Everyone Else is a Returnee!

You have now entered the multiverse of Everyone Else is a Returnee. Magic has come to Earth, and with it has opened the door of the multiverse to them. To prepare them for the introduction of magic by what is termed as a Great Cataclysm, God has sent every human to another world while making them invulnerable to harm, to allow them to get used to magic. There they spent a decade before returning to Earth, keeping only their knowledge of the events. Well, nearly everyone was sent. A single Korean by the name of Yu Ilhan was overlooked, a depressingly common occurrence in his life. For a thousand years Yu Ilhan was stuck in a world frozen in time with only a single angel for company, doing his best to prepare for humanity's return. Unfortunately once they do return, it is quickly made apparent that earth is not so normal, as powerful monsters spawn much sooner than they should, in great numbers, and various worlds and factions vie for a chance to conquer it.
Soon, a full on war is going to break out between the various factions and various worlds, with earth at the center of it all. Near the end of the war God himself will appear, with an army of Legna, and a plan to kill all life and start over, disconnected from the 'limitations' Akashic Record. You better work quickly if you want to stay ahead of the game.
Have **1000CP** to get you started in this wide new universe.

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

Drop in
When you enter this world, you will have nothing but your wits and the clothes on your back. Luckily, in the chaos of the great cataclysm, most people won't ask too many questions. What you do now is up to you. There are no strings on you.

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

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

Higher Faction
You are one of those top talents, with enough potential that you have caught the attention of one of the higher factions, who are looking to groom you such that you may one day join their ranks. While unlikely to provide much for you in terms of support, they are still more likely to provide helpful advice or rewards for carrying out their will.

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

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

Beastman
In the grand scheme of things, beastmen are rather similar to humans. About equal in strength and intelligence, what sets these apart is the fact that they are intelligent animals that can assume a mostly humanoid form. One such race of them will invade earth to escape an abandoned world, before becoming Yu Ilhan's minions. Choose what mundane animal you wish to be now.

Elven [50]
Like the beings from myths and legends, these are a rare sight. Often rather attractive, they are usually known for their knowledge and skill in the field of magic. The world of Dareu was populated by elves before being overrun by dragons.

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

Fallen Angel [100]
Maybe you were a pure angel at one point, but no longer. You have been corrupted, or lead astray. Your wings were dyed with your sin, losing the pure white luster it once had. You still retain your affinity for holy energy despite this. Contrary to what some may think, you are not necessarily evil; you just don't follow the way of God and Heaven.

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

Dragon [300]
A rare type of monster, these are some of the strongest monsters you will encounter. They grow stronger much faster than any other race, though they naturally reproduce slowly. Unlike other humanoid races, these can come into existence fully grown during a cataclysm. Many worlds where this happens quickly find themselves becoming Abandoned by Heaven as the dragons rampage. A dragon is considered a child until it reaches level 100. This growth speed slows down to slightly above average once you reach level 200. Rather strangely, Dragons can level up faster by eating the flesh of other dragons. Dragons are able to assume a weaker human form as they wish. They also need not undergo class-up quests.

Location: *Roll 1d6 for where you start, or choose where for 50CP*

Korea
South Korea to be specific. You will be starting in the home country of Yu Ilhan and various other future key figures in the events to unfold. As good a place as any to start, though leveling up may be slowed by the presence of a certain overpowered loner.

America
Like the rest of the world, America fell into chaos as the world changed. This was not helped when a large dungeon break occurred soon after the Cataclysm and flooded the streets of several large cities with monsters.

Venezuela
This place possibly got the short end of the stick. Not long after the first Cataclysm, Venezuela was connected to another world. The foreigners travelled through the gate and began replacing the local populous in an unfortunate process that involved skinning the bodies. By the time Yu Ilhan took notice and slaughtered them, almost all of Venezuela had been lost.

Abandoned World
Not all worlds are able to stand the tide of monsters that occur each Cataclysm. Some even fall for reasons other than monsters, internal disputes and wars leaving the world too weak to defend itself. These are worlds that are abandoned by Heaven. Often these worlds will be claimed by either another higher faction or just completely taken over by monsters. There is little-to-no civilisation of any kind in this world.

