

This is Kang Hansoo, after receiving the <Body Enhancement Surgery>, in his right hand is <Forked lightning>.

Reincarnator

Version 1.1 by Axobada

Welcome jumper or whatever you would like to be called, sadly or happily, you are now transported to the <Otherworld>, regardless of your current level of power this is a place that can offer great challenges and rewards, so are you up to the task ahead? To brave into the abyss and survive? Or if you are truly capable enough to conquer it and win?

Regardless of your choice of scenario or possible timeline, you arrive at the <Tutorial>, together with 100 random humans, you are holding a sharp knife and wearing plain clothes.

The jump will follow the <Colored zones>, which emcompasses the Tutorial up to the Violet zone, starting from the tutorial, the duration of the jump may vary, if you climb up to the Violet zone, you may leave at your discretion, or you may simply climb slowly, but only after when abyss is opened you are allowed to leave, if you managed to finish your jump alive then you can come at a later time as either a possible end-jump or continuing your adventure delving the <Abyss>.

You are given 1000cp to help in your stay here.

Origins:

<Drop-In>: You are directly dropped in one of the <Tutorial> areas with other humans with no identity and acquaintance on this version of earth that humans come from and the Fairies won't be able to distinguish you from others.

<Civilian>: Living an ordinary life on earth that has recently experienced many mass kidnappings happening in thin air, when it's your turn it becomes known to you what those kidnaped people are going through.

<Officer>: As someone who upholds the law and protects the innocent people it becomes your duty to find those missing people from the mass kidnapping happening and when you become entangled with it becomes your role to lead and protect them.

Timelines and Location:

There are three possible choices here:

You start at the same time and location as Kang Hansoo, in this option the colored zones have existed for 20 years already.

You start at the very beginning of the <Tutorial>, you have 20 years to build up before meeting Kang Hansoo and make good or bad changes if you are capable enough, or even meet people like Keldian, Eres or Kang-tae.

You may start at the same time as Kang Hansoo, but in a different tutorial area, or at some other time of your discretion between the 20 years that humans are being kidnapped and thrown into the <Tutorial>.

Age and Gender:

This is up to you, you may choose freely, just remember that females may not have an easy time here at the beginning and your gender and age will reflect in your starting runes.

Perks:

All 100cp perks are free for their respective origin and the rest are at a 50% discount. General perks are undiscounted.

General:

Rune and Skill System(Free for Everyone): In this world this is a basic requirement for survival, as it allows you to absorb any runes and skill and strengthen yourself, this also allows that any living being you kill to drop a certain amount of runes, humans included, the drops are based on the difficult of the monster, being killed in question, in order to check your status you have to touch

your ear. If you want to be strong from now on, you need to collect a lot of runes. Your muscles won't improve no matter how many push ups you do and by default you unlock the eight great stats from the start, along with you being granted a special skill <Protection> which allows you to hide your outsider nature from the <Administrator>, although they won't mind having another powerful player in their twisted game. You may keep this system after this jump if you pay 100cp.
Note: You will keep the overview of the system even if you transcend in-jump.

Trait (Free for Everyone): In this world where mana exists, something awoken inside of you, a trait, something very unique about yourself, this is random, but is generally based on your previous life or can be something completely unrelated, in any case this is a necessity, as developing and using it properly may increase greatly your chances of survival or you may even thrive, for additional 300cp undiscounted you may buy another trait up to 2 at maximum.
Note: Choose one in notes, or create your own.

Trained Body (100cp): You are a lucky one, before being dragged here your body was quite strong, roughly twice compared to an average human, so naturally this will translate well in your survival chances, as such you will begin the <Tutorial> with the equivalent of possessing 20 in all eight great stats giving you a large head start compared to others in the <Tutorial>.
Note: This is enough to be ahead of everyone in the tutorial.

Weapon Mastery (100cp): Before being dragged into the <Otherworld> you had a degree of mastery with a single weapon, choose a single weapon, you will obtain a medium level of mastery using it, enough to hunt down beasts by yourself, this will also increases the chances of dropping artifacts of the same type as your weapon of choice.

Green Zone Boon (200cp): With this instead of feeding runes into your artifacts , using them will push them to the limit of your current zone, they will still be limited to the zone you are in however, for them to go beyond that you will have to climb up and gain experience in different zones, you now have this useful upgraded system even in other zones.
Note: You may keep its evolving potential for artifacts if you wish after this jump, allowing you to upgrade any equipment you use by simply using their functions with this.

Efficient Control (200cp): Using a skill is quite simple, all you have to do is simply implant them within yourself and use them as much as your mana allows, but usually a lot of mana is wasted if you don't have proper control, now you obtained a great advantage, you can use your mana very efficiently, it won't lower the cost of mana, but you are only using enough to fulfill their purpose, with no mana being wasted due to lack of control.

Body Enhancement Surgery (400cp): By undergoing a surgery your protein-based muscle is replaced with liquid-metal-based muscle, the surgery has the option of increasing one's height and muscle appearance, it provides the user powerful

strength increase with a minimum of three times and limitless stamina but this is all secondary, the primary purpose of the surgery is the regeneration boost that allows one to heal even fatal injuries, just as long as the person is still alive. The silver liquid that runs around one's body allows one to regenerate at a rate tens of times faster than normal. The silver liquid metal can reattach missing limbs and even knit up a person's lower half if it is cut off - as long as the person can pull himself together quickly enough, this comes with an two option either you gain this from the start or acquire it as a fiat-backed reward in the <Tutorial>, or if you want the hard way without paying here you can acquire it.
Note: You can only get that without extra effort in-jump if you are in the same second timeline as Kang Hansoo and after he conquers the <Orange Zone>, otherwise you will need to find the means of acquiring it by yourself.

Mana Pool Surgery (400cp): This surgery creates and places an organ called <Mana Pool> into the body of a person which gives the person an amount of mana "as large as the oceans", It allows the person to use mana "non-stop like monsters for days", and increase the original mana capacity by a three times, this <Mana Pool> organ can also be used to merge all types of energy that the jumper has access off into one singular energy that has all the positives and and devoid of the negatives, this comes with an two option either you gain this from the start or acquire it as a fiat-backed reward in the <Tutorial>.
Note: You can only get that without extra effort in-jump if you are in the same second timeline as Kang Hansoo and after he conquers the <Yellow Zone>, otherwise you will need to find the means of acquiring it by yourself.

The principle of transcendence (400 cp): What actually separates a Violet zone level adventurer from an 1 star transcendent is something simple, yet extremely complex and difficult to accomplish, that is the ability to freely manipulate your runes into something greater, being able to use and mix all of them at the same time to achieve much better results, and now you acquired this incredibly ability of fusing runes and skills to a certain degree, at the beginning you will only be able to mix runes and skills, but as you grow in power and acquire more control and mastery over your powers you will be able like a transcendent fuse different powers into something superior, should you attain a level similar of a 7 star transcendent of power then you would be able to freely break the walls between your powers and create a singular core that can be easily manipulated and strengthened for your own purposes and through this by developing this core, develop all the different skills that are mixed in it.
Note: This will work in any power or ability you may possess, yes all of them.

<Sovereign> (600 cp): You have an upgraded form of the <Lord> trait, with this trait you can bind to yourself at the beginning 100 followers, which will grow as your soul becomes stronger, this allows you to give them your symbol and set them as your <Subjects>, and if they are set as such, they will follow you through jumps, they won’t get any perks or items from the jump itself, only things you give to them or they acquire by themselves, they still maintain their personalities and a degree of freedom, but they will follow you anywhere you may go and will follow your orders as long as they aren’t suicidal or go against their principles.

Note: You can't set someone as <Subject> without their approval and they can at any given time simply leave should they wish, remember that instilling loyalty and giving proper rewards for your followers work is a duty of a proper <Lord>. They will maintain things acquired in different jumps through this.

Kang-tae Luck (600cp): This guy is the stuff of legends, seriously, and now you have the same luck as him, he was once called "Fate Creator", because of his endless amount of luck, he always managed to pick useful skills and artifacts that allowed him to become mankind strongest, a warning that this luck is meaningless if you don't work to obtain rewards, as he could only get such things because he always stood at the front lines of the battlefield and reaped the greatest rewards, this perk will give you the chance to drop a <Single numbering skill> in each colored zone, but for that you must still face proper challenge and hunt enough to get that chance.

Star of Transcendence (600cp)(Mandatory Favored by God Drawback): Like Kang Hansoo, Tiamet and Noah, you were born with something very special within yourself, different from others beings who were created from others materials by God, someone who possess it contain his personal divine heritage, the benefits for possessing it are, a natural resistance against superiors beings presence and domains, you also don't possess any limits in your growth, any type of growth you pursue is unlimited and greatly accelerated, anything that tries to contain your development will miserably fail, the only limiting factor for you is yourself as you are now capable of attaining the same level of power as God with enough effort given enough time.
You may alternatively pick the **<Seven stars>** trait as it one of many manifestations of a <Star> or create something similar to it.
Outside this jump you will obtain an Angelical form that reflects your true heritage should you achieve transcendence.
Note: A star of transcendence is a shard of God that allows endless growth for its holder, more info in the notes.

Drop-In

Survival Instincts(100cp): With this perk your most basic instincts are boosted, in situations of fight or flight you will react, when fighting it increases the users instinct to predict when or where the opponents would attack allowing them to guard and counter should they are able to and when running it would instinctively guide the users when would be the right time to disengage their opponent and run. this doesn't make you stronger, just more likely to survive if you don't understand logically the level of danger you are facing.

Humble Presence (100cp): To other your presence in not threatening more like normal compared to others, but this makes other people likely to ignore you unless your are actively antagonizing them making them focus their attention to you, in combat with large group of people monsters or people are likely to attack and focus their attention to those around you.

Treasure Hunter (200cp): Every zone has their own treasures that would give anyone who acquired it with great advantage compared to others, with this you gained a innate sense of finding treasures no matter how hidden though the greater the distance and the more powerful the mechanism that hide the treasures would make your innate sense give you its vague or general location along with the instinctive sense on how to trigger quest to gained them, this also gives you the ability to sense how many hidden treasures their are in a vast area around you, in this jump it covers the entire zone while post-jump would make it roughly a tenth of the size of earth.

Survivalist (200cp): You had a weird hobby before arriving here, cooking, now with so many different beasts and different ingredients laying around, it has given you many ideas for different dishes, you can now turn even the ugliest monster into a delicious beef with simple cooking tools, you could even make herbs and tree barks into something memorable if you put some effort.

Distant Memories (400cp): This is not the first your in this world but its your second time, like Kang Hansoo you came from the future on this world to give humanity a chance to survive, each time you enter a jump you would gain memories of an alternate you who made actions and choice based on your current personality and abilities, allowing you to know what would happen to the future and what would be a problem giving you time to prepare for the worst and make the possible golden ending that you want.

