Killer Peter JumpChain

V1.0 (WIP)

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Do you want to hear something interesting?
There is just one human being all the top-level gangs in the world fear the most. ***Peter.***
The surprising thing about that killer is that he is an old man in his sixties.

Those are the words uttered by an assassin regarding Peter, the most dangerous assassin in the world. And you, Jumper, are now going to that exact world. The world of Killer Peter.

This world may resemble our world, with one major difference: the existence of Glory Club, a powerful crime organization based in South Korea, with many members in several countries. Led by a mysterious figure called Raphael, they possess control and influence in many places, from political places, hospitals, schools, and even orphanages.

Before being taken over by Raphael, Glory Club was once called Honor Orphanage, led by Father Gabriel, who took in and raised many children and put his resources to train them to become powerful individuals for the purpose of protecting South Korea from various threats. While Honor Orphanage was still involved in assassinations and combat, their

missions often involved rescue missions, and their methods were less questionable than Glory Club. That being said, they still put many orphans through grueling training.

Moreover, Glory Club also employs many assassins, from unassuming high-schoolers to former war veterans, to eliminate their targets. Not only do they have diverse skills, many at the top ranks are even capable of performing superhuman feats through their skills, physical capabilities, or both. This is especially true with the Twelve Apostles, the strongest assassins in Glory Club, each of whom is a one-person army capable of taking down dozens of skilled combatants on their own.

You will be given **1000 CP** and start at the beginning of the story, where the now-old and frail Peter is betrayed and attacked by four assassins from Glory Club and, through an unknown circumstance, gets rejuvenated back to his 19-year-old body after being on death's door.

Discount Rules

As usual, all Perks and Items under your Origin are discounted by 50%, while those that cost 100 CP become free.

Age & Sex

You may freely choose your sex, and can choose your age to be anywhere between 18-50 years old.

Origin

*(Notes: All Origins can be taken as Drop-In. Being a Drop-In gets you additional **100 CP** due to your unknown background, which will make you suspicious.)*

1. **Assassin**

   It seems that you are an assassin, similar to those within Glory Club. Whether you are a high-schooler, a former MMA fighter, a soldier, or even a doctor, you most likely have been involved with assassinations and various other crimes. Just know that being an assassin will potentially endanger your loved ones, forcing you to hide many things from them or even distance yourself from them.

2. **Leader**

   Perhaps being an assassin does not interest you. Just like Raphael who leads Glory Club, you are instead a leader of those assassins. This may come with various privileges and connections with important people from your country as well as other countries. Be wary, however, since those under you can easily betray you, whether because you've wronged them or they are simply dissatisfied.

Starting Location

You may choose your starting location for free, or roll a 1d12 to get additional **100 CP**.

1. **Hanna Old Books**

   This is a humble bookstore that Peter owns after he retires from the assassination business. Although this bookstore is genuinely just a regular bookstore that sells various books for school, this location will immediately get attacked by four assassins from Glory Club who want to kill Peter. Be careful.

2. **Jiwon Ahn's Base**

   This is the base of operation for Jiwon Ahn, a retired assassin and an incredibly skilled hacker. This place is located within the secret entrance in an abandoned public toilet, although the place itself is incredibly luxurious and filled with many expensive things. Be wary, though, since Jiwon is still an incredibly skilled former assassin and will not hesitate to attack a stranger.

3. **Divine Honor High School**

   This school is a private school built by Glory Club. Although it is mostly just a normal high school, there is a secret class for training teenage assassins. That being said, unless

you draw their attention (either intentionally or by being talented), you don't have to worry about being killed by them.

4. **Seoul Divine Honor General Hospital**

   Similar to Divine Honor High School, this hospital is managed by Glory Club and is one of the largest hospitals in South Korea. However, this place is far more dangerous than Divine Honor High School. This is because the hospital is run by assassins for assassins, committing things such as masking assassinations as medical accidents, getting rid of injured assassins, concealing corpses, and so on. Moreover, this hospital also serves as the main base of operation for Glory Club's Apostle Nathanael, who is one of the Twelve Apostles and a powerful individual with incredible medical skills, capable of surgically altering his own muscles to gain superhuman physical strength.

