

GENERIC PORTAL INVASION

WORLD – INTRODUCTION

+1000 Experience Points (XP)

A setting template that has grown especially popular in recent years, especially within South Korea. We start off in a modern or slightly futuristic version of Earth, with some notable differences. Monsters have begun to invade through interdimensional portals. Sometimes the monsters simply show up without warning, other times these portals can be entered by humans, to find a pocket dimension or “dungeon” overflowing with deadly hazards but unimaginably valuable resources.

Coinciding with the sudden appearance of monsters, certain humans begin to awaken superhuman abilities, as well as "classes" and “skills” akin to a video game. These people are often called “Players” or “Awakeners” and more often than not they take up the role as “Hunters” who protect the Earth from these otherworldly invaders.

Sometimes the governments immediately recognize the threat they pose and waste no time suppressing the freedom and influence of Awakeners at all costs. Other times, Hunters are simply too important or powerful to control, quickly becoming the center of modern society and economics. Sometimes Awakeners do a decent job of regulating themselves, but in most such cases the power goes right to their heads, and they use their superior power and authority to bully and exploit regular humans.

Hunters are often regulated by various guilds that handle penalizing Hunters who step out of line or managing what Hunters have access to what dungeons. To no one’s surprise, these guilds are often quite corrupt and unscrupulous in their own right.

Though not always, there are cases where those who awaken as hunters are subjected to a brutal gauntlet or “tutorial” to help them refine their abilities before finally being allowed to return to Earth with their inhuman strength.

Sometimes the appearance of monsters is totally random, other times it is meant to strengthen humanity in preparation for an even greater impending disaster. However, in many cases it is simply a cruel game orchestrated by capricious, godlike beings or “Constellations” that have turned this world into a living Hell for their own amusement.

You may choose any nation on Earth as your starting location but do note that most events of note center on Asian countries, especially South Korea.

WORLD - SETTING

You'll be given a degree of freedom to design the world you arrive in, but the remainder of the WORLD sections will serve to provide some guidance. If you'd rather ignore this, feel free to skip right to the BUILD section on page 19.

Acclimation

With few exceptions, these kinds of stories tend to take place in some permutation of modern Earth. The main difference is how recently this major shift in the world took place and how well society has managed to adapt. Choose one of the options below.

- The Calm – The arrival of monsters and hunters will take place a few days after your arrival. Nobody will be ready for what's coming, so you'll get to witness society collapsing firsthand. This is as bad as things will ever get.
- The Storm – Monsters have been appearing for a few weeks now. Humans are still just barely hanging on, but they're slowly starting to regroup into small communities and develop relatively effective survival strategies.
- The Rebirth – After months of panic, some semblance of a government has begun to assert itself. This is a stage marked by political conflict as factions fight to rebuild society according to their own ambitions and ideals.
- The Rise – Against all odds, society has managed to rebuild to a point that isn't all that different from the world before the shift. Hunter guilds have begun to establish themselves and regular civilians live in relative peace.
- The Fall – Just when things were looking up, something changed that risked undoing all of humanity's efforts. Whether that's the appearance of far mightier monsters, some kind of evolution in the system itself, an internal threat from Hunters seeking to dominate the world, etc.
- The New Age – Humanity managed to survive everything thrown at them and came out the other end even stronger. Monsters are still a problem and political corruption is worse than ever. On the other hand, the discovery of magic and otherworldly materials has allowed technology to leap forward by thousands of years, causing the world to resemble something out of a sci-fi novel.

WORLD – MONSTERS

The appearance of monsters is often the defining feature of this genre.

Monsters

Monsters can vary drastically in appearance, most often resembling the kinds of beasts found in human myths or fantasy media. Orcs, dragons, phantoms, etc. Sometimes monsters are all mindless beasts, other times there are creatures bearing human–level intelligence mixed in. Sometimes it is possible for humans to tame monsters, but in other cases they are too intrinsically hostile for such a thing to be possible.

Monster Ranking

Monsters are usually categorized by the threat they pose. Sometimes this is enforced by the system, other times it is purely a human invention. The exact terminology varies, but an alphabetical system is most common (F<E<D<C<B<A<S<SS<SSS).

Evolution

Similar to how Hunters can acquire EXP to improve their skills or even upgrade their class, in some settings monsters have a similar ability to evolve through killing. This causes them to metamorphosize into a similar but much stronger species. Sometimes evolution is a universal trait of all monsters, other times it is exclusive to certain pieces, and in some cases it is outright impossible without the assistance of a Hunter.

Drops

Monster corpses are treasure troves in their own right. Almost every part of their body has some potent application for the creation of magic tools, armor, weapons, and potions. Not even to mention that most systems provide Hunters with “EXP” they can use to grow in power in return for killing monsters. The most valuable part of a monster is often their “core” , a strange crystal somewhere in a monster’s body filled with magic energy that, with the right knowledge and tools, can be used to directly enhance a Hunter or processed into magic items.

There are also cases where the System directly rewards Hunters with potent items or even money for defeating a monster, even if there’s no reason said monster would have such an item on their person.

Origins

Where exactly monsters come from and why they appear in dungeons can vary. Perhaps dungeons are shards of a destroyed alternate dimension, and monsters are simply the survivors. Perhaps they are constructs directly created by the system for precisely this purpose. Perhaps they are the vanguards of the invasion force of a monarch who seeks to claim the Earth as his own territory. Perhaps they are the servitors of a mighty god that seeks to torture humans for their own amusement.

Motives

Why exactly monsters are so hostile to humans can also vary. Sometimes they are servants of a higher power, and their own wants and needs are irrelevant. Sometimes they find themselves in a difficult situation where conquering the Earth is their species' only hope for survival. Sometimes monsters are simple animals and in their eyes attacking humans is just defending their own territory. There are also cases where the system is actively pitting monsters against humans, actively controlling their minds to thwart any potential for information sharing or cooperation between humans and monsters. There are also cases where monsters are pawns in a battle between various factions of celestial beings. Humans are just unlucky enough to get caught in the crossfire. However, in the vast majority of cases, there is no deeper reason. Monsters are just intrinsically destructive beings by nature.

WORLD – PORTALS

The means by which monsters enter this world.

Portals

Monsters arrive on Earth through portals that can appear without warning. Sometimes these portals close as soon as the monster passes through, but other times they remain open, and humans can enter into these extradimensional spaces or “dungeons”.

Dungeons

Dungeons are pocket dimensions that resemble a particular biome or environment that’s suitable for the creatures within. Whether that be a poison swamp, an arctic wasteland, an endless ocean, clearly man-made labyrinths, the vacuum of space, etc. Dungeons often contain various magical plants, minerals, and other resources vital to the creation of magic weapons and items, like those wielded by Hunters. Sometimes dungeons have peculiar magic effects, rules, and structures, such as painting that lead to illusory worlds, rooms with reverse gravity, an anti-magic aura over the entire dungeon, etc. There are rare cases where a “dungeon” is actually a portal to an entire separate universe no smaller than the one containing Earth.

Some dungeons have “level caps” that make it impossible for Hunters above a certain level to enter a given dungeon. As such, even if you have a Hunter that could trivialize a given dungeon, their level may be too high for them to even make an attempt.

Dungeon Ranking

Like most things in these settings, dungeons are often broken up into different tiers based on the level of danger or how strict the level cap is. The exact labeling system varies by world but is most often the standard F-SSS letter grading system or a number of “stars” correlating to the difficulty. Usually, it is possible to determine a dungeon’s level without actually entering through energy reading. However, it is far from unprecedented for a dungeon to hide its true level until you actually enter it.

Resistance

Monsters from dungeons are almost always resistant or immune to conventional Earth weapons. The reasons for this vary. Perhaps they exude some kind of aura that renders all complex technology, weapons or otherwise, unusable in their presence. Maybe they have some kind of passive magic defense that can only be pierced by weapons created from monsters or similar magical materials. Maybe hunter weapons are just the only thing strong enough to pierce through their ridiculous natural durability.

Resources

As mentioned before, dungeons are often treasure troves of potent resources. Whether it's plants with potent alchemical properties, minerals that can be used in various magic devices, and some dungeons contain powerful enchanted weapons and artifacts. Even the monsters themselves could be treated as a kind of resource. As such, it is not uncommon for guilds or even regular corporations to deliberately not close dungeons in order to monopolize the resources within. This is ultimately a net-negative as a handful of organizations have exclusive access to a functionally infinite font of resources and the only means for Hunters to grow in strength, but this can be especially disastrous in settings where Dungeon Breaks are a factor.

Dungeon Break

Sometimes it is relatively safe to leave a Dungeon open to continue harvesting materials from it. However, in many cases this is too dangerous, and if a Dungeon is not closed in time a phenomenon called a "Dungeon Break". In some settings a dungeon break is the only time that monsters can freely exit dungeons, while other times it simply causes a massive increase in the quantity of monsters that come through. Dungeons that linger too long in one location also have a way of "infecting" the surroundings, transforming it to match the environment within the dungeon. The longer this is allowed to continue, the further this terraforming spreads, giving the monsters a home-field advantage.

WORLD – AWAKENERS

Humanity's first and last line of defense.

Hunters

Humans who receive the system are often known as "Awakeners" or "Players". It seems to be completely random what humans are chosen or when they are awakened. The vast majority of awakeners take up the role of "hunters" who fight monsters (sometimes they aren't even given a choice). Technically not all awakeners are hunters, but enough of them are that most people use the terms interchangeably.

Economic Standing

The importance of their role and resources one can gain from dungeons means that all but the most mediocre hunters can effortlessly make a fortune through their work. If one were to list off the richest humans in the world, it wouldn't be surprising for almost every spot to be occupied by high–ranking hunters.

While many aspire to get rich as hunters, it's a lot easier said than done. Guilds and similar organizations tend to monopolize dungeons so only they can train hunters and harvest resources from them. Even if an aspiring hunter overcomes this hurdle, the kind of weapons, armor, and potions normally required to survive such an excursion normally cost a fortune in their own right. Pocket change for someone who is sponsored by a guild or already has a long track record of clearing dungeons, but completely beyond the budget of someone just getting started.

The prosperity of hunters is usually a net–negative for regular civilians. As hunters continue to dominate all culture, politics, and economics, it gradually becomes almost completely unviable for regular people to make a decent living in any job that doesn't in some way assist hunters in their duties, at least indirectly.

Social Standing

In the vast majority of these worlds, the public opinion towards hunters is often shockingly positive, even in cases where the corruption of hunter organizations is relatively common knowledge. They're often treated like a combination of celebrities and superheroes. In some worlds their propaganda is so effective that regular humans practically worship hunters as godlike existences.

Political Standing

Due to being the only effective resistance against monsters, hunters often have a disproportionate amount of sway over the economy and politics. In some cases, awakener organizations become so powerful they essentially become the government, shaping policies in a way that exclusively benefits hunters. A rare few worlds go to the opposite extreme, where governments and corporations waste no time using legislation, blackmail, drugs, or any other methods to restrict, monopolize, or outright enslave any awakeners before they can pose a threat.

Regardless, it is usually unwise to neglect their hunters too much. Putting aside the threat they pose as individuals; it is common practice for governments to "poach" talented hunters from other nations with promises of better treatment and other privileges. Sometimes these privileges can get quite extreme, such as total tax exemption or even immunity from all criminal prosecution.

Hunter Taxes

It's common practice for governments to levy taxes on all hunter activities, taking a cut of all treasures and resources found in a dungeon. For an established hunter, this leaves them with more than enough to live an indulgent lifestyle, but that doesn't stop some from feeling like they're being robbed.

Organizations

As anyone can awaken as a hunter, it's not surprising that numerous factions are fighting to recruit powerful hunters. Sometimes all hunters are managed by a single monolithic "Awakener Association" that handles ranking, training, and deploying hunters in response to monster attacks or the appearance of dungeons. Other times these tasks are handled by an assortment of competing Hunter Guilds who are prone to butting heads over the recruitment of promising hunters or claiming ownership over various dungeons. Usually, these organizations are led by exceptionally powerful and accomplished hunters (regardless of the fact that their job is 80% paperwork).

It's to be expected that numerous governments, corporations, or criminal organizations also recruit any hunters they can get their hands on, regardless of whether they're able to act as a guild in any official capacity. Sometimes there are even hunter schools where those who awaken at a young age receive training to become capable hunters.

Hunter Ranks

Hunters are usually ranked according to personal power and what missions they are allowed to participate in. This also indirectly increases a hunter's personal political power, as higher-ranking hunters receive much better treatment and privileges than lower-level ones. This is usually a letter-based system (F<E<D<C<B<A<S<SS<SSS).

Sometimes every hunter starts at the lowest level and must work their way up through feats. However, in most worlds hunters with naturally powerful classes start out at a much higher ranking. There are even cases where a hunter's power, and by extension their ranking, is set in stone as soon as they awaken.

Support Roles

While hunters fight on the front line, there are a number of support roles that are often filled either by hunters with non-combat classes or regular humans who want to help make a difference or are just desperate to make a living. Examples include:

- Contact - Regular humans who handle more legislative aspects of running a guild like recruiting, negotiating, advertising, funding, etc.
- Dismantler - Disassembles monster corpses for use. Usually also handle the buying and selling of such parts.
- Restorer - Specialists tasked with repairing damaged gear or artifacts. Common in worlds that place more importance on gear than personal skills.
- Crafter - Use resources from monsters and dungeons to create powerful weapons and armor for hunters.
- Miner - Sent into a dungeon after the monsters have been cleared out to mine the mystical ores found within.
- Bait - A cruel role where a regular human is covered in some kind of monster bait in order to lure monsters into a trap.
- Porter - Follows a party of hunters to help them carry their extra equipment into a dungeon and carry their loot out of it. Porters are often exploited by hunters and pressured into also serving as miners, dismantlers, and sometimes even bait, on top of their actual duties, often for no additional pay.

WORLD – SYSTEM

The source of this disaster, and humanity's ability to fight back.

Origin

The "system" is often a mysterious force. It is a kind of godlike computer program. It is responsible for both the appearance of monsters/dungeons, but also the awakening of humans to fight them. Sometimes its influence goes further, and it appears to actively warp reality to establish cruel games for hunters to survive, or quests with substantial rewards for those who succeed, or fatal consequences for those who don't.

There are endless possibilities for why it does all this. Perhaps it is the plaything of cruel gods to torture humanity. Perhaps it is an agent of a benevolent power who sees this as the only way to prepare humanity for the approach of an even greater threat. Perhaps it really is a complete anomaly that not even the gods understand.

From the perspective of hunters, this system causes reality to behave more like an RPG, with stat screens, skills, class, experience points, etc. Sometimes this isn't quite so overt, sometimes there's no signs of the system having any direct impact on individual humans, but cases like this are exceptionally rare.

Classes

Sometimes hunters receive a couple skills to start and that's it. In other cases, they are given a kind of "theme" that they can continue to gain relevant skills from. Usually this is a "class" enforced by the system like "warrior", "mage", "assassin", "healer", etc. Other times this is because they are contracted to a celestial being or "constellation" (more on those later on) that sponsor them with skills related to their domain.

Often, hunters will be further divided by the role they serve in a party, such as tank, healer, dps, ranged, crowd control, support, crafting, etc. Sometimes there is a huge disparity in how each playstyle is respected. Sometimes healers and crafting classes are treated like royalty due to their rarity, sometimes any classes that aren't direct damage dealers are treated as dead weight, sometimes the industry is so oversaturated with warriors that most guilds won't even give them the time of day. It really just depends on the supply and demand of whatever world you find yourself in.

Skills

Used to describe the special abilities of hunters and some monsters. Active skills usually require mana to use, but there are exceptions where a skill has a different kind of cost or none at all. Skills can be just about anything.

- Passive – Passive effects like fire resistance or improved luck.
- Attacks – Potent, individual attacks like a powerful spell or sword strike.
- Talents – Relatively mundane skills like cooking or swordsmanship. Can also apply to more supernatural crafts like alchemy or magitech.
- Buffs – Skills that temporarily boost one or more attributes of yourself or others, such as speed, strength, stamina, etc.
- Debuffs – Skills that temporarily weaken or disable a target in some such as paralysis, confusion, poison, etc.
- Manipulation – Skills that allow one to manipulate a specific element or grants access to a style of magic like necromancy or healing.
- Appraisal – Skills related to acquiring information and seeing things that others can't, like mind reading, lie detection, psychometry, monster detection, etc.
- Conditional – Skills with elaborate rules and conditions for use, like being able to revive the dead as long as you've never taken a life, or a mighty attack that damages someone proportional to how evil they are.
- Other – Literally anything else, like transforming into a werewolf, being bound to the spirit of a martial arts master, summoning automated turrets, etc.