Fairy Attention (400cp): For bad or good, you have done it, just like Kang Hansoo, your behavior or something else gave you away and you are now under their watch, this won't be detrimental unless you somehow manage to piss them remember that their "cuteness" is just a show, but the good side is that from now they will always watch you and if you can entertain them with your struggle you will be rewarded, they won't reward common or normal actions, but should you do something memorable so will be their reward. After this jump they will follow you, watching and properly rewarding you for their own amusement. Note: After this jump this ability becomes toggleable , you may dismiss their ability to watch you, they will be harmless after this jump, only wanting to have their fun watching and rewarding another being with great potential.

<Growth> (600cp): Usually for normal adventurers, their growth would be limited in certain ways, not simply because they need to obtain combat experience, but because the stronger the skill the more time it takes for it to be trained and raised to a decent level of mastery, but you have something akin to a <Trait> a very powerful innate ability, that allows you to raise the mastery of your skills much faster than others, while a common adventurer would take 10 years to push a <Single Numbering> to complete mastery you can do it in a single one, this doesn't give them any sort of special ability, simply letting you raise the mastery of skills at a much faster rate.

Sage's Heritage (600cp): The Sages grow at an extreme rate. They are able to learn very quickly with tremendously high intelligence, invent marvelous technology

and improve them. Their cells get reinforced by the mana as time goes on which in turn enhances their body, all this because they are born with a unique organ within themselves that convert their ingested nutrients into mana. Their control of mana increases and their wisdom as they age. Their nickname in the past had been the Race of the Dragons because they were like Dragons who got stronger as they got older, and you are somewhat different, even though you might appear like a human, your true heritage is that of a Sage, giving you all their innate skills, but because you never inhabited a world that had mana, this power has been dormant, and now more than active, you will feel this slow transformation as your body gradually becomes one of a true Sage.

Civilian

Myself First (100cp): A very common thing that happens when people arrive at the <Otherworld> is the fact that they don't quite understand their new reality fast enough, you are now exempt from this as you are capable of prioritize your own self in deadly situations even at the expense of others, just don't become like that crazy <Dark Mad Lord>, you don't want to have that kind of attention.

Piercing Gaze (100cp): The rune and skill system that exists in the <Otherworld> can be quite misleading sometimes, you simply can't judge someone by their appearance, as someone with a frail and weakly appearance could be the strongest resident of the place sometimes, you can now see through it though, this won't give you information about a target you observe, but you will know instinctively their level of power by merely look at them.

Ankle Protection (200cp): A usual problem of this place is that when you make enemies and don't finish them off, they will manage to somehow get back at you out of pettiness, now you are exempt of this big issue, if you beat sense into someone, they will listen and behave, that is, if they aren't one of the madman who roam around, these people might need a more "permanent" solution, call it culling the weeds.

Ruthlessness (200cp): If there's a lesson this place has to offer is this one, that weak-minded people don't last long, luckily you have learned that lesson early on, being able to rationalize and deal with any situation no matter how costly may be, with no emotional baggage, because sometimes all that matters is pushing forward no matter the cost.

Forced Cooperation (400cp): A usual problem of this world is that everyone is just trying their hardest to simply survive, which usually leads to bickering and fighting all the time, this can be really dangerous in certain situations as everyone will prioritize themselves instead of the collective, even betraying their own species to survive another day, you can now mitigate this through sheer might, should you be strong enough, you could impose rules over others and they would follow, of course you would need to quash the weeds in order to these rules work properly but after this people around you will cooperate, of course not happily but out of fear of incurring your wrath.

Keldian Ability(600cp): Very much like him, now you posses an unparalleled intellect, being able to rationalize and understand any situation and complex things at a glance, this won't give you raw knowledge, but rather the ability to be a sponge and learn at a much faster rate than others and assimilate it, being by itself a very powerful skill to possess and like him be able to use thousands of skills at the same time.

Nerpas Heritage (600cp): You were born differently, and the moment you arrived in the <Otherworld> you realized, you weren't completely human, but rather a hybrid of an ancient powerful race, this gives you the ability to divide your soul into fragments and give them to others, it will give them access you a portion of your power, should they accept the fragment, it will slowly eat their own souls as they channel your power, as their souls get devoured all their memories and abilities will be learned by you, allowing you to take control of their bodies permanently, this is the method of reproduction of the Neropas, a soul parasitic species, that evolves constantly by taking over the bodies of stronger species and constantly learning from it by making enhancements on themselves.
Note: You could give your fragments to others in a non-malicious way.

Officer

Hardened Will (100cp): This perk offers a different kind of boost, you are now more mentally resilient to difficulty in general along with a decent increase in willpower, you can now simply ignore how poor your living conditions are and keep going through sheer willpower, this doesn't lessen your needs, just make you less emotional about them and push forward in order to survive.

Battle Experience (100cp): This perk will give you a basic combat experience and muscle memory of fighting, it won't make you a master of any sort but gives you the basic moves, stance and footwork needed to keep up with others in battle and match an average human in a brawl, you will now act instead of being frozen in fear when in a combat situation.

<Punisher> (200cp): You have a different aura than others, when in your presence, the wicked feels raw fear, this will make leaders of any kind seek you in order to hunt down the vile and evil, giving you the fame of a fair and reliable person, your mere presence makes people more compelling to follow the rules, but know that it will only have effect if you abide by these same rules and uphold them using your might.

Synergy (200cp): You have learned something very useful, the power of working in a group, you can now fight alongside others without getting in their way and always contribute your piece for success, while you are in a group everyone will share this powerful ability, making you a valuable member of any group.

Personal Fighting Style (400cp): Before arriving at the <Otherworld>, you were already a seasoned fighter, and now this place allow you to shine even further with the superhuman abilities that runes, traits and skills can grant, you can now

seamlessly integrate your skills, artifacts and body quirks in a personal fighting style, that will always fully integrate your skills and body into a machine of death.

Medical Surgeon (600cp): By some miracle or coincidence you found an memory crystal left by Karmen an sage king and genius researcher, it gave you the medical expertise needed to perform the <Body Enhancement Surgery> and <Mana Pool Surgery> without the need for the crucial materials normally required to perform the surgery, even using crude or substandard equipment you can successfully perform it to other humans and races that you want to perform it for.

Eres Charisma (600cp): She's the same as Kang-tae, someone out of legends, someone who stood until the very end of mankind, and now you posses the same powerful ability that she posses, that of overwhelming charisma and leadership, allowing you attract likely minded people to follow you and literally talk everyone of the tutorial area to set aside their difference so that they can work together for greater odds of survival, this also makes you good at keeping those that followed you in line as well as leading them in battle.

Items:

You gained a 300cp stipend to spend in the Item section only and can't be used to purchase perks and companions with this. All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, items.
You may also freely import your equipment to obtain the artifacts abilities into similar equipment.
You gain two 50% discounts in each tier of items, two 100 cp items may be taken for free.
Note: If you purchase Mjolnir, you may instead get the three godly treasures and then combine them later into it.

General

Food Jar (Free for all): A pouch that has a special ability, it produces a fixed amount of food daily, enough to feed 10 people at the same time when not eaten immediately the Food Jar can preserve it until consumed or removed, it can also be used to store materials or small items as well as preserving perishable things.

Rune Eater Baby Snake(Pet)(-100cp): This baby snake eats 3 stat runes of any type and converts them into 2 stat runes of your choice, a useful pet to possess in the tutorial where the runes dropped are not balanced between the 8 great stats.

Judgement of Dekrados & Justice of Dekrados(Set item, colorless artifact)(100cp): A set of two weapons a scythe and a chain with a dagger attached The scythe possesses the skill <Judgement> which utilizes the user's Mana to increase the destructive and explosive power of impact. The chain is capable of stretching to a length of at least 200 meters and withstand great force, and possess the skill <Suppression> which continuously drains the mana of the entangled victim

and can be used to lower all of their stats. <Division> allows the dagger to be divided into twelve copies that have the same durability but once one of them is broken then the broken copy wouldn't be regenerated even if you were to use Division again. And, <Collection> which allows you to collect all the daggers into one. when used together a special effect <Reinforcement> turning the chain became even stronger and the dagger sharper when used together.
Note: The reason for its abnormal skills as a colorless artifact is the difficulty of using such a weapon.

Arangkal's Bracelet(100cp): It absorbs the user's mana to give basic invisibility as well as sending out force waves to interfere with the enemy's perception.

Inkaron's Golden Cape(100cp) Boosts Charisma, Charm, and Luck by 15 and the 8 base stats by 5%.

Import(200cp): You may import your gear, by importing them, they become fiat backed and can be fed runes to grow while in <Otherworld>, this guarantees that they will grow until the Transcendent level or even further should you feed it enough runes and materials.

Demonic Jade Crystal(200cp): If used temporarily boosts all rune stats to 99.99% of your current colour and lasts for one day. The side effect is that after the boost disappears, all stats fall to 0.01%, this item will reappear in your warehouse in a week if you use it.

Fake Philosopher's Stones(200cp): Can be used to temporarily increase the capacity of equipment, when used in artifacts allows it to absorb runes of one level higher than it originally could, the drawback is that the item will break after being used for some time, you receive 10 of these, if you use them, they will reappear in your warehouse in after a week, if use a minimal amount they get simply get replenished.

Seven Stripe Cape(200cp): An amazing cape that increases the defence against seven different weapons.

Drum of Lempal(200cp): All of your allies within 300 meters had all of their stats increased by 15% even if you were just holding it. And if you beat the drum, the effects were even more glorious. One beat to increase the regeneration speed of those who heard it, two beats decreased the perception by 15% but increased strength and agility by 25% and three beats even increased resistances. You couldn't use it for 5 days once you beat it three times.

Spirit Stones (Artifact enhancement type)(200cp): Artifacts which can enhance weapons after being embedded in it. They give particular and strong elemental powers to the owner. It has a berserk mode that allowed one to exert a power numerous times more powerful but at the cost of destroying the stone, This can be used in any item in order to given them powerful elemental effects and skills, you

receive two different types of this stone every month in your warehouse if you purchase this.
Note: It can be either used in an artifact for permanent enhancement or be expended for a temporary power boost.

Dragon Essence Blade (Zero numbering growing artifact)(400cp): The Dragon Essence Blade is a Growing Artifact that grows every time one enhances their body using it. The Dragon Essence Blade enhances the skeletal structure while the essence that comes with it reconstructs and greatly enhances the user's body. It also increases the regeneration speed of the user.
One can control the bone fragments and have it form a small shield in one's hand.