5. **Yoo-il High School**

   Yoo-il High School is located 500 kilometers or nearly 311 miles away from Seoul. For the most part, this school and its surrounding area is a peaceful and quiet place (although you may find a few thugs here). However, this place is also the secret residence of the former Apostle Simon, a master swordsman who left Honor Orphanage after it was taken by Raphael and became Glory Club, and now works as a school caretaker. Not to mention, this place will get attacked by the new Apostle Simon, who wishes to capture the former Simon to draw Peter's attention.

6. **The Ghost Cruise**

   The luxurious cruise ship known as "The Ghost Cruise" is the main base of operation of Glory Club's new Apostle Simon, a master swordswoman whose real name is Yuika. The ship is practically invisible, with the names, social security numbers, and identities of the crew being unknown. This ship is known to hold auctions for wealthy people, and is guarded by numerous assassins. Moreover, Yuika's boyfriend, Kageo, is always present with her in the ship, and is known to be as strong as an Apostle, making them a dangerous duo. The ship also houses the Photarok, a dangerous chemical weapon in the form of deadly gas that can spread incredibly quickly through the ship.

7. **Daeha Group Headquarters**

   This is the headquarters of Daeha Group, the world's leading munition enterprise. This building is heavily armed and secured, with hundreds of CCTVs watching every spot and numerous armed people guarding the floor. Moreover, the group possesses connection with Europe's best security detail, Escudo, which is called in the case of a great emergency. At its maximum, there can be up to 372 people guarding the building. Until now, only Glory Club's Apostle Johan, who specializes in disguise and infiltration, can break through the building's maximum security unnoticed.

8. **Dead Island**

   Dead Island is a deserted island owned and monitored by Glory Club. This island is located in the middle of the sea, and requires a boat to get into or out of. Sometime in the future, this island will be used to hold a test for all D-Rank assassins from Glory Club. However, the true purpose of that test is to catch Peter, whom Raphael believes is hiding

among other D-Rank assassins. For that purpose, several A-Rank and B-Rank assassins will also hide in this island to kill the D-Rank ones. For now, though, this island is relatively safe, although you may find it difficult to get out of the island.

9. **Kowloon Hell**

   Kowloon Hell is a small lawless town ruled by Glory Club's Apostle Thaddeus, who is known to be the greatest martial artist in the world. This place is guarded by numerous skilled assassins known as the Shadowmen who answer to Thaddeus. However, there exists two individuals in this place called the Kongo Brothers, who are as strong as Thaddeus. While Thaddeus is a friendly person, his Shadowmen and the Kongo Brothers are ruthless to outsiders, even those whom Thaddeus consider friends. This place also contains Raphael's possible weakness, and should it be necessary, he will not hesitate to send other assassins and Apostles to retrieve it.

10. **Nathanael's Temple**

    This large buddhist temple belongs to the former Apostle Nathanael of Honor Orphanage. This place is surrounded by mountains and cliffs, and possesses a hidden area in case of an emergency. Unlike Glory Club's Nathanael, this Nathanael is a kind yet stern medical expert. Her subordinates are also former combatants of Honor Orphanage, all being as skilled as B-Rank or A-Rank Assassins of Glory Club. While they are hostile to anyone they suspect of being connected to Glory Club, they can be very welcoming should you explain your situation.

11. **Glory Club's Headquarters**

    This tall building is the residence of Raphael, and is frequently used as the meeting place for the Twelve Apostles. Not many things are currently known about the security and defense of this building, although it can be assumed that it has maximum security.

12. **Free Choice**

    Congratulations, you can freely choose your starting location.

Perks - General

[Free] Drawn by Lina Im:

Lina Im is known for drawing incredibly attractive male and female characters, especially when it comes to major characters. So now, you too are incredibly attractive, enough to be considered attractive by comic book standards, and any clothing you wear always fits your body well, showing off your musculature and/or curves. If you are a woman, then your appearance will be very beautiful, with an athletic yet curvaceous physique. If you are a man, then you will be very handsome, with a lean and muscular physique. The specific is up to you, but your entire body will always be considered very attractive, and takes no effort to maintain.

