DUBU(REDICE STUDIO) ◆ Chugong ◆ h-goon



Solo Leveling

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Solo Leveling

(I Alone Level-Up)

In just a decade, the world was completely changed with the appearance of Gates, large portals to another world showing all over the world. Inside these Gates, large structures called 'dungeons' are home to a myriad of monsters. And among these monsters, a 'Boss' reigns supreme in the dungeon. If this Boss isn't killed in seven days after the appearance of the Gate, the monsters will break free to the outside.

This would have signaled the end of the human civilization if it wasn't for the appearance of Hunters, humans gifted with magical capabilities and capable of entering the dungeons before they 'break' and their contents are released into the world, slaying the monsters inside with their superhuman abilities.

Not all has been bad. Inside the dungeons, both in their walls and in the corpses of monsters dwelling in them, humans have found a new precious resource: magic crystals containing great quantities of mana. These crystals have become the primary source of energy for humankind and have pushed forward the technological level that the world would otherwise have had access to. Not only that, but the corpses of monsters are also sold and used for a myriad of industries for their extraordinary qualities.

This has made the Hunters not only a necessity for public security, but also a rich and influential caste of businessmen and celebrities.

This is the world you will be spending your next ten years in.

In a few days, 'the Weakest Hunter' Sung Jin-Woo will enter a rare Dungeon, and through barely surviving its trial, he will emerge with a world-shaking power, becoming a Player under the mysterious System.

Meanwhile, behind the scenes, the forces of good and evil sharpen their weapons and rally their forces for the upcoming final battle.

You receive 1000 Choice Points to help you during your time here.

Locations

You can start in any part of Earth, except inside a dungeon, unless you purchase the relevant options for that. Primal Fragments may start inside of the space between dimensions.

Origins

You can choose any of the following origins. You may take any origin as a Drop-In.

Your age is decided by rolling a 4d8+13 (for Hunters), and your gender is the same as the one it was on the last jump. Alternatively, you can choose to change either of those for free. Monsters and Primal Fragments' age and, in may cases, gender are largely irrelevant.

Hunter (Free): You are a Hunter, a human that has 'awakened'. You are capable of crossing Gates and interacting with magical equipment, and are usually expected to fight in the dungeons and join a Guild, or at least be in the service of one. Though that is not the only career path for Hunters, the private sector has ample job offers for Hunters, even low-ranking ones, and finding a job among the public organizations, even in other countries besides your own, would be extremely easy. Another alternative you might take is joining the ranks of one of the Hunters Associations, which work for the betterment of the Hunters' status, their rights and safety, but rarely take part in dungeon expeditions.

Hunters, like other magical beings and equipment, have the side-effect of inducing the 'Eternal Sleep' to some weak non-magical living beings if they spend too much time with them.

Whether you have recently awoken as a Hunter, or you had been around the block for quite a while, is up to you. Whatever option you choose, you have the basic training for a Hunter and a recognized license to operate as a Hunter.

Monster (-100/300 CP): Turns out you are not even human! No, you are one of the beings that populate the other world that the Gates lead into. You are a monster, whatever race and what your strength is up to you, but you must choose inside the limits of your chosen rank. An E-Rank monster could be a mere small goblin or skeleton, but an A-Rank monster could be a being as mighty as a High-Orc or a Death Knight. For reference, monsters are usually more powerful than humans on their same Rank, so barring special equipment and team-work, a monster would have higher chances of

winning against a human that ranked in the same category, given that their bodies are more used to magic, and thus boast superior physical and magical abilities and special racial abilities, and even their weakest are impossible to defeat by regular humans.

For an extra 200 CP, you can instead become a boss-type monster. Usually these monsters are located deep in their dungeons in a special room where they may reside either alone or surrounded by bodyguards. Once tribal chiefs or generals of the Monarchs, now these monsters serve as the closing mechanism of the Gates and the last enemy that the Hunters must face in a dungeon, their death triggering its collapse. While regular monsters are already stronger than the human Hunters, boss-type monsters are even more so. An A-Rank boss would require the cooperation of several A-Ranked Hunters to take down, and they could even put in danger a mid-level S-Rank Hunter. An S-Ranked boss-type monster would be a walking natural disaster that could well signal the end of a nation, requiring teams of S-Ranked Hunters, and probably the presence of a National-Ranked Hunter, to be defeated. Boss-type monsters have superior versions of the skills of their race or even their own special abilities that differentiate from them from the rest of their species, such as enhanced magic or the ability to create lesser members of their species, and command a great authority over their lessers and superior tactical abilities. Some of these beings include Goblin Chieftains, Arch Liches or even mighty Ancient Dragons.

You can decide whether you awake in one of the Monarchs' pocket dimensions with the rest of their armies, or inside one of the dungeons that plague the Earth, that has just broken a few hours ago, is convenient for you. As you were never a prisoner of the Rulers, you are not subjected to their mental command to harm humans, nor are you an automatic enemy of the other monsters, but that doesn't mean that any of those groups besides those of your same kin will have any special liking to you. And you shouldn't provoke the ire of your Monarch progenitor, if you value your life.

Primal Fragment (-800 CP): In the beginning, the [Absolute] created both Light and Darkness. Then he broke both into eight fragments each. From the eight fragments of Light, the Messengers of God were born, tasked with the protection of the [Absolute]'s creation. From the eight fragments of Darkness, the Monarchs were born, with an immense hatred towards the [Absolute]'s creation, wishing nothing but its destruction.

And so, the Monarchs attacked, and the Messengers of God defended. This cycle repeated countless times. And in that, the Messengers of God despaired. They rebelled against the God that had created the cycle, and against their leader, the most loyal of the Messengers, becoming the seven Rulers by taking the power of the [Absolute] for themselves. But the [Absolute] had a parting gift for his most loyal Messenger, that

brought him back from the dead with control over the dead. The Shadow Monarch was born. The war was balanced again. The cycle has repeated over and over, and now it's the Earth's turn to suffer the clash between the Rulers and the Monarchs.

But you are not merely a bystander victim, nor a simple foot soldier. No, you are one of the original fragments. Or at least you have absorbed the essence of one. Much like with the previous option, what you are and your exact powers depend on what Rank you decide to purchase.

First, you must choose whether you want to be a **Monarch** or a **Ruler**.

If you choose to be a Ruler, your strength at the lowest rank would be that of an incomplete vessel, similar to the Chairman of the Korean Guild Association, Go Gun-Hee if he hadn't had his heart illness dragging him down. This would be barely enough to qualify as a National Level Hunter, just barely, and enough to surpass most top S Rank Hunters in other nations, like Cha Hae-In in Korea and Goto Ryuji in Japan. For Rank D, you would qualify as a National Rank Hunter, with a power that equals to that of an entire nation concentrated in a single person, and become able of using Spiritual Body Manifestation to turn into an humanoid and semi-monstrous form that grants you several increased abilities, such as increased size or resistance. You are powerful enough that clearing S-Dungeons by yourself or with a small team of good Hunters wouldn't raise any eyebrows. For C Rank, you would be an equal to Thomas Andre, the strongest hunter until the 'reawakening' of Sung Jin-Woo, capable of even scaring other National Rank Hunters and maybe even capable of taking care of some S-Ranked dungeons by himself. For Ranks B and A, you would be a fully fledged Ruler, materializing with your own spiritual body, with access to all your powers and more than a match to any Monarch barring the Shadow Monarch or the Monarch of Destruction. If you were to be a S Rank, your powers would be equal to those of the leader of the Messengers at his peak, capable of fighting even the Monarch of Destruction and having a chance to win.

The Rulers' powers are focused around certain elements associated with Light, creating weapons and shields of such elements. The Rulers also all share a special ability called the 'Ruler's Authority', which is basically a strong form of telekinesis. Rulers all share the same physical appearance, being six-winged humanoids.