Training World
This is one of the many worlds where people spent their 10 years away from earth. It has an established population and is mostly a safe place. Some worlds have built a slight resentment to earthlings due to their attitudes while there. A decade of time while invulnerable to most anything thrown at them can lead to cocky and morally questionable decisions.

Free Pick - Choose where you wish to begin.

Perks: *100 CP perks are free for their origin, others are half price. Subsequent purchases of a perk or item are undiscounted.*

General

Akashic Records [Free]
When you became part of this world you gained access to the Akashic Record. Among other things, this provides you with a level like system and the ability to use magic. Stats are divided into Strength, Agility, Health, and Magic. A normal human may have around 10 in each of these stats. They can be increased with practise. As you level up you will also gain 5 stat points, split between them depending what you did to level up. You can level up by collecting experience, or 'Records', either by making the records yourself or killing other beings. Skills can be gained simply by learning them, for instance learning to cook will likely grant you the cooking skill.
Killing a being will give you a small portion of their records which has the advantage of, if you have a skill in common, increasing your proficiency with that skill by a fraction by using their skill and knowledge of it. Once a skill reaches level 100 it becomes open to an upgrade, either becoming a better version or fusing together with other max level skills in order to make a singular, stronger skill. This upgrade requires certain conditions to fulfill, this usually being several different tasks such as collecting a certain number of magic cores or killing a certain number of monsters of a certain class. The difficulty of this challenge depends on the strength of the skill you will create however continual use and gathering of that skill's records can decrease the difficulty of the evolution question.

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

At level 300 you are considered a 5th class being, a higher existence. Unlike previous bench marks though, this usually requires the help of a higher existence to advance as to reach the 5th class by oneself requires a stupendous amount of potential, the likes of which could place you as the very best in your field in all of history. As such there have only been two known people to ever cross the threshold by themselves, with a third potential candidate giving up their chance in order to join the faction of their love. The exact requirements to reach 5th class on your own are unknown, for there is no class-up quest or prompt for you to

do so. After reaching 5th class there are no more class upgrades, though you continue to level up. Instead, every hundred levels one is considered to be a class higher and you gain a reasonable boost in stats. Interestingly, higher existences can only bring out a tiny amount of their strength while in a ‘Lower world’, a world that has not yet undergone its 4th Great Cataclysm. The second they bring out their higher power, unless in defense, the world strips it from them, with only natural 5th class beings being spared this treatment. This effect will go away post jump, should you reach it.

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

General Skill [50CP]
Skills go part and parcel with the Akashic System. If you have the ability to do something, it more than likely is part of a skill. Skills can range from combat related things like swordsmanship and lightning magic, to extremely basic functions like sleeping. But the complexity of the act does not indicate how strong or rare the skill is. Resting is classed as SS class in rarity, while something like standard sword skills would be C or B class rarity. Once a skill reaches the maximum level of 100, it is eligible for evolution into a stronger skill. A lesser known fact is that every skill and evolution available to you is something that you can obtain yourself. The system merely provides shortcuts. Even if you are unable to complete the evolution quest it is still possible to develop that skill yourself, though the difficulty is significantly higher. Similarly, continuing to improve that skill can decrease the difficulty of the evolution quest.
Taking this will grant you one of the lower rarity skills, something that wouldn’t be too shocking to see. The first purchase is free.
⇒ SS Class Skill [200 CP]
For an extra 200CP, you can instead receive a high rarity skill. These are powerful skills the likes of which are rarely seen and whose evolutionary path quickly reach impressive heights. Skills like Resting, whose first evolution, Transcendental Regeneration, allow for instant regeneration of lost limbs as long as you have rest energy.

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

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

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

Future Leader [600]
Within you is the potential to reach for the stars and start your very own faction. You'll find you pick up skills quicker, and level them faster. You may gain unique classes and skills as you progress, letting you stand far above beings of a similar level. But just as importantly, you have the Leadership class as one of your secondaries. It's like you were just born to lead. Your existence continues to grow unendingly into what the system classifies as a wholly 'perfect' being. Once you reach the peak of 4th class, instead of borrowing the records of another higher faction, if you work at it and keep gathering strong records, you will be able to break through the seemingly unbreachable barrier all by yourself and become a new faction leader. Eventually you may find yourself rivaling God himself. As a natural consequence of becoming a faction leader, you will also be able to uplift peak 4th classes to 5th class as your subordinates.

