Omniscient Reader's Viewpoint



During an unspecified year, on an unspecified day, at 7pm sharp, the free service of the 8612th planetary system ends, and the Scenario begins. From the perspective of the inhabitants, the planet Earth has turned into a magical hellscape with no prior warning, starting with the strange domes all the capitals in the world find themselves under, blocking all communication in or out, which will be broken when the humans inside progress through the Scenario enough. The strange tiny white-furred creatures that humans refer to as the Dokkaebi introduce humans to their new life; they are to be entertainment to the beings known as Constellations, who resemble gods and monsters of myth as well as heroes of history, with people's lives dependent on how entertaining they can be to the detached beings now watching them. However, most people aren't all that entertaining to watch, and thanks to having done this song and dance since time immemorial, the Dokkaebis set up a Paywall. What is this Paywall, you may ask?

It's a simple test. Kill at least one living being, or die in 30 minutes.

This bloody test perfectly encapsulates the nature of the "entertainment" the Dokkaebis seek to provide. In other words, it's a big survival show. Worse, this is something held on every world inhabited by mortals. From the Paywall to hunting down monsters in familiar areas, to delving into dungeons and fighting off (forced) invasions from other worlds suffering from the exact same Scenario (yes, Earth humans will be forced to be the invaders at least once), and even going down into hell to kill demons, and claiming a throne that gives authority over their own country, the people forced to participate in the scenarios are put through many dangerous gauntlets to provide entertainment to the Constellations. In the later scenarios, even the Constellations themselves will become participants.

One man in particular, Kim Dokja, got a warning on what would happen, in the form of his favorite web novel. As the Scenario begins and he realizes he's inside a story he has constantly read since he was in eighth grade, he decides to use all his metaknowledge to accumulate power, help the characters (now real people) that he likes the most (particularly the protagonist), and does his best to achieve his ambition of completing the Scenario and ending it once and for all.

There are many paths open to you here. Will you seek to entertain? Will you do your best to bypass the rules of the Scenario and seek greater power? Will you try to become a Constellation? Will you watch the humans play their little games and sponsor the ones you like? Or will you try to break the whole thing and save all of reality from the Scenario? You will stay for 10 years in this chaotic world. Whatever you do, you will need this;

+1000cp

Make sure you entertain.

Origins

Before everything else, you have to choose your place in the story to come. Pick one of the following choices. You can also be a drop-in with any of the Origins if you want.

Incarnation -0cp

The players of the scenario, pawns some might say. You're just another human caught up in the start of the scenario and will need to fight and grow to survive and thrive. Alternatively, you may be in a place with an already ongoing scenario, although you won't receive anything extra in such a case. Perhaps you want to carve out your own story in this world, or maybe you just want to go on an adventure? Either way, you'll get the opportunity to be the centerpiece of the scenarios to come, and possibly even grow into a constellation one day. Just make sure you don't die, the scenarios are almost always adjusted in difficulty to have real risk. It would be boring otherwise.



Dokkaebi -200cp

For all the power and Probability that the Star Stream wields, a more precise hand is needed to make sure it functions properly and doesn't collapse in on itself, taking the universe down with it. This is the role of the Dokkaebis, furred creatures which ubiquitously prefer flight to walking, who stream the events of the Scenarios to the Constellations. They're basically streamers, complete with needing to abide by streamer rules and generally sucking up to their audience by manipulating the scenario whenever possible, and needing to maximize entertainment. Of course, those who are particularly good storytellers become more famous and their channel grows larger, and can be promoted to a higher rank, which generally comes with greater influence and power.

You are a Dokkaebi now, possessing a channel that is as intrinsic to your life as your soul. To start with you'll simply be a low-level Dokkaebi, possessing little authority beyond the first few Main Scenarios. Of course, you can still initiate sub-scenarios if it would be appropriate, which can let you influence the course of events you're streaming by setting down specific goals with rewards for success and penalties for failure. The channel itself can be connected to specific people or simply stream a large area, and this channel connection can't be cut passively, so your channel won't suddenly cut out if an Incarnation you're following enters the Underworld's restricted areas or something, although the channel can be forcibly shut down by someone powerful enough.