If you choose to be a Monarch, at the E Rank, you would have similar powers to those of an incomplete Monarch vessel, similar to Jin-Woo after defeating the first half of the Demon Castle dungeon and killing Kargargan. For D Rank, you would be similar to Jin-Woo after the Ant-Invasion in terms of overall personal power, including his summons. If you have C Rank, you would be equal to Jin-Woo after the Giant Dungeon

of Japan, capable of going toe to toe with Thomas Andre and stand a good chance of defeating him. For B Rank, you would become a fully emerged Monarch, fully manifesting your spiritual body into a proper vessel, but you would be on the lower end of the Monarchs, something similar to the Ice Monarch or the Monarch of White Flames. Enough to kill the National Level Hunters if you were on a one-versus-one fight. For the A Rank, you would be like the Beast Monarch, easily destroying even multiple National Rank Hunters if you were to fight seriously. And for the S Rank, you would be equal to the Shadow Monarch or the Monarch of Destruction, capable of even destroying multiple Rulers or Monarchs at the same time, needing the combined effort of multiple Rulers or Monarchs to bring you down, and that would probably only be after someone of a level close to you has worn you down.

While some of the Ruler seem to have light related powers, albeit their vessels have demonstrated some elemental powers as well, the Monarchs follow broader themes in their powers and appearances, basically being up to you how this form will look and what special abilities does your Monarch have, but are all capable of shapeshifting into a more human-like form, or a hybrid form.

Rulers and Monarchs of the Rank B and above benefit from having non-corporeal bodies, only being able to be damaged by high-rank magic abilities. Additionally, they are also capable of inflicting soul damage, each of them being able to permanently destroy the Shadow Soldiers of the Shadow Monarch or killing others without the possibility of resurrection, as well as having attacks that harm the soul directly, making healing almost impossible. Their magical abilities don't end there, even the less magical Rulers and Monarchs display powerful and diverse minor magical abilities like the creation of equipment or reinforcing the surrounding area to prevent the spread of damage via their own mana reserves.

Both Rulers and Monarchs of said ranks are also capable of opening portals to other worlds and dimensions, as well as hiding themselves in personal pocket dimensions that exist in the 'gap between worlds', making it effectively impossible to chase them in most cases. Doing so, however, requires leaving any physical body behind. Their spatial powers also allow them to create enclosed pocket dimensions, as well as channeling attacks that can destroy them. More-so, given their higher existence, it's impossible to affect their memories by changing time. Even if the power of the Absolute were to be used to rewind the universe, their minds would be unaffected.

You may choose to replace an existing Monarch or Ruler, becoming a vessel of their power that keeps their own separate consciousness instead of being overtaken (if you are taking one of the lower ranks) or become a new one.

Awakening

Awakened (Free and mandatory for everyone): As an awakened being, you have the basic qualifications for being a Hunter. That means that you are capable of crossing Gates, fighting monsters, interacting with magical equipment and have an aura that surrounds you emitting mana. The larger your power, the more intense the mana aura is. Barring rare exceptions, such as double awakening or other special methods, Awakened beings are usually incapable of raising their power after they awaken.

Type

Choose a type to specialize in.

Fighter: The class for no those with no real specialization, meaning that you don't get any actual special abilities. On the other hand, your stats are equilibrated and you are able to use most magical items to fight.

Tank: Tanks specialize in taking damage for others, specially for the physically weaker members, as well as having abilities to gather the attention of enemies on you. Your physical stats are high, especially when it comes to absorbing damage, but your magic capabilities are reduced, as well as your agility.

Brawler: In exchange for a reduced ability to use magical items, brawlers gain an enhanced control over their mana to channel it through their own body, able to fight without the aid of any equipment. They lack any range and good capabilities, but make up for it with superior speed and strength.

Rogue: Rogue types specialize in agility maneuvers and long distance combat. As such, their ability to take damage is severely reduced, but they are capable of dealing devastating blows and make up for their low resistance by directly evading blows.

Assassin: This kind of Hunters specialize in using stealth and striking without being seen, usually combining their attacks with special skills that deal augmented damage to unknowing enemies or target weak points. Just like rogues, their main stat is agility, and while they lose in terms of strength, they make up for it with their skills and dexterity.

Healer: Healers specialize in basically just that, using magic to heal the wounds of their comrades. Typically, back-liners, their actual offensive and defensive abilities are low, but are still key for any successful dungeon raid.

Mage: Mages carry out a great offensive potential, usually taking after an elemental school, and while their physical abilities are low, as long as their mana holds up, they have the potential to be far more damaging and vastly more destructive than any other type.

Support: The utility version of the magic caster. Your specialty lies in casting useful spells to enhance the abilities of your allies via blessings, managing the battlefield setting traps or barriers, and casting curses over your enemies to debilitate them.

Rank

You must choose one Rank. You Rank will define your general strength and the scope of the abilities acquired from your condition here.

E (+100 CP): These are the weakest of Hunters, having barely above the minimum prerequisites to fight monsters. You got some above top human-level strength and regeneration, but besides that your abilities are not superior to that of other humans. Generally, Hunters of this level would hardly participate in dungeons, for most Guilds and teams will refuse to have them in a dungeon where their weakness could endanger the entire party, unless they are cleaning the really low-level dungeons or working as part of larger teams as miners.

D (Free): As a D-Rank Hunter, your physical stats alone would make it impossible for any regular human to harm you. Your magical abilities could create small fires that could gravely injure a regular person. Even your senses would make it hard for any animal or regular person to sneak past you. You are expected to participate in low-level dungeons, but even if you choose not to do so, many governments, companies and rich people would be more than happy to hire you for security services.

C (-100 CP): You are above the norm. Even if you weren't a dedicated physical type, your super-human strength would be enough to kill a man with a single punch, even if they were armored. As a magician, your spells would be able to kill people with a single lightning or fireball spell. C-Rank Hunters will have little trouble finding work at any guild, but there are still many that work on independent raid groups. Also, C-Rank Gates require at least a minimum number of 5 C-Rank Hunters in the raiding team to be authorized.

B (-200 CP): A stealth type Hunter of this level would be able to move so fast that even Hunters of lower levels wouldn't be able to follow their movements, appearing as if they were teleporting. Healers of this level are capable of cauterizing and treating most wounds, but something like regenerating limbs would be out of their league. Hunters of this level are heavily sought out by Hunter Guilds to make up the teams of the larger Gates.

A (-400 CP): A-Rank Hunters are considered small celebrities, drawing the attention of sponsors and making TV appearances, gaining money even without visiting dungeons, although those would still be their main source of income. Not something that should surprise you, because A-Rank Hunters are indeed terrifying powerhouses. Capable of healing even removed limbs or hold off the attacks of giant stone golems, A-Rank Hunters make up the main forces of A-Ranked Dungeons, that are comprised of

bands of monsters that could quickly annihilate towns or small cities on their own if left unchecked in a short amount of time.

S (-600 CP): You have hit the pinnacle. Your magic power is so great that normal magic detectors owned by the Hunter Associations cannot even fully measure the immensity of your aura. No matter what you do, you are going to become a national-level celebrity, possibly being known even in the neighboring countries. And countries have been known to spend even small portions of their budgets to heal their S-Ranked Hunters if they were to fall in combat. Whatever Guild you decide to work with, or even if you decide to create your own, is all but guaranteed to become one of the top guilds of your country. It should be mentioned that without a S-Ranked Hunter, the chances of clearing A-Rank are not too high in most cases.