As a bonus, you can bring this Perk for free to whatever world you visit, retroactively changing people's appearance to be very attractive as if drawn by Lina Im. Whether this applies to everyone, the majority of people, or only the major characters is up to you.

[Free] "Peak Human":

Every fighter in the world of Killer Peter is capable of reaching superhuman level with talents and/or efforts. Now, you are the same. You are capable of accomplishing things at a superhuman level, as long as you dedicate enough time and effort to it. It may take a long time, but you are guaranteed to reach it with enough dedication. After all, even Yuna Lee and the Dokgo brothers can shatter concrete and thick ice blocks as high-schoolers and D-Rank assassins. Whether it is mastering the medical field, marksmanship, swordsmanship, or even learning echolocation, nothing is impossible for you to reach.

You may even bring and apply this perk to other settings for free, allowing the inhabitants to reach a superhuman level with talents and efforts. Do note that unless you take certain perks, you will not gain enhanced learning and growth rate.

[-100 CP] Well-Adjusted:

For all the horrific experience that comes with being assassins, the high-schoolers Yuna Lee and Dokgo brothers sure act like normal teenagers instead of becoming a psychopath. Now, no matter what horrific experience you go through, you will remain you. It does not matter if you experience school shootings and bombings, or went through brutal training from childhood to become an assassin, you will never lose your empathy and kindness. This may not protect you against trauma, but it makes it easier for you to deal with and move forward.

[-100 CP/-200 CP] Profession:

You have a mundane profession to cover your actual profession. This profession will never interfere with your actual profession, and pays at least well enough for you to live a humble life. For **100 CP**, this profession is a regular profession, such as being an employee in a store or a local police officer. For **200 CP**, you can instead have a high-paying profession such as being a famous actor, singer, or model. Whatever you choose, you gain five years of skills and experience in that profession.

[-200 CP] Special Trait:

A special trait is a unique talent, skill, and specialization that defines an assassin. It can be as specific as “disguise”, “swordsmanship”, and “marksmanship” or as broad as “medical field” and “warfare”. The strength or your special trait depends on your **Combat Rank** and can be improved further. Being a D-Rank or C-Rank assassin gives you above average talent and skill (compared to an average person) in your special trait, while being a B-Rank or A-Rank assassin makes you a genius in your special trait. Being an Apostle, however, makes you a superhuman in your special trait, even by an A-Rank assassin’s standard, to the point where you can be considered the best in the entire world in that area. You can buy this multiple times, each purchase giving you a special trait in a different area.

Perks - Assassin

[-100 CP] Assassin Package:

As an assassin, it is only fitting that you know how to fight and kill people. You can perform superhuman physical feats like cracking concrete with a strike. You also gain experience in hand-to-hand combat and one type of melee or ranged weapon. Moreover, you also gain the tactical and strategic mindset of an assassin, letting you know how to kill a target efficiently and effectively without being discovered. The strength of this perk depends on your **Combat Rank**.

[-100 CP] Killing Intent:

Some assassins can terrify others with their mere presence. Just like them, you can emit a pressure that intimidates weaker enemies and even makes people on your level wary. The stronger you are compared to others, the greater this pressure will affect them. This perk can be toggled at will.

[-200 CP] "He's just an old geezer":

While D-Rank assassins are often looked down upon, they have one great trait: their completely unassuming appearance. This is something that you now have as well. You will never stand out amongst others, no matter what you actually look like. People will either assume you are a regular person or a D-Rank assassin. Even after you've shown your true strength, your enemies may still refuse to acknowledge it and continue underestimating you for some time.

[-200 CP] Switching Sides:

Aside from his skills, Peter also has a charisma that allows him to bring people he defeats to his side. You now have this ability as well. As long as you are incredibly skilled, people will respect you and are more likely to go to your side. This effect is more prominent after you've defeated them in battle, allowing you to convince them to side with you. This only works for a battle, though, so don't go around beating up random people.

