down for too long. You are able to socialise and make friends with near anyone, if they are not set against it. Your friendship circles are more friendship towns.

Efficiency [200]
The more you kill a type of enemy, the better and stronger you are against that type. Kill 1000 dragons and you will find it significantly easier to kill them by the end. You will get a better understanding of their physiology and be able to pick out their weak points. After only a few dozen kills, you'll start noticing previously hidden weaknesses.

Beauty [300]
Depending on your origin, you may gain the beauty of a goddess or angel, or the seductive charm of a succubus. Either way, you'll be turning heads left and right. As you level up, so too does this effect. Get to a 7th class and you could have entire armies turn against each other in order to gain your favour.

Future Leader [600]
Within you is the potential to reach for the stars and start your very own faction. You'll find you pick up skills quicker, and level them faster. You may gain unique classes and skills as you progress, letting you stand far above beings of a similar level. But just as importantly, you have the Leadership class as one of your secondaries. It's like you were just born to lead. Once you reach the peak of 4th class, instead of borrowing the records of another higher faction, if you work at it and keep gathering strong records, you may be able to break through the seemingly unbreachable barrier all by yourself. Eventually you may find yourself rivaling God himself.

Drop in

Are You Even Human!? [100]
It seems like you have an endless amount of will. Able to carry on doing the same actions for decades on end without a break, as long as your mind is set to it. Your heart would be unmoved even by the queen of succubi's undivided attention.

Tutorial [200]
When you happen to learn a new skill or encounter some new magic, your learning of it will be accelerated for a short period, until you are familiar with the basics. It's like you are being given a small tutorial on this new ability.

Fortune Teller [300]
You can, with effort, get small glimpses of possible futures. You could see potentially decades into the future if you wished. Occasionally, you may even receive prophecies, though, as prophecies are wont to be, they will be rather vague.

Heaven sent quests [400]
Once a year you will be tasked to do a quest by some higher power. This can be anything from making something special to clearing out a monster nest. The difficulty can vary massively, though there will always be some way you can manage it. You will gain rewards based on how well you do and how much you did.

Pancosmic Loner [800]
You have maxed out presence concealment. For some reason people will not notice you no matter what you do. The only way to get their attention is to physically interact with them. Even then, if they so much as glance away they will lose track of you and be unable to find you even if you are standing right in front of them and yelling. Even God himself will forget you exist. Initially always on but with a bit of effort you can learn how to toggle it on and off.

Users are (un)fortunate enough to almost never encounter ambush or stealth kill monsters since they never can find the user. Users are also immune to presence conceal of a lower level, meaning only someone with a similarly maxed presence conceal can attempt to hide from the user. Even once they have discovered you, their accuracy will be much worse than usual. This skill will grow stronger with time and levels.

Veteran

Denied [100]
You know just what to say to undermine someone's grand speech. You find it exceptionally easy to knock someone off balance (metaphorically) and possibly even cause great rage with just a few choice words. You have a plethora of retorts ready for any occasion and they'll be quite funny too.

Holy Man/Maiden [200]
As a Holy man or maiden you will find that you have a greatly increased affinity for buffs, and can turn a large area into holy ground akin to a church or temple, though on a much larger scale. Along with this comes the ability to manipulate and use holy energy, the energy produced by worship of the recorded gods, which boosts the effects of any buffs.

Blessed By A God [300]
Gain a blessing from one of the recorded gods, gaining a boost in whatever skill or stat they stand for. Additionally, you exemplify that skill or trait, standing heads and shoulders above all others in that field. These gods and goddesses cover just about every domain and aspect there is, from fire to beauty to magic.

Breaking the Rules [400]
The rules; they're more what you'd call guidelines, albeit heavily enforced. You seem to have a habit of going just that little bit further than was previously thought possible, of going above and beyond 'established' limits. You may do such as making weapons with more modifiers than ever recorded, or subordinating beings otherwise thought impossible to tame. If you

really push it, and with a large dose of luck, you could also potentially invent magics previously thought impossible within that system.