Mana Jade (Zero numbering growing artifact)(400cp): The Mana Jade is a shining crystal-shaped marble growing Artifact that consists of four jewels. The Mana Jade is inserted above the user's heart and syncs up with the user's heart. If the Mana Jade is burnt out from overuse, it will turn off and won't work for a while. The Mana Jade supplies the body with tremendous amounts of mana. It is a tier higher than the Mana Pool Surgery. Instead of being a higher tier Mana Pool, it's more like a lower tier Mana Engine.
Note: You can have both the Mana Jade and the <Mana Pool>, as they will both enhance each other.

Weapon eater (Solo numbering 6)(400cp): This armor is a Growing Artifact that grows by eating up gears. It would get harder and harder and change its color once enough has been devoured. It would evolve once it ate thousands and thousands of gears. It only ate the good materials from those gears then created armor that fit the user's body. It shows a much higher hardness and mana conductivity compared to other armors.

Forked Lightning (Zero numbering)(400cp): A giant 3m golden spear, a spear of punishment, that allowed the Elvenheim King to kill anybody who has gone against the king, whoever they may be. The Forked Lightning is a growing artifact. It has a homing effect and can follow a target over long distances if supplied with enough mana. It has great durability, flexibility, and penetration. It is very near unbreakable.

Arham’s Shield (Solo numbering, Growing artifact)(400cp): The godly treasure of the empire. A shield which disperses all forms of energy that are malicious towards it. Arham's Shield is a small black shield one can attach to their hand. Yellow light emits from the shield when one pours mana into it. There is a strange indent on the shield. It was held by Tiamet. The yellow light that emits from it can gnaw away at the enemy's mana and reinforcement. Though it does not have a uniquely powerful attack like the God's Flail, this single passive skill effect in a battle is tremendous on its own. It is inferior to the Power Destruction ability of Nurmaha's Ring but still works as a form of dispelling.

Rangkom’s Stake (Solo numbering, Growing artifact)(400cp): One of the godly treasures of the empire. A very ordinary, sharp, white stake. Looks crappy looking. There are a few protrusions in the stake.

Tiamet was using this stake in order to take in and suppress a large amount of mana into his body in order to transcend and become a dragon.
Not much is known about its abilities. It can suck in a tremendous flow of energy and suppress that energy into one's own body. The user can use the mana within to power one's skills, even if one isn't present.

God's flail (Solo numbering 3, Growing artifact)(400cp): One of godly treasures of the empire, God's Flail pulls out the souls within it to power itself.
God's Flail is a head-sized blood red metal object that resembles a bell or anvil. It is covered by hundreds of bloody veins powered by mana. These veins radiate a ton of heat. There is a strange hole in the flail. By using a minuscule amount of energy from the souls within, the flail can be thrown towards enemies and home in on them using sharp turns. Blocking it will cause a person's body to blow up while dodging it will cause the person's head to be pierced by the snake-like movement of the flail. Using the flail to smash directly is more efficient than throwing it however.

Dark Cloud (Zero numbering growing artifact)(400cp): The Dark Cloud artifact grows the more it infects. It can be summoned from a person's body at any time. When an organism is infected, they can be enhanced. An infected beast would be able to win against 3 of its previous versions. Infected beings are able to regenerate itself no matter the attack until the owner of the cloud or the cloud itself dies. Even if one knows about the cloud, if they do not use a special attack it will not die.
To control a living being, one needs to beat it half dead and put the dark cloud inside of it. At the same time one can receive their memories.
To control a nonliving thing, one must inject the cloud and mana into the object. The cloud sends information about the object to the user. It is also capable of molding liquid metal into armor.

Melchizedek (AI, transcendent level follower) (600cp): A 2m tall humanoid robot with a defined jawline. Melchizedek or The Machine King is an AI who was created on the planet Angkara, sent to Nelkipa to help manage it. Melchizedek is a curious being that pretended to be a human as it roamed around the entire blue zone. In the first timeline, Melchizedek treated humans favorably and was kind and friendly, if you purchase this, you will get a copy of him, that will always be kind and helpful, unlike the one who got twisted and evil. It won't occupy a companion slot, unless you give it a biological body, his potential for growth as an AI is endless and his usefulness simply too great, as he could rule entire zones with his capabilities and innate power.

Ark-Roa Egg (Abyssal monster, transcendent level pet) (600cp) A dark shadow that doesn't have an actual body or even any form of consciousness. Just pure gluttony. The Ark-Roa is a race with terrifying potential, enough to chew up dragons for breakfast and demon kings for dessert. Due to their potential, they are hunted in their infancy to the point of extinction upon discovery in the Abyss, you obtain one egg of this powerful abyssal race, it will see you as it's parent and as long as you groom it properly it will become a very powerful helper, it is a simple minded being that basically lives to eat and grow, it will always protect you and if it's somehow killed it will respawn after a week, it won't occupy an companion slot as long as its

simple mindset is maintained but if it evolves beyond that you will have to import it in future settings.
Note: You may import a pet to acquire these capabilities.

Nurmaha's ring, The Absolute Ring (Solo numbering 9)(600cp): Nurmaha's Ring is a Growing Artifact that has eight abilities, each unlocked after feeding it runes to the next color. It's abilities are: Nullification of mana, slow, bleeding, lifesteal, mana absorption, five sense paralysis, magic resistance nullification and physical resistance nullification.
Its powers are strong enough that it could be freely used even against transcendent beings, one of the most powerful artifacts that can be found in the Colored Zones.
It takes a fragment of the soul user and stores it in an hidden pocket dimension that can be used to resurrect the user by allowing the owner to take over the body of anyone who equips it and activates its powers, this resurrection will work only once per jump.
Note: This version won't come with Noah's soul fragment, only the one that can be obtained in jump will host his a fragment of his soul.

Mjölnir (Zero numbering growing artifact, transcendent level)(600cp): Mjolnir is a head-size red anvil with a black top and a white handle.
A hammer that always desires to destroy, no matter it the opponent was an enemy or its owner. While not in battle, the energy will head towards the owner to rip apart his muscles, burn up his nerves, and break his bones. The destructive energy will flow into the owner's body to rip apart his internals. The hammer has a lot of pride. It will not accept those that deny its energy as its owner.
When the hammer hits an enemy, the sky splits apart as a humongous bolt of lightning strikes down. When this bolt of lightning hits, every nerve fiber in the enemy's body will seem to scream with pain. The central nervous system and even the enemy's muscle will be paralyzed in an instant. Bolts of lightning will strike around the hammer.
Smashing the hammer into the ground summons a giant bolt of lightning, thus creating a pillar of lightning.
As a Zero Numbering artifact, it will not break under the strength of a Transcendent.

Neropa Parasitic Armor (Zero numbering growing artifact, transcendent level) (600cp): A living armor. A smooth and shiny set of armor, like that of an insect. Bright blue organs and muscles are visible between the armor and the user. The armor connects to the user via various tentacles and spines and uses these to suck out the energy of its user. Strange liquid can seep out from inside that can quickly fix and mend cracked areas of the armor. The armor forcefully and continuously sucks out the energy from one's body. Although it gives tremendous strength to its host, it gnaws on the life of its host and causes the host to go insane. The armor is more evil than any parasitic abyssal creature in existence since a parasite at least cared about the survival of its host. The blue armor, however, didn't care about the host's body at all. It only cares about how it can suck even more energy out from the host's body, but all this damage come with a great boon as this is an adaptive armor, and the more energy is provided the greater the protection and strength it gives to user, the malice of the armor can be tamed overtime.

When the armor transfers to a new host, it will send out a few spikes to pierce the person in order to suck the person's energy. After scanning the new host's body, it will transform from hard armor to liquid-like form from the old host to the new host. Afterwards, it will crystallize. A strong adventurer would be able to handle the strain the armor may cause, using survival and regeneration skills.
Note: With **Neropa Heritage** the armor will recognize you and accept you readily, being able to bound in more efficient ways due to them being made for your enhanced physiology.

Abyssal Archive (600cp): This is an gigantic archive made by the Neropa and later finished by humans using **<Noah>**, it houses the most dangerous species of the Abyss, almost like a Zoo, with a safe environment where they can live and reproduce but will always be contained, it has information about their powers, specialties and methods in how to handle them. It doesn't require any kind of maintenance as these environments are self-sustainable, after this jump it will contain all the dangerous species available in the setting, even sentient, sapient species will be within this archive, expanding automatically to house more beings as you visit different places, it will become an warehouse attachment or it can be imported into a location of your choice at every new jump.
Note: If you purchase <Noah> then it will be within it.

<Noah> (600 cp): This an ark made by the Neropa race, it is made of Exinium a metal that can resist attacks of beings in the 6 stars transcendent level, this gigantic ark resembles a white moon, and can house tens of billions of inhabitants, it is able to artificially create environments and recycle matter in new materials and gear, the most important part is that it houses the **<Blue sunlight jade>** a tool capable of folding space-time and recycle planets and stars into energy for it to be upgraded or be used by its inhabitants, this is an ark that could be used for uplifting entire species or a tool of war using the eighteen **<Red jades>** that works as its reactors, if used by an individual properly the energy they provide can be used to fight against transcendents of the Abyss.
Note: If you purchase this you will acquire the knowledge in how to build new Arks, you still need find the propers materials to do it however.

<Erkanian's Time Space Crystal> (800cp non discountable): This incredible artifact allows one to travel to the past, you can use it once per jump to go back to the beginning of the jump and undo/change anything you may have regretted doing or prevent something undesired from coming to fruition. It can also be used once to make something really memorable, you may use it to restart your entire chain, you will be in a tabula rasa state, without any perks, powers or companions you acquired so far, but will retain your experiences, you may change your purchases and jumps by using this draconic artifact and start anew very much like Kang Hansoo did, and maybe with your accumulated knowledge turn into reality that perfect ending for yourself and your companions you once envisioned.

Companions:

You may import companions for 100cp each and they get 500cp to spend in perks or runes, but take note that the place you are going is hell and they may not enjoy suffering together with you.
For 100cp you can get canon companions, yes even Kang Hansoo, the serious and quiet fighter, Kim Kang Tae the luck pervert who dreams with a personal harem, Eres a beautiful woman with an unparalleled charisma and leadership that wants to save all humans or Keldian someone who even thought is bit ruthless is someone you can trust at any given time, note that it won't be hard to convince anyone of them to come with you out of the <Otherworld>, since well they are already in the <Abyss> how could it get worse?
For 100cp you could also get other canon characters, such as Enbi Arin, Sofia Vergara, John Stone, even some of the antagonists if you wish so.
Note: If you can convince them in jump they can come with you for free, only needing you to import them in future settings as they would gladly take the chance to rest from the hell that was their lives in the last decades.