During this jump your audience will mainly be Constellations, of course, but in future jumps any divine or spiritual being can enter your channel as a subscriber to watch. Just make sure your channel isn't shut down by the Bureau, as that will kill you on the spot. To ascend the ranks, you'll have to reach 9,999 subscribers in your channel (which is the max number), and petition for a promotion. If you're competent, then you'll likely get the promotion, which will not only increase your power and influence, but also increase the maximum number of subscribers to your channel. Your physical shape also depends on your channel's subscriber counts, becoming larger and more humanoid the more subscribers you have. Low-ranked Dokkaebi are basically chibi furballs, intermediate ranked ones start actually being humanoid, and advanced ranked Dokkaebis start looking like actual humans.





Returnee -200cp

The second way to survive in a ruined world, according to a certain novel. To make a long and weird story short, you found yourself in another world for whatever reason, and then managed to return to your homeland. How was the isekai experience? Unfortunately it wasn't as idyllic and masturbatory as some isekai novels would have you believe, but you still obtained plenty of power from the trip, enough to fight against Historical grade Constellations on equal footing. Alternatively maybe you haven't actually returned yet, and will do so sometime in the future. Just remember that the scenario doesn't like those entering it from outside, and it will not treat you nicely. Also, you definitely have enough power to worry about Probability restricting all your actions, so be careful with that.




Constellation -200/400

Ah, so you're not just some random person, but one of the stars in the sky. You're a Constellation now, a being composed of stories in a way so literal that you bleed words rather than blood, to the point someone can read your story from said bled words, should they manage to harm you enough. That said, you'll need to possess bodies to be able to act physically, although you can also use some of your power to create symbolic bodies, which are essentially bodies which are symbols or somehow symbolic of your nature. These don't let you show off your power as much as an actual Incarnation body, but it can be handy if you don't intend to fight. Your story is what gives you power, the Fables formed from your past accomplishments reinforcing your existence and Status as well as aiding you in battle. What these Fables consist of, and thus what kind of powers you possess, are as usual up to you. Additionally, you gain Coins through others telling or learning of your legend, and as such you're advised to make yourself as famous as possible, as sufficient fame can even empower you directly. In terms of actual background, you can decide what kinds of stories or myths you left behind, although their scale will be determined by your Status.

200cp allows you to become a Historical grade Constellation, which as the name implies gives you a place in history. 400cp instead puts you in the position of a Fable grade Constellation, where most Constellations hailing from myth and legend reside (and of course letting you decide a legend about yourself on par with most myths). Finally, Myth grade Constellations include the likes of Sun Wukong of Chinese mythology, Brahma and Shiva of Hindu mythology, Zeus, Poseidon, and Hades of Greek mythology, and so on. In other words, the most powerful and influential characters of a culture's mythos. You will probably be part of the Nebula (basically groups of Constellations) of whatever mythos you hail from, but you don't need to actually be affiliated with them (Emperor for Chinese myth, Olympus for Greek, etc). Of course, you can also choose to be affiliated with some unexpected Nebula too. This Origin sadly gives you the Dramatization drawback for no points. Have fun watching the Dokkaebi streams, and don't forget that you're a participant in the Scenarios as well.



Location

The Scenario covers most of the universe. Thus, you may start wherever it would be reasonable for you to be, depending on your origin. Below will be some important locations you may choose.

Earth

Planetary system 8612, this Earth was much like yours, until the scenario began. Over every nation's capital, a dome has appeared that blocks travel or communication in or out. These domes shall be the centerpoints of Earth's scenarios to come. Of course, the most relevant one will be the Korea dome, as that is where the protagonist(s) are. Do keep in mind that starting outside of these domes will force you to enter the scenarios at a later date, although the brief few months of relative peace might seem preferable to starting the Scenario right away.