Their fame and prestige are justified. Just being in the presence of an angry S-Ranked Hunter can make weaker people faint from the aura's pressure. Fighting with someone of their level would be enough to heavily damage large non-mana reinforced areas just as a side effect of their might. Healers would be able to restore limbs and bring back those at the brink of death casually. Mages could kill hordes of A-Ranked monsters with a single spell. Lastly, it's also common for Hunters of this rank to have special abilities.

Perks

You gain one discount for one perk in the 100, 200, 400 and 600 CP price tiers to purchase it at half its price. The discounted 100 CP perk becomes free.

Titles (Free for all): "Blood-Red Commander". "The Guide of Souls". "The Brightest Light". Lots of powerful beings around this world are referred by epithets like these. Now, your name will be engraved with such a moniker of your choosing. Having this title doesn't grant any benefit, but people will use it to refer to you.

More surprisingly, any abilities like The System that can discern your identity will always display your title below your name, unless you are purposely concealing your identity.

Survival of The Fittest (-100 CP): This world is not a nice one. Monsters threaten to collapse civilization, individuals now accumulate the power of entire nations and many of them use them solely for their own gain. Why would you need to follow the rules of the old crumbling world? Morals, karma and ethics are just concepts of the past for you. It's a jungle out there, and those will not help you anyways. As long as you have the personal power to carry any act, you will find that the burdens of remorse or trauma don't affect you at all.

Know Your Place (-100 CP): Be it Hunter or monster, all awakened creatures can detect the difference of strengths between individuals based on the mana they emit. After all, choosing whether an enemy is beatable, is key to survival. But you go even beyond that.

From analyzing the movements, their posture, their attitude and having an encyclopedic knowledge of most monsters and Hunter abilities, you are capable of determining the level difference between you and any other individual you see, as well as your chances of victory or running away. Only a real effort to conceal their abilities, such as strong magic combined with a good act, would be able to fool your senses when it comes to see the true value of an individual.

You Are An Amusing Guy (-100 CP): The things found living out in dungeons, the monsters, are without a doubt terrifying beings. There is something unnerving about them and their determination to destroy humanity that is capable of chilling the bones of even seasoned Hunters. Whether or not you belong to these species, you have also mastered the art of making yourself just as intimidating and unnerving as these creatures. A creepy smile of you would be enough to give nightmares to groups of veteran warriors for days. Your gaze could stop anyone, at least for a few seconds, if they weren't as strong as you. And of course, the bigger the difference between your powers,

the more powerful these effects will be. Although in the face of those who tower over you, these antics of you will do little but to annoy them.

Dungeon Leadership (-100 CP): Following whatever decision the leader of a raid comes up with during a raid is one of the most important rules to secure the safety of a party of Hunters. As an experienced veteran, or someone at least with the potential to become one, you are usually elected for such roles when making small groups, and you are excellent when it comes to getting the trust of those placed under your command. Not only that, but you also have the skills and presence to make sure that they will follow your orders even in times of tension and when facing a certain death.

After all, when facing an impossible situation, the only hope for survival is to put one's trust in the capabilities of a competent leader.

Quick Thinking (-100 CP): There are times when the survival of a Hunter isn't tied to their physical abilities, but to their situational awareness and wits. Puzzles, traps and other problems are children's play for you. Not only that, but you have the required cool head to actually make use of these abilities in the most stressful situations without giving into despair, allowing your logic to power-up your willpower to make it through the most difficult situations.

You Know Death (-200 CP): Never surrender. Never bow down. As someone that has faced death many times, you have gained a nearly unbreakable will to keep going despite any odds. This doesn't make you more reckless, but it gives you the courage to try and climb the peaks that may seem completely unreachable by others.

Little Brother (-200 CP): There is something quite unique to you. Although you may lack the personal power to stand up besides the true titans of this world, you will find out that befriending them and gaining their favor is not hard for you. As Fate would have it, it seems that you will run into at least one of these individuals during each of your journeys, and quickly become friends. It's even possible that these benefactors would even go out of their way to help you in the face of problems that you cannot deal with on your own.

Not That A Yankee Would Understand Me (-200 CP): Communication is a key factor for Hunters inside a dungeon. Sadly, the language barrier usually makes assembling international teams a difficult task at best. Even for non-humans that can speak their own tongues, communication between different species can possess a problem.

Unlike most beings, you don't seem to have that problem. Be it due to your own magic, such as the High Orc Shaman Kargargan, or due to speaking the ancient language that some Monarchs and Rulers use, you are capable of understanding and being understood by every sentient being. Being able to speak to one another may be useful to solve some conflicts, but different interests would still mean that preventing blood from flowing will not always be possible.

Recruiter (-200 CP): When it comes to gathering information from individuals, there is no one better than you. Much like the members of the Hunter Burnaeu of the United States of America, you can get personal information of basically any individual as easy as breathing. Records, family, tastes, hobbies and personality come to you with just a little digging and by moving a few convenient contacts that you have surely either already made or that you will make soon. Everything that would be needed in order to start manipulating them, anything dirty secret can be dug out by you.

So, when the time finally comes to extend an offer to the other party, you will know that you have won the most important battle. Then, you will just need to use your incredible natural ability to read people like books and give a few pushes, and you will have almost anyone dancing in the palm of your hands.

Has He Always Had That Body? (-200 CP): It's not uncommon for Hunters to have especially good looks. Especially for the highest-powered Hunters. The same case seems to apply to you. Just like Jin-Woo, it seems the more powerful you get, the more attractive you will become. Your body becomes more defined, your face changing in shape to match the ideal of your sex. Of course, this is subject to diminishing returns, so there will be a point where even huge increases in power leads only to barely noticeable changes.

Market Shark (-200 CP): The world of Hunters is not merely one physical confrontation in battles of life and death. The life of a Hunter is also heavily conditioned by what they do outside of the dungeons. Getting good sponsorship deals, contracts, securing gates from the Hunter Associations and governments, selling the materials gathered in the dungeons and securing the adequate equipment, among a large myriad of other details are key for the survival of a Hunter.

How great it is for you, and whoever you are working with, that you have in you the mind of an incredible businessman. You are able to sniff the best deals and opportunities like no other, know when something isn't worth the risk and are able to read the markets like an open book. No matter what Hunter abilities you actually have, someone like you would be an indispensable asset in any large Guild or other corporation.

Rune dropping (-400 CP): Runes are normally dropped by slaying powerful monsters, and when they are broken by a Hunter, they will gain a single skill from the enemy who had dropped them. This rare event only happens from the act of killing of Magical Beasts, but yours seem to be a special case, getting these runes from basically any enemy that you slay. Although just like when it comes to slaying Magical Beasts, this dropping is not guaranteed in all cases.

The chances of getting one of these runes are higher the stronger the enemy slayed is, with monsters above A-Rank being almost guaranteed to drop one of these. You will only get one rune from each monster, and the ability that you will get from them will be random, but again, the stronger the prey, the higher chances you get a more unique ability. Alternatively, if you don't want to use them yourself, you can give these runes to anyone with magical aptitude. In this world, Runes are some of the most valued items, their prices being astronomical and only a few Hunters being able to afford them. However, just getting one these can massively increase the performance capabilities of a Hunter.

Domain of the Jumper (-400 CP): A good leadership not only allows one's subordinates to perform better under a skillful direction, but the presence of a superior figure of authority can also help to raise and maintain the morality of the troops, allowing them a better performance and achieving feats that would otherwise be thought of as impossible as they surpass their previous limits.

Those fighting under you seem to go way beyond that. Similar to the skill that some Monarchs seem to possess, where they release their mana into area through a skill called the 'Domain of the Monarch' that severely increases the stats and morale of their descendant troops, you too can apply your mana to your surrounding area create this field.

After activating this ability, your troops will increase their stats by at least a fifty percent regardless of your power, but this bonus will increase the stronger you are. A National-Rank Hunter would be able to get a one hundred percent increase, and a Monarch could get a two hundred percent increase. The more powerful you are, the larger the area this ability will cover. For someone like the Shadow Monarch or the Monarch of Destruction, it could extend as far as all North America in a single release.