[-400 CP] Special Physical Trait:

Some assassins in this world are born with a unique physical trait that gives them a significant advantage. You now possess an innate trait. Perhaps you can contort your entire body into the extreme, perhaps you have zero reaction time and great physical speed, or perhaps you are born with an echolocation ability at the level of a bat. Hell, you can even choose to have acidic blood that can kill anyone it touches. Unlike **Special Trait**, this perk focuses on your natural physical capability. The strength of this trait depends on your **Combat Rank**, and can be trained further. You can purchase this multiple times, each time giving you a different trait. Subsequent purchases are not discounted.

[-400 CP] Once in 50 Million:

You now possess the talent of Jin Choi, the Apostle Judas Iscariot from Glory Club. You can master virtually every weapon that you encounter in a short amount of time. Moreover, you can instantly copy any combat technique and movement that you see, even if it is normally difficult to master. As a bonus, your body is now gifted enough that you can perform any

copied technique with ease, and you can adjust them to your own physical capabilities and weapons. For example, you can modify a technique that requires a long sword to be used with two short swords.

[-600 CP] Another Peter:

Now, your potential truly is equal to Honor Orphanage's Apostle Peter, who is hailed as the most dangerous assassin in the world. You are a polymath, capable of mastering any field in a relatively short time. From combat, assassinations, espionage, to subjects like biology, chemistry, and explosives, nothing is out of your capability to learn and master. You are also capable of expertly using any objects as improvised weapons. Moreover, you now gain eidetic memory, always remembering anything you've encountered. Similarly, your strategic and tactical mindset have been significantly improved, allowing you to fight even the most unconventional enemy even by relying on your environment alone.

As a last bonus, you are also an incredible teacher, capable of turning anyone you teach into someone as strong as an Apostle.

[-600 CP] Rejuvenation:

Peter mysteriously reverts back to his 19-year-old body after barely surviving an assassination attempt, with all his skills intact. You can now do this once per Jump. If you die, you can choose to be revived once, with all your injuries healed and your body back to its prime. The location of your revival will always be somewhere safe and away from people, although you cannot choose it.

Perks - Leader

[-100 CP] Leader Package:

As a leader, you will most likely be spending time behind the screen giving orders to your subordinates. You now have the experience and skills to smoothly run a large organization. From logistics and supply chain to recruitment, you are an expert in all skills necessary to be the head of your organization. You are also a natural expert in negotiations, bribes, and any other things that require silver words. Moreover, you are skilled enough to read the room to nudge any conversation in your favor. That being said, this perk alone is not enough if you want to recruit people with immense power.

[-100 CP] "Yes, Sir!":

You have the presence and charisma of a leader. No matter what you are doing, you always exude the authority of a powerful person, especially to your subordinates. Strangers will hesitate to badmouth you, and even people with power will recognize you as a peer. This also makes your subordinates incredibly loyal to you, so much so that they will almost never betray you unless you actually wrong or abuse them.

[-200 CP] Connection:

You have met people who align with you. Whether they are businessmen, police officers, or even smugglers, you now have their contact in your book. Moreover, they are guaranteed to have the same alignment as you, making cooperation incredibly easy. This perk also gives you constant access to secret information usually available only to a select few. However, do note that this perk has limits. It does not give you connection to someone like the president or a minister.

[-200 CP] Serpent Eyes:

Despite the name, this perk's main effect has nothing to do with eyes. Instead, you now possess an incredible and terrifying reputation to back up your name. Most people will fear you and your organization, never daring to cross you. Those who oppose you will hesitate to kill you, thinking that you must have already anticipated it. Your presence alone seems suffocating towards them.

As a bonus, you can also gain Raphael's glowing serpentine eyes. These eyes don't do anything, but they add to the intimidation factor.

[-400 CP] Father Gabriel:

You have the nurturing presence and charisma of Father Gabriel, the late leader of Honor Orphanage. You are capable of nurturing any children in your care to become a strong and loyal person to you, to such an extent that they will even call you their father. You also have the charisma of his son, Raphael, being able to recruit even the most dangerous assassin in a foreign country into your organization. You have an eye for recruiting talented people, and can always ensure that the people you recruit will respect and never betray you. Even assassins who hate each other can be taught and convinced to be civil with each other.