Leveling

In some settings, the system provides hunters with the ability to "level up", gaining some kind of currency that they can spend enhancing their skills and raw stats like strength or stamina. This currency is usually some kind of "experience points" from defeating monsters or similar feats, other times it is directly provided as a donation from a godlike being for entertaining them. However, there are numerous worlds where "leveling" is not a universal phenomenon, and whatever abilities you have when you awaken with will never get any stronger. Meaning that the strength of a hunter is due entirely to luck, rather than any degree of competence, effort, or character.

WORLD – CONSTELLATIONS

The gods that watch humanity.

Nature

"Constellations" is an umbrella term for godlike beings that watch over humanity. Not every setting has Constellations as a story element, but when they are present, they are usually directly responsible for everything. Under exceptional cases, a human can ascend to become a Constellation themselves. They retain their human body and will gradually grow in power until they become a godlike existence in their own right. Full constellations are such an incomprehensible existence that simply seeing their true form could drive a mortal mad or kill them outright. As such, they often represent themselves as avatars resembling common depictions of them or even symbolic representations of items and animals often associated with them.

Identity

Sometimes Constellations are alien beings that represent abstract domains like "life", "fire", "trickery", etc. But in most cases Constellations are based on specific gods, creatures, objects, and famous figures from Earth's history and mythology. All their abilities and weaknesses are based on their associated legends, so they often hide their true identity behind a symbolic username. However, as beings born of myth, in many such settings a Constellation will "die" once there is no longer anyone to remember them. Which just makes their casual disregard for human life seem counterproductive

Character

There are differences in the character of individual Constellations, but for the most part they are vain beings who see mortals as little more than playthings. In extreme cases, this leads to them sadistically toying with them, subjecting them to the cruelest games they can devise. In other cases, they are more neutral. They'll help humans if it's convenient for them, but they won't be especially broken up if they go extinct either. In very rare cases the Constellations are genuinely benevolent (if temperamental) beings. There are also cases where a fairly equal distribution of Constellations on both extremes exist who are fighting over the fate of the Earth.

Constellation Ranks

Constellations can generally be broken up into various ranks. This reflects both their total power, and their significance in their associated legends.

- Nameless – A Constellation on the brink of being forgotten, their former might and influence have been reduced to a fraction of what it once was.
- Nascent – A newborn Constellation. Infinitely weaker than their peers, but their legend is actively being written, so their potential is infinite.
- Historical – Constellations born from the legends of real historical figures. Their feats are naturally more subdued than overtly mythical figures, and their power and the skills they can provide often reflect that.
- Fabled – Constellations born from mythological figures, creatures, or objects. Tend to be far more powerful than lower grades, but far from the top of the metaphorical food chain.
- Mythical – Constellations born from the gods and demons from various religions and mythologies.
- Primordial – This usually isn't an official rank, but even among the Mythical grade there is a disparity in power. This includes the primordial and chief gods and entities from various religions and mythologies.
- Outer – Technically, these aren't even the same type of being as Constellations. These beings are as terrifying and incomprehensible to Constellations as Constellations are to mortals. These often resemble or represent entities from the Cthulhu Mythos or similar "Lovecraftian" beings.

Backlash

It is exceptionally rare for Constellations to directly interfere with mortal worlds, hence why they rely so much on servitor races and incarnations to do their bidding. Whether this is because they are unable or simply unwilling to interfere varies by setting. Sometimes any action that alters the course of fate calls down a kind of penalty on the Constellation. Other times they simply don't want to risk drawing the attention of rival Constellations and causing their conflict to escalate (like a celestial cold war). There are also cases where they could intervene if they wanted to, but to do so would completely ruin the game so such behavior would be frowned upon.

Donations

Constellations often watch over hunters in their battles against monsters, like how humans might watch someone livestream a game. If they are especially enraptured by a hunter, they can sponsor them with some of their essence to enhance their abilities or even give them weakened versions of the Constellation's own skills. Depending on the character of a Constellation, they might spoil their favorite hunters with gifts, or demand unreasonable tasks before giving the smallest crumb of favor.

Death Games

In cases where the Constellations are of a more sadistic disposition, they will utilize the system to subject mortals to cruel and deadly challenges. Should participants succeed in these games, they'll often receive some kind of reward, in addition to being able to continue living. However, failing or attempting to escape a challenge often brings with it harsh consequences. Whether that be crippling pain, a permanent debuff, the appearance of a swarm of monsters, or simply instant death.

Agents

Constellations are very limited in their ability to interact with the mortal world. The system doesn't appear to have this restriction, but in order to ensure it runs smoothly, the Constellations will sometimes recruit or create small servitor races to keep everything running smoothly. These can vary drastically in appearance from furry goblin–like creatures to talking animals in human clothes. They're often quite cute but hold the same disdain for humans as most Constellations. They aren't shy to kill a human or two to make an example, but they are fundamentally servile creatures, and with the right incentive, can become quite benevolent to certain humans.

Incarnations

In some settings, Constellations are content just watching over hunters for idle amusement, but in others these games are just a means for them to choose a specific mortal to serve as their "Incarnation". The hunter is forbidden from serving any other Constellations, and in return their sponsor showers them with far more favor. In some cases, this is the end of it, but some Constellations will use this bond to slowly shape their Incarnation's personality, until they essentially become nothing more than an extension of their sponsor's will. It is for this reason that some hunters adamantly refuse to risk their sense of self by choosing a sponsor, even if it puts them at a significant disadvantage against hunters with no such reservations.

WORLD – MISCELLANEOUS

Anything else I neglected to mention.

Tutorial

In some settings, becoming an awakener is a more elaborate process. When they are chosen as prospective awakeners, they are pulled into a kind of "tutorial". Sometimes this is a physical structure in the world, other times it is an extradimensional space like a dungeon. If a Hunter ever wishes to return to Earth, they must complete the tutorial. Despite the name, these tutorials are often absurdly difficult. In some cases, one can select a particular difficulty for the tutorial when they enter, that will be reflected in both the challenges they face and the powers they receive in turn. Regardless, it's not uncommon for only 10% of those who enter the tutorial to ever escape.

The scale of tutorials can vary as well. Sometimes it composes a single room where the hunter must slay a powerful monster. Other times it is an enormous tower composed of hundreds of self–contained worlds linked together. In these cases, it often takes several years for even a single person to reach the end of the tutorial.

Mana Sickness

The arrival of Dungeons causes the level of ambient mana in the world to skyrocket overnight. Most humans feel no change, others awaken as hunters, but an unlucky few experience a severe adverse reaction to the presence of mana that leaves them comatose. This condition will often persist indefinitely unless cured with expensive elixirs that can only be created from rare magical ingredients found in dungeons.

Outside Powers

In some worlds, the system and Constellations aren't necessarily the only form of supernatural power. Whether it's mystical martial arts like something out of a wuxia or xianxia novel, an entire system of magic from another world, or psychic powers born from some freak mutation. In all cases, these powers have seemingly no connection to the system itself. Sometimes the system attempts to extend its authority to encompass these abilities, while other times they remain completely separate forces.

Anomalies

Every now and then, when the system visits a world, a being with anomalous abilities will appear that threatens to completely overturn the status quo. Sometimes this is the result of otherworldly magic, the acquisition of an absurdly rare skill, the meddling of celestial beings, or perhaps just a random glitch in the system itself.

- Regressors – Those who, by some miracle, were able to return back in time with all their memories after their death. Sometimes this is a one-time event, other times they are able to go back in time no matter how many times they die, rendering them functionally immortal.
- Returnees – Those who were transported to another world, before returning with strange abilities and a level of power that seems out of proportion with the rest of the setting, as they essentially concluded their journey when everyone else was just starting theirs.
- Reincarnators – Those who were able to reincarnate into a new life with all their memories intact. What benefits this provides depends on what their past life was. Perhaps they were a wizard from another world, a betrayed hero seeking revenge, a mighty demon, etc. In some rare cases they may have reincarnated several times and possess various traits from all their past lives.
- Transmigrators – Similar to Reincarnators, but rather than needing to experience their new life from the very beginning, they take over the body of someone who was already fairly grown.
- Readers – Those who, in one way or another, possess in-depth future knowledge about the world they find themselves in, which they first experience in the form of a fictional story.

Cheats

An umbrella term for a special ability possessed by a certain hunter that gives them an obscene unfair advantage over their peers. This could be that they are one of the anomalies described above, or perhaps a unique class or skill, a powerful weapon, some kind of spiritual mentor, or in some cases they use a completely different system from the rest of the setting, with far more features and fewer limitations.

Variants

As broad as the description provided is, there are instances of this type of setting manifesting in a far different way from the norm. Perhaps instead of fantasy monsters, it is instead a kind of zombie virus that converts humans into undead mutants. Perhaps all these phenomena are tied to the appearance of sentient magical relics that manifest their dungeons in the physical world, instead of portals. Maybe instead of acting like mercenaries, hunters instead lean fully into the superhero aesthetic, complete with colorful costumes and secret identities. If you're really lucky, you might wind up in a slice-of-life variant where everyone is pretty chill and the percentage of hunters that are corrupt sociopaths is far lower than you'd expect.

Balance of Power

Even if you ignore the rest of the WORLD sections, take heed of this. The power level of these kinds of stories can vary drastically. Sometimes monsters are only slightly more deadly than wild animals, other times each one is practically a walking apocalypse. Sometimes hunters more or less keep monsters under control, other times humanity starts out completely outmatched and things only continue to get worse.

In general, the more dangerous the setting you arrive in, the more potent the powers and artifacts are waiting to be found. So don't expect to waltz into a 1-star dungeon as a regular human, effortlessly curb stomp everything you come across, and walk out with SSSSSSSSS-class treasures that can blow up planets.

BUILD – ORIGIN

Choose one. Decide age & gender freely as appropriate for your Origin. Any origin may be taken as Drop-In with no prior history in this world.

Human – Free

A standard human being. Your kind is often exceptionally weak by the standards of most species, but the system has blessed (or cursed) you with the potential to awaken and grow into hunters that can conquer even the mightiest beasts.

Monster – Free

You are one of the infinite variety of species that appear within dungeons or through portals. You could be a mighty demon, a humble slime, an invincible dragon, or maybe even a species that isn't that far off from humans like elves or dwarves. Monsters are far mightier than humans on average, whether through physical strength, natural magic power, or a mix of both. On average, a monster will often be slightly stronger than most hunters of the same rank. Though they often lack the versatility provided by a hunter's skills, equipment, and tactics.

Some worlds allow monsters to benefit from the system much like humans do, but in this case their higher baseline power often works against them, as the bar for leveling up is higher, or the process more involved than that used by humans.

Hybrid – 200 XP+

You are a kind of chimera. Perhaps you are a human who received the blood of a monster, a monster whose human disguise is so perfect it even fooled the system, or maybe even a human or monster that managed to ascend into a Constellation. In other words, you may choose two different species options to combine in a manner of your choosing. In addition to combining their abilities, you can take advantage of any sections or discounts in this Jump that are exclusive to any of your composite species. This costs 200 XP plus the total price of your combined species, which is nothing, unless one of your choices is Constellation.

Constellation – 400 XP

You are a transcendent being. Your exact nature can vary. Perhaps you are the spirit of a legendary hero, the survivor of a different world the system latched onto, a story that developed a sense of self, a literal living star or arrangement of stars, a mortal that transcended through legendary feats, or perhaps some kind of alien god or spirit.

Whatever the case, if you happen to be a young Constellation or a Constellation hybrid, you still possess a physical form. However, as you complete your metamorphosis, you will become a formless, almost conceptual being. You don't technically need to have a tangible form, but you're free to form abstract manifestations of your domain or story to represent yourself to lesser beings.

You grow in power as you accomplish great feats and spread your influence. Whether that means shaping the world to better embody your conceptual domains, empowering your followers to accomplish great deeds in your name, or simply ensuring that mortals continue to spread your story.

To start, you won't be much mightier than any other mortal, but as your influence spreads you will rapidly ascend into a transcendent being with godlike power and the ability to bestow portions of that power onto others as skills, artifacts, or raw stats.

As mentioned before, all Constellations embody either a story or a conceptual domain that their powers generally align with. However, this also defines your weaknesses. A Constellation of frost would naturally be weak to fire spells, a Constellation who was prone to illness before they ascended will still be weak to diseases or plagues. Not only that, just as Constellations are strengthened as their influence spreads, the fewer beings who know and continue to share their story, the weaker they become until they vanish entirely. This is likely the true reason for seeking out mortal heralds.

BUILD – CLASS/SPECIES RANK

Class ranks are exclusive for Humans or Human Hybrids. Species ranks are exclusive to Monsters or Monster Hybrids. Human/Monster Hybrids may purchase two tiers here to represent the power of their Class and their Species. Unused Perk discounts can be used here. All ranks come with a baseline boost to physical stats (strength, speed, healing, stamina, durability, etc.) even for non-combat focused classes/species.

While the tiers below are described with hunter classes in mind, these will also be used as a metric for the power of your species if you took the Monster origin. Monsters abilities are generally more focused on raw physical might and destructive power, but there are also species that specialize in magic, debuffs, illusions, etc.

Unawakened – +200 XP (Can only be taken once)
It seems that you aren't a Hunter at all. Just a regular human with no special skills (from this world) and no access to the SYSTEM or SKILLS sections.

F Class – +100 XP
Physical stats on the level of a professional athlete. Unlikely to have special skills and relegated to support functions at best. Likely considered only for contract work as most guilds consider F-rank to be too weak to hire on permanently.

E Class – Free
Physical stats at the theoretical peak for human athletes. Noticeably tougher than a normal human and recover faster too. 'Common' skills may appear. Probably relegated to a support role unless they get lucky and obtain a useful skill.

D Class – 50 XP
Noticeably superhuman stats, if only mildly so. Much tougher than a regular human and recovery is significantly faster, rarely sick and unarmed humans are basically helpless against you. Often have one or more common skills. This is likely the minimum rank needed to be considered for a 'combat' position in low rank dungeons.

C Class – 100 XP

Significantly superhuman stats. Can shrug off low caliber gunfire with only slight bruising even as a non-tank 'class'. This is where uncommon skills tend to start showing up like various types of magic or other supernatural abilities. You're a solid middle-of-the-road awakener who should have no trouble finding work.

B Class – 200 XP

Minor local celebrities. Majorly and obviously superhuman stats. At this rank those with agility or speed focused classes can likely move faster than the human eye can track and tank classes can stand up to hits that could wreck armored vehicles. Rare skills tend to start showing up here.

A Class – 300 XP

Even a caster class is probably as physically capable as a B-rank tank at this point, whereas actual tanks are massively superior and can stand up to hits that could wreck small buildings. Recovery is quick enough that at this point virtually any injury short of amputation can be recovered from in a single day, potentially much quicker than that if the injury is minor. At this rank it is expected for someone to have a Rare skill or two and likely several uncommon and common ones, and there is a small chance that Very Rare skills may show up here.

S Class – 400 XP

Measurements start to break down here. S-rank awakened are far beyond even A-ranks. Physical fighters being powerful enough to knock down skyscrapers in an out-of-control brawl is entirely possible, mage types will often have extremely powerful wide area magics that can shift the course of entire battlefields and tanks can effectively shrug off artillery fire. Very Rare skills are expected alongside a slew of other skills and abilities related to their class and/or focus, and at this point 'Ultimate' Skills start to appear. Effectively a walking talking tactical weapon that could wreck most of a city in a few hours, or potentially less for AoE casters, if not stopped or countered. Major celebrities likely well known even outside of their countries, nations and big businesses will bend over backwards to accommodate S-ranks in the hopes of retaining their service and to prevent them from wanting to immigrate elsewhere.