Train 3434, destination Bulwang

In carriage 3707 of this train, currently crossing over Dongho Bridge, is a certain regressor in his third round. In the next carriage, 3807, is a certain avid reader and a few other characters who will become quite important later. This is where Kim Dokja's journey begins. If you want to be a friend of his from the start, this is the place to be.

73rd Demon Realm

Demon Kings are those who refused the position of normal Constellations. Suffused with demonic energy, each of them rule over one of the Demon Realms. Currently, there are 72 Demon Kings in total, and this Demon Realm in particular is one yet without a ruler, in the middle of a continuous scenario about revolution. The 73rd Demon Realm possesses 4 cities, each with an Industrial Complex and a Demon Duke ruling it. In each of the cities, every now and then the Night comes, and half a dozen Executioners, made invincible for the duration of the Night by the Scenario, execute one person per Night. This is to dissuade the Revolutionary from playing their role and overthrowing the Duke. Should someone complete the scenario as the Revolutionary, they'll become one of the Dukes, taking the place of the Duke they usurped, and gain the rights to compete to become the Demon King ruling this realm. The two Industrial Complexes that will be visited by Kim Dokja and Yu Junghyeok in the future are the Syswitz and the Gilobat Industrial Complexes, respectively. Perhaps you'd rather take the position of Demon King for yourself? Or are you already a Demon King, looking to expand your domain?

First Murim World

Have you ever read a martial arts novel? Martial artists, martial arts both orthodox and demonic, things like face and mentors and rivals and so on. Well, would you like to experience such a story? Unfortunately, this Murim World won't give you that. It's too modernized, see. What once used to be straight out of a Wuxia novel has become a place where young martial artists wear jeans and listen to ASMR podcasts of talented young women giving lectures on their martial art. The First Murim World might be disappointing to some, and the old school martial arts halls are all but gone already, but on the other hand, martial arts have never been so accessible before. While the destruction of this world at the hands of an Outer God will occur within the year, there's plenty of time to buy ASMR of the Ice Flower Goddess, try the outrageously delicious dumplings, actually put in real effort to learn martial arts to become one of the elite of the young generation, or merely hang out until the Outer God comes along.

Isle Of Reincarnators

As with all things, the Star Stream was once new and fresh. What are now called the First Generation of stories are some of the most enjoyed Fables among the Constellations of the Star Stream, but unfortunately those who lived during the first few generations have all been abandoned by time, left to rot alongside their own Fables in this place. This is a massive chain of floating islands, housing ancient Fables repeating themselves endlessly for the sake of not dying. The inhabitants reincarnate endlessly without losing their memories, repeating their lives as endlessly as the Fables they once lived through. From classic fantasy tales, to cyberpunk dystopias, the variety of Fables interred here is quite astounding. In the biggest, center-most island lives the Constellation known as Guardian Of The Mandala, also known as Sakyamuni Buddha. It is his power that maintains this isle. Unfortunately he will become indisposed and pass on his abilities to his successor within the year, but perhaps you would like to have a talk with them?

Perks

You get 2 discounts for the 100cp, 200cp, and 400cp General Perks, which makes 100cp perks free and the rest half off. 2 perks per price tier in a given origin's section are discounted to that origin.

General Perks

Character Profile -0cp

The world changed quite a bit since the Scenario began, so why not start with the basics? Everyone gains an Attribute window once the scenario starts, listing out their information in a generally easy to parse manner. The UI may leave something to be desired if you like tons of readability and customization, but it's functional at least. The Star Stream handles all notifications the same, with glowing blue windows only you can see, kinda like a game. You also gain four stats, as well as Attributes and Skills appropriate to your life, adapted to the Star Stream's system, and may even gain the opportunity to gain Stigmas and Fables with a lot of effort or the support of Constellations.