[-400 CP] One Step Ahead:
Your strategic mind as a leader has been significantly improved. You can easily discover betrayal, potential coup, and infiltration within your organization, and can easily create foolproof plans to deal with them. If your enemies create countermeasures against your plans, then you can easily create countermeasures against those countermeasures. You always stay one step ahead of your rivals and enemies, and with enough resources, there is no danger you cannot deal with.

[-600 CP] The Next Raphael:
Just like Raphael, you have connections with the most powerful people in your country. Whether it is the army's Chief of Staff or the CEO of a global weapon industry, you are well-acquainted enough with them that you can invite them for a dinner or bathhouse meeting in your residence. Should you ask them for assistance, they will gladly provide it for you, as they consider you their peer. Of course, they may occasionally ask for your assistance as well, but I am sure you can provide that just fine.

[-600 CP] Final Boss:
As the leader of a large organization—possibly an assassin organization—it will not do for you to die an early and stupid death. Now, you possess a degree of plot armor, to the point where you only die if you face an incredibly formidable enemy or deliberately do something very stupid. Perhaps an assassination attempt targeted towards you fails because your meeting is rescheduled at the last minute. Perhaps an attempt to shoot you fails because you happen to duck at the right moment. As a bonus, if you do die, your death will always be epic, so you don't have to worry about dying from falling off the stairs or something.

Combat Rank

*(Notes: The perk **Once in 50 Million** boosts your combat prowess beyond the purchased rank by one level, while **Another Peter** boosts it by two levels. Combat Rank can be improved through training and experience.)*

[Free] D-Rank:

D-Rank assassins are the lowest-ranking, and thus the weakest, assassins in Glory Club. They are often tasked with assassinating ordinary people. Oftentimes, they consist of people on the level of high-school teenagers, national athletes, local police officers, and the likes. That being said, D-Rank assassins are still superhuman compared to regular people. Feats like shattering several large ice blocks with a single rope dart or moving at slightly superhuman speed is within your capability as a D-Rank assassin.

[-100 CP] C-Rank:

C-Rank assassins are one level above D-Rank assassins. While they are not the weakest, they are often not notable either within Glory Club. They are often tasked with eliminating gangsters or similar armed organizations. Although not much is known about C-Rank assassins, it can be assumed that being a C-Rank assassin means that you can defeat a D-Rank assassin without too much difficulty.

[-200 CP] B-Rank:

B-Rank assassins are often considered incredibly skilled within Glory Club, to such an extent that they often work under an Apostle. B-Rank assassins are tasked with internal conflicts and often have to fight and kill other assassins in their mission. In terms of strength, B-Rank assassins are often strong enough to easily defeat a D-Rank assassin and treat them like fodders. Feats such as dispatching hundreds of dangerous prisoners or killing multiple assassins in a short time is well within your capacity.

[-300 CP] A-Rank:

A-Rank assassins possess enough skills that they are often tasked with national-level assassination missions. Amongst all 672 members of Glory Club, there are only 36 known A-Rank assassins. Sangdo Park, who is arguably the strongest A-Rank killer by far, is capable of dispatching several veteran B-Rank assassins by himself. Dispatching several B-Rank assassins, moving at blinding speed, and mutilating someone in a split second with your weapon is within your strength to do.

[-400 CP] Low-Level Apostle:

You are now a low-level Apostle, someone who is strong or skilled enough to be considered an Apostle, but not enough to stand as one of the strongest Apostles. Honor Orphanage's Apostle Nathanael, for example, has mastered the entire medical field at the age of 20, but she has no combat capability. Another example would be Kageo, someone with enough physical strength to rival an Apostle, but was never properly trained to fight. Your **Special Trait** and **Special Physical Trait** have been boosted to the level of an Apostle, but your other attributes are above average at best. Despite this, you should still have enough power to easily defeat even numerous A-Rank assassins.