SS Class – 600 XP

Physical ability and magical power continue to increase, but at this point your skills become so potent that, other than other hunters, there's little that can even be used as a point of comparison. That said, even a magic caster could manage the same sort of feats as a low–end S–rank physical class, agile types can move so fast even A–ranks can hardly keep track of them and tanks can effectively shrug off anything short of nuclear weaponry. At this point the awakened has enough personal power to be considered a strategic asset comparable to a significant amount of a modern nation's military.

SSS Class – 800 XP

You're like a walking apocalypse, even if you don't know it. At this point an awakened is effectively immune to any weaponry or device modern humanity could produce and holds personal power such that only comparably powerful monsters or awakeners could hope to defeat them. Particularly potent "Ultimate" skills or multiple "lesser" ultimate skills are practically expected and required for this rank.

Note

The SS and SSS ranks may not actually exist within a given setting. Whether that be because there is no official precedent that it's even possible for a hunter/monster to be this strong, or simply because those who would otherwise qualify have never faced an opponent strong enough for them to discover the full extent of their own strength without causing immeasurable collateral damage.

On the other hand, there are also examples of settings with substantially more ranks in both directions or even interjected between the main ranks, like Z class, EX class, SSSSSSSSS class, FFF class, D+ class, Disaster class, God class, etc. Whether this actually translates to further extremes of minimum/maximum power or just lack of foresight on the part of whoever decided on the different ranks, is another matter entirely.

BUILD – CONSTELLATION GRADE

Exclusive for Constellations or Constellation Hybrids. Unused Perk discounts can be used here. You may only choose one. A Constellation's power can be difficult to quantify. There are exceptions, but as a rule of thumb, the less physical a Constellation is, the greater their ability to warp reality, but the more limited their ability to directly interfere in lower worlds.

How a Constellation's power manifests depends entirely on their domain/legend. A Constellation of martial arts might retain some degree of physical presence and focus all their power into raw offense. A Constellation of death would specialize in raising the dead and controlling spirits. A Constellation born from the tale of a famous ship captain might be able to control the seas and conjure phantom battleships, etc.

Nameless Grade – +400 XP
You were once a much mightier being, but you had a substantial fall from grace. You are barely any mightier than a regular human, and you are at risk of vanishing entirely if you fail to spread your influence in mortal worlds. You are unable to benefit from the SYSTEM or SKILLS sections, with the exception of any options that are specifically free or discounted to Constellations.

Nascent Grade – Free
You pretty much just ascended to the status of Constellation. You are immortal and can bestow some of your skills and raw power with others, but otherwise you aren't that different from a regular human (or whatever you were before this).

Historic Grade – 100 XP
You are most likely a Constellation born from human history (or otherwise just a celestial being of the lowest regard). Your power is quite impressive, but not even worth comparing with that of greater Constellations.

Fable Grade – 200 XP
Most figures from legends or mythology fall within this grade, or maybe you are a greater servitor race like an archangel or demon prince. Your power is quite average by Constellation standards, but from the perspective of mortals who don't know any better, you could easily be mistaken as a god.

Mythic Grade – 400 XP
You are one of the most feared and respected Constellations. You are likely some kind of god, and your power reflects that. There's no mortal who could hope to oppose you without taking advantage of some major weakness inherent to your domain.

Primordial Grade – 800 XP
You can count yourself among the mightiest Constellations. Your kind is born from primordial entities and the strongest god in various religions and mythologies. The difference in power between you and lesser Constellations in power is similar to that between themselves and most hunters. However, just because you are among the strongest Constellations does not mean that there is nothing in this reality that stands above even you. In some settings you'll have to contend with things like Outer Gods, against whom you are as helpless as a single ant is against yourself.

Note
I'm aware that these tiers are very vague. Kind of the whole point of Constellations is that they are unable or unwilling to use their power to directly interfere with the world, so it's difficult to come up with tangible points of reference for their godlike power. Whether the backlash of using your power is something inherent to the universe or something enforced by other Constellations, unless you are exceptionally weak it would be unwise to be too blatant with your use of this power within this Jump.

Post–Jump there will be no direct penalty for using your Constellation powers (if there was ever such a thing). However, if you use your power to enact substantial changes on a world or the destiny of said world, the ripples of your power will be fairly easy for gods or similar transcendent beings to detect. So, you may wish to keep a low profile if such beings would take offense to someone running wild on their turf.

BUILD - SKILLS

"Skills" refers to any special technique, talent, ability, or trait. As such, it is something that Humans, Monsters, and Constellations alike can benefit from. While certain perks manifest as or could be replicated as skills, skills in this section do not benefit from discounts. You may buy as many skills from any tiers as you want/can afford. This section is separate from skills gained as a result of your class/species/grade, and is mainly for skills that you really want, but don't have the slightest relation to your actual specialty. The tier of a skill can either reflect its inherent power/versatility/usefulness, or the potency with which it accomplishes a theoretically weak effect. At a high enough level, even a farming skill could rival the mightiest of offensive spells.

Common Skills - 50 XP
Skills at this level are either completely mundane talents, special moves that higher-level classes might treat as basic attacks, or very minor passive effects.

Uncommon Skills - 100 XP
Skills that are notably more powerful or versatile. Not the best, but not the worst. Talent-type skills border on superhuman. Attack-type skills are still simple but far more powerful. Passive skills are strong enough to be noticeable to a casual observer.

Rare Skills - 200 XP
Skills that begin to resemble outright superpowers. Talent-type skills likely have small supernatural effects like temporary buffs. At this level you'll start to see more versatile skills like the ability to manipulate certain elements. Passive effects are very noticeable. An F rank hunter with a rare skill could receive treatment akin to a D or C rank.

Very Rare Skills - 300 XP
Skills that are both potent and often in high demand. The main difference over the prior tier is sheer potency. Whether that's the potency of your buffs/debuffs, the destructive power of your attacks, the might of your spells, etc.

Unique Skills – 400 XP
As the name implies, skills at this level are not only more potent, but also more distinct. Whether that be due to the skill having strange mechanics or simply being far, far more potent than other skills with the same effect. Skills at this level can be career-defining, allowing even hunters with otherwise weak classes to be treated like celebrities.

Ultimate Skills – 600 XP
Skills at this level have the potential to alter the course of war or politics. Your nation or faction is likely to treat you as an invaluable asset if they discover this. Whether that be due to the power of the artifacts you create, the potency of your buffs, or the absurd scale of your attacks. As far as most people are aware, this is as strong as skills get.

Unranked Skill – 800 XP
Skills so incredible that they literally transcend the established ranking system entirely, as nobody realized it was even possible for a skill to be this powerful. This level is reserved for "cheat-level" skills that possess either infinite potential or an otherwise immeasurable advantage over most foes. Things like power copying, absurd EXP multipliers, the means to create artifacts that not even the greatest hunters could afford, the ability to revive from the dead under certain conditions, etc.

You aren't technically unbeatable. There's no such thing as an omnipotent skill. But you are enough of a powerhouse that it wouldn't be unthinkable for your own government to try and eliminate you rather than risk you turning against them. So, it might be best to keep this to yourself if you aren't confident in fighting off an entire nation.

ASSETS – PERKS

Choose any three 100 XP, 200 XP, 300 XP, 400 XP, and 600 XP Perks to discount. Discounted 100 XP Perks are free. You can exchange any discount of a higher tier for two of a lower tier, or two of a lower tier for one of a higher tier. It is possible to get an 800 XP discount in this way. Discounts do not stack.

Aura Farming – 100 XP

There's a kind of visceral charm that comes with power, that others can sense. Not only are you quite attractive by default, but you also seem to naturally exude this "aura of coolness" especially in battle. Your movements and gestures have a way of making everything you do in battle look more dramatic than they really are. Even if you're literally just standing still, you somehow manage to make it look impressive.

Playing the Game – 100 XP

Even in this world there's only so much personal strength can do against the political machine. Luckily, you have a strong grasp of politics, specifically how to influence public perception. You're a natural at not only recognizing when someone is trying to use dirty tricks to turn the law or public opinion against you but figuring out how to cause such schemes to completely backfire on the instigator.

Alpha Male – 100 XP

You have a peculiar understanding of "friendship". That is to say, it seems that respect is completely optional for you. Even if you make a point to exploit, belittle, or abuse your friends and allies at every opportunity, as long as you don't take it too far (like severely injuring them or ruining their life), it has a negligible impact on their willingness to continue associating with you or to treat you like a genuine friend.

Late Bloomer – 100 XP

As long as you're willing to put in the effort, you have an odd talent for completely reinventing your reputation in a fraction of the time it took to build. You could spend years openly behaving like a pathetic scumbag, and in a few months everyone will know you as a kind, competent, and powerful hunter. This also helps you rapidly distinguish yourself in even the most cutthroat families and organizations.

Pro Gamer – 100 XP
As soon as reality became a video game, you knew it was your time to shine. You have an uncanny talent in absolutely anything that could vaguely be considered a "game". Whether it's a card game, video game, or even a death game. It only takes you one explanation to fully grasp the rules of any game, and a few minutes of play to figure out the kinds of tricks, strategies, and unspoken rules that normally take years to pick up.

Archival – 100 XP / 200 XP
A surprisingly common ability for these worlds. You have an almost superhuman memory and recall. That said, this isn't perfect. You can think of this like having a library in your brain. If you don't necessarily know what "book" you're looking for, you may not be able to correlate them all to discover their true significance. For twice as much this is outright superhuman ability or maybe even a skill to perfectly archive, recall, seal, and organize any memory you've ever experienced or any piece of information you've ever received, as well as a seemingly infinite storage capacity.

Underleveled – 100 XP / 300 XP
The heroes in these stories often thrive on playing the underdog, at least for a time. Taking this makes it so you can hide all mundane evidence of your true power. Muscles are hidden under clothes, skills don't look nearly as impressive as they really are, and you seem to emit this invisible aura of weakness. For a plus-charge this extends to even supernatural means of appraisal. Anyone who attempts to detect your true power or abilities will be given false information that presents you as low-level with no useful abilities. Both tiers of this perk are individually togglable.

Demonstration [Exclusive Monster] – 100 XP / 300 XP / 600 XP
A common trick used by messengers of the Constellations to show humans that they mean business. This technique allows you to kill a single mortal (or group of mortals) in an instant, often in quite the gruesome fashion. However, while there's no limit to how many times you can do this, it can only be activated on regular mortals devoid of any supernatural or superhuman attributes. The mana cost is high, but manageable.

For 300 XP then once per Jump you can use this to instantly kill any being you could beat in a fair 1-on-1 fight. For 600 XP this is similar to the prior tier, but there's no hard limit on the number of uses, but each use drains almost all your mana.

Bestial Charisma – 200 XP
Hunters and monsters alike tend to easily fall into a "might makes right" philosophy. So, you need to ensure they know you're the mightiest. You can exert an invisible aura that embodies your maximum potential for violence. For those similar or superior to you in power, this has barely any effect. But those you dwarf in power will be paralyzed with an instinctive terror like a deer in headlights. Perfect for getting even the most arrogant or impertinent underlings to just shut up and follow your orders.

Veteran – 200 XP
You've managed to survive more life-or-death situations than you can count. This has transformed you into a natural survival genius and drilled a kind of sixth sense into you. You can keep a cool head no matter how dire the situation, pick up on even the vaguest signs of danger, and intuitively know how to optimize your chances of survival with the information available. Whether it's avoiding traps, sensing the killing intent of a hidden assassin, scavenging for food in a wasteland, etc.

Linchpin – 200 XP
Whenever someone betrays you, you'll find it effortless to bring them ruin. You'll almost always be one step ahead, as opportunities to soil their reputation, shatter their relationships, and generally thwart their ambitions at every turn, seem to keep falling into your lap. For former allies, even if you don't actively seek revenge, they'll struggle to find anyone to replace you as they discover that you played a far more significant role in keeping things running smoothly than they ever realized..

Monarch – 200 XP
Every calamity is an opportunity waiting to be seized. You are a master manipulator, able to sense emotional weakness in others and mold them to your own ends. You find it effortless to seize power in times of disaster and turn others into scapegoats. All but the most clever or independent people will be oblivious to your blatant power-grabs or backroom dealings. Just don't push your luck too far. The more skeletons in your closet, the more you'll have to answer for if they ever come to light.

Alt Account – 200 XP
You are not only a master of disguise and fabricating false identities but tricking the entire world that each disguise is a completely different person. Not even governments can find holes in these backgrounds and people will rarely question why they've never seen your alter-egos in the same room. This is best if you stick to two lives at a time, but it's not outright impossible to have more. You can even segregate your own powers, making it seem as if each identity has a completely different powerset.

ESP – 200 XP
You are in possession of a peculiar appraisal skill. This is able to appraise a specific type of data about a person. You must decide what this focus is now. Whether it tells you if someone is lying, how many sins they've committed, their general personality, how much taxes they've evaded, etc. While this is always objectively correct, it is devoid of context. The more abstract or subjective the focus of this skill, the more liable this is to misinterpretation. This costs no mana to maintain but can be toggled.

Dismantler – 200 XP
When looking at any corpse, you can intuitively identify what components are the most useful and how to most effectively dismantle them. You can usually get at least 20% more usable materials out of any corpse than almost any other dismantler. You have a natural talent for how to process and integrate such body parts into your own creations, taking full advantage of the original creature's abilities and strengths. Though, not nearly as proficiently as a hunter with a proper crafting class.

Mentor – 200 XP / 800 XP
You have become bound to the spirit of an ancient hero or expert of some sort. Whether they are a martial artist, a swordsman, thief, mage, politician, etc. They are a true master and a treasure trove of wisdom on their subject and desire to pass their knowledge down to you. Only you can perceive them, and they don't seem to have any means of affecting the world other than talking to you. You may choose at the start of each Jump whether they continue to follow you. You may also choose whether they vanish permanently once they have nothing left to teach you.

For 800 XP, you somehow managed to become bound to an entire pantheon of dozens of legendary masters on just as many different specialties. Heed their lessons and you may become a master in an endless variety of fields.

Swindler – 300 XP
You have mastered the art of extortion, haggling, scamming, and exploitation to an almost superhuman degree. You can repeatedly get away with scamming royalty, persuade the thugs you just beat to a pulp to become your loyal lackeys, rob a man blind leave them too scared to press charges, etc. With the right leverage, you could even torture magic artifacts to waive their normal conditions for use or even blackmail gods to provide you their blessings with no commitment on your part.

Magic Pixel – 300 XP
A perfect skill for people with far more courage than sense. Whenever you receive an attack that should otherwise kill you, rather than dying you will be brought to the brink of death and render you immune to all damage for about one second. It doesn't matter how powerful the attack is or what strange properties it has, it will be unable to bring you lower than this metaphorical "1 HP". Of course, this doesn't render you truly immortal, as this effect requires a 24–hour cooldown before it can be used again.

Mother Duck – 300 XP
Powerful beings feel an odd instinctive fondness for you. Specifically, they will project onto you their feelings toward the person in their life they have the strongest positive feelings towards or the kind of bond they most desire. Whether it's their mother, grandparent, mentor, pet, etc. This even extends to monsters, as long as they aren't too inherently hostile. It's not impossible to shatter these bonds through your own actions and there's no guarantee that someone's idea of "affection" isn't inherently deranged.

Power Attracts Power – 300 XP
It seems strange that guilds choose their leaders based on raw power rather than actual competence, but it seems to work out. The more personal power you demonstrate, the more easily positions of social, political, or financial power seem to fall into your lap. You'll also find that when you seize such positions, almost all the boring bureaucracy and paperwork is handled by other people. As long as you pop in from time to time to make the final call on things, your organizations pretty much run themselves.

Game Logic – 300 XP
Who knew that the world becoming like a video game went this far? Unintelligent foes you battle tend to behave like actual video game enemies. They have a finite move set that they cannot iterate on in any way. They always use the exact same attacks with the exact same timing with the exact same tactics. If they have some kind of special finishing attack or powered up form, they will refuse to use it unless very specific conditions are met like falling below a certain health value.

Cross-Contamination – 300 XP
What use is it to have so many skills if you don't use half of them? You have, at all times, total awareness of every single skill or power in your possession. Whether you've had them for centuries or seconds, you know all their possible uses or combinations with each other, even those that seem nonsensical like martial arts and ballet. You always know exactly what skills would be ideal for a given situation and have no issue using them all in conjunction with one another.