The Creator [600]
Pick one area of creation. This could be blacksmithing, cooking, enchanting, or more. You now are the undisputed master of that craft. A blacksmith would be able to make unique and legendary class weapons by the dozen while cooks could make the tastiest food in all the realms, using previously thought inedible ingredients, so good that they may even have special effects like recovering stamina or health, or boosting your stats equivalent to ten levels for several minutes at a time. With time and effort you will only increase in ability, your growth uncapped in that area.

Abandoned

Artistic License [100]
You know what a gun or spear made from the body parts of a strange monster looks like? Not that great, more often than not. Luckily now you are able to make things that you create look really cool, almost like they were made from something else entirely. No matter what materials you used, you can somehow manage to make it look good. Alternatively, maybe you want to make a simple steel sword look menacing or unnatural.

Iron Stomach [200]
You know what there isn't a lot of in an abandoned world? Agriculture. Do you know what there is a lot of? Monsters. As such, you have likely spent the last few years living off what monster meat you can find. While you may have had a few close calls, you have managed to develop quite the iron stomach. With a combination of extreme poison resistance and rock solid will, you have gained a stomach that could process just about anything.

One Is The Loneliest Number [300]
This lets Jumper have no negative mental impact from spending large amounts of time isolated from other people. You're easily able to focus on other things and find happiness in other ways. You will likely still want company, but can now cope with spending years by yourself without any serious mental drawback.

Evolved Body [400]
Your body has undergone the equivalent of a millenia's worth of training under frozen time. With your body unaging but still improved by the training, your cells, which were in a unique state where they didn't age but were still kept active, were forced into mutating due to this long period of training. They became stronger, but retained their efficiently in order to not become a hindrance to movement. You are physically more capable than even people tens of levels above you.

World Traveler [600]
By pouring a vast quantity of mana into a complex spell, you can create a portal to travel to a different dimension. This can a different dimension that you are aware of, or a blind jump to

a completely random one. Additionally, once a month, you can return to your home in your ‘home’ dimension no matter where you are.

Higher Faction

Communication [100]
After getting to know someone you are quickly able to tailor responses specifically to them so that they understand perfectly. Great for when you need to make something clear or want to get your point across quickly.

Convenience [200]
Things just have a habit of happening when most convenient for you. You could happen to build a mobile fortress days before a monster army appears, or create a new powerful weapon only for your next battle to be with an especially powerful monster that requires just such a weapon. Things that you make or find may, more often than not, end up being useful soon after.

Maxed Stat [300]
Choose one basic skill such as blacksmithing, language, spearmanship etc. This has now been maxed out and is ready for evolution. It is a rarity to see even an ordinary skill evolved, let alone the more special ones, usually taking years before someone has their first, and those are the common ones that are used frequently.

Records [400]
When killing people or monsters, one also steals a small amount of their skill in the form of records, growing stronger and better. Now you can learn how to share your records, gifting others with a modicum of your skill. This can also be used to gift other people with a level 1 copy of a skill that you own. Additionally, you have the ability to steal the records of an opponent that shares the same skill with you, increasing your proficiency while lowering theirs.

Great Cataclysm [800]
You can force the world to ‘level up’. You can pump mana out into the world in order to permanently increase the amount of ambient mana present by small amounts. After it reaches a certain point, the world will undergo a cataclysm where the amount of ambient mana in the world will increase by an order of magnitude, while stronger and better magical plants and minerals will appear around the globe. As a side effect of the increased mana, monsters and people will also grow stronger and will be able to attain greater heights of strength. Unfortunately monsters adjust faster to this increased mana which has led to the destruction of many civilizations that were not prepared for the event (and even some that were). Use this ability with care. This can be done multiple times but the amount of mana required each time increases exponentially.

Items: *Suitable items may be imported into the appropriate options.*

General

Anvil [100]
This large anvil is damn near invincible. This kind of strength is required for working with some of the more exotic and hard materials and metals.