Politicking (-400 CP): While is rare for this world of Hunters and monsters, the truth is that regular humans still dominate the societies from their public offices and corporations. These individuals, even if they don't have the power to destroy buildings with their bare hands, are still capable of commanding the respect and fidelity of the

superhuman Hunters. And you would number among the best of these politicians and businessmen.

Not only you have a silver tongue capable of swaying powerful individuals to follow your plans, easily puzzling out what to offer to them in order to get them to dance to your tune, you are also an unrivaled strategist, capable of orchestrating schemes that, if nothing extremely surprising happens, could bring the fall of entire countries, and ensure the hegemony of your country in just a few months.

Perks Of The Strong (-400 CP): It would be an understatement to say that the Hunters, especially those of higher rank, receive special treatment by the society. Why wouldn't they? Many Hunters hold the power equivalent to entire military regiments or even more military power than entire nations. Without the Hunters, nations would quickly fall prey before the monsters dwelling inside the Gates, waiting for the portals to break so they can start rampaging on the human world.

As such, these Hunters are in many times allowed to ignore certain Laws, or even outright request changes in the legislation to suit their agendas. You seem to hold the same effect no matter where you go. Authorities and even regular citizens will now normally react with caution and respect rather than falling into fear or panicking when treating with you even if you are the equivalent of a walking weapon of mass destruction.

As long as you don't prove to be a direct active threat to the entire nation you are residing, you will find that the authorities will generally ignore whatever wrong-doings or unlawful activities you are involved to as long as they are not too common, and if you are strong and valuable enough, things like changing the legislations to accommodate your needs would be in the table. This effect will escalate the stronger you are.

After all, there are only a few men, like Thomas Andre, who can spit on the faces of the leaders of every nuclear nation and have them apologize for it. The difference in power must be tremendous for you to accomplish the same effect.

Ruler's Authority (-400 CP, Free for Primal Fragments who are also Rulers): The Ruler's Authority is a skill possessed by Rulers and their vessels on earth, as well as a few other powerful beings. This is a skill that allows one to manipulate their aura in order to create a powerful form of telekinesis. For beings on the strength of a powerful Hunter, such as A Rank or S Rank, it can be used to kill weaker enemies, send them or themselves flying or throw large objects around. For someone who starts approaching the level of a Ruler, such as the National Level Hunters and the Rulers

themselves, this ability is comparable to a black hole, in which it can be used to enhance already powerful attacks, instantly crush even S Rank bosses or hold down even those on the level of Monarchs or Rulers if the user is powerful enough. The more powerful you grow, the stronger your Ruler's Authority will grow as well, the more area it will cover and the more targets at the same time it can affect.

Monarch's Army (-400 CP, Free for Primal Fragments who are also Monarchs): While the Rulers got their armies from the fruits of the World Tree, the Monarchs are the progenitors of entire races. Through some magical means, you are able to create absolutely loyal and quite powerful magical beasts based on your own powers and themes, be it from this jump or from others.

The process and the resources required for it may be up to you, but also influenced by your own powers. The amount and power of those you can create will also be influenced by this, and you may never create something that is more powerful than you. For some, it may require pouring one's magical energy into eggs or another target and have it take shape into powerful creatures, as Querehsha, the Monarch of Plagues, and some of her descendants do. The more energy poured, the more powerful the resulting being. Others may instead use what's around them, such as the corpses of fallen enemies for the Shadow Monarch. The stronger the corpse, the more powerful the resulting Shadow Soldier. Perhaps others may require some specific location or resource in order to birth their creatures.

Depending on your own themes and abilities, these soldiers will also have special traits associated with them. The Dragons that are the subjects of the Monarch of Destruction share his immense destructive power, with some of his lieutenants being capable of threatening all of the National Level Hunters combined. The descendants of Querehsha are capable of reproducing and evolving on their own. The descendants of Legia, the king of Giants, displayed a towering size, incredible might and resistance. Meanwhile the Monarch of Shadows' Shadow Soldiers are immortal as long as he can provide the mana for them to regenerate and revive, and he can carry his entire army inside of his shadow or place them in the shadows of others.

Oh, My King (-400 CP): Much like the soldiers of the Shadow Legion, the personal army of the Shadow Monarch, you command an absolute loyalty and control over any beings created by your powers. This does not simply extend to those you personally created from scratch, but also covers those such as summons or those revived by your necromancy. Any such being will not only gladly follow any of your commands but will also be completely incapable of harming you. Some of your smartest followers may be able to be convinced to 'attack' you if they are utterly convinced that the chances of them actually are hurting you are zero.

As another bonus, you also form a telepathic link with those under your control, capable of sending orders through telepathy instantly, regardless of the distance between you and your soldiers, even if you were to be in another different dimension. With training, you may even use this link to share the feelings and senses of your troops, allowing you to see through their eyes and hear through their ears regardless of where you are.

And the Abyss Stares Back (-600 CP): Much like Hunter Jin-Woo, the well that fuels your powers is an endless abyss that constantly gives you more and more energy. Unlike him, your personal source of power is not tied to The System, but it is capable of supplying power for all your abilities. What this means is that your abilities can be trained without limit, allowing you to draw more and more from your personal reserves, going past your previous limits the more you use each of your powers, making them improve and grow with you.

Keep in mind that while this 'abyss' is endless, you still need to give yourself an actual challenge to maintain a stable grow. After all, you can't expect a lion to train its fangs by squashing ants.

Guardian Angel (-600 CP): The United States didn't manage to become the strongest nation in this world of Hunters merely because of size and wealth. No, they were 'blessed' with a very special kind of Hunter. One that could interact with the powers of others.

Through the power of Norma Selner, Hunters, even those of Rank S, could still be enhanced multiple times, giving them an increase of a twenty to thirty percent of their power after going through the three stages of this 'treatment'. Not only that, but the ones who receive her treatment became addicted to it, making the recruitment of such powerful individuals as easy as catching flies using honey. It's not a surprise that Norma Selner's value to the United States is so high that her life has a priority over the President's, and that her existence is one of their most treasured secrets.

They would be shocked to know of the appearance of a second individual with those same abilities. Much like Ms. Selner, you can improve the abilities of any magical individual's abilities in the same percentage. But just like her, you are limited on using this ability four or five times per year.

Ms. Selner's abilities, and yours, don't end there. The gift of prophecy and divination is also yours. Either via prophetic dreams or visions, you will get warnings of important and dangerous events for you or the world that will occur in the near future. Surely an invaluable ability, as these events will come to pass unless you directly intervene.

Your final ability is in your eyes. By looking directly into the eyes of others, you can estimate their magical abilities, as well as the nature of their abilities by seeing their mana auras.

World Training (-600 CP): Fearing the destruction of a low-magical world like Earth from the surviving Monarchs' attacks, the Rulers decided to introduce magic in the World in order to help it defend itself. However, said process was not an easy one, since the Earth needed to be hastily prepared for the upcoming war by increasing its overall mana, and the new magical humans needed some experience with their abilities. For that, not only the Rulers gave magic to humans, but also used the captured elements of the Monarch armies to train the humans, in preparation of the enemies that were to come.

Now, you have gained the ability to do the same with other worlds. At the start of each jump, you can introduce magic to the world you currently are by activating this perk. Once the process has started, it cannot be turned off. At first, the number of 'awakened' people will be small, and their general levels as well as the level of the dungeons that appear will be low. But as time passes, the number of dungeons and awakened people will start to rise, until the appearance of S Ranked Dungeons is not uncommon. Finally, to seal the world, a large dungeon portal with the armies' equivalent to that of a single Monarch will open, a boss of the level of a Monarch waiting inside. You can decide whether the dungeons that are created via this perk draw magical beasts from this world or appropriate monsters from the local universe.