The Great Hero – 300 XP
At a certain point, charisma really isn't that different from mind control, and you have definitely passed that point. Even if you're a complete scumbag, you know how to hide it and make regular men and women practically worship you. If you manage to assert yourself as some kind of hero or wise ruler of global significance, the reverence people feel towards you will be less like that of a celebrity, and more like an outright god. Of course, this is less effective on those who have seen your true face.

Inheritor – 300 XP / 400 XP
Whenever you find yourself in a new body or an altered version of your own body, not only are your memories and personality guaranteed to be preserved, but so is the full extent of your stats, skills, and abilities, regardless of their nature. This even applies to those that are intrinsic aspects of your old body or the result of training. Meaning you won't have to worry about re-doing any training between jumps. Any abilities or traits that wouldn't transfer between bodies without this take a few months to resurface, unless you pay 400 XP, in which case it occurs instantly.

An ability must unambiguously belong to you in order to follow you in this way. You can't just possess someone else's body and permanently make all their powers yours forever. Well, unless you combine this with Skill Eater.

Archmage – 400 XP
Different forms of magic are often restricted by one's class. Only healers can heal, only summoners can summon, only elementalists can control elements, etc. However, you possess the archmage trait, allowing you to use any type of magic. This doesn't mean you possess every magic skill, but you have the potential to use any magic skill you get your hands on. This also applies to magics of other worlds, allowing you to utilize all common forms of that magic system without worrying about your specific affinity.

Magitech – 400 XP
The name should tell you everything you need to know. Having this allows you to easily and seamlessly combine magic and science to enhance the potency of both. Whether it's figuring out how to mass–produce golems, using your knowledge of chemistry to make a fireball spell more efficient, or just reproducing feats of modern technology using exclusively magic principles, etc. Of course, this won't help you much if you aren't that knowledgeable of magic or science already.

Lucky Loser – 400 XP
Any misfortune you experience will eventually be balanced out by almost ten times as much good fortune. Whether it's stepping in dog poo and finding $100 or getting bullied by some rich kid days before their family loses everything. Once per Jump you may seal away all your luck. Until you release this, your luck will only ever be bad or neutral. Once you finally release that seal, all the disproportionate good karma you missed out on during this time will hit you all at once with steep interest.

Untouchable – 400 XP / 600 XP
You have complete immunity to all negative status effects. That is to say, any external force that seeks to influence your condition that isn't a conventional attack. So that includes poison, radiation, curses, disease, debuffs, paralysis, aura, etc. The power or mechanisms of this external force is irrelevant. If it isn't trying to inflict immediate damage, it can't affect you. This has no impact on positive or neutral status effects.

For 600 XP this extends to "status effects" that are purely internal in nature, that really shouldn't be possible to just ignore like this. Whether it's hunger, exhaustion, suffocation, madness, etc. This will never immunize you to conventional injuries like burns, cuts, broken bones, etc. but that's pretty much the only exception.

Returnee – 400 XP / 600 XP / 800 XP

You are a returnee, or in other words someone who got transported (i.e. isekai'd) into another world, went on a whole adventure, and came back with otherworldly power. Alternatively, perhaps you originated in this other world, and found your way in this new world through a portal, transmigration, reincarnation, etc. Point is, you retain access to the skills and/or power system of this other world. Whether that's magic, sword aura, psychic powers, cultivation, etc. How much you pay for this depends on how much of an advantage this gives you in this world.

For 400 XP this instantly puts you above most average hunters/monsters.

For 600 XP, you have the potential to catch up to the strongest hunters/monsters with a few years or maybe even months of grinding, but you don't receive that upfront.

For 800 XP, your upfront power trivializes all but the strongest hunters/monsters, and your power will only keep growing from there.

Reincarnator – 400 XP / 600 XP / 800 XP / 1000 XP

Once per Jump, you are able to cheat death by reincarnating with your memories intact. You won't be able to control when, where, or what you reincarnate as, but you'll always manage to retain the full extent of your intelligence.

For 600 XP, instead of being an automatic process, it is a kind of ritual you can use to reincarnate theoretically any number of times. However, this must be performed right before your death and will fail if interrupted. This ritual has the potential to send you into the future or past, alternate timelines, or even adjacent dimensions once mastered.

For 800 XP, you will automatically reincarnate upon your death any number of times, no ritual needed. The more you reincarnate, the more you'll get a feel for the process. In time you may eventually gain greater control over what you reincarnate as in your next life and where in spacetime that life will take place.

For an undiscounted 200 XP on top of whatever tier you choose, you may instead be a Transmigrator, meaning you possess beings who have already been living for a time, saving you the trouble of restarting your life from scratch every time.

Reader – 400 XP / 600 XP / 800 XP

You are one of those strange anomalies that inexplicably possesses far greater knowledge of this world and its future than should be possible. Perhaps you were given the chance to regress and retain your memories of that timeline. Maybe you received in-depth visions from a prophetic class or skill. Maybe you just came from another world where the events of this world are a work of pure fiction. You'll possess a similar level of meta-knowledge in all future Jumps.

For 400 XP, there are holes in your knowledge. Perhaps your knowledge only extends to the first half of the "plot". Maybe the butterfly effect causes the present timeline to rapidly deviate from the one you know. Maybe your visions provide barely any context, making it difficult to glean their significance. Anything like that.

For 600 XP, there are no such holes in your knowledge. Your meta-knowledge of this and all future worlds is downright encyclopedic. You aren't literally omnipotent, but with the amount of information you have on both a micro and macro scale of this world, it wouldn't be that hard to fake it. Your knowledge is especially pronounced when it comes to information that could be used to empower yourself.

For 800 XP, in addition to your encyclopedic knowledge, you'll find that all worlds are full of all manner of "bugs", "exploits", and "easter eggs". Whether it's how to unlock a secret OP class, a hidden dungeon full of high-level loot, hidden conditions for obtaining overpowered skill and gears, item duplication glitches, etc.

Regressor – 400 XP / 800 XP / 1000 XP

You can cheat death by sending their soul and memories back in time. For 400 XP, this is a once-per-Jump deal. Should you die by any means, your mind will be sent back to the start of the Jump. This even resets the time you have to spend in the Jump.

For 800 XP, you can die and regress as many times as you please, making it impossible to kill you without somehow disabling this power. You may also choose whether this works like the first tier, sending you back to the very beginning every time, or if it is more incremental, like only sending you back several days, or maybe even sending you back to static "save points" created before significant events or when you perform a specific action like sleeping or showering.

For 1000 XP you can set these "savepoints" at will and choose which ones you go back to when you regress.

Infinite Summoner – 600 XP

These worlds tend to show a bizarre amount of favoritism towards necromancy or summoner skills or classes, and now this extends to you. Such abilities from this or other world don't have nearly as many limits as they should. The mana cost for summoning or raising minions is a fraction of what it should be, and other than said mana cost there is no hard limit on how many summons you can have at once. You have the ability to "save" any number of minions for later in an extradimensional space. This is especially handy for minions that require a physical vessel to inhabit. Only summons of godlike power are able to show anything less than absolute loyalty.

As a final bonus, you may apply one custom "cheat" modifier to all your summons. Perhaps they take the form of shadows that you can use mana to regenerate, even when completely destroyed. Perhaps all your mindless soldiers share your combat skills and knowledge of tactics. Maybe you can transform the ground into cursed soil that causes any slain enemies to instantly rise as your minions. To give a few examples.

Straight to the Point – 600 XP

Specialists are nothing new, but you've taken this to a whole new extreme. You have managed to master a single, hyper-specific attack to a borderline reality-warping level. Whether it's a stab, a kick, a fireball, a punch, a bite, etc. This requires no mana or even that much stamina to use, allowing you to effortlessly spam it. It's also strong enough to damage almost anything that isn't outright indestructible and is applicable in an infinite variety of situations that it really shouldn't be.

For example, let's say you chose "stab". Is a golem of solid mithril attacking you? Stab it. A ghost harassing you? Stab it. A demon invading your allies' dreams? Stab an entrance into their dream world so you can stab the demon within. A psychic alien trying to possess you? Stab the psychic link. Trapped in an isolated pocket dimension? Just stab a hole in the dimension. That last example is a fairly extreme one. So don't think you can do things like stab a hole in spacetime in order to warp through time or dimensions, at least not without centuries of training with this power. Still, the fact that such potential even exists is downright comical.

Limit Breaker – 600 XP
At some point you were subjected to the most brutal conditions imaginable, so severe that it forced you to evolve into a pseudo-transcendent being. For starters, you no longer age past your prime, though this won't stop you from making further improvements. Your mind has become similarly timeless. Psychologically speaking, there's hardly any difference between a few hours and a few eons.

Most notably, as the name of this perk implies, you have broken your body's limits. Your growth rate is naturally about twice as fast as it should be, but it just never seems to slow down. You can continuously train for millions of years without approaching anything even resembling a physical limit. Of course, this can only help so much if you can't be bothered to actually put in the effort. It's not outright impossible for your body to degrade from neglect, but the process is far slower than it really should be.

Not sure why, but this metamorphosis is often accompanied by changes in your hair and eye color. Usually white hair and blue or yellow eyes. You can choose to revert this change, only resurfacing when you seriously exert yourself.

Legendary – 600 XP
An attribute similar to the way that Constellations develop abilities based on the legends told about them. You are able to develop skills in response to any incredible feats you achieve and particularly the stories told about those feats. It's hard to quantify this, as the power of these skills depends entirely on how impressive the feat itself is and how widespread the tales of it are.

If a small tribe passes down stories about how you saved them from a drought by giving them food and water, you'd likely get a minor skill that makes it slightly easier to grow crops or find ground water.

On the other hand, if cultures all over the world continue to share the legend of you rising from the dead to slay a godlike demon, you could get a cheat-like skill that lets you transform the souls of beasts you slay into extra-lives for yourself.

Even once you leave a Jump, you get to keep any skills for legends told there, however they won't grow any stronger unless you somehow manage to spread those stories into your current Jump and allow it to amass even greater fame.

Devotee [Mutually exclusive with Heretic] – 600 XP
Though sometimes treated as mere superstition in the old world, in this world of gods, monsters, and mana, the power of faith is demonstrably real. When you pledge yourself to a single god, spirit, or similar transcendent being, they don't just favor you, they absolutely adore you. They will be uncharacteristically protective of you, willing to show you 10 times as much favor as any of their followers for 1/10th the devotion that would be expected of anyone else.

If you're especially selfish, you can choose to not only embrace your patron's favor but outright monopolize it. They will outright deprive other worshippers of their blessings in order to heap every last bit of it onto you.

This only works as long as you maintain your devotion to a single entity, or at least a pantheon that was already close enough to be fine with sharing worshippers. As long as you remain loyal, they can continue to watch over and bless you even long after you leave behind the Jump where you first entered their service.

Heretic [Mutually exclusive with Devotee] – 600 XP
Most players quickly learn that it's always worth it to choose a single sponsor rather than begging for scraps from several. However, you manage to make it work. For any gods, spirits, or other transcendent beings, they are weirdly blasé about you showing equal devotion to numerous such beings simultaneously, even if their teachings are directly opposed to each other.

The degree of favor each one shows you will rarely be more than a 10% of what they would show you as their exclusive worshipper, if that. Still, the fact they're willing to show you any amount of your favor and not immediately smite you for double-timing them in this way, is ridiculous in its own right.

With enough charisma, you might be able to build enough rapport with these different gods to gain a little more favor from them, but you probably shouldn't get your hopes too high on that front.

You'll also find it bizarrely easy to get in contact with such beings and striking deals with them to resolve any incidents they are unable or unwilling to handle themselves, in return for gifts or one-time miracles.

Skill Eater – 600 XP

An ability as simple as it is infinitely potent. You are able to copy or assimilate the powers or magic of others beings or objects into yourself. You have a great deal of freedom to decide the exact mechanics of this, but there must be some kind of condition and limitation for use.

Perhaps you can copy magic spells once you've seen them cast. Maybe you can copy a skill from someone by completing a unique quest relating to their personality. Maybe you can take the skills from beings you personally kill. Maybe you can assimilate the special properties of artifacts, destroying them in the process. Maybe you temporarily assume all the powers of a specific individual, but only if you understand them greatly on a personal level. Perhaps you can combine this with other perks, like using your immortality from Regressor to let you take a skill from anybody who kills you. Maybe you can touch someone to obtain their skill, but need to "grow" into those skills, requiring you to reach a certain level before you can use them.

You have a great deal of freedom to determine what these limitations are, but they must be strict enough that obtaining new power requires notable effort or sacrifice. You can't just walk through a crowd of hunters and copy all of their skills at no cost.

Max Level – 600 XP / 800 XP / 1200 XP

It's hard to argue with simple raw power. Somehow or another, you start this Jump with a level of raw power equal to if you had spent several decades straight doing nothing but grinding levels, putting you well above most of your peers.

For 800 XP you have power equal to multiple centuries of nonstop grinding (even if you obviously haven't lived nearly that long).

For a whopping 1200 XP (no discounts) you have a physics-defying level of power equal to multiple continuous eons of nothing but training up your raw stats (and somehow not dying or going insane in the process).

ASSETS - SYSTEM

This section cannot be taken by those who took Unawakened in the RANK section. Constellations or Constellation Hybrids who took Nameless Grade are unable to take any options in this section that aren't explicitly discounted to them. Everyone who did not take either of those options receives a 600 XP stipend to spend on this section. Unused perk discounts can be used here. All starred "*" options require the ability to level up and cannot be taken with Fixed. XP gained here must be spent in this section. All options marked with "!" require Personalized to purchase.

Interface - Free

How you interact with the system and view your own stats. The default option is a series of holographic screens only the user can see. You're free to choose something more diegetic like magic tattoos, communing with a manifestation of your own soul, or maybe controlling the system's various features through thought alone, etc.

Experience Points [*] - Free

By defeating enemies, entertaining your celestial sponsors, achieving great feats, or a mix of all three, you gain a kind of currency (usually called "Experience Points" or EXP) that can be used to upgrade your skills and stats. The stronger you become, the more EXP you need for further improvements.

Statistics [*] - Free

What exactly the system categorizes as a "stat" can carry greatly between settings. Some keep it fairly basic with 5-6 stats like Strength, Agility, Stamina, Intelligence, and Sense. Some have as many as 12 stats, others as few as 2. Some only account for physical stats like strength or dexterity, while others have abstract stats like luck or beauty. Feel free to decide the stats that your system accounts for, within reason.

Assisted [*] - +100 XP

You can accumulate EXP as normal, but there is some strict limitation on how to actually distribute them to level up. Perhaps you need to pray in a church, or find someone with a specific skill, or make some kind of sacrifice to the gods. Maybe your ability to level up at all is locked and can only be unlocked through the use of an obscenely expensive potion or weapon.

Level Up – Varies
The exact mechanism by which users of the system can distribute EXP to improve their stats. You must take at least one of the modifiers below, but you can also choose to take multiple (with the exception of Fixed) in order to find some middle-ground or hybrid of the different mechanisms.

- Fixed – +200 XP – Your system has no means of accumulating or distributing EXP. The stats you start with are what you're stuck with.
- Automatic – +100 XP – Whenever you reach a certain EXP threshold, you "level up" all at once. Your EXP is evenly distributed automatically, with slight deference to your particular Job or commonly used attributes.
- Manual – Free – Whenever you level up, you are granted an amount of "skill points" that can be manually distributed in whatever way you please.
- Active – 100 XP – There's no need to wait for a level-up. You can immediately sink EXP into any of your stats the moment you gain them.

Employment – Free / 200 XP / 300 XP
As stated before, many systems have a mechanism for "Jobs" or "Classes". Things like warrior, mage, thief, paladin, etc. These often come with special skills or powers. The process of unlocking a Job varies depending on the system, but however it works, normally an individual can only have a single Job. For 200 XP, you are able to unlock multiple Jobs that you can switch between. Every Job has unique conditions that must be met before you can unlock them. A paladin needs the approval of the Church, a merchant needs a certain level of capital, a mage needs to know magic, etc. For 300 XP, you are able to benefit from all your accumulated Jobs simultaneously.