Firstly, stats, of which there are four: Strength, Agility, Stamina, and Mana. Stamina covers toughness as well as endurance while mana covers mainly raw magic power. For some context on what these are like on the level scale, stamina lvl10 is enough to barely be scratched from some regular guy with a knife wailing on you with enough strength to stab that knife through metal. A stat at lvl100 is the point where you start going beyond human limits and hit the wall that you need to reach Transcendence to cross, which can't be done by just investing more into the stat, being on the level of punching people so hard they end up bouncing all over a large domed area like a human pinball. After that, numerical levels cease to really matter, and it's better to focus on other things instead to increase your power.

Secondly, there's Attributes and Skills. Skills are fairly self-explanatory, they're basically techniques and abilities you can learn. Attributes are innate to you, and allow you to develop Skills based on what they're about, such as a gamer Attribute giving you Skills related to analysis and perfect execution of planned actions. And of course, there's Stigmas and Fables. Fables themselves are stories, literally. When you perform enough great deeds, they are compiled into a Fable, which from then on can empower you in general, as well as give you advantages if applicable, such as a Fable about killing a large number of dragons making you even more effective at killing dragons. Do watch out, as Fables have their own wills, and will not like being ignored. However, simply listening to the stories your Fables have to tell, doubtlessly a nostalgic trip down memory lane, will be enough to pacify them.

Stigmas are to Fables what Skills are to Attributes, in a way. If you gain enough Fables, common points between them will turn into a powerful ability. For example, someone who keeps sacrificing themselves for the sake of their companions would gain a Stigma that empowers said companions the more impactful said sacrifice is. With this perk you are integrated into the Star Stream seamlessly to match whatever origin you picked, even if you're a drop-in, and gain an Attribute window to match, with your existing skills being translated to the Attribute window as is standard.

It Is Yours -100cp

Sometimes having a skill can be inconvenient, or maybe one of your skills has gained a mind of its own and is throwing a tantrum or something. Regardless, turning off your abilities can be pretty useful in some circumstances, which you can now do. For any given ability you have, you can turn it off and back on again by simply willing it. And don't worry about being taken off guard while your defensive skills are deactivated; anything you've turned off will be reactivated just in time if it would be convenient for you, such as an inactive mental defense skill turning itself on to prevent a sudden intrusion into your mind. Unfortunately this is binary; you can only fully deactivate or fully activate your powers, but it does work on anything from skills, abilities, powers, and even Fables. Just don't be too mean to any powers which have their own will, they probably won't like being forcefully put to sleep.

What Has Not Been Thought -100cp

The Scenarios have been around for a very, very long time. Thus, most people who have lived through them don't believe that they have flaws, and those who are brought into it for the first time are usually too shocked by the event to try to find loopholes in the wording of the objectives in the various scenarios. Not you, however. With this purchase you gain two things; one is simply a bit of resilience to shock, not enough to fully ignore it but enough to not stumble when something entirely unexpected happens. Two, you are very good at finding loopholes. This should be more than enough to figure out that the wording of the scenario's clear conditions are usually pretty vague and flexible. The best part is that abusing these loopholes tends to work out well for you, even if it might anger a few people, and the loopholes won't be fixed even if you openly abuse them. Just be careful you don't get fucked over by an angry Dokkaebi or something.

Poetic Aesthetics -100cp

This world is a story. Thus, things are a little flexible. In particular, how your power manifests can vary wildly between people. You're able to benefit a bit more than others from this, as with this purchase you can freely decide how your powers and abilities look when used. You can add as much fancy aesthetics as you want, such as sparks of lightning, or maybe swirling mists, or whatever else. You can also make them seem less impressive, although it won't let you make them so subtle that it would be advantageous. Be as impressive or unimpressive as you want.