[-500 CP] High-Level Apostle:

Congratulations, you have become a high-level Apostle, similar to someone like Apostle Thaddeus or Apostle Phillip. Your physical and mental attributes have been improved to the level of an Apostle. Meanwhile, your **Special Trait** and **Special Physical Trait** have been boosted beyond that level. For example, if your **Special Trait** is “warfare”, then you have completely mastered all aspects of modern warfare. If your **Special Physical Trait** is speed, then you can deliver a hundred blows in a split second. You are strong enough to defeat a low-level Apostle without much difficulty.

Items - General

[Free/-100 CP] Fashionable Clothes:

For free, you have an entire wardrobe filled with fashionable clothes that are always tailored to your taste for every situation, whether casual or social. These clothes are indestructible, never get dirty, and always fit your body perfectly. They also never get in the way during combat. For an additional **100 CP**, they also include attires for combat situations, such as bulletproof vests, helmets, and other things.

Items - Assassin

[-100 CP] Assassin Kit:

This is nothing much, but you are now in possession of an ever-replenishing first-aid kit and one handgun of any type with unlimited ammunition. You still need to manually reload it once it runs out of bullets, though. You also have one indestructible combat knife and a phone that can never be hacked, tracked, or wiretapped.

[-200 CP] Jacobus Serum:

This is a performance-enhancing serum from Jacobus Pharmaceutical Company, owned by Glory Club's Apostle Jacobus in the form of one pill. This one pill alone can increase your **Combat Rank** by one level. Each pill's effect lasts for five minutes. The pill will replenish only after it has been used up.

[-400 CP] Signature Equipment:

This is your own signature equipment as an assassin, always tailored to your skillset and specialization. It can be a sword, a sniper rifle, or even a collection of numerous explosives. This equipment is indestructible, never runs out of ammunition or fuel, and considered to be the highest quality compared to other similar equipment.

[-600 CP] Luxurious Hideout:

Similar to Jiwon Ahn, you have your own hideout. This hideout is incredibly luxurious, filled with everything you need for your job(s) and daily life. This hideout can comfortably house six people, and will never run out of water, electricity, foods, and other essential things. The hideout is also completely hidden, with nobody being able to find its location unless you tell them beforehand.

Items - Leader

[-100 CP] Leader's Kit:

This item contains everything that a leader needs. Similar to the Assassin's Kit, you have a completely secure and indestructible phone. You also have a set of documents such as an ID card, a passport, and several licenses that are completely legitimate. These documents can never be stolen or destroyed by any means.

[-200 CP] Billionaire:

Congratulations, you are now a billionaire. You have billions of dollars worth of clean and untraceable money in your personal bank account. This money can never be stolen or destroyed by any means, and should you spend it, replenishing it is far easier than it should be normally.

[-400 CP] Global Connection:

This item takes the form of various contacts in whatever communication device you have, containing the numbers of influential people in whatever country you start in. They are guaranteed to answer your call, and will assist you should you call them, with only a small favor in return at most.

[-600 CP] Glory Club:

You now have your very own organization that is as big as, if not a bit bigger than Glory Club. This organization has 700 members and possesses influence in other countries as well. Whether this is an assassin organization like Glory Club, a security organization like Escudo, or a global munition corporation like Daeha Group is up to you. You are guaranteed to have at least 350 D-Rank-level members, 200 C-Rank-level members, 100 B-Rank-level members, 38 A-Rank-level members, alongside your very own Twelve Apostles. All of them count as followers and are absolutely loyal to you.

Followers

[-200 CP] Underlings:

Each purchase of this gives you 30 loyal subordinates with diverse skills that complements your own. Most of them are B-Rank-level combatants, with a few amongst them being A-Rank-level combatants. This can be purchased multiple times.

Companions

[-50 CP/-200 CP] Old/New Recruits:

For **50 CP** each, you can bring an existing Companion into this world or create a new one. Alternatively, you may spend **200 CP** to bring in or create up to eight Companions at once. Each Companion receives **800 CP** to spend on Perks and Items, and they may take Drawbacks that only affect them and not the world. They are not allowed to take Companions.

[-100 CP] Native Inhabitant:

Each time you purchase this, you gain the guaranteed loyalty of one existing character from Killer Peter. You can also choose what relationship you have with them.

OC Companions

(Notes: You can freely customize the appearance, sex, personality, and skills of these companions. You can also decide what relationship you have with them.)