You can also choose to use this on already magical worlds, but it won't increase their strength above what's demonstrated in this series.

A System of Your Own (-600 CP): After being betrayed by his fellow Monarchs and Rulers alike, the Shadow Monarch sought the help of a powerful magician to help him reincarnate on Earth. What resulted from this collaboration was the magic power known as The System, a powerful ability that allows even the weakest Hunter, barely stronger than a human, to reach the level of the Shadow Monarch in just a few months, by gradually increasing the 'Player's' stats and creating tailored dungeons to gain the more exotic and special sub-abilities of the Shadow Monarch.

In addition to that, the System was able to channel the Shadow Monarch's magic to create a great variety of items to aid the Player, such as restorative potions or a great variety of weapons. The System also comes with an unlimited storage space in pocket dimension, or 'Inventory', where its Player can store all those items for later use, being held in stasis and perfectly preserved. However, one cannot store anything that would

be larger than a regular human, nor anything that is fully alive. Sentient or possessed weapons and items are acceptable things to store in your inventory, though. All of these options are accessible through a variety of menus. Not only that, but the System also protects the user from various status effects, such as poisoning, making the user immune to such.

Whether due to the same Magician, or perhaps another entity, you have been bestowed with a very similar, yet more potent ability. While the original System was tailored to just the powers of the Shadow Monarch, the System that you have granted access to will instead be able to be attuned to any ability that you have access to.

Once an ability has been attuned to The System, any usage of your abilities will quickly increase their potency, as will do any kills you make using them, giving you experience and slowly 'leveling' you up. You will receive daily quests that will slowly but surely increase your stats, and as you get more proficient with these, you might even unlock sub-skills.

But perhaps its most powerful ability is the creation of personalized individual dungeons. These will draw from the environment and your own memories for their layouts, and the monsters in these dungeons will be taken as copies from either the local populations or from previous jumps. Defeating the bosses of these dungeons will grant you powerful items that will significantly increase said abilities' effectiveness, as well as special skills related to the ability attuned to.

However, you may only attune with a single ability at the time, although you may switch it with another at any time. No other beings will be recognized as Administrator of this System, so you don't need to fear your abilities being hijacked like The Architect was able to do with Jin-Woo.

"I Am The Architect" (-600 CP): It would be an understatement to call you a genius, Jumper. Your mind is one that only has a single peer in the universe when it comes to your technological and magical knowledge.

You have mastered the magics of the Monarchs and Rulers, allowing you to create pocket worlds of your own, opening portals to them, existing into another dimensional space and puppeteering powerful avatars, replicating abilities such as the Ruler's Authority with your own magic, as well as the creation of such powerful puppets, capable of dealing evenly with S-Ranked dungeon bosses.

Finally, your ability would allow you to replicate the feats of The Architect, creating a System for any ability of yours or others, either obtained willingly or forcibly, to train others into. As the Administrator of this System, however, you could also, at any point, seal or take the powers that you have granted access to at any point. You can combine your previous talents to create ‘Quests’ and ‘items’ that would help those ‘Players’ to level up and get better at using their abilities. You can only have a maximum of eight active ‘Players’ of this system, but you can permanently separate them from The System once they have matured enough with their powers without them losing their powers.

Items

You gain one discount for an item one perk in the 100, 200, 400 and 600 CP price tiers to purchase it at half its price. The discounted 100 CP item becomes free.

Appropriate Equipment (-100 CP): By taking this, you will gain a set of equipment appropriate for your level. These could be a basic magic sword for a low-ranking physical Hunter, or a staff for better focusing and a slight increase in magical potential for a mid-tier healer, up to good quality armor and moderately strong weapons for high-tier Hunters or monsters. Nothing too exceptional, just the bare minimum required to operate at your current level.

Mana Crystal Supply (-100 CP): Mana Crystals are typically found either in the walls of dungeons or inside of the cores of magical beasts. These materials were placed in the different dungeon gates by the Rulers in order to gradually increase the natural mana of the Earth.

But humans were content with that, using these mana crystals to power up their entire civilizations and machines, developing new cutting-edge technologies with them. How great is that you know have a supply of this revolutionary resource. How much? Roughly the equivalent of a medium-sized guild's monthly production. Additionally, twice per year you will receive shipments of mana crystals from higher quality dungeons.

Just be warned that those too weak and not used to the presence of magic may develop some illnesses like the Eternal Slumber from over exposure.

Elixir (-200 CP): You gain a box that contains four bottles worth of the substance known as the Holy Water of Life. This miraculous liquid can be crafted by using several items dropped by killing the Demon Monarch and two of his trusted lieutenants. It's ability resides in curing any illness, no matter the origin, of those who drink a full bottle worth of the substance, as well as restoring the vitality of the person who drinks it to their prime. Currently, it is the only substance that is capable of curing the Eternal Sleep illness. The only downside is that it cannot cure any wounds, only things that can be defined as an 'illnesses. You will get a new bottle for each one that you spent after a month of their usage.

Mana Detector Machine (-200 CP): Made using the magic core of a high-ranking magical beast, this apparatus is typically used by the Hunter Associations to measure the power of individuals and gates. You now have in your possession one of the finest versions of these machines, the kind that only Hunter Associations and some

governments have access to, and only having a few of them. It is capable of measuring mana signatures of any range of mana aura, even from a 'safe' distance of a couple of dozen meters. It's hard to conceal oneself from one of these, but extremely powerful beings may be able to accomplish it.

Jumper's Guild (-400 CP): The Hunter Guilds are giant corporations formed mostly by Hunters, usually those of Rank C and above at least, and usually divided through multiple teams. They are in charge of not only of closing the Gates and subduing monster incursions in their area of operations, reserving the Gates to the Hunter Associations or local governments by paying the appropriate fees, but they also extract the mana cores and corpses of magical beasts that will sell for high prices, and have miner teams that take care of the mana crystals of that spawn from the walls of these strange places.

Even the biggest corporations of the world are currently in the process of either fusing with Guilds or creating their own Guilds. And now you have come to be the president and owner of one such Guild, one that is roughly on the level of the top five Korean Guilds. In it, at least a dozen or two of Hunters ranging from Rank B and A operate for you, and seeing the money and influence you have, it wouldn't be unlikely that you managed to recruit an S Rank Hunter in some time. In future worlds, you will come to become the owner of a similar type of company: one that both exceeds in military power, has a great international reach and control over a rare local resource.

Ancient Dragon Equipment (-400 CP): You have come into possession of an item crafted directly from the corpse of the Ancient Dragon Kamish, a magical beast so powerful that even entire groups of S-Ranked Hunters perished before it, only being defeated by the combined might of the National Ranked Hunters. The exact nature of this item depends on your previous choices in this document. A mage could have gotten a staff created using one of the eyes of the mighty beasts, triplicating the potency of their spells. A warrior could get a pair of swords from the dragon's largest fangs, capable of easily damaging the spirit bodies of Rulers and Monarchs. A tank may have gotten an armor made of the scales of the walking calamity, making him impenetrable to all but the strikes of the Rulers and Monarchs themselves. These items are also able to channel your own mana, meaning that they will grow in power as you do. Can be purchased multiple times. You can import previous items into this.

Mana Detector Satellite (-400 CP): A marvelous piece of magitech developed by the Japanese government. This machine allows for real time reading of the mana levels in any location throughout the world. This is very useful in a world where walking natural disasters and two-legged weapons of mass-destruction emit very distinctive

quantities of mana, allowing not only to point their location at all times, but also to measure their level of power.