Soul Scythe [300]
This scythe was once wielded by a great warrior, who had the Death God class. Infused with their power, this captures fragments of the souls of beings killed by this weapon. Once captured, if supported by the user, chosen fragments can consume other fragments in order to heal back to a full, albeit slightly different, soul. These souls can then be transferred into other objects to give them limited sentience.

Recording Weapon [400]
This weapon has the extremely rare ability to absorb records of those it kills for itself, in order to grow stronger. All records the weapon absorbs are records that you do not access though, thereby splitting the users growth between the two. An evolving weapon.

Drop In

Magical Ore [100]
What is a smith without some metal to work with? Equipment plays a large part in this world, and a craftsman can only do so much without good materials. Luckily you happen to have a box filled with lumps of unrefined ores of many varieties. I hope you have some way of refining and forging them.

Vanguard Equipment [200]
A set of armour and a standard weapon of your choice made by the future illusive leader of Vanguard. Each piece of equipment is unique in rarity at the least. You'll be the envy of near any warrior. Due to the nature of equipment and skill of the creator, the armour could even take the form of casual clothes such as dresses, jackets, or maybe even summer hats. Alternatively it could look slightly more 'exotic'.

Armoured Flight [400]
A set of wings, made out of the feathers of many fallen angels, that allow the user to fly high in the sky by spending mana. These wings absorb some of the energy they are hit with, and can release this energy through the tips of the the feathers. A handy tool for mobility or as an attack. At full speed, one can travel kilometers in the blink of an eye. It can also be converted into armour to cover pre-existing wings.

Eternal Flame [600]
An inextinguishable and living flame that can continuously grow. The more flames and magic stones it is fed, the stronger and hotter it becomes. This flame has a high level of

intelligence, akin to that of a human. Extremely useful for the processing of general materials and ores.

Veteran

Weapons shop [100]
You happen to gain ownership of a quaint little shop perfectly suited for the selling and distribution of weapons and armour. That said, very soon Yu Ilhan is going to open his own weapon shop on earth that will be selling equipment of rare rarity, at a minimum, by the hundreds. I hope you have some way of competing with him. Does not come with any stock.

Holy Stone [200]
Stone infused with large quantities of holy energy, making it extremely mana filled as well as extremely strong, this can then be used in any number of ways. Good for the construction of buildings and structures. You receive several tons of it, enough to make a small house. Any used stone is refilled each month.

Breath of a Dragon [400]
A flask filled with a seemingly endless amount of Breath, an alcoholic drink that was born after dragon's blood was filtered and matured through numerous mana organs, which, as a result, had its poison neutralized, and had its life force and recovery power amplified. After drinking this, one's health will start to recover as will their mana. Drinking this will also re-energise the consumer, removing their fatigue and sleepiness. Even those with an immunity to poison may find themselves becoming drunk by drinking this.

Flying Fortress [400]
Every single part of the fortress disguised as a mansion is a artifact dedicated to killing and defending against attacks, from the trees and grass to the mirrors and walls. All this completely under the control of the owner. This structure is near indestructible, made from the parts of extremely powerful monsters. If all that wasn't enough, the fortress also has the ability to lift off the ground and fly around as great speed. This fortress could hold off and even defeat an army of 3rd class monsters. This fortress requires a great deal of magic to function, better stock up on magic stones.
⇒ Mirror Defense [200] *(undiscounted)*
A total of 104 mirrors that encircle the fortress. Each mirror can send out powerful blasts of energy, strong enough to kill a 3rd class monster. This combined with the already formidable fortress could let it hold off a constant stream of 3rd and 4th class monsters almost indefinitely, provided it get a constant influx of mana.

Abandoned

Pile Bunkers Galore [100]
You know what weapon is kinda large, slightly unwieldy and useless in anything other than extreme short range? A pile bunker. You know what weapon is frickin' awesome to use and looks kickass? A PILE BUNKER! Have a rack of them! Five to be specific. Using them at maximum strength is sure to destroy them, but it'll blow a hole in all but the toughest

materials. These start off able to wound second class monsters, but can be upgraded to do more damage.