Drop in

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

Tutorial [200]
When you happen to learn a new skill or encounter some new magic, the speed at which you can train with it will be exponentially increased for a short period of time. This period will last until you are at the very least familiar with the basic uses of it. In many ways, this could be considered having a tutorial in the use of the ability.

Incomprehensible [200]
You are an out-of-context being to most worlds, Jumper. You bring with you records that don't or shouldn't exist, from worlds far removed from the systems reach. The system doesn't quite know what to make of you and it shows, or rather, it doesn't show. If someone were to use the system, or some other method, to check your species, level, or even stats they would be met with dozens of question marks instead of letters and numbers. This can be toggled on and off as you choose and doesn't actually affect those things. It merely conceals the information from inquiring eyes.

Fortune Teller [300]
You can, with effort, get small glimpses of possible futures. You could see potentially decades into the future if you wished, though your vision will be mired by thick mist. The further you attempt to look, the harder it will be to see. On rare occasions you may even receive prophecies, though, as prophecies are wont to be, they will be rather vague as to what they are fortelling.

Reforming Records [300]
At the heart of it, what are people if not the sum of their experiences? And what are Records if not the records of experiences? When you kill someone, you take in a portion of their records. With certain skills, you can even increase the amount of records you take in when you kill. So it makes sense that if you are able to isolate those records, you might be able to bring back that being. If they retain some semblance of an intelligence, these fragments can sometimes be called thought-souls. By isolating these records, you can produce a thought-soul and potentially infuse them into an object to 'revive' them. Something like a soulless living body would require max level mana crafting to make, though would allow for a 'true' resurrection. Of course, doing this would also lose you that same experience and any levels you may have gained from them and they will likely not be as strong due to records lost from their death.

Heaven sent quests [400]
Once a year you will be tasked to do a quest by some higher power. Perhaps this is from Jump-chan themself. The contents of this quest can be anything from making a special type of equipment to clearing out a monster nest. The difficulty can vary massively, though it will always be something that you have some way of accomplishing. You will gain rewards from the quest based on how well you do and how much you contributed to the completion of the quest.

Evolving Skills [400]
Your skills never actually finish increasing in strength. Whenever you feel they have reached their very peak, you can do a trial in order to raise them to another level, possibly fusing them with other skills, and allowing them to start to grow once again, beginning the cycle anew. This may take a while to do for the stronger skills, but there is always a higher level you can reach. There is no peak for there is always room for improvement. Even if the skill by itself seems like it can grow no further, it can still potentially be incorporated with another maxed out skill to produce an entirely new one.

Pancosmic Loner [600]
You have maxed out presence concealment. For some reason people will not notice you no matter what you do. The only way to get their attention is to physically interact with them. Even then, if they so much as glance away they will lose track of you and be unable to find you even if you are standing right in front of them and yelling. Even God himself will forget you exist. Initially this will always be on but with a bit of effort you can learn how to toggle it. Users are (un)fortunate enough to almost never encounter ambush or stealth kill monsters since they never can find the user. Users are also immune to presence concealment of a lower level, meaning only someone with a similarly maxed presence conceal can attempt to hide from the user. Even once they have discovered you, their accuracy will be much worse than usual. This skill will grow stronger with time and levels.

Veteran

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

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

Mythical Magnet [200]
Is that a tiny angel on your head? Why are you talking to a 5th class dragon? Aren't you only a weak existence? Why is it that so many higher existences are drawn to you? It's like you are a fire and they are moths that are drawn to your light. Beings like great dragons, angels, succubi, and more are often set on your path by fate. Creatures that most people would never see in their life are encountered by you with startling frequency.

Blessed By A God [300]
You have gained a blessing from one of the recorded gods, gaining a boost in whatever skill or stat they stand for. Additionally, you exemplify that skill or trait, standing heads and shoulders above others at your level in that field. In fact, that is likely why they blessed you in the first place. These gods and goddesses cover just about every domain and aspect there is, from fire to beauty to magic, so the blessing could be in just about anything.