Sponsor – Free, if applicable
Should you form a contract with a Constellation during your time here or start this Jump with such a contract already in-place, you may choose for your sponsor to somehow remain in contact with you even after this Jump. This is a necessary precaution, as in many systems the support of a Constellation is the only mechanism to level up or gain skills. Naturally, if you are in a world where Constellations do not exist or do not play a major role in the system, this will serve no purpose.

Skill Up – Varies

There's been a lot of talk about "skills" but how exactly does one acquire or improve them? You must take at least one of the modifiers below, but you can also choose to take multiple (with the exception of Unskilled) in order to find some middle-ground or hybrid of the different mechanisms.

- Unskilled – +100 XP – Skills either aren't a component of this world's system, or they are a factor, but once one unlocks their skill there is no way to upgrade it or unlock additional skills under ordinary circumstances.
- Leveled [*] – Free – New skills relative to your job or behaviors can be randomly unlocked every time you level up. Whatever method you use to improve your stats now also applies to skills.
- Sponsored – Free, Requires Sponsor – The only reliable method to acquire new skills is by convincing a Constellation to donate them to you.
- Conditional – 50 XP – Unlocking or improving skills requires one to complete strange rituals or challenges. Like needing to kill a certain amount of enemies with arrows to unlock a bow skill or staying at low health for an extended time to unlock a healing skill. Half the difficulty is figuring out the conditions.
- Taught – 100 XP / 300 XP – Skills mainly take the form of tomes, sigils, orbs, scrolls, etc. that can be found like any other item drop or reward. You just need to absorb them to obtain the skill within. For a plus-charge, one person is able to obtain a new skill simply by being taught it by someone who already has it.
- Dynamic – 100 XP / 200 XP – Arguably the most intuitive method. You unlock and improve skills simply by repeatedly performing the associated action. Use a knife to unlock a knife skill, study your surroundings to unlock an appraisal skill, microdose on poisons to develop an antitoxin skill, etc. For double the price, the mere act of leveling any skill, combative or otherwise, nets you EXP.
- Skill Shop [*] – 400 XP – There is no guesswork involved in the acquisition of skills. You are able to access a kind of virtual shop outlining every possible skill you could ever potentially unlock and the requirements to do so. As long as you meet the conditions and have enough EXP / Skill Points to spend, you can pick out any skills with a single click. If your system has a function for Jobs or species, you can control their promotion/evolution line in a similar fashion.

Personalized – 50 XP
By default, whatever system you design here is the same system that the whole world benefits from. What if you aren't content with that? By taking this, the system you design is wholly unique and only applies to you. The rest of the setting likely still has a system, but it just doesn't work the same way yours does and is most likely worse than your system in one way or another. This purchase is required for any options that normally aren't standard features in setting–wide systems, marked with "!".

HUD – 50 XP
Whether super–imposed onto your vision or simply as a kind of sixth sense, the system allows a user to keep track of their health, mana, stamina, active effects, and anything else of the sort in real time. Can be toggled at–will if it becomes too distracting.

Streamer – 50 XP
You are able to use your system to record, edit, upload, and even livestream your activities like some kind of invisible HD camera. The exact specifics of how this works and who can access it must be worked out in the STREAM SETUP section. It's unclear where all this data is being archived, but it never seems to run out of storage space.

Wallet – 50 XP / 100 XP
Your system contains the ability to store an infinite quantity of any currency and allow you to summon it just as easily. Money you retrieve isn't necessarily the same ones you put in (don't think about how that works) so you could use this to make change, even if you never actually input any money that small. For 100 XP you can freely convert between different currencies, even those from different worlds.

Merge Branch – 50 XP / 400 XP
For 50 XP you can combine your system here with any similar RPG–esque systems you have from other Jumps, combining all their best traits.

For 400 XP, this goes much farther. Now any of your powers, perks, energies, species, etc. from other worlds are treated as part of the system, at your discretion. Your system will take care of categorizing them as Jobs, skills, powers, stats, species, etc. however it deems appropriate, allowing them to be manipulated as such. The degree of said manipulation depends on what other purchases you made in this section.

Appraisal [!] – Varies
Your system has a built-in appraisal function to provide you with information about the world. You can choose to limit the scope of this to greatly increase the level of detail. Like only being able to appraise people or only being able to appraise minerals, or you can just allow it to appraise anything, albeit less effectively.

- Novice – 50 XP – Short blurbs containing fairly basic information on targets in your immediate surroundings.
- Apprentice – 100 XP – Detailed descriptions containing generally useful information on targets in your immediate surroundings.
- Scholar – 200 XP – Most detailed results require a target to be physically present, but even without that your appraisal can pull on an extensive database of publicly available information.
- Sage – 400 XP – Your appraisal ability might not actually be omniscient, but it can tell you just about anything regarding how the world works and what can be found within. It can't tell you the contents of a spellbook you've never read (unless you're close enough to appraise the book directly), but if you need a specific spell it can use its absolute grasp of the local magic system to invent a spell to produce the desired result on the spot. Though, such advanced calculations can take anywhere between a few hours to several years to complete, depending on the potency and complexity of the desired effect.

Minimap – Varies
Your system has some kind of internal mapping function.

- Drafting – 50 XP – This map automatically draws itself as you explore a given location. You can even zoom the map in or out as needed.
- Scanning – 100 XP – The moment you enter a given area; this map instantly fills itself with a detailed outline of the entire structure or general location.
- Tracking – 200 XP – This map also has the ability to track the location of nearby allies, hostiles, or objectives in real time. Objectives can be tracked from miles away, while you can only detect friendly or hostile entities within the same structure or immediate location as you.

Inventory – Varies

Your system contains an extradimensional storage space. Living beings cannot be stored here (corpses and non-sentient plants are fine). Everything stored within is frozen in time. You can store objects by bringing them to the entrance (even if the object is larger than said entrance). You can also retrieve any objects within with a thought. This can only be used on "loose" objects. Things like buildings, trees, buildings, landmasses, etc. can't be stored unless you uproot them or break them into much smaller pieces first, even if you technically have the space for them.

- Small – 50 XP – Storage capacity of a piece of luggage or a large treasure chest.
- Medium – 100 XP – Storage capacity of a large dumpster or storage container.
- Large – 200 XP – Storage capacity of a large house or small mansion.
- Massive – 400 XP – Storage capacity is explicitly infinite.

Quests – 200 XP / Free / +100 [!]

Your system will often present you with quests. These quests can be as simple as maintaining a regular exercise routine or as extreme as slaying a powerful boss monster solo. Success will reward you with valuable items, weapons, EXP or even skills depending on the difficulty of the quest.

If you instead take this for free, quests will often come with strict punishments for failure or rejection, often in the form of stat reduction, a prolonged period of agony, forcing you into a comatose state for a week, or some other non-fatal punishment.

If you receive points for this, the system has far crueler punishments to penalize you for failing or rejecting quests, whether it's teleporting you into a pocket dimension full of high-level monsters, severing one of your limbs, or just killing you outright.

Drops – 50 XP / 100 XP

Any time you slay an enemy, you will be provided with various “drops”. These are basically any useful items you could have looted or harvested from your slain foe. Such drops will be teleported through the system directly into your possession or inventory (if you have one), saving you the trouble of gathering them yourself. This consistently manages to gather any loose items on an enemy’s body, but body parts are a bit more finicky. This will pretty much never be as thorough as getting a monster properly dismantled, but it’ll usually manage to grab the most important/obvious components.

These drops are all components of the slain enemy or items they had on their person. However, for a plus-charge, enemies will often drop items that don’t make much logical sense, like a demon soldier inexplicably carrying rare alchemy components, or a random wolf dropping human money. Some enemies have “rare drops” that, as the name implies, are rare and valuable treasures or materials that have a very small chance to drop from that specific species or enemy type.

Resolve – 50 XP/ +100 XP

Not everyone has the willpower to suddenly become a monster hunter, and the system is prepared for just that eventuality. Simply possessing the system bolsters your mental fortitude immensely. You won’t panic when staring down a monster, or lose your nerve upon losing an arm, or vomit upon being drenched in monster blood, or freeze when someone you trust suddenly attacks you. Even outside of battle, your mind recovers from pain and trauma freakishly fast. It’s not impossible for your survival instincts to overpower the system, but even a formerly gentle housewife or a cowardly salaryman could instantly become lethal warriors upon receiving the system. By receiving points for this, having the system actively causes its users to be more aggressive and more likely to use violence to solve their problems.

Instance Dungeons – Varies
A rather terrifying ability. You are somehow able to create dungeons where none existed previously. Each tier of this is essentially an improvement on those prior, so they are all mutually exclusive.

- Doorway – 100 XP [Requires Drops, Loot Boxes, or Quests] – Rarely, you will be provided with a strange key as a reward from the system. You can activate these in a private area in order to spawn a dungeon that only you can access. These are often exceptionally dangerous but filled with valuable treasures and artifacts. You only get one shot at these. Once you clear or flee the dungeon, it will permanently close and the key will be lost.
- Rift [!] – 200 XP – Rather than needing a specific catalyst, you will occasionally come across subtle rifts in space in any fairly secluded area. It seems only you can sense these rifts. By expending a substantial amount of mana, you can force these to open into an instance dungeon like the prior tier.
- Gash [!] – 400 XP – Similar to the prior tier, except that these dungeons are far more stable and will persist no matter how many times you come and go, or even if you beat the boss. Others are also able to enter these stable dungeons. Really, they'll remain open until you consciously close them.
- Domain [!] – 800 XP – You aren't opening dungeons; you're creating them wholesale. You can expend a substantial amount of mana to create entire dungeons of your own design.

Refactor – 100 XP
A nice convenience for worlds where it's common for people to be drowning in skills. This causes any redundant or sufficiently similar skills to be combined. Why have a dozen skills for individual fire attacks when you can just have one pyrokinesis skill? The power of the final skill will be no greater or worse than the collective power of the merged skills. This just streamlines things significantly and greatly reduces the quantity of skills your EXP is being split between.

Relativity – Varies
In many cases, the "gamification" of the world doesn't stop at the hunters but extends to the equipment they wield. In many cases, enchanted items will have effects that boost certain stats by percentages. So instead of an enchanted ring boosting stamina by 20 points, it would boost them by 20% of the user's own stamina. This means that such equipment will continue to provide greater output as the user's stats increase.

- Relative Magic – 100 XP / 200 XP – Weapons obtained through this world or this system with stat-boosting enchantments will now have percentage-based enchantments. For a plus-charge, you can choose for this effect to modify any stat-boosting enchantments from any setting, transforming enchantments that boost by a fixed amount into percentage-based. Togglable.

- Relative Power – 200 XP / 400 XP – This relativity need not be limited to magic. Now all weapons and armor provide a percentage-based boost to your offense or defense relative to the quality of the item. Meaning that the power of any weapon or armor obtained in this world or through this system is dependent on your own baseline attack/defense. As before, by doubling the price you can extend this effect to any weapons or armor you own.

Personality [!] – 100 XP/ +100 XP
Your system seems to have some semblance of a personality, and a specific goal that it is designed around and will utilize any function within its control to accomplish. Perhaps instead of just being a warrior, it wants to make you into a noble hero, offering quests to protect the weak and perform good deeds. Maybe it wants to groom you into a solitary necromancer, showing a strong bias towards summoning-based rewards and incentivizing solo hunting. Maybe it just really wants you to get laid for some reason. You may instead receive points for this personality to be far less cooperative. It will prioritize its goal over all else, and will happily trick, threaten, or punish you for any actions that might even temporarily impede this goal.

You can technically import a companion or some kind of artificial intelligence to serve as your system's personality for no extra charge, but if you take the plus-charge then their mind will be altered while in this form to prioritize their goal over all else.

Promotion – 100 XP
If a skill can be upgraded, why not a class? Once you have met a certain threshold of mastery of a class, you will have the ability to upgrade it into a stronger and often more specialized one. A thief might be able to become a ninja or pirate, a warrior might become a berserker or rider, a mage could become a necromancer or healer, etc. While you can technically buy this no matter your species, this feature only seems to function on human or human hybrids who use the system.

Evolution [Exclusive Monsters or Monster Hybrids] – 100 XP
In many worlds, the "class" or "Promotion" system is something exclusive to humanoid races, while monstrous races instead gain the ability to "Evolve". By reaching a certain threshold of mastery over your current body, you can undergo a metamorphosis into a similar yet much stronger species. There are various evolution lines one could follow depending on the individual's own inclinations. Unless taken alongside the upgraded version of Merge Branch, this only applies to your species in this world. While you can technically buy this no matter your species, it only seems to apply to monsters or monster hybrids who use the system.

Party – 100 XP
With the consent of everyone involved, you can form a "party" with an arbitrarily large group of people. All members of the party can keep track of the general condition of every member. Not only that, EXP and drops are automatically distributed at a ratio established upon forming the party. If they don't already have some kind of level-up system, they will be able to benefit from yours until the party is disbanded.

Trade – 100 XP
The ability to magically exchange items or money between individuals. One party must send a trade request and once accepted the appropriate items will be teleported to the intended recipient. You can even directly trade goods directly to or from personal inventories, assuming either party has such a thing. This isn't actually useful unless both parties have some means of long-distance communication.

Loot Boxes – 100 XP
Upon defeating a boss, clearing a dungeon, or really accomplishing any incredible feat, you will receive a "loot box" filled with various potions, rare materials, artifacts, and similar rewards. The significance of the feat in question determines the level of box you receive and by extension how valuable the items within are. Most gear found in loot boxes are of equal or even greater quality than anything that humanity can create, even accounting for hunters with support classes like crafter or alchemist.

Equipment Slots – 100 XP
You have a set of "equipment slots", each designed to hold a single article of clothing or accessory type. You gain all the benefits of any attire worn in these slots, whether that be raw defenses or magic effects, but otherwise do not manifest physically. Meaning you don't have to worry about the weight or just looking ridiculous to outsiders.

Voice Chat [Requires Party or Fork Branch] – 100 XP / 200 XP
You are able to communicate over a distance (must be within the same city/general area) with anyone who either has a copy of your system or is part of your Party. For double the price this has no upper range, allowing you to communicate with anyone over any distance who meets the aforementioned criteria.

Unusual Results [!*] – 200 XP / 100 XP
Your system has the odd ability to focus EXP into something other than yourself. Perhaps you can spend EXP to strengthen allies, or to upgrade a specific property, or maybe to strengthen a specific weapon. The basic version just offers this as an alternative way to spend EXP, but for half price you receive this instead of the regular system, not in addition to. This means you cannot spend EXP to level yourself up.

Unusual Methods [!*] – 200 XP / 100 XP
Your system allows you to gain EXP through unconventional means. Perhaps you gain a small amount of EXP when you read a book, or after a good meal, or after sex, or by spending money, or anything like that. The easier this is to achieve, the less EXP you receive. By default, this is a supplemental source of EXP. If you halve the price of this, then this is now the only method you are able to use to obtain EXP.

Crafting [!] – 200 XP
As long as you have all the necessary tools and materials on-hand or in your inventory (if you have one) you can use this "crafting menu" to instantly transmute them into any item you theoretically have the knowledge and ability to construct on your own. The quality of items crafted in this way scales with your own craftsmanship.

Health Points – 200 XP
A feature almost never seen in worlds that weren't explicitly video games at one point. You don't get "injured" per se. Any harm you sustain is invisibly depleted as "HP". The more damage an attack should do, the more HP is lost. You'll die if your HP is depleted, but until then you won't outwardly manifest any specific injuries.

Achievements – 200 XP / 400 XP
By accomplishing various exceptional (or sometimes just strange) feats, you will sometimes be awarded with "Titles" or "Achievements". These Titles provide special abilities or passive buffs related to the challenge in question. Whether it be killing 1000 goblins to gain a damage boost against similar monsters, being the first to discover a location and gaining bonus EXP while there, raising a kingdom to a golden age to boost your charisma towards your citizens, etc. By default, you can only have one title active at a time, though you can switch out which one is active with a moment to concentrate. For 400 XP you can benefit from however many titles you want simultaneously.

Fork Branch – 200 XP / 400 XP / 800 XP
You now have the ability to bestow a copy of the system you designed here to whoever you please. For 200 XP the only thing that isn't transferred over is the ability for them to then grant this system to others. For 400 XP then whoever you give this system can then go on to give it to however many people they want, who then can give it to whoever they want, and so on. For 800 XP, there is a kind of "hierarchy" applied by the system. The more steps removed one is from the source (i.e. you) the lower they are in this hierarchy. Basically, anyone higher on the hierarchy can negate the system of anyone lower on the hierarchy, and any abilities gained from said system.