Spear Blessed By Love [200]
This spear was blessed by the goddess of love as proof of your love for someone. The more love you feel for them and the more you act on said love, the stronger this spear will grow.
⇒ Shared Love [200] *(undiscounted)*
This spear is no longer limited to the love you feel for one person, but for all those you cherish in your heart. Mere friendship will grant little to no benefits.

Transportation Array [400]
Contained within these notes are the plans and know-how for the construction of a country sized array that allows instantaneous transport of people anywhere in its range. Once understood, the knowledge gained from these notes can be applied to create arrays of similar size that have different effects, provided you know how to create them. This level of understanding will takes years to reach.

Hourglass of Eternity [600]
Using this small hourglass, once a month the user can deploy a barrier on the surrounding space and freeze time. Time will not flow outside even if it does on the inside. It can be used for a maximum of 2 months in the wielder's standard. Those not permitted by the owner cannot enter the barrier. Once used, no matter how long for, it requires a month to pass before it can be used again.

Higher Faction

Monster Hunted [100]
Metal and stone are only a small group of materials used in creation of equipment. Much more prevalent is the use of the flesh of monsters. From the feathers to the fur to the blood of them, every part of a monster can be used for something by a skilled craftsman. Luckily you just so happen to have a replenishing supply of monster bits. You can choose the class of monster flesh you receive, though the stronger the material the less of it will be supplied. You may only get a handful of 5th class feathers, while you could get metric ton of 1st class scales. New material is supplied each month. Among these you may even get some magic cores.

Cross Bag of Holding [200]
A bag containing expanded space that can hold thousands of tons worth of materials. A hoarders dream.
Modifiers: *(undiscounted)*
⇒ *Recall* [50]
Able to quickly gather all materials into the bag without having to manually collect them

⇒ *Weight Manipulation* [100]
Taking this modifier allows one to change the weight of the bag so that it weighs up to the weight it contains. You can also briefly transfer this weight to a piece of equipment that you are using.
⇒ *Bottomless* [100]
This bag now seems to be able to hold an almost unlimited amount of material. It could probably hold nearly the weight of an entire planet.
⇒ *Inventory* [100]
With this, you no longer have to carry around the bag to store anything and it is automatically turned into an inventory. Combined with weight manipulation, you can choose to change your own weight as well.

Trap of Destruction [400]
These traps attract monsters in from the surroundings using mana to form a dungeon, a sort sort of pocket dimension that contains monsters. Most monsters in the local area will be attracted to this like bait, slowly migrating to these dungeons and, once in, will be unable to leave. Particularly strong monsters will be able to resist the call. Monsters of a similar type to those captured will also begin to spawn within the dungeon. You will receive ten per jump. Programmed into these is a very special function: if you wish you can cause a Dungeon Break, and cause every single monster trapped in the dungeon to be ejected into the outside world at once. Once ejected, the dungeon will become inert for several days.

Cradle of Miracles [600]
A massive bucket that once contained the hearts and blood of a thousand dragons. As such it is seeped with magic and will affect anything that is soaked in the blood contained within. Infused with a fraction of your power, those who soak within this bath of blood will evolve into a member of your personal faction, gaining features in line with that of your faction. If you have the appropriate records of another species, you can instead choose for it to change them into that species, though you will need to ‘reconfigure’ the cradle to do this. This isn’t the limit to its capabilities though. This cradle purifies and concentrates all the mana of any materials soaked in it, and causes a positive mutation in all the materials. Any material soaked in it becomes ‘better’, for lack of a better word. This only works once though, after the first soak, subsequent soakings will provide negligible returns.

Companions:

Import [50]
You may import up to eight companions for 50CP each, each gaining 600 CP to spend as they wish.