This satellite will be deployed in any future worlds you visit, and you can access and direct it through any computer or phone you have, by an already preinstalled application. Additionally, in future worlds, the satellite will tune to detect any kind of super-natural energies and entities, functioning in the same way as it treats mana in this world.

Cup of Reincarnation (-600 CP): The Absolute was responsible for the creation of everything in the universe, and while he made mighty beings that could even challenge him, he did not grant them every one of his powers. Contained in this artifact that you have now gained is a replica of his mightiest item. The Cup of Reincarnation allows its user to rewind time in their current universe. Additionally, it can carry with its user anything that did not exist in the chosen time. The user and those who travel with him will retain their memories from the future they leave.

When it was first stolen by the seven angels who would then be known as the Rulers, the cup of reincarnation would allow them to reset the timeline many times, but now after being used many times in order to try to prevent the destruction that is their war with the Monarchs in Earth will inevitably bring, only a single use remains in it. Luckily for you, the current power of your version of the Cup of Reincarnation will regenerate so it can be used again once per jump, or once per ten years and a day, whichever comes sooner.

Keep in mind that the Cup of Reincarnation cannot affect the memories of higher beings like the Rulers and Monarchs, but it can undo their deaths.

Dungeon Key (-600 CP): How convenient. Much like the dungeons created by the Architect and the Shadow Monarch's power for the growth of Jin-Woo, you too now have the chance to train yourself to new heights by challenging level appropriate dungeons! These dungeons will always allow you to explore new ways to use your powers and at least will pose a minimum challenge to you. When creating the dungeon, you can choose the size of the dungeon and the final difficulty of it.

You can create these dungeons by sticking the key into any surface, and once created, they will remain accessible for a month. The same time-dilation effects from regular dungeons still apply. Damage done inside the pocket dimension that host the dungeon won’t spread to the outside world, and dungeon is guaranteed to never experience a dungeon break, disappearing after a month.

The size of the dungeon, gate and number of monsters will escalate in relationship with the difficulty.

Monarch's Heart (-600 CP): What a curious thing this is, Jumper. It seems that you have come into possession of one of the Monarchs' hearts. And in a quite literal way. Or at least something close to it. Inside of you, a second set of heartbeats can be heard whenever you close your eyes. Regular people can't see it due to the incorporeal nature of the Monarchs, but those with fine magical senses may be able to perceive its presence.

Besides the creepy experience, this Heart grants you two boons: the first one is that it will give you an increased massive pool of mana, the increase being 100,000 Mana Points, at least the same Mana Points as the Shadow Monarch had, to be added on top of whatever your current mana pool is. This amount of mana would be enough for even a National Rank Hunter to be casting spells or using magical abilities all day without running out of mana as it regenerates.

The second benefit that it grants is that in case you are killed, this second heart will not perish with you, but instead it will keep beating on its own, regenerating you back to full health, preventing your actual death, and granting a minor temporary boost in strength after the resurrection. This effect can only be used once every jump or once every 10 years, whichever comes sooner.

This heart is similar to the Shadow Heart within Jin-Woo and will be completely loyal to you, never threatening to reincarnate its former self through you and instead being fully assimilated into your being as a natural part of yourself.

My Masterpieces (-600 CP): The terrifying stone statues on the Double Dungeon were one of the mightiest creations of the Architect. These monsters in the shape of statues are much more than regular golems, and it shows in their power. To begin with, each statue is as strong as an S-Rank Hunter, easily capable of annihilating in a moment anything but the strongest A-Rank Hunters, who may stall them for a few seconds. Not only that, but they display a toughness that seems to be above their level, with only the strongest S-Rank Hunters being able to do lasting damage.

Among them, there are two special statues. One, a giant statue, being multiple stories tall made in the image of 'God'. It displays a strength and speed that enters the realm of National Ranked Hunters, and is capable of using laser beams that can atomize all but the strongest S-Ranked Hunters in an instant. The second statue, one in the image of an 'Angel' that closely resembles the Rulers, seems to be even stronger than the Statue God in physical terms, having reflexes, speed and strength that can cause a serious trouble to

a National Ranked Hunter. Not only that, but this 'Angel' statue is also capable of using the signature ability of the Rulers, the Telekinesis known as 'Ruler's Hand'.

An equivalent set of all of these is now in your possession. Either by being added to your Warehouse or another propriety of your choice, a door leading to a room similar to the one that contained these statues will be made available to you at the beginning of each Jump. There, you can 'link up' with these Statues just like the Architect did, allowing yourself to give free mental commands to these Statues, and even being able to use the 'Angel' statue as an avatar of sorts. Once you are linked up, you can even use the magical infused stone to repair the statues with a single though, but if the Angel Statue is destroyed, you will lose control to all the statues and won't be able to use them until the next month, where a new set will appear in the same room that you use to link up.

It should also be noted that pain is transmitted through the Angel statue, although its death won't really harm you. Maybe a design flaw from the Architect, maybe a feature that you can use to your benefit.

Gate Legion (-800/1600 CP, Discounted to Monarchs): When the Monarchs and Rulers go into war, they never do it alone. Among them, legions of tens of thousands of magical beasts come to do battle and kill each other in order to fulfill the vicious cycle of violence set up by the [Absolute] long ago.

It seems that you too, have been deemed worthy of possessing such a force that is comparable to the ones commanded by such mighty beings.

The exact reasons for your coming into the command of this force depends on your origin. For the Primal Fragments, this army was your own spawn or creations, naturally following you as your subjects. For Monsters, it seems that your Monarch has deemed to designate you as the Captain for their forces, and they have become mysteriously absent, leaving you with absolute command over the troops. For Hunters, the Rulers may have deemed that they need to intervene way earlier than expected and designated you as a commander of their scout forces. Whatever the case, these troops are unbreakably loyal to you and will follow your every order. If killed, they will be replaced with individuals of similar strength in the next jump.

For Monsters and Monarchs, this army will be composed of magical beasts related to their theme. The Shadow Monarch would gain an army of undead and the Shadow Legion. The Demon Monarch would gain an army of demons of all kinds and entire clans of Demon Knights. Whatever your theme is, the army will be roughly composed of 10 million monsters of varying degrees of strength. For a regular Hunter or Ruler, this option will instead supply you with a force 10 million angeloids in silver armor of

varying degrees of skill and strength, being roughly equivalent in power to the other option.

An army of this size would surely be able to devastate the Earth on their own, but even with these numbers, without the support of a Monarch or Ruler it would be hard for them to stand a chance against another Monarch or Ruler.

Usually, the army is stored in a small pocket world that exists in the space between dimensions, which can be accessed at any time by opening a Gate to it. You gain the innate ability to call for these portals, but other beings with dimensional powers may be able to find your pocket world and open their own pathways to it. Additionally, this world will allow you to store other troops that have been created by your own powers, allowing them to follow you between future worlds, just like the Monarchs and Rulers did with their troops.

This item cannot be purchased by companions. It comes with a free purchase of the **Commander** companion option, which will act as this army's marshal, if you are a Monarch or Ruler, or its deputy marshal, if you are a Monster or Hunter.

If you wish to pay a further 800 CP (undiscounted), then you may upgrade this force to be equal to that of the full invading army of the Monarchs, that of the full army of the Rulers, or that of Sun Jin Woo would have after returning to Earth and defeating all the Monarchs again. This would not only give you ninety million monsters, but instead of being limited to one type of Monster, you would be able to draw from the full of the armies serving your side.

Seed of Yggdrasil (-1000 CP, Discounted to Rulers): Possibly a creation of The Absolute, the World Tree is a gargantuan magical tree whose branches are large enough to cover the skies and its trunk is thicker and larger than any mountain. The most important thing about this tree is its fruits. Each of them hosts an unborn Winged Soldier, who will be absolutely loyal to either the owner of the tree or those designated by them. Their power varies greatly, normally being equal to the mass monsters that Monarchs produce, but rarely giving birth to General and beyond Monsters, the mightiest of which may be able to briefly compete with Rulers or Monarchs themselves.