Runes:

(+600cp stipend in this section only and 2 free discounts in any type of skill, one unnumbered skill may be taken for free).
Excluding the overall high level danger of this place, there's a good side, and that is the runes, they can grant a human very powerful abilities based on their level and difficulty to obtain.
There are countless skills that are used but not described in the series, so you can create some within reason, but these are the strongest, most notable of all.
(100cp for a skill with low potential, 200cp for medium potential and efficiency, 400cp great potential and efficiency, 600cp for high potential and efficiency and 800cp for something akin to a <Zero numbering> which holds endless potential for development and could be used to transcend in-jump.)
Note: If you purchase them here, you will have them within yourself already, or optionally you could have the rune in your hands, it is optional.
The skills are classified in numbers based on their strength, potential of growth and overall efficiency.

<Unnumbered skills>:

<Aronan's Chaser> (100cp): A chaser type skill, allows you to track targets using their scent, it will point you towards the general direction of the tracked target.

<Limit Breaker>(100cp): A self buff type skill, you can use it to burn your current runes to obtain a temporary boost in all your stats, it comes with a great downside however, if you keep using it the mastery will rise too quickly and if you spend all of your runes then it will burn off your life force until you die, it can't be stopped if it has high mastery, being a suicidal skill that most adventurers avoid using or learning.

<Barb Snake's Shockwave> (100cp): Attack type skill, it fires a shockwave of compressed air out of the user's mouth.

<Monumental Air Path> (100cp): Movement type skill, allows the user to float and fly in low heights, could be used to fly higher with high mastery level.

<Blue Carrier Pigeon> (100cp): Allows the user to summon a blue pigeon, it's commonly used to send messages or communicate between long distances.

<Combined Ringing> (100cp): A skill that allows the user to feels vibrations in the air and the ground. It's strong point was that it could spy on conversations quite a distance away and that it wouldn't be caught by others since it didn't use mana to check over the people or it can be used to pinpoint the location of nearby beings.

<Dark Destruction> (100cp): Allows movements through space in an instant. Doesn't make the user invulnerable to attacks.

<Hawkeye> (100cp): A skill that allows the user to increase their eyesight to see things at very far distances.

<Thousand Li Eye of the Man caught within Jealousy> (100cp): Allows one to see the viewpoint of the pre-selected person for 3 seconds when their emotions change rapidly.
Note: Weird name.

<Conceal> (100cp): Stealth type skill that allows the user to hide his presence, at high mastery it turns the user invisible.

<Ekrool Troll Tribe's Essence> (100cp): This skill does not take mana and has no restrictions but makes the user more gluttonous. Effects: Increases regeneration and makes the skin harder.

<Rotating Ring> (100cp): This skill raises the rate of regeneration of Mana and Health. This skill is not noticed in battle as the regeneration is slow and constant, but if one were to look at the effects through the whole day it made a substantial change. Effect: Increase Mana and Health regeneration.

<Mana reinforcement> (100cp): A very basic skill that allows you to coat yourself or your weapons with mana for both offense and defense.

<Triple Demonic Bullets> (100cp): Shoots three projects sequentially in straight line.

<Quintuple Beam> (200cp): A big laser beam made out of five different colored smaller beams. The beams are composed of five energies that are colored red, blue, yellow, black, and white. Its power is tremendous but it is very slow so it is easy to dodge. The five beams synergies and enhances each other. The skill eats up a ton of mana.

<Triple numbering skills>:

<White River Demonic Art> (Triple numbering 312) (200cp): White River Demonic Art is white and pure. It was a crazy demonic art that ate up all of one's emotions that would get in the way of combat once it was activated. It turned one's

mind white. The user will become a crazy War God who causes destruction until they wake. Until everything they had enmity against was erased. The fight would only end if the enemy died or the user died.
A white-mana white-aura reinforcement skill that covers the user's entire body with bright white flame. The iris of the user will get smaller and smaller as if it was getting replaced by white. Deadly White Eyes. Something that happened when the whites of the eyes covered the black parts entirely.

<Dark Sun> (Triple numbering ???) (200cp) : The user creates a red aura like a dark sun with his body, immolating all nearby targets, works like an reinforcement type skill with a powerful aoe ability.

<Double numbering skills>:

<Illusory Dreams> (Double numbering ??) (400cp): A skill which shows a scene the opponent desire the most, turning them defenseless, can be overcome through pain or good perception.

<Fog of the Night> (Double numbering ??) (400cp): A skill that covers the surroundings in a thick fog, creating a swamp of clouds, this fog and clouds are acidic and can melt weak targets who enter in them without protection.

<God of the Skies> (Double numbering ??) (400cp): A movement skill that allows the user to traverse instantly hundreds of meters, as the mastery of this skill grows, it can be used to instantly travel much larger distances

<Thunder King's Strike> (Double numbering ??) (400cp): A power that allows one to become the king of thunder. It allows the user to freely control metal and lightning, a very versatile skill for both offense and defense, the user may even turn their body into lightning itself when fully mastered.

<Claws of Loongken> (Double numbering ??) (400cp): A different type of energy surrounds your fists when you use it and seven, vicious-looking claws extends out from the user fists, seven black claws that let out a vicious aura. A skill which focus solely on offensive power from the Loongken race, a powerful abyssal race.

<God's Right Hand> (Double numbering 11) (400cp): This skill has one characteristic: Power defeasance. As if it has the authority of a God, if one got hit by the fist surrounded by this skill then the mana of a skill of a lower level will be ignored. The power of a higher level skill than that of the God's Right Hand will be lowered. God's Right hand nullifies most skills. Afterwards, one is able to use the fist to smash one's opponent. This fist is able to kill most people with a single strike .

<Golden Demon Reinforcement> (Double numbering 19) (400cp): The skill shrouds the body in golden light, boasts an ironclad defense, and a very solid attack to match it has two important points: Amplification: Reinforces a person's body and runes.

Mana Reinforcement: Amplifies the durability and strength of an artifact covered in the reinforcement.

<Scarlet Hell> (Double numbering 25)(400cp): A red silk-like energy barrier, the barrier is able to chase people and incinerate them. If supplied with enough mana, it can block the sky.

<Single numbering skills>:

<Immortal Soul> (Solo numbering 1) (600cp): Immortal Soul turns the user's body close to an immortal's. It allows one to fight like a "Mad Immortal" in the battlefield with no worry about injuries or stamina due to the extreme regeneration granted by the skill. It can regenerate new tissues and life force, mend broken pieces of one's body, and even regenerate lost limbs. Immortal Soul raises one's soul and body to the extreme. Its main power is survival and it utilizes every skill and everything one has to survive. It can heal the soul with mana and can create a foundation for the Skills of Annihilation <Zero Numberings> to grow.

<Transcendent Brilliance> (Solo numbering 2)(600cp): Not much is known about Transcendent Brilliance abilities besides the fact that it is the most powerful crowd buffing skill that exists. It is stronger than the Solo Numbering skill Rank 4, Steel Lord.

<Elemental Outfit> (Solo numbering 3) (600cp): Elemental Outfit is a powerful skill that is good in terms of balance between attack and defense. It attracts the elements from all around, creates the outfit of an elemental and bestows a power upon the user to use numerous elements in any way one wants. If one fought in a flaming desert then a blazing armor will be created. If one fought in a lightning island then a clothing of lightning will be created.

<Steel Lord> (Solo numbering 4) (600cp): Steel Lord gives the user and allies a powerful body, a troll's regenerative powers, and the agility and power of a beast. The person with this skill would basically become a lord who has an army of steel men. It uses a large amount of mana so if one has a tremendous amount of mana and a person's allies are strong then there was no other skill as good as this. A person who has a limb cut off can connect it back. Bronze-color light will shine out from the area of injury as it heals it. If the Rank 2 Solo Number skill, Transcendent Brilliance, didn't exist, this would be the most powerful crowd buff skill that exists.

<Seven Strands Spear> (Solo numbering 5) (600cp): Seven Strands Spear is a skill that shoots out a beam of laser. A laser that was solely created for destruction. A destructive skill with the highest power. No other attack skill had a higher destructive force than the Seven Strands Spear. It is a finishing move that gathers a tremendous amount of mana to compress into seven beams of light to fire. Metiron, a Yellow Zone adventurer, struggled to control it even with the use of the Mana Jade(Note: A lower tiered mana engine). Its attacks surpass the Rank 3 Solo Number skill, Elemental Outfit.

<Lord of the Dead> (Solo numbering 8) (600cp): A fearsome skill which allows one to raise the ones who they have killed during the night into specters and allows the usage of the special skill, <Death>, during the day. When night comes, endless amounts of black human-shaped creatures climb out of the shadows to attack the enemy. Destroyed shadow soldiers will disappear as if it had melted and then be absorbed back into other shadows. They constantly come back after healing no matter what kind of damage they received, as long as they are supplied with mana. The flesh that gets scratched by the special skill will rot.

<Zero numbering skills>:

<Red Dragon's Eye> (Zero numbering) (800cp): A skill created by a level of mana control which has reached the apex, a tremendous amount of experience and insane calculative abilities. It reads the flow of mana inside the opponent's body. For any skill that has been used at least once, a trace remains. By reading these traces, the user can read the flow and figure out what the opponent's skills were. And by shaping one's mana into needles, it can be pushed into the mana circuits of the enemy and break apart the power behind the skills. And the moment a complex high level skill gets interrupted like this, it would all get tangled up. A skill that can cancel all of one's skills.

<Demon's Gate> (Zero numbering) (800cp): Demon's Gate is a skill that entraps the 13 most powerful demons within the Abyss, the demons who control the thirteen demonic territories. When the skill is activated, a phenomenon occurs inside one's mind. A giant shockwave rings out from within the user's head and his vision quickly darkens. Darkness covers the entire sky, causing the land to fall into shadow. Lightning strikes down from the dark clouds as the surroundings can no longer be seen. The land around breaks down and a giant hole appears in which a giant hand rises up and drags him down. Inside is a dark space like an underground cave but with a spacious area. Within this area lies the 13 most powerful demons within the Abyss. From here, you can choose a demon and borrow its strength for a limited amount of time, however to use such power one must make a contract with these demons and the price is always something the user holds dear, as these cunning demons never make a losing exchange.
Should you get this skill, in future jumps it will entrap beings in the same level as the demons of the abyss are in your current setting allowing the user to channel their power, you will maintain the power you obtain from them and other beings through others jumps.
If this ability is mastered and evolved, then it's possible to trap beings you defeat within it, creating something akin to Hell, those who are sealed within it would be eternally bound to the user.
Note: More info in the notes.