Lie Detection -100cp

Honesty can be in depressingly short supply sometimes, but worry not, as there's a skill to deal with that. Lie Detection does just that, detects whether a target is lying or not. Of course, it works on what the target believes is lying or not; if they are simply incorrect on something then this won't catch that. Unfortunately this is not infallible, although you have the counter Skill as well. Poker Face is a skill that stops any form of lie detection from working on you while activated. These two skills may not be very powerful, but they can be very valuable for gathering information.

Beast Lord -200cp

There are plenty of monsters to be found in this world. They're even graded with numbers, with grade 9 monsters being the weakest while grade 1 are the strongest. Unsurprisingly, some people endeavor to tame them to command them in battle. These people are called tamers, and with this purchase you're among the most powerful of them. Or at least, you will be. Your Taming skill granted by the Beast Lord Attribute you now have has immense amounts of potential if you train it, eventually being capable of taming even the natural disasters that are tier 1 monsters. Your taming abilities even grant you the Diverse Communication Skill, letting you even talk to your beasts and also anything that can communicate at all, even being able to have whole conversations without speaking or gesturing when you max it out. As a small bonus, you also gain a pocket dimension where you can store any number of monsters you've tamed, able to let them pour out like a horde at any time you want by creating golden portals for them to pass through.

Violent Judge -200/400cp

In a world where violence is encouraged and rewarded, even those who call themselves good must resort to killing to triumph over evil. The Attribute you're now in possession of, Judge Of Evil, is perhaps the greatest weapon that those of good possess. It bestows the Hellfire skill on you, flames of light red (almost pink) color, which not only burn with greater force than normal fire, but whose potency is massively increased when burning those who are evil, either in a mundane or metaphysical way.

Additionally, you gain the Hour Of Judgement Skill, temporarily giving you a large general boost in power, and massively increasing the power of your Hellfire. Unfortunately, this Hour Of Judgement Skill needs an unanimous agreement from all the Constellations of Absolute Good to be used. Unlike how this sounds, this isn't usually as much of an obstacle as it might seem, provided you're not trying to use the skill when hunting those who are neutral or only ambiguously evil. Disagreements are pretty rare in the Absolute Good faction apparently. In future jumps this vote is instead casted among any deities aligned with Good there might be, or defaults to the Constellations of Absolute Good of this world if there aren't any.

But perhaps this doesn't satisfy you. After all, even the "Absolute Good" faction has its own agenda which some wouldn't consider good at all. For an additional 200cp, you instead gain the evolved version of this attribute from the start, Judge Of Apocalypse. In practice, it's the same, but the Hour Of Judgement Skill will only require unanimous agreement from your allies, instead of any allegedly benevolent deific beings, and your Hellfire will gain an edge of Chaos, letting it burn anything as if it was evil. You won't be tied to "good" or evil anymore, letting you use this Skill on any enemy.

It's Game Time -200cp

Before this whole Scenario thing started, you were a professional E-sports gamer. That has resulted in you gaining the Pro Gamer Attribute. What does this do then? It allows you to perceive the world like a game, analyze it quickly as appropriate from such a perspective, and move your body quickly and precisely as if you were manipulating a player avatar in a game. It also generally gives you an overwhelming advantage in any form of game, whether videogames or otherwise. With this alone you would be able to adapt to nearly any form of situation as calmly and swiftly as a normal player might adapt to a new video game they're playing. If you exercise this Attribute enough, you may even evolve it into Ruler of Amusement, upgrading the Skills it gives you to the extent you might as well be a god in any game you're participating in, making defeating you in such contests almost impossible.

Pebble And I -200cp

A Fable formed between you and a completely normal pebble, truly an epic for the ages, has now settled within your being. Aside from being a generally humble and patient Fable that won't really bring you any trouble, this gives you one ability only; it reduces your presence, and that of anyone you're in contact with, to that of a normal pebble. You'll be impossible to spot to anyone that isn't paying attention to even the smallest details, able to remain unimpeded and undetected even if you're right in front of a very angry god hunting you down. Unfortunately there are those who are perceptive enough for this to not help against them, but those who analyze every tiny pebble in their path tend to be pretty rare, so this Fable will likely be very helpful when sneaking around.