While the Winged Soldiers of the Rulers lack the variety that the Monsters birthed by the Monarchs, their high numbers and personal power provided an equal balance to the combined efforts of the Eight and then Nine Monarchs' armies.

You get a single Seed of this tree, which will quickly grow into another World Tree that recognizes you as its sole master, but you may designate others to also benefit from the

loyalty of the Winged Soldiers on your behalf. Doing so would make those winged soldiers completely loyal to them instead of you. If used or if the tree is destroyed, you will get another seed after 10 years or the next Jump, whichever comes sooner.

Companions

Raiding Team (-50/300 CP): By paying 50, you can either import a previous companion, or create a new one. Each companion starts with 800 CP to spend on whatever they wish. Alternatively, you can pay 300 CP for importing 8 of your companions with the same conditions. You may transfer CP to your companions individually at a 1:1 ratio.

Hunter Association (Free or -50 CP): Someone here caught your eye? Why not invite them to accompany you to travel through the multiverse with you? You may take anyone from this world with you, provided that they accept your invitation. If you choose to instead pay 50 CP per character, you will be presented with plenty of opportunities and good situations to make some great first impressions, but the rest will be up to you.

Commander (-100 CP, Free for those who purchased the Gate Legion item): You have gained the service of an exceptional individual. Whoever they are and how you got to meet them, is up to you. This individual will be forever loyal to you and whatever cause you decide to follow, not leaving your side even before certain annihilation and impossible odds. They will have 800 CP to spend as they wish, and they either come with the free Monster Boss origin or a discounted rank purchase. You can import a preexisting companion for this role.

Drawbacks

Pick as many as you think you can handle.

This isn't Solo Leveling Anymore! (+0 CP): By default, you will be spending your next ten years in the world of the webnovel, but if you choose to do so, you may instead follow the story of the official Manhwa adaptation. Alternatively, you may take the story of the webnovel, but instead replace its designs and aesthetics with those of the Manhwa.

The Glory Days (+0 CP): Instead of starting around the time Sung Jin-Woo would enter the Double Dungeon, you may start your time here around the time the first Gates started appearing around the world, several years before the start of the story.

Only I Level Up (+0 CP): You may choose to replace any canon character, providing that you have taken the appropriate purchases to replicate their powers. Replacing the protagonist, Sung Jin-Woo, requires taking 'Ruler's Authority', 'A System of Your Own' and 'Primal Fragment' at Rank E at least for the Monarch of Shadows, even if you replace him at a time before he gets his powers.

"Your Name Shall Be Greed" (+100 CP): Getting money, power and fame is not an unusual motivation for Hunters. After all, Guilds are some of the largest companies in the world and high-ranking Hunters are the equivalent of super-stars. But your desires seem to go beyond the norm. You will lie, betray, steal and kill everyone for more money. For more fame. Sabotaging other guilds in the middle of a raid to get rid of potential rivals, sending newbies to their deaths to steal their equipment after getting them to do the job for you, abandoning your teammates in the middle of a fight to save your ass, there is no cowardly evil act that is beyond you.

Temptation (+100 CP): The magical powers granted by the Rulers to humanity came with a mechanism that pushed their vessels to use them, granting them pleasure by the use of their own abilities. Yours seems to be a very bad case, as you seem to be easily addicted to the usage of your own magical abilities, even the smallest usage giving you great pleasure, and pressing you into using more and more of your abilities in order to get a greater experience. The more you give in, the harder will it be to return to a normal life where you are able to interact with regular humans, seeing how fragile before the might of magical powers.

Sensitive Nose (+100 CP): Much like the current strongest Hunter in Korea and vice-guild leader of the Hunters Guild, your nose seems especially sensitive when picking up the smell of mana emitted by other magical beings. Your nose tends to pick

up any mana traces as a horrible smell, and the strongest the being, the worst the smell will be. At the lowest concentrations, the smell will make you uncomfortable, but at higher levels it will even make you want to throw up. You will either need to wear mask to try to mitigate the smell during dungeon raids, or stay away from any Hunter or magical beast if you want to avoid said smell.

"Make Him Pay." (+200 CP): Someone has wronged you, Jumper. And you are not the kind to sit idly. Like most powerful Hunters, you are the kind of person that will make them pay, tenfold. That's usually justified because powerful Hunters are usually the biggest fish around, but you seem to go beyond that. You have the habit of getting into trouble with the most powerful beings on Earth. You will frequently come at odds with S-Class Hunters, or even decide that making Thomas Andre or Jim-Woo at their peak pay for not paying you enough respect is a good idea. I just hope that you have enough power to back it up.

A Bad Dream (+200 CP): Instead of having been chosen by the Shadow Monarch, Sung Jin-Woo will become the vessel of the Monarch of Destruction, Antares, shortly before he enters the Double Dungeon for the first time, or whenever you enter this jump. While he isn't immediately more hostile to you, things are going to become quite heated up rather quickly Antares' early entrance to Earth, as without a powerful protector the planet is most likely doomed. Better hope that there is someone who can stand up for humanity. If you took 'Only I Level Up' and replaced Sung Jin-Woo, then Antares would incarnate into a random human around the same time as a perfected vessel.

You cannot replace Antares with 'Only I Level Up' if you take this drawback.

Eternal Slumber (+200 CP): What a tragedy. It seems that your body has contacted one of the worst diseases known after the apparition of Hunters. Any contact with any magical or supernatural power in your immediate vicinity that isn't directly coming from your own body and soul, will slowly increase the time required for you to sleep, and by selecting this drawback, any abilities or items that prevent sleep will no longer work on you. In a world where magic is becoming more and more prevalent, this may pose a problem. If you enter the endless dream, the final stage of this illness where one can no longer wake up, you will fail your chain.

As you are right now, and with the world being as it is, you should be able to not fall into the endless dream until twelve years after your entry. if you don't ever get close to anything magically related. Getting the Elixir of Life via in-jump methods will at best reset the process but will not fully cure your illness.

[EMERGENCY QUEST: EXTERMINATION] (+200 CP): For some unknown reason, even if you aren't using The System, it seems a pesky annoying feature of it has taken into a hold over you. Not only that, but it's more sensitive than usual. Any hostile intention directed towards you or towards something you own in your proximity will trigger the 'Emergency Quest: Extermination'. These may range from people actually wanting to kill you, to ones simply wanting to steal your wallet. As long as it means some kind of harm towards you or something yours, it will be triggered.

Your goal will be the destruction and murder of any 'hostile' elements in your vicinity. Failing to do so in the next minutes after the activation of the Emergency Quest will result in your death and you will fail your chain. For reference, you will get around two to three minutes per enemy, and a counter of both enemies and time-remaining to complete your quest. You are already getting more CP as your reward, so you won't get anything else from these quests.

[Kill The Humans] (+200 CP): It turns out that you are not human, even if you look exactly like one. No, you are actually one of the monsters trapped in the Dungeons by the Rulers to be used as a training tool to prepare humanity for their fight against the Monarchs. As such, a command has been stuck in your head, giving you a second voice in your head that drives you to kill humans. You begin your stay in this world trapped on a Dungeon, and only after 7 days in the outside world have passed since your entry, you shall be allowed to exit. That is, if you defeat all the Hunters that will come to try and close your Gate, which will send mana readings appropriate for your level, so expect the world to assemble the best Hunter team possible at your time of arrive to defeat you, even if they wouldn't cooperate or stay in the same team otherwise.