<Demonic Dragon Reinforcement> (Zero numbering) (800cp): It reinforces and protects the user's entire body, including their muscles, bones, and tendons. Runes are amplified while regeneration increases. When used, translucent gold and dark light surrounds the user. The light can protect the user from the environment such as toxic water and lava as well as brighten dark areas. By using mana, the light can be

molded into any shape a person wants and can reinforce artifacts by spreading the light onto it. However, if an artifact is weak then it wouldn't be able to withstand the power of the reinforcement and would lose its durability fast, until it breaks. The light can be focused onto a single point, greatly enhancing a weapon's power.
Note: More info in the notes.

<Nine Dragons Spear> (Zero numbering) (800cp): The Nine Dragons Spear creates nine dragons using mana. The dragon sweeps past the user's heart and rolls around the body, gets sent out of one's hand and coils up an artifact. The skill forcibly squeezes out the mana of the user and causes one's body to forcefully twist and break. When the nine Mana dragons of different colors collect on the tip of the weapon, it forms a tiny black sphere that shoots out at the speed of light to pierce the enemy. This tiny black sphere leaves behind damage tens of meters wide. At 0% mastery, the sphere is the size of a marble. As the mastery of the skill increases, the size of the sphere increases and the body experiences less strain. The dragons appear thicker and deeper in color as the user becomes stronger
Note: More info in the notes.

<Mad Demon> (Zero numbering) (800cp): When the skill is used, the user gains strength by burning their blood to spew out great power. The pain from burning one's own blood is not small. To block out the pain, the user's own consciousness is blocked. Red aura surrounds the user and their eyes turn red. Since the user becomes unconscious in this state, the only option to stop the skill is through the destruction of the opponent that was targeted before the user has lost consciousness, the user will retain memories of his actions during its activation.

<Pandemic Blade> (Zero numbering) (800cp): Its ability is to create a variety of magical disease agents that can take the form of viruses, fungi, etc. with various different effects. It will work for as long as it is supplied with mana. As the mastery of the Pandemic Blade rose, more spores with fascinating results can be unlocked.
Pandemic Blade can insert its spores into the bodies of people where it will settle around the muscles, nerves, spine, brain, and heart. It gives the victims a sense of wondering whether the spores will twist them apart or not. These spores can be used to torture the victim and force them to obey or die.
Note: More info in the notes.

<Soul Explosion> (Zero numbering) (800cp): Soul Explosion is a self-sacrificial skill. It gives a large boost of power at the cost of detonating the soul of the person using the skill. When used, the user's body will be bathed in brilliant prismatic colors, while seven-colored flames will burn the user's soul. Compared to Mad Demon which uses the user's own blood as fuel, Soul Explosion uses the user's soul as fuel.
A skill that gives immeasurable power to the person in exchange for the destruction of their soul. If the skill is used, the user's soul is destroyed in the process.

<Nergel's Watch> (Zero numbering) (800cp): Summons a gold-decorated watch, there are a total of 17 needles operating at different speeds in the watch, its effect is very simple. It brings the time of the future to the present. The time of the future

would be randomly slowed down in return for a sharp acceleration of the current time, the more it's accelerated the slower you would become when it caught up in the future, it can be used up to 17 times to accelerate the user.

Drawbacks:

No limit for drawbacks, outside of your good sense that if you pick more than you can chew you will probably get killed.

Gauntlet mode(+0cp): You can start this jump as a gauntlet, if, you will only get cp from drawbacks taken here or universal drawbacks, this will be a hard and arduous experience, maybe even an eye opener for some, as "jumping" and receiving things for free all the time might have let you a bit spoiled, you could use this come back here if you had already made a normal jump.
Note: Taking the jump as a gauntlet limits your powers to the level of your body mod.

Shiny (+200cp): Normally if you are strong enough no one would bother you even if you possessed a golden spear that "screams" valuable, but now this is different, people will realize the value of your stuff, and if you don't watch your things will be stolen, even if it means suicide, some "random" bandits will spawn weekly to steal your artifacts, they won't be strong but their persistence, well, will be legendary, you may hear a twisted "Kehehehe" while you fight these fools.

Unwanted Attention (+200cp): How can I put it? You are beautiful, and this will be a pain the ass for you, as crooks of all sides will want your piece, even worse if you are female and even if you are male you will get a certain amount of unhealthy attention and should you be unable to defend yourself of their advances be ready for the worst, and there will be bad things happening if you can't protect yourself as this is a drawback.

Delicious Scent (+200cp): You have something different, you smell differently, and this is very bad for you, during your stay here, beasts, monster of any kind will want to eat you badly, and they will hunt you down in order to take a bite, this won't attract the attention of calamities in the zones, but beware that the monsters may overwhelm you.

Cowardly (+200cp): You lost it, in the tutorial something happened and you are now traumatized, you can't stand to fight properly, your fear overwhelms you, you can overcome it, but it will be extremely painful and dangerous, and you should do it fast because people like that don't last long in this place.

Easy Target (+200cp): Something changed within now, yes, you now look like a pushover, someone that can be easily robbed or pushed around, expect weekly someone trying to rob you of your artifacts, or a crazy <Lord> trying to make you a part of his clan, or even some random people coming out of their way to test you to see if it's worthy or not killing you to get your stuff.

Soul Damage (+400cp): During your stay you literally bit more than you could chew, and you are now officially screwed, as your soul is slowly breaking apart together with your body, because of your greedy stuffing runes and skills you knew nothing about this damage will persist through your jump, this means a slowly and very painful death, as your soul breaks, your memories will fade away and you will enter in a permanent coma if you don't find means to regenerate this horrible damage. You are on a countdown of five years, if you can't heal the damage you will die and should you die from it, you fail this jump, leaving with empty hands.
Note: Outside methods won't work**,** only means found in-jump.

Madness (+400cp): You really did lose it, something snapped inside of you and now are officially a madman or woman? Doesn't matter, your actions will be weird, you will lash at others randomly and even kill people at a whim should you be able to, worst of all you are now cartoonishly evil, doing evil things for spite and trying to kill everyone who crosses you and sadly you will probably find a lot of people like you here.

A World of Tragedy (+400cp): You will be sad during your stay here, that's guaranteed with this, any friends or companions you make will suffer badly while you are near them, they may even die in horrendous manner if they don't manage to keep up with you, and even worse, at all times your mood will be bad as cryptic things keep happening, because this place will break you, slowly turning you into a husk of what you once were.

Constant Struggle (+400cp): During your stay here you will be constantly struggling, no matter how high you climb, only if you kill the bastard that created the abyss you may be released, every day will be hard, your food will go bad in an everyday basis, stronger enemies will appear, you and your friends will suffer, fighting daily for survival will become a necessity while you stay in this personal hell.

Greedy Bastard (+400cp): While in the tutorial, something did snap inside of you, for better or for worse you are now officially a bastard, a very greedy bastard, you will now go out of your way at every turn to kill people with skills that strike your fancy or artifacts that catch your eye, beware that this greedy may very quickly spell your doom as trying to go beyond you are supposed usually gets you killed here.

Clementine Attention:(+600cp): The Mad Lord, has set his eyes on you, something or someone told him or uncovered something about you, and now he will have you under his heel like all of his other slaves, in the beginning this will be meaningless, but should you climb up to the Yellow zone, and you must do it if you take this drawback, then his underlings will start to act, in order to capture you and put a soul fragment in you, should this happen your jump is failed and you will die, you won't fail your chain, but anything you obtained here will be lost forever, his underlings are very capable humans that by themselves blocked entire colored zones from being climbed, if you step in the Yellow zone, Metiron will come personally for you, should you resist until the Violet zone, Clementine will come personally with his demons to enslave you.

Enemy of Mankind (+600cp): For some twisted reason, you hate humans fervently, almost religiously, at any given time should you able to kill another human you will do so without hesitation, this will put a target into you, but still you won't be able to overcome this, not matter what you try, you will have to fight other humans during your stay here should you pick this drawback or fail the jump, there's no other way around as your hatred is too deep, beware that Kang Hansoo or his punisher Sangjin will come for you, should your infamy become too great, you may even find a certain mad lord an ally against him should you wish to go down that path, this drawback guarantees that Kang Hansoo comes for you as his purpose is to save mankind.

Seven Skills(+600cp): Like Kang Hansoo, you are quite unlucky, you can't implant within yourself more than seven skills, but unlike him you do not possess the <Seven stars> trait, you are now officially screwed, good luck surviving hell without any skill and worse without his endless combat experience.

Abyss Gate (+600cp) The <Abyss>, the endless world, there's a fair reason why Kang Hansoo waited until the Green zone to open it, but with your entrance in the <Otherworld> something changed, the dimensional barrier that usually protected and stopped the invasion is now broken and from the very start the Abyssal beasts will attack and the great war will begin, there are up and downsides to this, as these beasts can drop much more powerful runes and skills, even acquiring <Zero Numberings> is possible, just know that billions will die because of your choice as all humans will be instantly thrown into the <Tutorial>, but a lot of transcendents will appear, I hope that as jumper you can mitigate the calamity that will soon loom over mankind.

Cut-off (+600cp): Normally albeit sneakily you could do your out of context thing as jumpers usually do, but now you got completely blocked, the Fairy as an administrator felt your otherworldly presence and managed to disrupt that possible pesky interference of their fun, if you take this drawback, all of your possessions get locked out and your outside powers as well, nothing stops you from using raw mana in a different way that you may know, just take note that with this drawback you will feel in your bones why this place is called the <Abyss>.

Demon's Gate(+600cp): After you entered this place, you found a special skill called <Demon's Gate> a <Zero numbering>, sadly for you, you ended up using it, and there's a steep price for using this skill, as it entraps the 13 Demons of the Abyss, Allowing its user to use the authorities these demons hold, while using it you will be given absolute might, but in exchange you must give up the thing you love the most, you won't even know what is it if you take this drawback, just know that you have a contract with these demons and all they want is to watch you despair and suffer, these demons may forcefully take possession of your body when you try to channel their power, you could take your body back forcefully, but should you enrage the demon taking hold of you, it will go berserk and you will only be able to watch as everyone around pay the price of your greed, if you take this drawback you will be forced to use this power after a while, giving the demons free reign of your body after they dispose of whoever forced you to use this damning power.

Favored by God(+600): When you appeared in this world, were you born or simply appeared through others means, you caught his attention and now God has great expectations of you, in your stay here, he will send proper challenges in your way, they aren't malicious by nature, but they will be extremely challenging no matter how powerful you are, should you prove too powerful for the <Otherworld> he will order his angels to throw you straight into the Abyss, just don't hold any grudge as he will reward you properly for your plight, just remember that the more entertainment you give him the greater the rewards he is willing to hand out.
If you take this drawback God will be more powerful than you no matter how powerful you currently are and the challenges he impose into you will be challenging and dangerous even for an experienced jumper and should you overcome his trials, he might elevate you into one of his chosen angels.