Firming Foundation [300]
Records go towards creating skills. Perhaps it is natural then, that the more records that go to creating it, the stronger the skill that is produced. If you only receive a class skill on your third class up, the skill you receive will be special indeed. You don't get skills as often as other people. Instead, the records that would normally produce a few normal skills are saved up to go towards a single strong skill. Consequently when you earn skills, their rarity and power is significantly higher than the usual. Instead of many weak skills, you will have a few strong ones. If you desire, you can turn this effect off to earn skills like normal.

Breaking The Rules [400]
You are rather special, Jumper. You are one of those unique existences who have transcended the laws of the Akashic System. Magic often has various rules. Things that are possible and impossible. But that is only within the framework of that system, and you have broken those confines. You have one foot in and one foot out, letting you break the previously established rules of magic. It won't be easy mind you. It is merely the difference between 'impossible' and 'nearly impossible'. But there is still a world of difference between them. Pioneer a new path, Jumper. But bear in mind that transcending does not mean complete separation. One foot out, but one foot in.

Mana Arises [400]
What is not mana need only be converted into mana. If there is no mana present, all that is needed to do is call it out from everything around you to produce it. This is a unique ability that Kang MiRae realised while entrapped by God in an area lacking in mana. Without using any skill or help from the system, she realised Magic of her own power, a feat never done before in the history of the Akashic Records. While you may not be her rival in magic, the one with the greatest talent for mana in history, at the least you can copy this skill. You are able to summon up mana in areas where there is none, and convert matter into mana. While this does not afford you an infinite amount of mana, it does mean that you can never truly be cut off from it.

Recorded God [600]
You aren't just similar to a recorded god, you *ARE* a Recorded God. What does this mean? You are good at something. Really good. Within you is the potential to become the very best at this skill in the entire universe. Choose one skill, such as blacksmithing, magic or even beauty, and become the recorded god of it. Your affinity for it increases massively, while your growth in this ability is uncapped, meaning that with time and effort you will only continue to increase in ability. It may not be long before the Akashic System itself has declared you the very best at it, with skills that surpass records and are thus unrecordable within it.
On top of this, within the domain of your skill you are able to sense those who make notable achievements. If you wish you can bless them, strengthening their gift and spreading the word of your existence. You may want to avoid the latter for now though jumper. God has made a point to hunt down and capture all the recorded gods for use in a twisted plan.

Abandoned

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

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

Titled One [200]
Through your actions or perhaps your very existence, you have earned a title. A Title is not just for vanity. Titles provide small boosts, such as boosting the strength of one of your skills or attributes. Titles could even do something like turning a normally active skill into a passive one, or boosting your critical damage by a few dozen percent. They can be earned via your actions. Killing hundreds of dragons could earn you the dragon slayer title, and boost the effect of all your abilities against them by 10%. Choose your title and its effect now.

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

Quest Giver [300]
Receiving and completing quests is a known phenomena. Often Heaven will send down quests in order to motivate people towards certain actions, such as preventing dungeon overflows. But other than just getting quests there is the other side to that. Giving them. You are able to create quests for people to complete. Once the quest is completed, they would be rewarded with an appropriate number of stat points based on the difficulty of the quest and the degree to which they completed it. Defending against a strong dungeon break may increase all stats by 1. Saving an abandoned world may boost all stats by 5. Additional rewards, such as items, can be manually added to this if you wish, though unlike the base stats will not be automatically generated for them.

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

Reaper Soul [400]
Due to their connection with death, reapers are able to leave behind a more coherent soul fragment upon death. It can maintain some semblance of intelligence after death. Once a jump, if you are killed, your records will stay together as a thought-soul, transfering into the one that killed you. Once this has happened you can gather strength and attempt to combat the soul of your killer. If you overpower them, you can steal their body and be reborn anew. It really comes down to a combat of wills, so if you have a weak will, there is every chance you may lose and be scattered.

World Traveler [600]
By pouring a vast quantity of mana into a complex spell, you can create a portal to travel to a different dimension. This can be a different dimension that you are aware of, or a blind jump to a completely random one. The portal itself will generally be large enough for you to walk through, though at the expense of a lot of mana, you can increase its size. This spell is even able to let you travel to worlds that are otherwise hidden or barred from entry. Additionally, once a month, you can return to your home in your 'home' dimension from wherever you are with nary a whisper.