Avatar -400cp

What an interesting Skill you now have. You see, this is normally obtained only by those with an incredible level of creativity or dissociative identity disorder, but since you're spending cp for it you gain it anyways. What this does is quite simple; by paying with some of your memories, you can create avatars, whose appearance and gender are entirely up to you. If they don't have many memories from you they don't even bleed, and they don't die even if they are beheaded or something. On the other hand, if you end up giving them enough memories for them to bleed, then that also means they'll end up developing their own will and leave your control. The cutoff point for this is around 10-20% of all of your memories.

And don't worry, if you dispel the Avatars yourself instead of them being killed or something, then you'll regain the memories invested in them immediately. Actually making the avatars themselves merely takes an act of will. Oh, and of course, you can transfer yourself across avatars, making your true body into an avatar and an avatar into your true body. While this weakens you quite significantly for a time, it can let you completely avoid death by switching to an avatar on standby in a safe place. Just be careful about which memories you use to make these Avatars. You wouldn't want to lose something important, right?

Immortal King -400cp

Attributes aren't simply things that you have from the start, they can also be gained from some Scenarios as rewards for defeating a particularly difficult boss or hidden Scenario. This Attribute is one of them. The King Of No Killing has a requirement however; You cannot kill anyone of the same species as you. As a mercy you won't need to worry about people you might've killed in the past, but if you kill someone you share a species with from the moment you obtain this perk then the Attribute will simply deactivate until you get to the next jump. So, what kind of effect warrants such a harsh condition? In short, you don't die. Whenever you are killed, you simply return to life shortly afterwards, and your body is even strengthened slightly from the experience. Do keep in mind that if your corpse is completely obliterated then you'll end up respawning naked, so perhaps you should keep a backup outfit just in case?

Unfortunately, it's not quite as simple as just returning from death. See, you will begin with 100 karma points after gaining this attribute. Reviving spends 100 karma points, and to gain more points you'll have to save one life. Each life saved gives you one point. Fortunately, saving the lives of plenty of people by removing a big immediate threat can work, but if someone wasn't going to die within a few minutes without your intervention then it won't count. Preventing things that would've caused mass death if it wasn't for you are obviously the most effective way to accrue points. This will likely make you quite famous, resurrection is quite the rare ability in the Star Stream after all.

Eight Valleys, Eight Mountains, Eight Lives -400cp

An Attribute normally only obtainable after drinking divine wine fermented from the blood of the Constellation Orochi, Eight Lives does exactly what the name implies; it revives you 8 times. And as a bonus, this number of resurrections is refreshed back to 8 after you begin a new jump. Unlike the King of No Killing Attribute, however, the revivals from this Attribute take 3 days, IE 72 hours, to happen. That said, they also give you a blessing based on one of the eight heads of Orochi when you revive, on top of strengthening your body a bit, such as noticeably increasing one of your stats permanently. Perhaps you should hide this from the Sovereign of the Eight Heads? They're unlikely to like someone having this.

The Third Way -400cp

Reincarnation. Being reborn in another life after dying. It's quite the thing, as the Guardian of the Mandala would tell you. And with this purchase you become a reincarnator yourself. Mainly it gives you two Stigmas; Reincarnation, which is the Skill that lets you reincarnate to begin with, and Succession, which lets you regain powers and abilities you had in previous lives. Unfortunately Succession consumes Probability to be used on top of needing about an hour of buddhist meditation for every individual Skill or power regained, which means you'll have to give up some of your memories to activate it. How much? Well, roughly equivalent to the memories of attaining said Skill or power the normal way. All that said, do remember this reincarnation is sourced from a Stigma. If you meet someone who can steal or suppress such things, or who generally has power over reincarnation like Sakyamuni Buddha, you might find this power failing. While the time of your reincarnation will be restricted to immediately after your death until your chain ends, you do possess sufficient mastery over your Reincarnation to reincarnate where you want, such as a specific city on Earth, in a specific timeline.