Noah's trap (+600 cp): In the tutorial you took the bait and acquired a cursed artifact the <Solo numbering 9 Nurmaha's ring>, and you are now with a serious problem, the moment you used this incredible artifact, you felt something slipping inside of your soul, Noah, the fallen Neropa transcendent left this item containing his power and authority in order to revive himself using a human as his host, at the beginning you will retain your control, but as time passes his shard will start to expand and try to take over your soul, you must overcome his trap or fail your jump if he takes over, it is possible to resist him, but it will require all of your effort in order to suppress his soul fragment.

Survival Mode (+1000cp)(Incompatible with Cut-off): Before coming here you made a joke with your benefactor that you could handle anything he could possibly throw at you, but sadly for you he took it seriously and you are now in deep shit, you start the jump or gauntlet without any body mods, your powers reduced to that of your real self before starting your first jump, your runes will be a reflection of your current physical level and the only thing you will start with will be items of the 100cp section, runes and items that you purchase will only be available after you climb to zones that they could be acquired, the perks albeit weaker will still work, but you will have to work from ground zero, good luck surviving that.
Note: Dying with this drawback will only fail this jump not your chain.

Scenarios:

Gauntlet mode:

Some of them are gauntlets, if you jump in normally you will retain your skills and other things, but in the scenarios you aren't allowed that much, only your basic body mod and the things you purchase here.

Ascension:
(+600cp if you take this scenario, requires <Star of Transcendence>)

In this scenario you will start normally, but you possess a task during this jump, as one of the lucky individuals who were born with a **<God's Shard>** or a **<Star>** you must during your stay here, achieve the level of Seven stars transcendent, through

this realm means or fail the jump, if you manage to achieve it during this time then you will be called by God and blessed by him.
What it entails is, you will become one of his angels or an administrator, a being capable of freely opening dimensional doors and travelling freely through space and time, even jumps at will, all of your powers will be strengthened at least 10 times, you will acquire an Angelical alt-form that shows your divine heritage and you will also be capable of granting your own **<Shards>** or **<Stars>** to other beings, a piece of yourself that would give said individual the potential to ascend to your level.
Note: His blessing doesn't come with any sort of trap, he just gives you a choice, if you possess a <Star> whether you want to be one of his Angels and ascend to be closer to him or simply continue being a human and continue to roam the Abyss.

The Final Brigade:
(+1000cp if you take this scenario and +600cp stipend in runes)

In this scenario you start at the very beginning with the first batch of humans that got kidnapped by the fairies, braving the colored zones by yourself, this scenario is simple, you must survive for the equivalent of 25 years in the colored zones and another 25 years when the <Abyss> is opened and the great war with the races that dwell there starts, in this timeline no matter what you do, mankind fate is sealed as before, without the <Seven legacies> and a Sovereign to keep things in order, humans will be wiped out, and the Final Brigade will appear, the last remnants of mankind in their struggle to save their kind attempt a crazy plan, you must be part of this very selective group of survivors that braved the <Abyss>, your goal is to be among Keldian, Kang Tae, Eres and Hansoo and reach the Dragon temple that houses the **<Erkanian's Time Space Crystal>**.
Should you succeed, your reward will be, your body will receive as part of your body mod the <Seven legacies>, enhancements that were hidden in the colored zones, but humans never had the strength or unity to pursue;
First is the <**World tree>,** a tree capable of giving out a protection to an entire race, its nutritional fluids are able to feed and accelerate development of a race as a whole, increasing fertility rates and allowing humans to reach maturity in a very short amount of time and produce monsters to strengthen these soldiers, it is capable of producing billions of healthy strong humans in less than 5 years. It it also called <**Barracks>** by Kang Hansoo as it is a place made to nurture high quality soldiers in the shortest amount of time to fight in the Abyss.
Second is the <**Body enhancement surgery>**, With this surgery, humans can gain a body that can survive the dangerous environments that exist in the Abyss without wasting mana on skills to combat the elements;
Third is the **<Mana pool surgery>** that greatly increases your original mana capacity by a few times;
Fourth is the **<Ain's blessing and a spirit>**, they allow the user to harness and use the element the spirit is in control of. A Dark Spirit allows one to manipulate the darkness efficiently and attack from it and with it. A Light Spirit allows one to turn energy into destructive force, you may choose your own spirit.
Fifth is the **<Flame>**, that allows the user to enhance all the three other enhancements, it is controlled by the user spirit.

Sixth is the **<Dragon god armor>**, an armor that is fueled by the flame and allows even a normal adventurer to wield the might of a 2-stars transcendent.
Seventh is **<Noah>**, the promised ship, a gigantic spaceship capable of housing billions of humans, it is now within your control, this ship is powerful enough that you could easily beat a 6-star transcendent using it alone**,** it also houses the **<Blue sunlight Jade>**, which allows the inhabitants of it to recycle the bodies of the beasts they kill and manufacture high level artifacts using it, if you add your personal strength it can become quite powerful, as part of your body mod it won't possess the same firepower, but its ability to create artificial environments capable of housing billions of beings of different species will remain, becoming more of a safehouse for your followers, The **<Noah>** has technology to perform the reproduction of all the above enhancements into beings of your choice, it will house the **<World Tree>** after this jump.
Note: The rewards obtained here are upgraded versions of what you could obtain in jump or purchase, if you manage to obtain both, they will be enhanced further.

The Final Dungeon
(This scenario may be taken freely, failing to complete results in no repercussions for the jumper and it doesn't turn the jump into a gauntlet.)

These are the steps that some very powerful people took, and now you may thread them as well, it starts by collecting several important pieces over the <Tutorial>, ending at the <Tower> in the three gateways.

You are given a general direction over what to do, but that doesn't lessen the difficulty of doing these things.

First you must slay the caged Carnivorous beast inside the <Tutorial>, which will reward you with the artifact **<Solo numbering 9>** also known as the absolute ring.

Second step, you must collect the Demonic Jade Crystal(Which allows you to boost your runes to 99,99%) by beating the copy of Barbotoy in the Demon castle in the central island.

Third step, collect Fake Philosopher's stone by killing the 32 protectors in the second floor of the tower in order to boost your equipment to Red quality.

Fourth step, you need to go out of the Tower and climb it until you find the First gateway, your reward for doing so is a <Trait> of your choice.

Fifth step, defeat a large number of monsters in the Second gateway, your reward will be enough runes to push all your Eight grand stats to Colorless.

Sixth step, This is where you will need to use all the things you collect, you could try to simply go after the Three gateways but that's ill advised, since in Third gateway lies the greatest challenge, you must defeat the Strongest monster you ever saw in your life, even if it was just a glance from afar, or something that took an army to kill, alone, and considering what a jumper may have seen, well good luck, this monster will have the power equivalent of 0,01% Red runes, but you are going to need to put

your life in the line to beat this abomination, the reward for doing so will be a <Zero numbering> reflecting the monster in question, should you beat an Demonic dragon like Kang Hansoo did you would obtain something like <Demonic Dragon Reinforcement>, so it's your choice and your life to throw away, good luck.
Note: The monster you will face in the third gateway won't escalate with your jumper, it will have a static power of a monster that possess 0,01% Red runes, normally this would still be an almost impossible challenge.

For Mankind!(Potential end-jump scenario)

(+1000cp if you take this scenario and a free Single numbering skill and one transcendent level artifact of your choice>

You steeled your resolve and swore that would get back at the bastard that has done so much harm to mankind for his twisted entertainment. This scenario is straightforward you must kill <God>, he may fall at others hands but you must participate in bringing his downfall, but most importantly this must be done with the methods inside this realm, you will need to first survive the Seven colored zones and then brave the <Abyss> and survive, after surviving there for at least 5 years, then you will need to follow Hansoo after his Ascension into the Sealed Realm and battle for a thousand years in order to make all the elites of the Abyss into an army in order to challenge God and his Angels.
Should you succeed in helping taking down the great bastard your rewards are:
You gain a **<Star of transcendence>** of your choice and several **<Seeds of Annihilation>** of your choice and the same reward as **The Final Brigade**, and something very special will appear inside of you as the <God of the Abyss> dies in front of you, the beginning of a spark now resides within your very soul, groom it properly and you may ascend to even greater heights.

After 10 years of struggle:

You survived that long,well good for you, now you must choose what to do next:

- Rest in your home, knowing that you endured hell and became stronger after it.
- Stay in the endless world called <Abyss> and watch Hansoo becoming the Devil in order to oppose God.
- Continue, always onward, you take your experiences, runes, artifacts and sigh after knowing that you survived through this whole ordeal.

As a bonus any artifacts you may obtain during your stay here and manage to keep until the end will become growing artifacts, they now possess endless potential for growth.

Changelog:

Version 1.1:

Added <Zero numbering> skills and several other skills.

Correction in some skills and items and some extra notes explaining certain things.

Several items were added and some clarification in the notes.

Correction in the rewards from scenarios.

New drawbacks added.

Version 1.2:

Added new items.

Some perks were corrected.

Some corrections were made, as the translation of the novel just ended and now several things were clarified.

Some notes were added.

Notes:

This is the first jump I've ever made so please understand if there are any mistakes.

There is a wiki https://reincarnator.fandom.com/wiki/Reincarnator_Wikia should you have any doubt about the series, I strongly recommend you to read before trying, since it's crazy good.
Special thanks to everyone who gave feedback, especially to **Kinunatz** for the great help!
If there's anything i've missed you and you've spotted put your input here:
https://docs.google.com/document/d/1tXrHuPeGjdLCGDg41wi5NPicGNS43nZBeuNbSgT9Hjg/edit?usp=sharing
I will fix it when i have some free time.

Traits:

There are several others in the series, but I don't quite remember them, I took these from the wiki as an example of how they work in general.

Lord:

One of the most common traits in the Abyss.
The owner of the trait can give his mark to people, with their consent. It allows for communication between everyone with the mark, provided they are in the same dimension. When communicating, the mark shows and flickers, otherwise it can be hidden or invisible.
As such, it is very useful to form clans. One other effect of the trait is the Lord's ability to instill loyalty to people with the symbol and give them orders.

The power of the trait depends on the user's affinity with it and the strength of their soul. Lords can typically have 100 followers. To give extreme orders to clansmen such as committing suicide, one must either be extremely gifted or have soul strength far surpassing the target. Otherwise, the symbol will break and the person targeted will no longer be part of the clan.

Covenant:

A promise would be made when both sides agree. Then both sides had to keep that promise. The penalties would differ depending on the level. If the levels were harsh then the side which broke the promise might even lose their life. A trait which could only be used if one had absolute faith in their strength. If they were weaker than the enemy then this trait would instead become poison.