War in Heaven (+400 CP): The eternal conflict between the forces of Light and Darkness set in motion by [The Absolute] eons ago, while in truth was nothing more than entertainment to the cruel demiurge, still was very important for the beings whose sole purpose of existence was to fight in the endless war. Now, both sides seem to be reading for their final battle.

Something has changed for this last battle, though. You, Jumper, seem to have attracted the attention of one of these factions, who have set themselves in the task of saving Earth and humanity before their final battle takes place. The Rulers, the former messengers of the [Absolute] now believe that you are a problem that needs to be terminated if the Monarchs are to be defeated. At first, they will set their agent, Sung Il-Hwan, to remove you from the table. If this fails, you should expect at least one of the Rulers, or even their entire army, to come much earlier to Earth with the sole purpose of

getting rid of you. Running from an army that can appear at any part of the world through giant portals may prove a difficult task, though.

The Hunt Goes On (+400 CP): The war between the Rulers and Monarchs is far from the only threat to this world. There is far more out there that can measure up to these beings, like the mighty Titans who can fight on equal ground with the Rulers. It seems that beings of great power from this universe will be attracted to your extra-universal nature, and will regularly show up in whatever location you are using different Gates to pick up a fight with you. If you decide to run, the destruction is sure to be catastrophic, and they won't stop chasing you.

The System Is My Ally (+400 CP): As usual, Jumper gets to be special again. Like Jin-Woo, you are not a regular Hunter, instead you have also been gifted with the System. But instead of taking the powers of the Shadow Monarch, you will be slowly leveling up to regain your own powers! This is a good thing, because by taking this drawback you will be reduced to the power of a Rank E Hunter, regardless of what you purchased in this jump or what other abilities you might have had from previous jumps, as well as sealing your access to any items or properties you brought from other worlds.

This means that you will have to undergo the same daily quests to slowly regain your attributes, as well as the occasional special quest that will grant you access to some of your diminished versions of your previous skills if you were to complete them, creating dungeons specially tailored for you to hone your abilities. Killing monsters or other enemies will allow you to gain experience, that will level you up, granting you more stats and better control at your skills. To regain your previous items, you must either purchase them from the store, or loot them from the corpses of the enemies you face in you in your specially created dungeons. After your ten years are up, regardless of what your progress with The System was, you will regain your full abilities and lose access to the System.

End Of The Cycle (+600 CP): Your arrival hasn't gone unnoticed. The Monarch of Destruction and leader of the Monarchs, the dragon Antares, has peered into the veil that separates his universe with the rest of the of universes that you have visited, and has been empowered by it. As such, he and the rest of the Monarchs have gained an increased power, roughly to be at least equal to the strongest enemies you have faced in other settings, with Antares himself being at least your equal or as strong as the strongest enemy you have faced, whichever is higher. Not only that, but the Monarchs have also reinforced their armies with monsters from other worlds that fit their themes, making their victory all but guaranteed.

If you haven't visited any other worlds yet, then the Monarchs will all escalate to the level of the Shadow Monarch at least, with the Monarch of Destruction becoming as stronger than Jin-Woo at the end of the series, their legions doubling thanks to the reinforcements arriving from a parallel reset.

Not content with that, it seems that your entry has also shattered the Cup of Reincarnation, making it impossible to use it ever again, and the Monarchs now seem too eager to accelerate their plans to invade Earth bring an end to their war with the rulers. It will be only a matter of a few weeks before they attack.

The last hunt will begin shortly. And you have been declared the most prized prey, because all the Monarchs believe that can get even more power if they manage to kill you.

Ending

If you survived after 10 years, you may choose any of the three following options. If you died your final dead here, you can only choose Return Home.

-Return Home, and restart your old life in your original world.

-Stay, as this world still has many stories to tell.

-Move On, as you head into your next jump with everything you gained and purchased here.

Notes

Shadow Soldiers created via the Shadow Monarch's powers follow you from Jump to jump as they hide in your shadow. Other creatures created either through **Monarch's Army** or **Seed of Yggdrasil**.

Rulers and Monarchs of Rank lower than B can eventually train the other abilities that are unlocked by growing out of their vessels, but doing so would require greatly strengthening their bodies to protect them from having them destroyed when channeling their mighty powers. Even a National Rank Hunter's body won't be able to channel said power for more than a few seconds before being consumed by it.

While in this Jump, Rulers that are or have reached the power described in the B Rank and are fully incarnated, they can freely summon to their side Winged Soldiers, much like the Monarchs can create new monsters.

If you are a Monarch who takes the **Ruler's Authority**, you may choose a fallen Messenger (the old name of the Rulers) who has become a **Monarch**. Conversely, a Ruler that has acquired the **Monarch's Army** ability may be yet unseen result of a Monarch switching sides. Fully replacing the Shadow Monarch or incarnating as his vessel does require taking **Ruler's Authority** as a Monarch, but you may still just gain his power of Death as a Monarch if you don't wish to fully replace him.

If Jin-Woo or someone else ever uses the Cup of Reincarnation during your stay, you and your companions are guaranteed to not be affected by any changes that they made. It will still be very confusing if they suddenly change the complete history of the world for the last 10 years.

On **A System of Your Own**, you may attune any kind of general ability you wish to. This may include general magic systems or just defined specific supernatural powers. You may only be able to train them to the limit of what's currently possible for you. Once you have finished 'leveling-up' that ability, you can choose to retain access through it of The System and deactivate the daily quests. Yes, while the System is active, failing the daily quest (which will always consist in some easy to achieve although maybe a bit time-consuming task) will send you to a penalty zone filled with monsters that will at least pose a mild threat to you, either through numbers or sheer power. Additionally, you may remove your current attuned ability from The System at any moment and replace it with another to train it if you wish, but you can only get daily quests and special quests from a single ability at the time. This means that you shouldn't expect to train more than a single ability through the quests of the system daily. Any progress or

equipment gained from the previous ability will be preserved until you decide to switch it again.

On the other hand, you won't be receiving the [Emergency quest: Extermination] with this perk, nor will The System be able to directly kill you as a penalty.

On how **A System of Your Own** and **And the Abyss Stares Back** or similar general uncapper perks interact, you will be able to keep training your abilities via The System indefinitely if you combine the two of them, but you can choose to fully deactivate The System whenever you reach what would be considered as 'mastery' over the ability that you have currently attuned to it, either at that point or at any point further after that.

If you purchase the **And the Abyss Stares Back** *or* **A System of Your Own** perks along with a weaker ruler rank, you may decide to purchase the power of one of the A or S Rank Monarchs or Rulers, such as the Shadow Monarch and the Monarch of Destruction, and then grow into the full power that they would have. If you don't purchase those perks, you may still choose to take an inferior version of the Shadow Monarch or the Monarch of Destruction powers, but they will remain inferior unless you manage to improve them with something outside of this jump. For example, the numbers of Shadow Soldier that you could create being Rank E would be only a small drop of water compared to the ones the original Shadow Monarch could create, being around fifty compared to millions.

On **Rune Dropping**, for future worlds this perk will consider as skills any supernatural ability. For example, a troll's regeneration or a dragon's breath are valid options for runes. A Marvel's mutant's power would also be on the table, as would meta-magic abilities inmates to a race or an individual like a dual-casting special talent, but things like specific spells or knowledge won't.

If you take **Only I Level Up** to replace Sung Jin-Woo while having Rank E, and you are not taking **The Glory Days,** you may decide to have your System via a System of Your Own follow the same dungeons and developments the Architect and Ashborn would have prepared for Sung Jin-Woo. And just like Ashborn did for Sung Jin-Woo, the System control will be wrestled from the Administrator the moment you grow enough in power to start incarnating as the Shadow Monarch. If you don't but still are incarnating as the Shadow Monarch with the **System of Your Own**, assume that you will follow similar but different developments in order for your body to accommodate Ashborn's power.