Higher Faction

Ya Get Me? [100]
After spending time with allies, you are able to train- ahem, I mean, reach an understanding with them. They will start to be on the same wavelength as you when you think of plans or mention ideas. It would only take a few words to get them to understand perfectly what you are considering doing. Whether they agree with it is another matter, but they are pretty good at guessing what you are thinking.

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

Skip The Quest [200]
Some special races, such as dragons, do not have to complete class up quests in order to increase in class. They are natural born 4th classes. As such, they can level up extremely quickly without restraint, and do not have to worry about the class they choose as they will not become stuck at that level while trying to complete the quest. Like one of these races, you too do not need to partake in class-up quests, or those of their ilk. Leveling up is smooth sailing, up until the barrier of reaching 5th class. This does not include skill evolution questions though, as these are a separate thing.

Maxed Stat [300]
You know those skills that you took at the very beginning? One of the general or SS class skills? The level has now been maxed out and is ready for evolution. This is not just a number and comes with all the skill and knowledge of that skill that would come with maxing it out normally. It is a rarity to see even an ordinary skill evolved, let alone the more special ones, usually taking years before someone has their first, and those are the common ones that are used frequently.

The Core Truth [300]
Learning multiple disciplines will greatly increase your speed at understanding future ones, as your prior experience lets you build on their foundation. As long as they are related to one another, each discipline will speed up the learning of new ones. Once you learn how to use ten different types of melee weapon, you will find learning the eleventh one extremely easy. Similarly learning a dozen languages could allow you to learn your next in fraction of the time it took the first few, despite sharing no roots or common words.

Master Of Records [400]
When killing people or monsters, one also steals a small amount of their skill in the form of records, growing stronger and better. Now you can learn how to share your records, gifting others with a modicum of your skill. This can also be used to gift other people with a level 1 copy of a skill that you own. Additionally, you have the ability to steal the records of an opponent that shares the same skill with you without even skilling them, increasing your proficiency while lowering theirs.

Power Of God [400]
Those that would steal your power will be shocked to find that afterwards they have become unable to kill you, due to the fragment of you in them. This is not a matter of being unwilling but rather that they are physically unable to. Additionally, the connection that this act has opened between you would allow you to take back your power if you can overpower them, while potentially taking some of theirs too while still being able to kill them.

Great Cataclysm [600]
You can force the world to ‘level up’. You can pump mana out into the world in order to permanently increase the amount of ambient mana present by small amounts. After it reaches a certain point, the world will undergo a cataclysm where the amount of ambient mana in the world will increase by an order of magnitude, while stronger and better magical plants and minerals will appear around the globe. As a side effect of the increased mana, monsters and people will also grow stronger and will be able to attain greater heights of strength. Unfortunately monsters adjust faster to this increased mana which has led to the destruction of many civilizations that were not prepared for the event (and even some that were). Use this ability with care. This can be done multiple times but the amount of mana required each time increases exponentially. If you want, and have access to a different system of magic, you can instead use that to upgrade the world with that type.

Items: *Suitable items may be imported into the appropriate options. Consumables will refill each month, unless specified otherwise.*

General

Anvil [100]
A good workman is limited without good tools. This particular anvil is a blacksmiths dream. Impossibly smooth and damn near invincible, this is the perfect surface for hammering extremely durable materials. No need to keep replacing your previous anvil as they break or become obsolete compared to what you are working with.

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

Recording Weapon [400]
Creatures within the Akashic system grow stronger with time. This unfortunately means that their weapons often will become obsolete. Even more unfortunate is the fact that powerful weapons useful to high level people are extremely rare. This particular weapon has the extremely rare ability to absorb the records of those it kills, in order to grow stronger. All records the weapon absorbs are records that you do not access though, thereby splitting the users growth between the two. This is an evolving weapon. The type of weapon it is is up to you.

Drop In

Magical Ore [100]
What is a smith without some metal to work with? Equipment plays a large part in this world, and a craftsman can only do so much without good materials. Luckily you happen to have a large storage box filled with lumps of unrefined ores of many varieties. The rarity and valuability of these ores range from normal iron all the way to precious ores of heaven, with the quantity of the ores being inversely proportional to their value. As you travel to future jumps, this box will update to include for the various ores you encounter. I hope you have some way of refining and forging them. Each month, the box will refill.