Fragments of Seven Souls

A <Trait> that allows a person to break off a small piece of his soul and place it into another person. This can be done up to 7 times. The trait allows the user to control the 7 people. The fragment can be passed on to other people.

Can transfer memories, information, skills, traits, and battle experience as much as the user wants to the receiver. With this, one wouldn't need to be taught since they can use the memories of the user without needing any explanation or understanding. However, if the zone, strength, and quality of the user is far from the receiver, then the receiver won't be able to pull out 100% of the soul's abilities. If the difference in level is large then the user is able to forcibly take control of the receiver.
However, this is not possible if the user's abilities and zone vastly outstrips the receiver's. For example, an Indigo zone user wouldn't be able to take control of a yellow zone receiver. When the body is forcefully taken over, it causes backlashes to the receiver's soul.
It is the single known ability that is able to go across the Dimensional Wall and still influence people. With this, one can communicate with each other between zones in the Otherworld.

Library

A super rare Omniscient-type trait. It helps the user obtain and process unknown amounts of information and see a result translated in directions or recommendations for the current situation. Due to the informative characteristic of the skill and it's rarity, it's one of the strongest types of skills for humanity and the users of such skills are often extremely powerful and are sought by any Clan. The most common use of this skill is for danger prevention, escape and path finding. Used by Sofia Vargera.

Tainted Emotion

The epitome of survival instincts. A trait that raises one’s physical and skill levels from one’s emotions. Mana and Magic when one was calm. Stamina and Perception when one was happy. Strength and Agility when one was angry. Magical and Physical resistances when one was in despair. The stronger the emotion the more power this trait gives. It isn't a trait without risk however. The stronger the emotion

that is experienced, the more the current body uses up its future body's potential to protect itself. The longer it is used, the more it gnaws at the body. It gives the user strength in return for their life force. Used by Enbi Arin.

Psychometry

The ability to read the past memories of objects, the surrounding land, and lifeforms. With it, one is able to read the traces of another's battles and become stronger by studying it. One can tell if someone is lying and is able to confirm the achievements of a person. This trait is the most useful when scanning an artifact. By scanning an artifact with this trait, one is able to find out every secret and method of use hidden within the artifact. The trait is not easy to use. One needs to focus deeply in order to read the details, so much that one would be unable to fight or defend oneself during the time. When scanning an artifact, one's consciousness gets sucked into it. From there, one can view the memories of the artifact. The trait doesn't allow one to delve into everything, since things like emotions or thoughts may get erased over time. The trait will shatter and force the user back into reality if there is external stimulus. Reading a wide area with the trait will burn out the user quickly. Used by Kiriel.

Others:

Berserk - Allows the user to be a fighting machine, when the user feels fear or rage, it will give an immense boost to their strength, being one of the strongest types of fighting traits that a human may possess, used by John Stone and Ralph Lauren.

Dimensional Cutting - Enhances all types of cutting attacks the user does, enveloping them in a violet aura that can easily pierce defenses and artifacts.

Pain nullification - Turns the pain that users experience in raw strength.

Search - Allows the user to find the traces linking one person to another.

About Stars of Transcendence:

They are powerful traits that allows their holder/user to grow beyond the ceiling of the world they live, in a way they allow someone to simply grow beyond the limits of his own race, a natural transcendent, pick any trait you may think about and simply extrapolate it into something that could work in such a manner, because that is what a star of transcendence is.
If you purchase it and achieve 7 stars level in this jump, God may offer to turn you into an angel, accepting it has no repercussions for your chain, it will be a massive power-up regardless.

About Transcendence in the setting:

Overview:

Even when walls existed, there were existences who could break through the ceiling and grow. People who had the right to break through the limits set by the world and

go above and beyond. This right was completely up to one's potential. People who weren't born with this couldn't even dream of such a thing. When someone transcends, those below won't be able to go against them.
Those born with the Transcendent Star are those who have the right to transcend in a world with ceilings. Hansoo and Tiamet are those who were born with the Transcendent Star. Hansoo's trait, Seven Stars, is one of the many forms of it. It gives him the right to break through the ceiling that stopped everyone else. He is the sole human who had the potential to become a Transcendent in the Otherworld, before the Abyss descends.
Those who have the Transcendent Star must then acquire a seed of a Skill of Annihilation. They're also called Zero Numbering Skills by humans. These are skills one could only gain by proving themselves. There are 2 conditions to gain it: Fight until you get annihilated or destroy the entire world and swallow it whole. These are why they are called Skills of Annihilation. A tremendous amount of strength that one could only gain after overcoming various trials both internally and externally. Upon mastering a Skill of Annihilation is one able to fully transcend.
Hansoo was able to acquire his Skill of Annihilation by fighting to the brink of death in the Otherworld. He was able to obtain the Demonic Dragon Reinforcement by killing a weakened Demonic Dragon in the Tutorial, the Pandemic Blade by killing the Five Calamities in the Red Zone, the Nine Dragons Spear by killing the Gael-Tara in the Yellow Zone, and the Immortal Soul by killing Tiamet in the Green Zone.
If you possess a Zero numbering or one of the first Single Numberings and master them, reach 100% mastery you will ascend to 1- star, you can slowly transcend by accumulating energy and evolving your skills if you possess a Star of Transcendence.

Method:

Adventurers who are able to reach the Violet Zone have the strength of a Transcendent while not being a Transcendent.
There are 2 known methods for becoming a Transcendent.
1. Obtain and master a Skill of Annihilation.
2. Absorb Abyssal Crystals dropped by Abyssal creatures. Abyssal beings came from outside the Otherworld. They are beings who already had the power to go past the limits. The crystals they drop are a code. Mixing the code of humans who could not go through the limits with the ones of the Abyssal beings allows the human body to forcibly reach the level of a transcendent, without any enlightenment or physical strain. One would grow stronger with each crystal collected. This is one of the more efficient and weaker ways of becoming a transcendent. It is one of the fastest ways to raise one's strength.

Personality:

When a Transcendent is born, it's hard to be a righteous person. Before Transcendence, it was hard to survive alone, so groups were naturally formed. Since maintaining the group was the only way to survive, there were rules and laws for

everyone to abide by. They respected each other since they needed each other. Even if one made another unhappy, they held back for the greater good of the group. But a Transcendent realizes the moment they're born that they can escape these bindings. They are different from weak humans.
Upon being born, a transcendent carefully and slowly experimented. They would test how their newfound strength impacted their surroundings, and wait for feedback. And surprisingly, there is no resistance. Even if a transcendent did something to make the other party unhappy, they did nothing to harm him. Or rather, they could no longer fight back. Because one had become a transcendent, all their relationships would change and begin to crumble apart. The people they had fought with so far are no longer comrades, they were weights holding them back. At this point, greed begins to fill a Transcendent mind. A Transcendent would then view humans are resources to do their bidding such as farming Abyssal crystals or creating weapons to combat powerful Abyssal creatures.

Powers and Abilities:

Transcendents are rated on a stars system. The difference between 1-star Transcendents and 2-star Transcendents is like the difference between a 1-star Transcendent and a normal adventurer.
The Seven Zone system of the Otherworld was made to strengthen humans to the point where they could reach the level of the Abyss. Upon reaching the Violet Zone, one gains the strength of a 1-star Transcendent while not being a Transcendent. The existence of the Transcendents meant that the system created by the fairies to raise the people's strength just wasn't enough anymore. Upon becoming a Transcendent, one cannot view the system panel that lists one's stats, skills, and artifacts. Upon becoming a 2-star Transcendent, solo numbering artifacts reach their limits and just aren't enough anymore. In order to gain a suitable artifact, one must recreate weapons using the corpses of the Abyssal creatures.
However, recycling the corpses of beasts to create artifacts that Transcendents can use is difficult. Only those who'd raise their mastery of alchemy, metallurgy, and crafting abilities to the same level of the Violet Zone, as well as acquired countless knowledge and created efficient methods to handle such materials can create artifacts that Transcendents could use by recycling the corpses of beast.
Upon becoming a Transcendent, a person's 8 runes breaks down and mixes and merges with each other into one. When this happens, a person's soul is forcibly sucked up to a higher place. Transcendent can manipulate and use the eight different types of runes in any way they wanted. Those able to completely control the merge runes are many times stronger than those who can't.
There is a refining period. A step for Transcendents to prepare for before going up to the next level. Though the total amount of strength is important, refining is even more so. Refining is focusing on a single skill. This is the core reason for the strength behind the Transcendents. Transcendents who fully mastered a skill are stronger than those who merely bulk up using crystals, even within the same star level.
When a Transcendent becomes too powerful in their current zone, their body starts to throb and fills the person with anxiety. As if one's body is telling one that one doesn't belong here. It is an uncomfortable feeling that'd cause one to never be happy until one goes up and climb the Abyss.

How the <Seven Stars> work:

The trait Seven stars is a trait which limits the user to 7 skills but allows the user to quickly grow his skill proficiency and even evolve the skills.

The trait was named by Eres after seeing his peculiar characteristic. A characteristic that allowed him to catch up to Kangtae, Keldian, Eres and stand shoulder to shoulder with them despite starting 20 years late.

When Hansoo learns a skill, the trait allows him to receive the intentions, experiences, and knowledge of the creator of the skill and assimilate it. This lets Hansoo understand the skill better than anyone, increase the mastery of the skill quickly and become closer than anyone else to the one who has mastered it before.

The best part about the trait, Seven Stars, is not really that skills grew fast and beyond their limits. It was the fact that it gives the user the right to break through the ceiling that stopped everyone else. The true identity of the Seven Stars is as one of the many forms of the Transcendent Stars. It allows one to become a Transcendent in a world with ceilings.

About certain perks:

The principle of transcende allows you to mix any sort of power into something greater you may possess or acquire in the future.
Neropa heritage it guarantees a degree of immortality to someone who possess it, but should all your soul fragments perish, you would die, unless you make something like Noah did, and leave a powerful artifact containing a fragment that could be used for a later resurrection by possessing its user like he did.
Star of transcendence it is a limit breaker, ultimately what it is is a piece of divinity bestowed by God onto a random being in hopes that this individual may become one of his Angels.
God in the story has no malice towards his creations, the ones he bestow this, are by default people he deeply cares as his own children as they contain a piece of his flesh.
<Seven stars> If you pick this as your star then after jump you may choose 7 abilities to be empowered by it, they will have no limits in regards to their potential, each time they reach their maximum potential, they will evolve into a greater version of themselves, when Hansoo used this, a basic regeneration skill overtime became stronger than the <Immortal soul>, it is possible to endless evolve any power using this as long as it's being used.