Diversity [Requires Fork Branch] – 200 XP
In addition to gaining classes and skills, there is a small chance that any beings who receive the system will transform into a similar mythical species. Whether that's an elf, a werewolf, a dwarf, mermaid, orc, etc.

Difficulty Level – 300 XP
Upon entering a dungeon or any similar enclosed trial or battleground, your system will provide you with a pop-up, asking you to select the difficulty of the following trial. The options are Easy, Normal, Hard, and Hell. As the name implies, Normal is the default, with no interference from the system. Easy greatly reduces the danger of enemies and challenges, but also the value of the rewards you could potentially find. Hard makes things much more dangerous but greatly raises the value of the potential rewards within. Hell is basically impossible for any normal hunter, but the value of the potential rewards cannot even be compared with any prior levels. You cannot change your difficulty until you complete, fail, or abandon your current mission.

Negation [Exclusive Monsters or Monster Hybrids] – 400 XP / 600 XP
What good would hunters be if any old human could mow monsters down with an AK-47? Taking this makes it so that you are completely immune to any modern weapons that aren't backed by magic or made from monster parts. If either of those two conditions are met, this immunity vanishes, but otherwise it doesn't matter whether you're hit by a bullet or a nuke, as long as there's absolutely no magic involved

For 600 XP, your mere presence causes all non-magical technology to cease functioning. Whether it's something as primitive as a flintlock or as advanced as a smartphone, or perhaps beyond even that. This is toggleable post-Jump.

Patron – 400 XP [Free Constellation] / 800 XP
You are able to donate weaker copies of your own skills or powers to others. You can even give them energy they can use to directly enhance their own stats. The cost of doing this is a kind of currency embodying your very existence. For simplicity, we'll call this EXS. Those you empower basically become extensions of you. The more they assert their own existence by accomplishing great deeds, or yours by spreading your influence, the more EXS you gain. Most beings you sponsor will end up paying back whatever EXS you spent on them in the long run with interest. If you're still worried, then showering them with significant amounts of your favor in a short period will cause your existence to infect them, altering their personality to more closely reflect yours until they essentially become an avatar of your will. For 800 XP, then those you sponsor are able to sponsor others in a similar way, who can then sponsor others, who can then sponsor others, and so on. Naturally, as the one at the top of this pyramid scheme, the lion's share of all this accumulated EXS flows right back up to you.

Gacha [!] – 600 XP
Your system contains a gacha system. You receive a certain amount of "tickets" over time or by completing various feats, which can then be used on a kind of lottery. The more tickets you use at once, the more likely you are to roll something valuable. You may choose whether this gacha focuses on items, skills, minions, miscellaneous, or a little bit of everything. Just realize that a broader selection means a larger selection of prizes and lower odds of rolling something good. Rewards can potentially be of any rank, but it should go without saying that the higher the rank the lower the odds of rolling it unless you manage to stockpile an absurd amount of tickets.

Game Master – 1000 XP
I suppose someone had to set these up. You know the secrets to creating and modifying this system and any others like it. In time you can create new apps or expand the base functionality of the system. With enough time to master these techniques, you'll be able to create such systems from scratch, with applications just as incredible as those listed in this section. Though you'll have to figure out how to actually power these systems.

Portal Master – 1000 XP
You have mastered the techniques used by the system to bend space. Whether it's opening portals between dimensions, breaking off pieces of a dimension to create dungeons like those in this world, reincarnating the souls of the deceased into a world of your choosing, summoning monsters and allies from different worlds, and so much more. With enough centuries of practice, you may learn to control time to a limited extent, like sending a mortal's mind back in time to alter history or jumping between different timelines yourself. The potential of this is practically infinite.

Dungeon Master – Free [Requires Game Master and Portal Master]
You already have all the pieces. It was a matter of time before you figured out how they all go together. You have figured out how to initiate system apocalypses in future worlds. From spawning dungeons, summoning monsters, causing people to awaken as hunters worldwide, burdening them with quests, and so on. You even have freedom to implement some of the optional features like a tutorial dungeon or death games. Basically everything that goes into creating a setting like this, you can control.

ASSETS – STREAM SETUP

The specifics of your streaming ability. Naturally, this requires Streamer to be purchased in the SYSTEM section. Unused perk discounts can be used on options here. Points gained in this section must also be used in this section.

Marathon – +100 XP
You are unable to stop the stream, ever. Your stream will be running 24/7, with viewers being able to harass you whenever they please.

Viewers – Varies
Who exactly is able to see your uploaded videos and tune into your streams? Unless specified otherwise, you can purchase multiple options here. Though, different tiers of the same option naturally render each other redundant.

- Private – +50 XP – Nobody other than you can see these recordings. This renders the livestream and honestly most of the functions here redundant. This option is incompatible with all other versions of Viewers.
- Members – Varies – Your streams and videos can be accessed by Constellations or similar entities in future worlds.
  - Locals – Free this Jump, if Applicable – Your stream can only be viewed by this world's Constellations, if such beings are a factor in this world.
  - Neighbors – 50 XP – Any similar beings in future Jumps will be able to view your stream and intuitively understand its features. This only applies to such beings in the Jump you are currently in.
  - Visitors – 200 XP – Any similar beings from any Jump you've ever been to will be able to view your streams. Any attempts to explain how that works will be automatically censored before you can see them.
- Public – 50 XP / 100 XP – Anyone who has this or a similar level-up system will be able to access a kind of website within the system itself where they can view your streams and videos or even upload their own. For 100 XP, this website is somehow publicly accessible on the regular internet, meaning that a user of the system can remain connected to the outside world no matter their distance or whether they find themselves in a sealed alternate dimension like a dungeon.

Comments – Free / +50 XP
Viewers are able to leave comments on streams or videos. They may provide useful advice, but usually not. Specific viewers can even send private messages to you directly. You may decide whether they have access to emotes. You may receive points for emotes to be the only means that viewers have of communicating with you.

Subscriptions – Free
Viewers can subscribe to a given channel to always be alerted when they're streaming or upload a new video.

Donations – Free
Should a viewer be particularly impressed with your stream (or just want to bribe you into doing something stupid). For regular human viewers, this just means money. However, more transcendent beings can get more creative with donations. Usually, this is in the form of "coins" made from their essence that can be saved up to improve your abilities much like EXP. If they're really desperate, they can even grant you skills or artifacts, but don't expect this to happen often if they have any other alternative.

Miscellaneous – 50 XP
An assortment of common features found on most streaming or video hosting websites. Likes/dislikes, favorites, custom playlists, recommended videos, banning, that kind of thing. Does not include any features mentioned elsewhere in this section.

Editing Suite – 50 XP
How convenient. Your system contains a dedicated editing program. Perfect if you want to add special effects to your videos or cut down long VODs for length. Obviously, this can't be used to edit ongoing livestreams.

Advertisements – 100 XP
You may choose to insert advertisements for various extradimensional products. Regardless of whether anyone actually has the means to buy said products, you'll get a small amount of money in the local currency for any ads run. This is also a good way to stall for time if you want to have a private discussion during a stream. Be warned that running too many ads is a quick way to lose viewers.

Filters – 100 XP / Free with Marathon
Whatever runs this platform is able to censor any information that you would not want to share by distorting words or images. It seems to automatically recognize and censor anything that you would wish to conceal before you are even consciously aware of it. This also can be used to censor comments, but that could end up pissing viewers off.

Stretch Goals – 100 XP
Whenever your channel reaches a certain threshold of popularity, it will undergo a kind of promotion. You will have more quality of life features available to you and greater profits from ads or donations.

Broadcast Jockey – 100 XP / 200 XP
Rather than running the stream yourself, you can summon a strange imp–like monster to manage your stream. They handle all commentary, appeasing viewers, bans, editing, running ads, that kind of thing. They also try to guide you to make your streams as entertaining as possible. They take 40% of all profits at minimum, and if there are no profits to take from they'll expect you to pay them out of pocket. For a plus charge it seems that they have some kind of symbiotic relationship with the stream program itself. The more popular and profitable the stream they run is, the more they grow in power and in time they may even evolve into a much stronger being.

ASSETS – PARTY & GEAR

You receive three discounts per tier (50 XP – 600 XP). You can exchange 1 discount of a higher tier for 2 of the next lowest tier or vice versa. This is the only way to discount an 800 XP item. Discounts are per-purchase and do not stack. If a purchase lists its upgrades as bullet points, then discounts are applied to the individual upgrades, not the total price. Items can be freely imported unless specified otherwise.

Based on a True(ish) Story – Free

At the end of any given Jump, you receive a dramatized retelling of your actions in both webtoon and webnovel form. Adaptations may differ slightly from both each other and the actual events they are based on for the sake of narrative flow, or just because the author felt like it. You receive adaptations of Jumps you've already visited up-front.

Starting Gear – Varies

An assortment of equipment common to hunters. Armor and weapons synthesized from monster parts along with a handful of common consumables and basic tools for navigating dungeons. Spent consumables are not replaced.

- Common – 50 XP, First purchase Free for Hunters- Bare basics. No armor, the weakest weapon money could buy, mundane first-aid kits, etc.
- Uncommon – 100 XP – A masterfully crafted weapon of your choice, decent mass-produced armor, useful small tools and low-level potions.
- Rare – 200 XP – Weapons and armor suited to your job or overall combat style. Blessed with a few common enchantments. Supplies are higher quality or have weak magic effects like bombs, mid-level potions, monster repellant, etc.
- Epic – 300 XP – Top-of-the-line weapons and armor with potent enchantments that on their own would trivialize most low-level dungeons. Far more valuable supplies like survey drones, high-level potions, regenerating rations, etc.
- Legendary – 400 XP – Weapons and armor overflowing with countless potent enchantments. Even a weak or incompetent hunter could become a celebrity by relying on these. Supplies are similar in potency to the prior tier, but in such obscene quantities that you're unlikely to exhaust them during this Jump.

Familiar – Varies, Base price 100 XP

You have a contract with some kind of monster or Paranormal creature. This could be a beast-like species you treat as a pet or steed, a more intelligent minion, a bodyguard, or maybe you've managed to form a genuine friendship that transcends species.

- Rank – Varies – How powerful/useful your familiar is, whether in terms of raw strength, skills, magic, knowledge, etc.
  - F Rank – +50 XP – Weaker than the average human.
  - E Rank – Free – Stronger than the average human.
  - D Rank – 50 XP – Can influence or threaten a small tribe.
  - C Rank – 100 XP – Can influence or threaten a small town.
  - B Rank – 200 XP – Can influence or threaten a city.
  - A Rank – 300 XP – Can influence or threaten several cities.
  - S Rank – 400 XP – Can influence or threaten a small country.
  - SS Rank – 600 XP – Can influence or threaten a large country.
  - SSS Rank – 800 XP – Can influence or threaten the whole world.

- Growth – Varies – The means by which your familiar grows in power. It may even evolve into an entirely different species in time.
  - Static – Free – Your familiar has no special means to grow in power.
  - Fixed – 50 XP – Your familiar's overall abilities are boosted by a fixed amount in your presence.
  - Iterative – 100 XP – Your familiar can grow in power the more conflict it is exposed to and the more it utilizes its various abilities.
  - Synced – 200 XP – Your familiar grows in power as its bond with you increases. Even simple gestures like cuddling on the couch or sharing a delicious meal can help them grow a little stronger, while major positive shifts in your relationship can result in majorly massive jumps in power.
  - Linked – 400 XP – You and your familiar are united on a metaphysical level. Whenever one of you experiences a major leap in power, the other receives a similar raw power boost at 60% potency.
  - United – 600 XP – You and your familiar are literally just one being with two minds and bodies. You can freely utilize each other's powers, stats, or abilities, and even physically combine for brief periods for an explosive boost in power. You likely have some kind of telepathic link with each other. On the other hand, any pain experienced by either of you is shared.

Starting Funds – Varies
Some amount of spending money to help you get by. If taken at higher levels, you are likely some kind of celebrity or the head/heir of a corporation/family that was ridiculously wealthy long before the arrival of the system.

- Poor – 100 XP – Enough to live comfortably for a year without working.
- Wealthy – 200 XP – More than enough to live comfortably for a decade.
- Affluent – 400 XP – An alienating level of wealth. You could spend the amount most hunters make in a year every week and still have plenty to spare.
- Obscene – 600 XP – You couldn't exhaust your funds if you tried. Your personal funds rival most governments and you are likely the head/heir to one of the most wealthy and influential families/corporations in Earth's history. You might even be some kind of royalty.

Housing – Varies
Discounted based on your Starting Funds, but only for their first purchase.

- Apartment – 50 XP – A mediocre apartment with just enough room for one person. Free Poor.
- Cottage – 100 XP – A decent house for 2–4 people. Discount Poor, Free Wealthy.
- Home – 200 XP – A high-quality house for about a dozen people. Discount Wealthy, Free Affluent.
- Mansion – 300 XP – A large luxurious mansion that can house several dozen guests. Discount Affluent, Free Obscene.
- Palace – 400 XP – A comically large and extravagant palace larger than most villages. Can easily house hundreds of guests and servants. Discount Obscene.

Dungeon License – 200 XP / 600 XP

You have somehow managed to obtain exclusive rights to an entire dungeon. For a base price of 200 XP, you receive one dungeon of your tier of choice. For 600 XP, you receive three dungeons of that tier. If you wish, you can trade some or all of your dungeons for dungeons of a lower tier. Each dungeon is worth two of the next lower tier. So, if you paid for 3 6–Star dungeons, you could exchange them for 96 1–Star dungeons, if you felt so inclined. The monsters and resources within any given dungeon replenish monthly. There is no risk of a dungeon break with these.

- 1–Star – Free – Danger: Negligible
  - Resources: Common (Scarce), Rare (NA), Legendary (NA)
- 2–Star – 100 XP – Danger: Low
  - Resources: Common (Abundant), Rare (NA), Legendary (NA)
- 3–Star – 200 XP – Danger: Moderate
  - Resources: Common (Abundant), Rare (Scarce), Legendary (NA)
- 4–Star – 300 XP – Danger: Significant
  - Resources: Common (Abundant), Rare (Abundant), Legendary (NA)
- 5–Star – 400 XP – Danger: High
  - Resources: Common (Abundant), Rare (Abundant), Legendary (Scarce)
- 6–Star – 600 XP – Danger: Extreme
  - Resources: Common (Abundant), Rare (Abundant), Legendary (Abundant)
- 7–Star – 800 XP – Danger: Immeasurable
  - Resources: Common (Abundant), Rare (Abundant), Legendary (Abundant), Unprecedented (Scarce)

Companion Import – 50 XP
With one purchase, you may create a new companion or import an old one into this Jump with 600 XP to spend as they please. They may take DRAWBACKS for more points. Each additional purchase doubles the total number of companions you can import/create through this option. They cannot access the SYSTEM section, but they will retain access to whatever system the rest of the world benefits from.

Companion Export – 50 XP
With one purchase, you receive a slot that may be given to any native of this world to recruit them as companions. Each additional purchase doubles the number of slots you receive. It's dubious how useful this is if you take this Jump as an original setting, meaning there aren't really any "canon" characters to keep an eye out for.

Orichalcum Cooking Set – 50 XP
Various pots, knives, and other cooking utensils made entirely out of rare dungeon ores. These are under a strange enchantment that makes it impossible for these to be melted down or used as a weapon. In return, it is impossible for any dish cooked with these to be anything other than delicious and impossibly nutritious.

Alter Ego – 50 XP / 100 XP / 300 XP
A freakishly convincing skin mask made to resemble a face completely different from your own, allowing you to assume a false identity. This is surprisingly sturdy for how thin the material is, but far from indestructible.

For 100 XP, you receive a non-skin mask with a design of your choosing. While this is clearly not your real face, it has an odd enchantment that makes it almost impossible to identify you through non-magical means unless someone sees you put the mask on. You can summon and banish this mask into thin air.

For 300 XP this is similar to the prior tier, but the enchantment is so absurdly potent that not even gods can recognize you and could easily mistake you as one of their own in the right context.