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

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

Eternal Flame [600]
An inextinguishable and living flame that can continuously grow. This flame is precious even within Heaven. The more flames and magic stones it is fed, the stronger and hotter it becomes. This flame has a high level of intelligence, akin to that of a human. This flame is extremely useful for the processing of general materials and ores as even if it cannot process them immediately, it can eventually grow to the point where it can. Additionally, as this flame grows, it may become useful in other ways. Yu Ilhan incorporated the Eternal Flame into several of his items to boost the strength of their attack.

Veteran

Jumper's Shop [100]
You happen to gain ownership of a quaint little shop perfectly suited for the selling and distribution of goods. It comes with glass cases, marble tables, wire racks, a dozen mannequins, and a storage room in the back. That said, very soon Yu Ilhan is going to open his own weapon shop on earth that will be selling equipment of Rare rarity, at a minimum, by the hundreds. I hope you have some way of competing with him. Importantly, this does not inherently come with any stock. That will have to be supplied by you.

Holy Stone [200]
This is stone infused with large quantities of holy energy, meaning it is extremely full of mana as well as incredibly durable. It is in this way that the holy stone can then be used in any number of ways. Due to the holy properties, it is particularly good for use in the equipment of priests or paladins. Similarly, due to its natural strength it is good for the construction of buildings and structures. You receive several tons of high tier holy stone, enough to make a small house. Any used stone is refilled each month.

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

Flying Fortress [600]
Every single part of the fortress disguised as a mansion is an artifact dedicated to killing and defending against attacks, from the trees and grass to the mirrors and walls. All this completely under the control of the owner. This structure is near indestructible, made from the parts of extremely powerful monsters. If all that wasn't enough, the fortress also has the ability to lift off the ground and fly around at great speed. This fortress could hold off and even defeat an army of 3rd and 4th class monsters, with its four powerful magical mirrors that shoot terrifying beams of power. The only downside to this fortress is that it requires a great deal of magic to function. Without a large supply of magic stones, you'll have to use this sparingly.

Abandoned

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

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

Transportation Array [400]
Contained within these notes are the plans and know-how for the construction of a country spanning array that allows instantaneous transport of people anywhere in its range. Once understood, the knowledge gained from these notes can be applied to create arrays of similar size that have different effects, provided you know how to create them. This level of understanding will take years to reach. Along with these plans are several smaller scale, though no less impressive, pre-made arrays that you can place down.

Hourglass of Eternity [600]
Using this small hourglass, once a month the user can deploy a barrier on the surrounding space and freeze time. Time will not flow outside even if it does on the inside. It can be used for a maximum of 2 months in the wielder's standard. Those not permitted by the owner cannot enter the barrier. Once used, no matter how long for, it requires a month to pass before it can be used again. Interestingly, the hour glass that dictates when time resumes is itself potentially subject to time manipulation. So if it were to be activated in a world slowed to half speed, the length of time that passes inside the barrier will double as the sand inside the hourglass representing time left trickles more slowly.

Higher Faction

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

Cross Bag of Holding [200]
A bag containing expanded space that can hold thousands of tons worth of materials. A hoarder's dream and a rare item unto itself. This bag is able to quickly gather materials into itself, without having to manually collect them, from several hundred feet away, provided the ‘materials’ do not resist.
Modifiers: *(undiscounted)*
⇒ *Weight Manipulation* [100]
Taking this modifier allows one to change the weight of the bag so that it weighs up to the weight it contains. You can also briefly transfer this weight to a piece of equipment that you are using.
⇒ *Bottomless* [100]
This bag now seems to be able to hold an almost unlimited amount of material. It could probably hold nearly the weight of an entire planet.
⇒ *Inventory* [100]
With this, you no longer have to carry around the bag to store anything and it is automatically turned into an inventory. Combined with weight manipulation, you can choose to change your own weight as well.