About Zero numbering skills:

<Zero numbering> Skills are also called Skills of Annihilation. Those who gained these skills can potentially destroy an entire world with it or become an invincible being who can control the entire world. These are skills that only those who have been born into Transcendence could gain after proving themselves. There were some conditions to gain it: Fight until you get annihilated or destroy the entire world and swallow it whole. A tremendous amount of strength that one could only gain

after overcoming various trials both internally and externally. If a person has multiple Skills of Annihilation, their soul will break unless they become Transcendents.

About the Demon’s Gate skill:

Hansoo used this skill to create a personal dimension which entraps beings he defeat, creating a place akin to Hell, that eternally binds them to himself, but this required the skill to be mastered and evolved several times using his trait.

The price:

As part of the contract, the demons are allowed to read the memories of the user to find the most precious thing and take it away as the price for using their abilities. The Fairies have disallowed the viewing of Hansoo's first incarnation memories. A Judge is used to determine whether the price is unreasonable in relation to the strength loaned out. If it is then the request would then be slightly tweaked. After using the skill twice, the demons requested Hansoo's memories of his past incarnation as the price to be paid. Since the price has been paid in full, Hansoo is temporarily able to use the 13 demons' abilities without limit. However, his memories will slowly fade away during this period.

The Demons:

1. Barmamunt of Gluttony. A demon with 2 horns and 13 pairs of wings. Similar in size to a human. Enjoys ripping apart and devouring weaklings. Its true name is Baraamil Pon Baramimunta. In the past, it offered its true name to Hansoo as it shivered in fear, begging Hansoo to let it live as his slave. Its ability is a dark shadow that devours everything nearby with its teeth. No attacks works on it and it ignored the enemies' defenses and devoured them.
2. Akamael, The Primal Being. A strength obsessed demon with a spider-like body, eight arms, and eight legs. Thousands of eyes on its head glows with red light. It is an existence so large that it treats mountain size Haetaras as bugs. Its ability grants Power to the user by seeping its energy into the user's muscles.
3. Aroella of Delusion. Ability unknown.
4. Mary Valentine, The Blood Immortal. Its ability is to transform the user's blood into an army of thousands of human-sized blood-red scorpions.
5. Barbatoy. A pure physical type whose true might comes from an abnormal rate of recovery, ability to take hits, and resistance.
6. Kamateria of Deception. A demon with the ability to deceive all intelligent life forms including humans and even certain lifeless objects. A power so great that even the other demons would try to avoid talking with Kamateria.
7. Mormat, The Master of Authority. A demon with the authority to create and command millions of fly-like parasitic insects to melt the flesh of its enemies. The insects don't have much defense or durability and are only effective against mentally weak species.
8. Melcassaris. A demon with the ability to make opponents attack each other.

9. Dopidos, the Demon of Indolence, Greed, and Desire. A demon who dislikes being in dangerous places but enjoys seeing humans be devoured by pleasure and power. Ability unknown but able to grant pleasure to the user.
10. One that glows with a white light
11. One with a horn embedded in its forehead.
12. One with a terrifying amount of rage surrounding its body
13. One who is unfathomably powerful.

About the Pandemic Blade:

The contagions revealed so far are:
Devouring spore: Yellow spores that eat anything including mana, shields, reinforcements, metals, flesh etc. After the spores eat something, they swell up and explode more spores in infinite repetition.
Sticky spore: An elastic and viscous spore that turn into sticky mucus-like form, balloons up, and cocoons things to prevent movement. It cannot burn up mana protection. The concentration of mana within it was extremely high and the mana composition was very strong as well.
Sleep spore: Green spores that can produce a gas to put people to sleep for a while.
Integration: Red powder-like spores that were evolved from the Devouring Spores. More vicious and more powerful. These clouds of spores can constantly communicate with each other using electrical signals and relay information back to the user. Once ordered, these powder-like spores will rush to the designated targets and eat them from the skin down until there isn't any blood left.

About Nine Dragons Spear:

The skill has a huge drawback as it can kill the user if the user doesn't have the requirement to use it. Hansoo was left unconscious for 3 days with only 10% of his original strength after using the skill once, even with the Body Enhancement Surgery, Demonic Dragon Reinforcement, Racial Metamorphosis giving him 3 hearts, Dragon Essence Blade, and the Mana Jade. His muscles, bones and joints, veins, spine, his entire body was disfigured.
Hansoo, with his Seven Stars trait, was able to forcibly weaken the skill so that it could summon less dragons. Although its power is greatly weakened, it is still a destructive skill. Hansoo focuses his entire mana and mental strength to control the Nine Dragons Spear and suppresses the skill from creating more dragons while controlling the currently released dragons to follow his will. The lesser version of the skill does not increase the mastery of the skill all that much. Every time another dragon is added, the pain one felt throughout their body is multiplied.

Special ability:

By covering his entire body with the Nine Dragons instead of using it in one attack, Hansoo is able to gain immense speed and strength for a limited time. By twisting all the muscles and mana inside his body, and spinning and charging the dragons inside of him, the coiled up energy inside Hansoo's body explodes outwards as it

sweeps through his bones, muscles, and veins. The muscles on Hansoo's body expands and enhances his height and physique. Attacks used in this state shreds his body apart.

About Demonic Dragon Reinforcement:

Demonic Dragon Reinforcement is a top-grade Reinforcement skill. Reinforcement skills have great balance but its strength is inferior to offensive skills and its resistances are inferior to defensive skill. Perceptions increased with reinforcement is inferior to perception skills.
It can help recover the silver liquid from the <Body Enhancement Surgery> which in turn helps the healing process of the body. Reinforcement skills' mastery rises faster when the user's body is strained while using them. Hansoo was able to increase the mastery by continuously facing against beings much stronger than himself and by facing against harsh environments around him. Upon mastery, one can become a Transcendent. The dark-gold translucent energy evolves and compresses to form thin scales. When the skill is fully unleashed, the user's muscles will bulge up and another heart will appear. The 2 hearts will pump blood throughout the body at a crazy rate. An extremely thin layer of transparent scales will appear and cover the user's skin. Two horns will grow out of the user's head. The horns aren't large but it clearly indicates one's difference from humans. It is the first skill Hansoo raises to Transcendence.

Abilities:

Hansoo is able to use the special ability, <Racial Metamorphosis>, due to the combination of the skill itself and the Seven Stars trait. <Racial Metamorphosis> of the Demonic Dragon Reinforcement turns the user's body into one of a different existence. It gives the user the abilities of a Demonic Dragon, giving the user enormous physical abilities, extra regeneration, the bones of a dragon, the muscle structures of a dragon, the scales of a dragon, and 3 hearts allowing the user to be near unkillable. The user looks like a human from the outside but the insides become completely different. An extremely thin and transparent layer of golden scales appears on the user's body. The perfectly balanced body of the dragon race can withstand fatal poison while constantly pushing it out of the body.
<Racial Metamorphosis> puts extreme strain on the body so cooldown is needed to generate 3 hearts else the user will only have 2 hearts the next time the special ability is used.

About Soul Explosion:

Kang Hansoo obtains this skill in the Indigo Zone as a reward from the fairies for defeating the Haetaras.
Soul Explosion is a self-sacrificial skill. It gives a large boost of power at the cost of detonating the soul of the person using the skill.
Kang Hansoo speculates that using it once fully would grant him mastery (thereby Transcendence in it) and also void his contract with the Demons of Demon's Gate, regaining his memories. But doing so meant instant death, hence there was no point.

About runes:

Stats are a method of measuring strength using a numbered system. They are ranked according to the colors of zones:

Basic > Colorless > Red > Orange > Yellow > Green > Blue > Indigo > Violet

There are a large number of stats. But 8 are referred to as the 8 great stats:

1. Strength - (Enhances power and speed)
2. Stamina - (Enhances endurance and recovery speed)
3. Agility - (Enhances reaction time)
4. Perception - (Enhances the five senses)
5. Magic - (Enhances a skill's power)
6. Mana - (Enhances quantity of mana for skill usage)
7. Physical Resistance- (Reduces damage of incoming physical attacks)
8. Magical Resistance- (Reduces damage of incoming magical attacks)

There are a number of other runes that very rarely appear:

Sixth Sense- (Allows one to sense things others cannot)

Luck- (Increases drop rate of rare runes, skills, and items)

Charisma

Charm

The stats are increased by gaining runes from monsters. At the basic stage, the stats are listed from 0 to 99 with 10 being the average beginner stat for a human. Upon reaching 100, it will instead turn into 0.01% Colorless runes. This can be increased up to 99.99% and will afterwards upgrade to 0.01% Red runes. This will continue by stages until violet runes.

When a person becomes a Transcendent, the 8 runes break down and merges with one another. When this happens, the person's soul is forcibly sucked up to a higher place. The person can manipulate and use the eight different types of runes in any way they want. Those able to completely control the merge runes are many times stronger than those who can't.

Skill runes:

Skill runes are runes that give the user magic abilities to use.

Skills are non-erasable when learned.

Skill runes can drop from killing either monsters or humans.

The strength of the skill changes according to its proficiency and rank.

The higher a person's magic stat is, the more potent the skill becomes.

High-rank skills require a tremendous amount of mana to fit their might.

Other runes that can be found include:

Regeneration runes - a consumable that can accelerate regeneration for a while, helping to heal quickly.

Note about <God>:

A God who decided to create a whole new world called the Abyss in order to relieve him of his boredom. He transported many creatures into this new world of his in order to have them fight each other and entertain him.
Utilizes the Fairies to do his bidding. Not much is known about him save for the fact that he has the ability to create worlds and the ability to cross dimensions and worlds.
Likes to meddle in the affairs of entire worlds.
Enjoys watching fights and people falling into misery and despair.
Transports people who became Transcendents in their world into the world of the Abyss
He has hundreds of thousands of Angels at his disposal to fight for him, each one of them is a 7 star transcendent.
A piece take from the novel “A man who was armed with armor shining in bright gold with a brilliant spear.
No, he was not holding a spear, but thunder.
The thunder was so great that it could be justified as the thunder of the world, all of his strength shards were configured into that one hand.
With one strike, it was certain that ten dimensions and 5 layers of realms would be crushed sideway
Each chain of his armor looked to be like it was intertwined by dimensions.
There were hundreds and thousands of those chains, woven in three layers, that comprised that armor.”
His known abilities are:

- Can teleport species to new worlds.
- Can change the energy density of an entire world/zone.
- Created the Abyss, a separate reality and world that pits creatures of all nature against each other.
- Can observe beings who've transported to the past.
- Can revive people and even create avatars of people.

- Can create and copy skills and artifacts of all kinds.
- Has control over space-time inside his realm.