Authorial Craftsmanship -600cp

If the world is a story that can only exist when read, what does that make authors? Well, it makes them into people who can create worlds, but unfortunately once an author has finished writing their work then it fully leaves their control. You're an author now, and this particular trait of making worlds is now something you can carry with you to future worlds. In short, stories you write will end up creating actual worlds based on said stories. There are a few things to know about this process, however.

Mainly, the creation of these worlds will have to obey Probability. You won't be able to create a shallow wish fulfillment power fantasy designed to let you and you specifically gain immense power with little effort, not if you want the world to actually be functional and work the same as it does in the stories you write. Additionally you won't find levels of power beyond what can be found in this jump, with anything too egregious being toned down to levels more appropriate for this universe. And lastly, even if you sink a lot of effort into a work, if it doesn't become well known then the world itself will likely be a lot smaller and weaker than the Earth, such as how Peaceland was born from a niche manga and thus the inhabitants are comparable to ants when compared with the humans of Earth, in both size and power.

Outside of that, the only limit is your imagination. You can make a peaceful and almost utopian world where major wars are nonexistent and everyone is a mostly normal person save one uber-powerful hermit, or maybe a war-torn world filled with immensely powerful warriors. Just remember that once you finish the story and it comes to existence, you will no longer have any control over that world or its inhabitants as the author. They will no longer be merely words in your story, after all, but real people with their own wills.

The First Way -600cp

Regression. Returning back in time to do everything again, hopefully better this time around. Just like the Incarnation Yu Junghyeok, you possess the Regression Stigma and the Transmission Skill, letting you regress and regain your abilities from previous regressions respectively. Of course, you'll have to pay attention if you meet someone who can manipulate time with great power behind them, or they can mess with abilities directly, else they might be able to prevent you from regressing. The way this works, unlike what you may think, is that a new timeline (called worldlines in this world) is formed as you regress, so that technically you're not actually traveling back in time. As you can guess, the timeline where you died still keeps going as you regress, and if there are methods to travel between timelines, you may be able to come back to your friends again. Or maybe they'll hunt you down instead. After all, a new timeline popping into existence suddenly isn't exactly difficult to notice for those with the tools to observe timelines at all.

On another note, unlike with reincarnation's Succession, Transmission works a little differently; instead of directly regaining your abilities, you'll find yourself growing into their former full power very quickly through training, as if you were learning them an order of magnitude faster than your normal rate of learning or growth. Also, whenever you reach the end of a jump, should you not have regressed already, you'll have the option to do so without actually dying, should you want to know what would've happened if you did things differently.

Fragment Of The Last Wall -800cp

Certain individuals in this world possess fragments of the Final Wall. The Archangel Metatron and the Demon King Agares possess the Wall Dividing Good And Evil. Sakyamuni Buddha possesses the Wall That Decides Samsara. Jang Hayoung possesses the Wall of Impossible Communication. And finally, Kim Dokja possesses the 4th Wall. And with this purchase, you possess your own fragment. Or maybe you'd like to have one of the other walls mentioned here (except for the 4th Wall, that one needs a different purchase). So, what does having one of these fragments do for you?

Well, one trait they all share is that they are incredibly powerful mental defenses. They are so strong that even the most powerful of the Outer Gods can't look into your mind if you don't allow them to. They're all also intelligent and can communicate with you or others around you, although they're generally content to stay silent if you don't talk to them first. Outside of that, they each have some kind of ability. The Wall of Impossible Communication lets you communicate with anyone by using it like a chat service, as well as inherit their skills remotely if they're willing. The Wall Dividing Good And Evil lets you declare someone as metaphysically Evil or Good, although this casts a vote to any benevolent being of the opposite alignment and requires an unanimous agreement, and also lets you create a small Nebula's worth of Fable grade Archangel Constellations that consider you their god. And the Wall That Decides Samsara lets you reincarnate people with all their memories intact, whether being reborn normally or entering the body of someone who is already alive like they're possessing them, as well as trap a target or locations and anyone within them in seals that are as difficult to break as the Wall itself.