Hunter's License [Exclusive Humans or Human Hybrids] – 100 XP
A sleek metal card that serves as proof of being a hunter. Anyone you show this to in future Jump will intuitively sense that it proves your authority in all matters relating to supernatural phenomenon or hunting monsters/beasts, no questions asked. The degree of authority and respect this allots you in such matters depends on your rank and is proportional to how much regard it would give you in this Jump, with F-Ranks being seen as a liability and S-Classes being completely beyond reproach.

In this Jump your rank is whatever you chose in the appropriate section or whatever level you managed to climb to in-setting. Post-Jump this will automatically upgrade itself to the next rank once you have accomplished enough hunter-like feats.

Workshop – 100 XP
Exactly what it sounds like, your own general-purpose workshop. It contains all the tools and machines you could want for any mundane crafting, as well as specialized tools for creating magic artifacts or processing monster parts (if you have the knowledge to do so). It has a serviceable supply of mundane building materials like wood or steel, but you'll need to source any rarer materials yourself.

Early Warning System – 100 XP
A smartphone with a special app that instantly alerts you to any major disasters or monster-related incidents. You can limit the scope of this detection to your immediate surroundings or expand it over the whole country. This will only alert you to public incidents, so if a dungeon appears in an abandoned building or a monster is luring victims into a secluded alley, you'll be in the dark like everyone else.

Restoration Kit – 100 XP
You receive a small pack containing all the tools you need to restore damaged magic artifacts. As long as such an object is at least 90% intact and you have enough raw materials, you can repair it to perfect condition, even if you have no idea how the underlying mechanisms or enchantments work. Contains a small instruction booklet outlining the bare basic techniques of artifact restoration.

Remembrance Potion – 200 XP
This peculiar potion has the ability to reawaken memories. Specifically, memories from past or alternate lives. Should you cross paths with someone that you knew a version of in a different timeline/dimension/Jump/etc. then feeding them a single drop of this potion will cause them to "synchronize" with these other versions that you knew, combining their memories and personalities. Potion replenishes yearly.

Return Stone – 200 XP
An invaluable last resort for hunters who find themselves in a hopeless dungeon. By activating this crystal, you will be teleported back to the regular world. After this Jump, this can be used to escape any extradimensional or magically sealed space, no matter how strong the forces seeking to keep them sealed. However, this crystal is consumed on use, and you will not receive a replacement for a full week.

Strategy Guide – 200 XP
An enchanted book that never seems to run out of pages, even if most of them are blank. The pre-filled pages contain detailed profiles on all particularly common or famous monsters in the current world, including their appearance, weaknesses, abilities, and the most effective hunting strategy. Any time you defeat a monster not in the book, a similarly detailed profile will manifest on the next blank page.

Elixir – 200 XP / 600 XP
A coveted potion that most Hunters would happily pay a fortune to obtain. Whoever drinks this potion will be instantly cured of any injury or ailment short of death, including those of a supernatural nature. This increases their vitality and even seems to de-age them to an extent. You receive a single portion of the elixir, enough for one person to benefit from. You will not receive a replacement until the next Jump.

Alternatively, for 600 XP, this panacea takes the form of a peculiar fruit that grows on a small tree you now own. You can grow about a dozen fruits in a month, and if you're smart about it, you can use the seeds to cultivate as many of these trees as you need.

Private Dungeon – 300 XP
Somehow or another, you have become bound to a peculiar pocket dimension. This dungeon is designed around some specific purpose like farming, exploring, grinding, etc. This purpose affects how this dimension is structured, what beings or resources are found within, and what enchantments permeate this space. To work out the specifics of your pocket dimension, check out the DUNGEON BUILDER section.

Foreign Wisdom – 300 XP
An unassuming tome or scroll that somehow arrived here from another world. Within is a beginner's guide to that world's magic system. Whether it's how to use sword aura from a world with a prominent sword culture, martial arts from a murim world, fey channeling from a fantasy world, etc. This really is the bare basics, just enough to get started. You'll have to build upon it yourself to unveil this magic's true potential.

Resources – 300 XP / 400 XP / 600 XP
Why risk your own neck harvesting dungeon materials? At the top of every month, a large crate full of assorted monster parts, cores, minerals, and plants from dungeons will appear in your warehouse. How much you pay for this determines the average rarity of the resources within: 300 XP for common resources, 400 XP for rare resources, and 600 XP for legendary resources.

Interdimensional Merchant – 300 XP / 600 XP
You have formed a contract with an adorable monster or demon of some sort. You can summon them at a moment's notice and banish them just as easily. They are a kind of interdimensional merchant who can sell you a variety of mystical items, materials, and even skills. They're also open to purchasing any goods you have to sell. They'll even handle exchanging currencies for you. Their selling prices are quite high and their buying prices quite low. Perhaps you'll get better prices as you build more of a rapport with them. For what it's worth, they quite like sweets.

For 600 XP this merchant will happily act as a middleman for you to strike deals with other clients from numerous different dimensions. The merchant will naturally take a cut of such deals, but regardless this is a good way of gaining access to goods that not even the merchant could easily get their hands on.

Hunting Party – 400 XP
For all their power, most awakeners and monsters alike know better than to hunt alone. You receive a group of loyal hunters or monsters. You may choose the distribution of ranks between members, but the collective rank of the whole group must be equal to one S rank, with each rank being equal to 5 of the next lowest. Meaning you could have as few as one S rank or as many as 15,625 F ranks, but feel free to mix and match as you please. They benefit from whatever system would apply to them in this world.

Cursed Quill – 400 XP
The perfect gift for those with crippling trust issues. Any contracts signed with this quill are spiritually binding. Those bound by it will be stricken with agonizing pain if they knowingly attempt to break their agreement and death if they succeed. Both parties must provide their signature, but whether they do so of their own volition or under false pretenses is irrelevant. Once signed, the physical paper is immaterial, as you can summon a spiritual copy whenever you please.

Jumper Guild – 400 XP
You are the leader of your own hunters guild. In future worlds you'll continue to receive an absurd degree of authority and freedom to handle any matters relating to hunting beasts, investigating supernatural incidents, or managing individuals with superhuman abilities. Though, that does mean that you're just glorified animal control in settings devoid of such phenomena. While your headquarters and much of your regular human staff will follow you between worlds, your awakened hunters will not, so try to stay on top of recruiting unless you purchased Hunting Party.

Safe Room – 400 XP / 600 XP
Attached to an in-world property of your choosing is a small "safe room". All injuries or maladies short of death are instantly healed upon entering this room. Stamina and mana also regenerate at an absurd rate within. Should you be pursued by an enemy into this room, not only will any hostels be unable to perceive or enter this room, they will lose all memory of seeing you enter it or even that they were just pursuing you.

If you pay 600 XP, then rather than being a fixed location in-world, then you may choose for your Cosmic Warehouse or a similar pocket dimension to act as your safe room, applying the aforementioned enchantments to the entirety of this dimension, allowing you to summon it wherever you please.

Complete Set – 600 XP
A collection of 6–12 Epic–Legendary items with extremely potent enchantments (more items = less individual power). These have a unique "synchronicity" effect that boosts all their respective enchantments relative to how much of the set you have equipped simultaneously. If you have the whole set their power is boosted beyond even the Legendary tier. If you import items into pieces in this collection, this synchronicity enchantment will also extend to any magic effects they already possessed.

Exemption – 600 XP
In many worlds, the most that the government can do to reign in their hunters is to burden them with taxes. However, in some cases they grow so desperate that even this meager restriction can be waived. In this and all future worlds, you possess total immunity to any and all taxes. Income tax, sales tax, property taxes, hunter taxes, whatever. Any such mechanisms will never be applied to you, and anyone who attempts to investigate this will find absolutely nothing awry.

Transcendent Relic – 600 XP
A single artifact so obscenely powerful it transcends the established ranking system. This could be a book that can absorb spells as well as the contents and abilities of other books, a spear that will always hit its target regardless of their location or defenses, a scrying mirror that can answer absolutely any query (as long as the answer isn't obscured by magic, or anything else of the sort. This artifact is soul–bound to you, meaning it cannot be stolen and you can summon and banish it at will.

Full Dive – 600 XP / 800 XP
A virtual reality pod containing a single game so realistic it may not be a "game" at all. Your player character will have the means to grow in power and take advantage of the local power system (whether that be qi, psionics, magic, skills, etc.). When you log out, you'll find that stats and abilities obtained in the game translate to real life. For every three days in VR, only one hour passes in the real world.

For 800 XP, you also receive the blueprints to create more of these VR devices, and a server that allows any number of players to enter this world as if it were an MMO. For regular humans, once they reach a high enough level, they will awaken, allowing them to benefit from their in–game abilities much like you can.

ASSETS – DUNGEON BUILDER

Requires Private Dungeon. Unused discounts from ITEMS & ALLIES can be used here. Points gained in this section must also be used in this section.

Level – Varies, Must choose one.
Affects the size of the dungeon, level of resources within, and how potent the magical effects are. Each tier can either have 1–3 enchantments appropriate to that tier, several much weaker enchantments, if applicable.

- Level 0 – +100 XP – Size: Closet; Enchantments: Negligible (Food preservation, enhanced relaxation, automatic clothes folding, etc.); Resources: Common (NA), Rare (NA), Legendary (NA).
- Level 1 – Free – Size: Apartment; Enchantments: Minor (Enhanced crop growth, slightly enhanced healing within, weak enemy spawning, etc.); Resources: Common (Scarce), Rare (NA), Legendary (NA)
- Level 2 – 100 XP – Size: Village; Enchantments: Decent (replenishing ores, crops provide buffs, pacifying aura, etc.); Resources: Common (Abundant), Rare (NA), Legendary (NA)
- Level 3 – 200 XP – Size: City; Enchantments: Significant (Instantaneous healing, monsters lose all awareness of those who enter the portal, mana rapidly recharges, etc.); Resources: Common (Abundant), Rare (Scarce), Legendary (NA).
- Level 4 – 300 XP – Scale: Island; Enchantments: Major (enhanced EXP gain, crops provide permanent buffs, can communicate with any creature or object within, etc.); Resources: Common (Abundant), Rare (Abundant), Legendary (NA).
- Level 5 – 400 XP – Scale: World; Enchantments: Potent (Can freely shapeshift within, the quality and power of outside objects are gradually enhanced the longer they spend within, outsiders are robbed of all supernatural powers, etc.); Resources: Common (Abundant), Rare (Abundant), Legendary (Scarce).
- Level 6 – 600 XP – Scale: Infinite; Enchantments: Overpowered (respawning within, no time passes outside, all violence is conceptually impossible, etc.); Resources: Common (Abundant), Rare (Abundant), Legendary (Abundant).

Purpose – Free
The design, environment, resources, and enchantments of your private dungeon are tailored to a very specific purpose of your choice. A "farming" dungeon would have enchantments to enhance your ability to grow various crops. An "exploration" dungeon would be constantly shifting as new ruins seem to appear and vanish. A "grinding" dungeon would likely be full of various hazards and spawn hostile enemies that drop valuable items and plenty of exp if killed. A "homesteading" dungeon would likely contain a few non-hostile inhabitants for you to guide into a proper society.

Influence – Varies, Must choose one.
The degree that you can consciously manipulate the interior of your dungeon.

- Squatter – Free – You have no special importance or power over your pocket dimension beyond your ability to open portals to it.
- Caretaker – 300 XP – You can spend money, sacrifices, mana crystals, or some other expense to modify or enhance your surroundings in minor ways on a localized basis. Whether it be enriching a specific spot of soil to be more fertile, magically improving the quality of a house built within, causing an oasis to appear where none existed prior, etc.
- Master – 600 XP – You can use a substantial amount of mana to freely manipulate the physical world around you. Whether it's sculpting mountains like clay, conjuring storms and earthquakes, raising buildings from nothing, etc.
- Overlord – 800 XP – Similar to the previous tier, except you aren't limited to affecting your immediate surroundings. You possess a kind of clairvoyance that allows you to observe any part of your dungeon, though only one location at a time. This allows you to use your power remotely over any distance. Naturally, this requires you to be physically present somewhere within your dungeon.
- Divinity – 1000 XP – You are essentially a god while within your pocket dimension. You possess a vague awareness of everything within and can use a relatively small degree of mana to control both the physical matter within your pocket dimension, but even the laws of physics, such as teleporting intruders through space, lowering or even changing the direction of gravity, spawning non-magical matter or entire structures ex-nihilo. As before, this only applies while you are physically within your pocket dimension.

Misc. Upgrades – Varies
A variety of upgrades to your private dungeon that don't quite fit into the other sections of this builder.

- Subsystem – 200 XP / 400 XP – While within this dungeon, you are able to access a special version of the system that allows you to spend EXP or complete minor tasks in return for rewards related to the dungeon's purpose. A farming dungeon might reward you with seeds and enchanted farming tools in return for growing a certain amount of crops. A dungeon for mining might summon a small minion to continue mining for you while you're away once you've dug up enough ore manually. For a plus-charge, this subsystem isn't limited to external rewards, as it can even provide you with new skills relevant to this purpose.

- Nested Dungeons – 300 XP – In an odd act of redundancy, regular dungeons have a chance of randomly appearing within your personal dungeon. The odds of a dungeon appearing and that dungeon being of a particularly high level or containing valuable materials, are about equal to the odds of such a dungeon appearing on this Jump's Earth. There is also nothing preventing a dungeon break if nobody clears these out in time, so this is a high-risk, high-reward purchase. Whatever control you have over your pocket dimension or whatever Enchantments it has applied to it do not apply to these sub-dungeons.

- Tutorial Tower – 400 XP / 600 XP (Requires System) – When an unawakened mortal first enters your Dungeon, they will begin the process of awakening, gaining a class and various skills. The more conflict they experience within your dungeon, the more skills they will gain and the stronger their skills/stats/class will become. However, this is a one-time opportunity. Once these newborn awakeners finally exit your dungeon, the tutorial will end, and their awakener skills will be locked at that level. They will never gain more skills, nor will their skills/stats ever grow stronger. Even if they re-enter this dungeon, they cannot retake the tutorial for better results.

  Alternatively, for a plus-charge, they simply receive a copy of whatever features your own system has on top of whatever skills and stats they accumulate within the tutorial, allowing them to continue growing (assuming your system has such a feature). Still, an awakener's growth rate will be far higher during the tutorial, which they will still be unable to retake once they leave.

Portals – Varies

The mechanism by which you enter and exit this dungeon. Each tier contains the benefits of all prior tiers. For brevity, the side of the portal that manifests in the outside world will be referred to as the “exterior portal” while the side that manifests within the dungeon will be called the "interior portal”.

- Fixed Portals – +100 XP – The exterior and interior portals are located at fixed points in the outside world and inside the dungeon respectively. You are unable to close or relocate them by any means.
- Basic Portals – Free – You can open the exterior portal wherever you want in the outside world, but the interior portal is always at the same fixed spot. You cannot close the portal while you are inside of the dungeon.
- Secure Portals – 100 XP – You are able to close the portal even if you are still inside the dungeon. In this instance, then when you reopen the external portal it will lead to the same spot you previously entered from.
- Internal Portals – 300 XP – While outside the dungeon, you can freely decide the location of the interior portal. Allowing you to enter from any location of the dungeon you’ve previously been to.
- External Portals – 600 XP – While inside the dungeon, you can freely decide the location of the exterior portal. Allowing you to exit the dungeon from any location in the outside world you’ve previously been to.
- Invasive Portals – 800 XP – You can break off small pieces of your pocket dimension to manifest in nearby dimensions as more conventional dungeons, complete with monsters and bosses. The more mana you devote to the process, the more dangerous these branch dungeons will be. These branch dungeons will be re-assimilated into the main dungeon if the locals fail to close it in time, taking a massive chunk of their surroundings with them to become permanent additions to your dungeon. This way you can continuously expand the size of your dungeon, and while it won’t be easy, you could theoretically assimilate entire worlds into your dungeon. Other than the destruction caused by the dungeons themselves, this process tends to disturb the dimensional stability of the area, plaguing the locals with localized natural disasters and a kind of supernatural radiation poisoning with potentially lethal consequences.

Import – Varies
Your ability to either import a pocket dimension you own onto this one or simply graft it onto this pocket dimension.