Canon Character [100]
If you can manage to convince one of the characters to come with you, you may take a canon character with you to future jumps as a companion.

Inhuman Follower [100]
At some point, you encountered and saved an inhuman being. As such, they consider themselves in your debt, and wish to travel with and serve you. They could be a beastman or elf, or maybe even a demonic being.

Dragon egg [200]
You find yourself with a hatchable dragon egg. Whoever hatches it will find that it will inherit some of their powers and skills as well as the ability to transform into their species. The egg is hatched using magic and fire. The stronger the flame and magic added for hatching, the stronger the dragon that hatches.

Guardian Angel/Devil [200]
One of the higher factions has dispatched one of their people to look after you… not that they can actually do much in a lower world. That said, they will have lots of information to provide, and if you grow close, you can try to get them to come with you to future jumps.

Drawbacks:

Early Start [+000]
Maybe you don't want to get involved in all the action and stress that will occur soon after Earth gains magic. How about you start when everyone from earth is first sent off to the tutorial worlds. Have a fun 10 years without the huge weight of what is to come pressing down on you. You will be without Heaven's divine protection for this period though, so do still be careful.

Arrogant [+100]
Adjective
- having an exaggerated sense of one's own importance or abilities.
Yep, that just about sums you up doesn't it. You are very much an arrogant being, lording yourself and your abilities over others. Even if that arrogance is warranted sometimes, you'll still leave others with a sour taste in their mouth after meeting you.

Gnawing Ache [+100]
There is a hole in your soul and you need to fill it. You are absolutely obsessed over something, and you can't get it fully out of your mind for very long. This obsession could manifest as a fixation on an object or person, or maybe as hunger for food or riches.

Misunderstood [+100]
Whether on purpose or not, everyone thinks the worst of you, believing you to be evil or harbouring dastardly plans. You can clear it up if you actually get a chance to talk it out with people, but everyone new you meet seems to have somehow heard the rumours.

Pancosmic Spotlight [+200]
You are the very opposite of Yu Ilhan. Everyone notices you whenever you are near, their eyes drawn to where you are. You constantly have maxed aggro. Monsters will always charge at you first and are hyper aware of where you are. More intelligent beings may be able to resist to a degree, but will still likely target you if only so they can focus on their actual opponents.

Dungeon Crawl [+200]
It's really quite unfortunate. You are constantly being sent into various dungeons that are nearby, whether new or old. Then you have to fight your way out, usually by defeating a boss, or by clearing out all the enemies. If you are lucky (or unlucky as the case may be) you could just need to find the exit.

Protection Duty [+200]
In the wake of a Cataclysm many children became separated from their family, or became orphans. You just so happen to keep running into them wherever you go (people are still confused to this day as to how one ended up in a history museum in a higher world). They don't have much in the way of protection, and even less fighting skill. You'll have to escort them to safety whenever you encounter them, or look after them until they can manage on their own.

1000 Year Stay [+200]
You will be stuck in a frozen world lacking any people for exactly 1000 years, with nothing ever changing. You were well and truly forgotten. There is no-one else with you, not even companions. You are stuck in a frozen world completely by yourself for the next millenia. Training will not produce more muscles, nor will practicing magic increase your mana pool. Anything you make or do during this time will disappear after the 1000 years are up. The only thing you will be able to train is your skills.

⇒ Not So Alone [200]
Luckily, as an apology for the mistake, Heaven has sent an angel to look after you and help guide you over the 1000 years you will stay there. Who knows, if you are extremely lucky and happen to be on earth, you may even meet a wandering Yu Ilhan at some point.

Recorded Prison [+300]
When you entered this setting, God himself took notice. He managed to transfer you to a special device that acts like a prison, filled with the various Recorded Gods and Goddesses of the multiverse. This device was designed in an attempt to replace the Akashic Record, using beings who had moved beyond it in certain areas. To keep them and you in, it is filled with all sorts of defenses and guards. You'll have to find some way of breaking out of there before your time is up. Luckily you'll have the support of the various other inmates. Note that any blessings gained by these beings still need to be earned, just like the normal way.