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

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

Companions:

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

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

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

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

Shoulder Guardian [200]
The Higher Factions have taken an interest in you. A notable interest. One of the factions has decided that you are someone worth nurturing and thus have sent down one of their members to guide you. Unfortunately while in the Lower Worlds this being cannot show off their power. As such, they have taken on a small form that could comfortably sit on a human's head, and will offer advice where they can. Potentially also directing you to join their faction. This being could be an Angel from the Righteous faction of Heaven who look after the Higher and Lower worlds. They could be a Fallen Angel from the Army of Brilliant Light, those dissatisfied with the ways of Heaven. Perhaps they are one of the beings from the mysterious though benevolent Garden of Sunset, who eagerly await the birth of the Fifth, and greatest, faction. Or perhaps they are one of the chaotic monsters and demons of the Destruction Demon Army, who dislike rules and often revel in chaos. By the jump's end, if you can convince them, you may take this being with you to future jumps as a companion, where they will have shed their restriction in Lower Worlds.

Drawbacks:

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

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

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

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

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

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

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

them to safety whenever you encounter them, or look after them until they can manage on their own.

1000 Year Stay [+200]
You will be stuck in a frozen world lacking any people for exactly 1000 years, with nothing ever changing. You were well and truly forgotten. There is no-one else with you, not even companions. You are stuck in a frozen world completely by yourself for the next millenia. Training will not produce more muscles, nor will practicing magic increase your mana pool. Anything you make or do during this time will disappear after the 1000 years are up. The only thing you will be able to train is your skills. Try not to go crazy from solitude. After this period is up, you will continue the jump for the next ten years like normal.
⇒ Not So Alone [200]
As an apology for the mistake, Heaven has sent an angel to look after you and help guide you over the 1000 years you will stay there. Once the jump is up, and if you've made a proper connection, you can have them follow you as a companion.

Calamity Magnet [+200]
It sure does seem to have calmed down the second you left. What's this? A dungeon overflow minutes after you return to earth? A powerful monster spawning in the area you are in? Why does it seem like all these problems are linked to you? It's almost like your very presence generates disasters.

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

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

Loner No More [+400]
You will be taking the place of Yu Ilhan in this story. Now in his place, you'll have to find some way to keep Earth and its inhabitants safe, and defeat the previous God. Unfortunately that means defeating the current Leaders of the Higher Factions, or removing God's power from them in some way, as step 1. You'll also not be getting Yu Ilhans natural abilities unless you otherwise bought them in the document. You'll only be leaving once the original population of Earth is safe and God is taken care of permanently. This is incompatible with Recorded Prison.

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

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

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

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

Notes

- Only two people in history have advanced to the fifth class on their own, without help from a fifth class faction.
- The Great Cataclysm: ‘A higher system of energy than it is now will be opened on Earth. That is called mana. Also, the Akashic Record will come into contact with earth, and the humans will receive rights to see some of its records. That is called Status’.
- A monster made up of only the higher system of energy cannot be killed even by a nuclear missile. This means that the higher level monsters are immune to nearly all conventional weapons. It requires people to kill them, wielding magic weapons and spells.
Post jump, jumpers who have reached 5th class and above will not experience a decrease in stats in lower worlds.
- The owner of the Flying Fortress will receive all experience from monsters killed by the fortress.
- The Great Cataclysms are mixed blessings. While they produce better materials and better loot, the increased monster strength and numbers can occasionally lead to a world being overrun with monsters, which kill off the majority of the population. Earth is one of the most extreme cases in all of the multiverse. Usually cataclysms happen every few centuries at most, but Earth will experience it’s second one within a year of the first, and it will be equal in strength to that of a third cataclysm. Without someone like Yu IIhan to fight off the vast hordes of monsters, Earth would be surely doomed. It is also worth noting that barring special circumstances, monsters spawned in Cataclysms will never be higher than fourth class however many cataclysms have occurred.
- Cradle of Miracles: Different factions will gain different types of wings. The heavenly faction gained pure white angel wings, while the fallen angel faction gain black wings. The dragon nest faction will gain dragonic wings and the monster faction gains demonic wings. It takes about an hour for the change to finish.
- Heaven Sent Quests: The rewards will always be in line with the setting you are currently in. No gaining something significantly more powerful than anything already present in the jump.
- Taking something like stealth as your maxed stat would let it evolve into Presence Concealment, though this would only be at level 1.

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

And finally, a warning: The Akashic Record tells you the shortest path you can take, but does not tell you the path which you cannot take with your current power. In other words it tells you what you have access to, but it does not tell you what you don’t yet have access to even if they are achievable eventually.

By Lone Valkyrie, hope you enjoy!