- Mono-Import – Free / 100 XP – For no cost you can import a pocket dimension of equal or lesser size. If you pay 100 XP, then size is irrelevant, and you can import any pocket dimension even if it completely contradicts the scale associated with your level of choice. Cannot take with Downgrade (Size).
- Multi-Import – 200 XP / 400 XP – You may choose to import any number of pocket dimensions to combine with this one, as long none of them are larger than appropriate for your tier. These different dimensions are all seamlessly combined so they share a single space with all their combined traits. For 400 XP the size of the component pocket dimensions is irrelevant. In this case, you can choose whether they are completely blended into a single space like the prior tier, or "grafted" onto each other like a kind of dimensional patchwork quilt. Cannot take with Downgrade (Size).

Downgrades – +100 XP per
Each purchase downgrades either the Size, Enchantments, or Resources, the be equal to the next lowest level. At least one of these three stats must be left at the level you purchased, but the other two can be downgraded multiple times, as far as Level 0.

- Size – +100 XP – Size reduced to the next lowest level
- Enchantments – +100 XP – Enchantments reduced to the next lowest level
- Resources – +100 XP – Resources reduced to the next lowest level

CLOSING – DRAWBACKS

Take as many or as few as you can handle. Drawbacks with setting-wide changes must be taken by all imported or created companions, but they still receive points for them.

Reborn in a Webnovel – +0 XP
Take this if you'd rather enter the world of a story within this genre that doesn't already have a Jump, rather than working out the details of this Jump from scratch.

Stereotype – +100 XP
You are a foreigner, not only that, you embody the most exaggerated and unflattering stereotypes of your race. Whether you're a boisterous American, a selfish Chinese, a pompous Englishman, a humorless Russian, etc. God help you if you're Japanese. As most of these stories are written by Koreans, chances are that any Japanese characters are some mixture of psychotic, cowardly, and treacherous.

Lousy RNG – +100 XP
Hope you weren't planning to make it rich as a hunter. You have the absolute worst luck when it comes to random chance or loot drops. Monster corpses are almost always too damaged to use, loot boxes always give the worst possible drops, even people you rob never have anything good on them. Even if you choose not to be a hunter, this bad luck always finds a way to inconvenience you in your career.

Black Sheep – +100 XP
Your family was never subtle about their disappointment in you. As a result, you grew up with a crippling inferiority complex and constant need for validation. You continue to crave their approval, despite being fully aware that they're all some flavor of psychotic. It'll be a delicate balancing act to earn their respect without them weaponizing your insecurity against you before throwing you away.

World's Worst Boss – +100 XP
You've never been much of a people person. Frankly speaking, you're a complete asshole. You're rude, hot-headed, and tend to respond to the slightest offense with disproportionate retribution. The more power you have over someone, even those who see you as a friend and have been nothing but helpful, the more frequently you'll abuse them verbally, physically, or financially for seemingly no reason.

That's No Raven – +100 XP
You possess exhaustive knowledge of the future, whether due to regression or some kind of prophetic skill. The only problem is that 90% of the time this knowledge is completely wrong. Events, people's personalities, treasure locations, etc. are close enough to your memories that you can't completely disregard them, but wrong enough that you'll never succeed in using this knowledge to your benefit. This margin of error also seems to infect any other prophetic abilities you already possess.

Attention Whore – +100 XP
More like an attention junkie, if we're being honest. You have an addiction to being watched. If you aren't livestreaming at least 95% of your life, whether to Constellations or just other humans, you start to experience extreme withdrawal symptoms or even a mental breakdown. Not only that, the more you indulge in this, the more viewers you need to get your fix. It's not impossible to ween you off this, but the process will be long and grueling, akin to kicking a severe drug addiction.

Trainee – +100 XP (Requires human appearance)
Taking this reduces your age to 15. You are enrolled in a hunter training academy. This academy will constantly be the target of major incidents like monster outbreaks or terrorist attacks that even pro hunters would struggle to deal with. The adults around you will consistently prove useless, forcing you to rely solely on yourself and the other students around you, with all the hormonal drama that implies. Failing to graduate will leave you permanently destitute for the remainder of this Jump.

Nobody – +100 XP / +500 XP
You find yourself stuck in a dead-end job like miner, porter, dismantler, etc. You won't realize it right away, but you'll find it fundamentally impossible to pay off whatever debt you owe them in your time here. They'll just keep finding more reasons to keep you here. They have many resources and connections at their disposal, so you'll need to be smart (or at least very thorough) to take them down. Of course, you could always just make a break for it if you don't mind being marked as a criminal and burdening all your loved ones with your ever-expanding debt.

For a plus-charge, your employer managed to bind you with a slavery contract. You find it impossible to disobey any order they give, in letter or spirit, no matter how unreasonable. No magic you possess will be able to break this contract.

Weakest Link – +200 XP
One of your beloved family members has been stricken with mana syndrome. They are in a comatose state and just keeping them alive costs a fortune. For some reason, none of your OOC methods or fiat-backed purchases (even from this Jump) can cure them. Whatever your financial situation is at the start of this Jump, the ingredients for the elixir needed to cure them is guaranteed to be beyond your budget, requiring you to raise your status or to somehow track down the ingredient yourself.

Doormat – +200 XP
There's just something about your face that just screams "punching bag". Enemies and allies alike feel this compulsion to belittle, abuse, and exploit you at every opportunity, even if you've done nothing to deserve it. It will require constant displays of dominance to dissuade such behavior, but that only extends to those who interact with you on a regular basis. You can hardly go a week without some thug spotting you from across the street and arbitrarily deciding to try and shake you down.

L.E.T.A. – +200 XP
Short for "Least Effective Tactical Action". For some reason, you have devoted all of your training and power to one extremely specific niche. Whether it's an unpopular class like "maid" or a single attack like "stabbing". You stubbornly insist that this specialty is the solution to absolutely any problem, no matter how often that's proven false. You are unwilling to (or perhaps fundamentally incapable of) utilizing any abilities in any way that doesn't tie back to this specialty in some way.

Reprogrammed – +200 XP
To ensure that it is impossible for the current conflict between humanity and the invading forces to be resolved nonviolently, the system exerts a kind of psychic censorship on all beings within its influence. This won't affect one's decisions on a day-to-day basis, but it will immediately interfere with any words, actions, or gestures that could possibly lead to compromise, mutual understanding, or meaningful dialog between humans and the invading forces, even in the short-term.

Crossover Crossup – +200 XP
Your arrival has caused an odd kind of bleed over into this world. Most, if not all dungeons and monsters appear to be based on your past Jumps and the creatures within. Luckily, the system for appraising dungeons should prevent under–levelled hunters from charging in blindly. However, someone will have to close these dungeons sooner or later, and there's a good chance that few, if any, local hunters are equipped to deal with the kinds of beasts and hazards you've previously dealt with.

Never Again – +200 XP
You experienced unspeakable betrayal by those you trusted most. The experience shattered your faith in humanity, leaving you brooding and cynical while dulling your emotions (especially positive ones). Even after this, you seem like a magnet for betrayal. You are constantly exposed to the absolute worst of humanity, and even the smallest modicum of trust you place in others will be used against you. Allies will usually have a good reason for this, but they wound you all the same.

Courting Death – +200 XP
Get ready to be fighting for your life no matter which side of these portals you find yourself on. People never have trouble finding reasons to want you dead. Whether you publicly insulted them, slept with a girl they had their eyes on, or just overshadowed them by outperforming them. You'll almost always have someone after your head. Luckily they usually won't act unless they're certain they can get away with it. You also won't have to worry about this affecting long–term allies (usually).

Mandatory Tutorial – +200 XP / +400 XP
You've wound up trapped in the tutorial, the type that often takes several years to complete. Your Jump timer doesn't even start until you manage to leave. The difficulty of the tutorial is balanced around the presence of various "safe rooms" that instantly heal all wounds and prevent pursuit. That is to say, you are expected to be brought within an inch of death multiple times with each challenge, at least to start.

For more points, you are instead trapped in literal Hell (or a similarly horrid realm). You are sent to the deepest recesses of the abyss, surrounded by demons that not even the mightiest hunters could challenge. This dimension extends infinitely. Finding your way out will take thousands or even millions of years, so I hope you have some form of immortality. As before, your time in the Jump doesn't start until you escape.

Public Enemy #1 – +300 XP
Somehow, all of humanity is fully aware of who you are and how to identify you. Not only that, it is the dominant belief that you are the sole cause of the current state of the world and unless you die, you will usher in the advent of a demon god that all the world's hunters combined couldn't hope to oppose. Maybe there are a few psychos who will protect you specifically to ensure the completion of this prophecy, but don't expect their loyalty to last if they ever realize there was never any truth to the rumor.

Unsalvageable – +300 XP
To be perfectly frank, this world isn't worth saving. The worst traits of humanity are on full display at all times. 10% of all humans are murderous nutjobs and 100% are some blend of ignorant, depraved, corrupt, and/or just stupid. This is especially pronounced in large organizations like governments, guilds, religions, etc. Basically, any time a large organization makes any decision, it is always the most selfish, needlessly destructive, short-sighted, and just plain nonsensical decision possible.

Live Bait – +300 XP
Your extradimensional nature is causing an odd interference with the system. As a result, you're like a magnet for monsters and dungeons. Monsters are somehow able to sense your presence from a mile away and waste no time making a beeline for you. Not only that, your presence doubles the probability of portals or dungeons opening in your vicinity. On one hand, you'll never be short on grinding spots. On the other hand, seemingly every monster will prioritize killing you over all else.

Kill the Jumper – +300 XP / +600 XP
You have earned the ire of a regressor who seems to understand your personality, equipment, and powers even better than you do. They will do everything in their means to sabotage your ambitions, but they will not deal the killing blow until their odds of success are as high as possible. By default, your assassin's revival was a one-time deal. However, for double the payout they retain the ability to regress back to the start of the Jump no matter how many times they die or by what means.

Compromised System – +300 XP / 600 XP
For some reason, the system of this world actively hates you. At the very least it really likes to mess with you. It will often force cruel or humiliating quests with somehow even more severe consequences for failure or refusal. It doesn't want to kill you outright, but you may start to question that after the first few times it teleports you into an arena with several S–class bosses and asks you to survive for 24 hours.

For a plus–charge, this is even more insidious. Your system has been infected with the essence of a godlike being that is attempting to break you down mentally so it can possess your body. At some point in this Jump, this spirit will make its move, and your only chance of your soul not being subsumed is by overpowering them with the willpower they've spent all this time meticulously wearing away at.

Poorly Balanced – +400 XP
It seems like your arrival had odd effects on the system's algorithm. The difficulty of dungeons and monsters is no longer remotely proportional to the power available to all other hunters. You're pretty much the only person who can reliably take on most monsters. This pretty much guarantees that every monster incident you don't personally handle is guaranteed to become a bloodbath. If you aren't a human/hunter, this instead leans in the favor of whatever faction you find yourself up against.

Torture Porn – +400 XP
Constellations (or whatever forces govern the system) are prone to toying with mortals, but it's rarely anywhere near this bad. The sadism of such beings is cranked up exponentially. Their primary objective seems to just be inflicting as much suffering as possible on all of humanity. Every challenge is explicitly designed to be as cruel, humiliating, traumatic, painful, or just plain unfair as possible. Failing to entertain them universally results in a slow and agonizing death.

New Profile – +400 XP
By some anomaly, you have been stripped of all OOC powers. If you wish to regain them, you must level up from the very bottom. The process of regaining your power will be far faster than it would take to regain that strength from scratch but depending on how much power you have to regain, it could still take years to regain your original power. This also provides a buffer for future gains. In other words, you have to raise a skill or stat to its former power before you can improve it past that point.

CLOSING – SCENARIO

If you'll pardon the 4th wall break, these stories are, at their core, power fantasies. Whether the protagonists start out overpowered or they need to build their way up from the bottom, these stories are ultimately all about them accumulating personal power at an unreasonable rate. It only seems fair to allow you to take part in this.

However, this poses a bit of a logistical issue. The level of danger and the upper potential of the protagonists can vary drastically between stories. It would be nigh impossible to propose a "one size fits all" challenge for you. So I won't bother.

You must devise your own challenge to face, one suitable to the world you find yourself in and your place within it. Perhaps you are a hunter who must defeat a threat that dwarfs all prior monsters combined, a reader trying to slay the gods that toy with your world, a monster seeking to conquer the Earth, a Constellation wishing to surpass your peers, a regressor seeking revenge, a reincarnator attempting to reach the pinnacle of magic, etc. You are free to devise the nature of this challenge, as long as it is, in fact, a challenge. It must require some degree of intent and effort to accomplish.

The rewards for completing this challenge will almost universally take the form of a substantial boost to your power or abilities, but the specifics of how this manifests are up to you. More importantly, the scale of the rewards you receive must be proportional to the difficulty and dangers that this challenge poses to you.

If your goal is to simply kill a single powerful Hunter, maybe you'd be able to raise your level quite high and receive an assortment of powerful artifacts in the process. If your quest pits you against an apocalyptic force that threatens the whole universe, you may end this Jump as a godlike being with infinite mana and the ability to control the world as you please. Should you feel exceptionally confident, perhaps you could attempt to wage war against the infinite pantheon of outer gods who can destroy universes with a thought. Should you do the impossible and succeed, perhaps you may ascend into an omnipresent being who is one with while also being beyond all of time and space. One can't overestimate how indulgent these kinds of stories can get.

It is worth noting that if your reward provides you with a level of power that would render the continuation of your Chain mostly redundant, feel free to throw in a Planeswalker Spark as a bonus. There really isn't much point in continuing on.

CLOSING - ENDING

Returnee – Go Home
You've visited numerous worlds, but it's finally time to return home. Will you be coming as a hero or a villain? Only time will tell.

Regressor – Stay Here
Still have unfinished business? I hope you aren't giving up the multiverse for something as petty as revenge. In either case, you'll be staying in this world for a long time.

Reincarnator – Move One
Had your fill of this world of predators and prey? Then it's high time to part with this realm and be reborn into a new life, in a new world.

CLOSING - NOTES

Jump by Gene.

I changed the name, but this is technically a dupe for Generic Korean Portal Invasion.

The examples provided by the different tiers of the CLASS/SPECIES/GRADE sections represent common baselines. The power they provide may vary if the overall power level in your version of this Jump is significantly above or below the norm.

I leave it up to your own fankwank whether your non-psychic or spiritual powers follow you if you cheat death through Reincarnator or Regressor. Naturally, Inheritor eliminates that ambiguity and guarantees you get to keep everything.

CLOSING - REFERENCES

Someone asked for it, so here's all the series that I had in mind while making this Jump. Their presence on this list does not mean that I read much of them, or that I directly based a specific option in this jump off of them, or that I don't consider them abject garbage. Some of them fit some or all of these criteria, but most of them do not. I also took inspiration from other manhua/manhwa that have very similar themes or tone but don't quite fit the genre. These are too numerous to be worth listing out.

- A Gate Opened on my First Day as a Politician
- Apocalypse Savior
- Boundless Ascension
- Dungeon House
- Dungeon Reset
- Farmer of Spirits
- Heavenly Demon Instructor
- Hoarding in Hell
- How to Live as a Villain
- I Am the Sorcerer King
- I Was the Final Boss
- I'm the Only One Loved by the Constellations!
- Kill the Hero
- Limit Breaker
- Murim Login
- Mythic Item Obtained
- Omniscient Reader's Viewpoint
- Past Life Regressor
- Regressor Instruction Manual
- Return of the Disaster-Class Hero
- Return to Player
- Seoul Station Necromancer
- Solo Farming in the Tower
- Solo Leveling
- Solo Max-Level Newbie
- SSS-Class Suicide Hunter
- The Advanced Player of the Tutorial Tower
- The Blade of Evolution Walking Alone In The Dungeon
- The Carefree Life of an SSS-Class Knight
- The Constellation That Returned From Hell
- The Game that I Came From
- The Genius Assassin Who Takes It All
- The King of Bugs
- The Novel's Extra
- The Overpowered Newbie
- The S-Classes that I Raised
- The Tutorial is too Tough!
- The World After the Fall
- Tomb Raider King
- Trapped in a Webnovel as a Good-for-Nothing
- Your Talent is Mine