Traitors Everywhere [+300]
Half the people you meet and get to know end up being traitors of some kind, either for or against you. You never can be sure who is your ally or enemy. This will, obviously, make many alliances quite shaky. Hope you have at least one person you trust enough to confide in.

The End: *Time to decide what you do next*

Move On - Carry on to bigger and better things. The journey never ends

Stay Here - Or maybe it does. Stay in this setting with all that you have gained so far.

Return Home - Alternatively return to whence you came, once again keeping what you have.

Notes

- Only two people in history have advanced to the fifth class on their own, without help from a fifth class faction.
- The Great Cataclysm: ‘A higher system of energy than it is now will be opened on Earth. That is called mana. Also, the Akashic Record will come into contact with earth, and the humans will receive rights to see some of its records. That is called Status’. Of note is the fact that animals adjust to mana faster than humans, so monsters will usually appear before humans are ready to face them. Postjump, you can choose to instead introduce a different magic system to the world, as long as you have access to it. Worlds that already possess a magic system will merely have that system upgraded to have more mana, instead of replacing it.
- A monster made up of only the higher system of energy cannot be killed even by a nuclear missile. This means that the higher level monsters are immune to nearly all conventional weapons. It requires people to kill them, wielding magic weapons and spells.
Post jump, jumpers who have reached 5th class and above will not experience a decrease in stats in lower worlds.
- The owner of the Flying Fortress will receive all experience from monsters killed by the fortress.
- The Great Cataclysms are mixed blessings. While they produce better materials and better loot, the increased monster strength and numbers can often lead to a world being overrun with monsters which kill off the majority of the population. Earth is one of the most extreme cases in all of the multiverse. Usually cataclysms happen every few centuries at most, but Earth will experience it’s second one within a year of the first, and it will be equal in strength to that of a third cataclysm. Without someone like Yu IIhan to fight off the vast hordes of monsters, Earth would be surely doomed.
-Cradle of Miracles: Different factions will gain different types of wings. The heavenly faction gained pure white angel wings, while the fallen angel faction gain black wings. The dragon nest faction will gain dragonic wings and the monster faction gains demonic wings. It takes about an hour for the change to finish.
-Heaven Sent Quests: these will always be in line with the setting you are currently in. No gaining something significantly more powerful than anything already present in the jump.
-Taking something like stealth as your maxed stat would let it evolve into Presence Concealment, though this would only be at level 1.

Advancing to 5th class:
As mentioned, only two people ever managed to do this by themselves. This being God and Yu Ilhan. It is unknown how God did this, but Yu Ilhan did it by killing tens of thousand of higher beings, collecting their records, and making his own version (the Dragon Nest). To advance on your own requires you to become a faction leader (even if you are a faction of one), meaning that the Leader subclass is required. I suggest if you wish for this method to purchase ‘Future Leader’.
The other way to advance to 5th class is for a higher faction to willing give you records that will elevate you to a higher existence while making you part of their faction. The only way to ‘leave’ a faction is to join a different one.

Levels:
The level system is divided into classes. 1st class is levels 10-50, 2nd class is 50-100, 3rd is 100-200, 4th class is 200-300, and 5th class is 300+. To advance to 5th class, one needs to accept the records of a higher faction. Only two people in all of history have, and ever will, advance to 5th class on their own merits. One became God, the other his successor. At each class boundary, you gain a new class, usually an upgrade from the previous one in some form. To advance you must complete a task. The stronger the class, the harder the task you must complete.
Peak Damage:
Level 1: Base Human
Level 50: Town Destroying
Level 100: Mountain Destroying
Level 200: Country Destroying
Level 300: Planet Destroying +
Post jump, you will have the ability to reach 5th class, but it will take many hundred of years longer than if you took ‘Future Leader’.

By Lone Valkyrie, hope you enjoy!