[Free] Your own Yuna Lee:

Congratulations, you have your own Yuna Lee. This person is the lowest-ranking D-Rank assassin, and frankly, the weakest one. They are also incredibly headstrong and reckless. Despite this, they are incredibly loyal to you, and will not hesitate to try and help you, even if it endangers them. While they are currently weak, they have incredible potential, and may even become an Apostle with the correct guidance and training.

[-200 CP] Assistant:

You have your own loyal and incredibly skilled assistant. This person is as skilled as a B-Rank assassin, and possesses the skills to assist you in your field of profession. If you are an assassin, then they may provide you with intel and resources. If you are a CEO, then they will handle all the logistics and management with great expertise.

[-400 CP] Partner:

This person has gone through hell alongside you, and as a result, they consider you to be their closest companion. Their strength is equal to your build with this JumpChain document. The two of you are guaranteed to work incredibly well together, to the point people may say that you two are like one person.

Drawbacks

[+0 CP] Supplement:

You can use this document to supplement another Jump, either by bringing your purchase to that Jump or merging the two settings. As usual, the CP pools are kept separated.

[+50 CP] Extended Time:

With each purchase, you can extend the duration of this Jump for an additional 10 years. This can be purchased 6 times at maximum.

[+50 CP] "Chimpanzee":

Unfortunately, you are now hideous. Perhaps your face looks like a monkey's face, or perhaps your face is simply incredibly disfigured. This even affects your reputation, as your alias will represent this hideousness.

[+100 CP] Physical Impairment:

You possess one form of physical impairment that greatly hinders your abilities. Maybe one of your legs or arms is cut off, or maybe your eyes are completely blind. You cannot heal yourself of this impairment, and can only mitigate them with a simple prosthetic at most. You can, however, compensate for this using a **Special Physical Trait**, such as having echolocation if you are blind.

[+100 CP] Just a D-Ranker:

People underestimate you, and not in a good way. Whenever you want to do something, someone always tells you to stay back, and they always do it in a condescending way. When you say something, people will not believe you unless you show a definitive proof. This drawback is hindering enough that someone will even prevent you from doing something, even when it is an emergency, because they assume you are just a weakling. If you show your true power, though, you can mitigate the effect of this drawback, if not outright negate it.

[+200 CP] Bounty:

There is a bounty on your head. While this does not cause the strongest people to chase after you, any D-Rank assassin will try to kill you if they discover this bounty, and they may even work together to do it.

[+200 CP] Blackmailed:

Someone has blackmailed you to do their biddings and obey their order, perhaps by threatening to kill your loved one(s) or revealing your secret. You do not know the identity of this person. The good news is that they are not thorough in monitoring everything you have, so your allies can potentially discover and take them down, or at least free you from the blackmail.

[+400 CP] Hobo:

You no longer have any access to your Warehouse. Any items and properties that are not purchased in this Jump are also inaccessible.

[+400 CP] Judas Iscariot:
You met someone. Someone who once admired you. However, they have betrayed you and now work for an enemy organization. This person is as strong as you are and incredibly slippery, making it difficult to confront them. You will, however, eventually meet them for a final confrontation.

[+600 CP] Glory's No. 1 Target:
Raphael has decided that you must be eliminated no matter what. He will not hesitate to throw all of his resources and underlings to eliminate you, and will even send at least one of the Twelve Apostles once he knows where you are. The only way to stop this is to locate Raphael's whereabouts and take him down.

[+600 CP] An Actual Geezer:
You are an elderly person, being somewhere between 65-70 years old. Your body is not nearly as strong as it is in your prime, and you are barely as strong as a D-Rank assassin. What is worse, you now possess an incurable cancer that slowly eats away at your body.

Ending

Move On:
Your journey in this world may have been great, but there are still many other journeys awaiting you in other worlds.

Stay Here:
Perhaps you have become attached to this world and many of its inhabitants. In that case, you may choose to spend the rest of your life here.

Go Home:
The adventures you have until now have been great, but you have realized that nothing is better than home. You may choose to go home, bringing your Perks, Items, and Companions with you.