This isn't all, however. There is a hidden aspects to these Walls which yours also shares. They aren't merely incredibly powerful abilities, but they also represent the themes of this world's story; the Wall of Impossible Communication's theme is the impossibility of truly understanding other beings, the Wall Dividing Good And Evil's theme is that of good and evil being indistinguishable, the Wall That Decides Samsara's theme is a tragedy locked in a cycle, and the 4th Wall's theme is that of a reader who wished to change the conclusion of the story. Likewise will your wall, should you decide to have a custom one instead of one of the canon ones, carry a 'theme' that influences reality accordingly. As you can no doubt guess, this theme of your Wall will be incredibly influential on the reality you find yourself in, in the same way that a story's themes influence the events within. Please be responsible with your choice.

Omniscient Reader -1000cp

The world only exists when it is read and dreamed. So, who's the reader? Well, it's Kim Dokja, but as this purchase gives you his own Attribute, perhaps you're a reader as well? To begin with, you have as much metaknowledge as Dokja possesses. That is, all the encyclopedic knowledge of everything that appeared in the story Three Ways To Survive The Apocalypse. It's unfortunately not complete, since this is a whole world that exists beyond the bounds of the story, but you very much possess more knowledge overall than anyone else in this world. In future jumps, you'll gain a similar level of metaknowledge, as if you spent all your life restlessly learning and consuming every single piece of official media for the source material of whatever jump you are on, from the beginning of the media's lifespan to its end. As with this jump, your knowledge might not be truly complete, but you know more than enough to be aware of nearly everything that might be relevant.

The most basic Skill this Attribute grants is Character Profile, letting you see all of the powers and abilities of a target, alongside some information on them, in the same style as the Attribute window of the Star Stream. If there's too much information, then it'll be summarized to only the most important parts. Unfortunately this can be blocked with something on the level of the Fragments of the Last Wall, and some people are not characters and thus invalid targets. You may need to worry about the former, but the latter is probably not going to be an issue in future jumps, unless you meet those who cannot be influenced by fate or any equivalents. Additionally, you have Bookmark, which lets you temporarily copy the abilities of people you've met and can understand, although if your body is different from theirs then you might not be able to copy them properly. As a side note, you'll also gain Reading Comprehension, which primarily lets you read at inhumanly fast speeds, and process what you read as if you took your time to carefully go over every sentence.

Something that you'll likely utilize often is the Skill Omniscient Reader's Viewpoint. Scaling off of how much you understand someone, you can read their mind. At first you might only be able to tell stuff like where they're going to attack for example, while the next level of understanding lets you hear their surface thoughts. If you understand someone deeply enough, you could even read the entirety of their mind and thought processes in real time. Additionally, while you are unconscious (or dead), you can remotely view what others who are thinking about you on some level are doing, such as floating around like an unseen ghost (3rd person view), or if your understanding of them is great enough, directly possess their bodies and maybe even act through them if they allow you to (1st person). Doing this is generally mentally draining though, so while you won't be able to do this for too long at first, you'll be able to extend the duration the more you use this.

Finally, you now have the 4th Wall, perhaps a copy of it, or maybe a sibling of sorts. Its most basic function is a perfect mental defense. It blocks any sort of supernatural information gathering from working on you in any way. Unfortunately it is indiscriminate, meaning it blocks you as well. You'll have to turn it off entirely to open your own Attribute window, for instance. Or perhaps you're fine with only being able to know what your own abilities are through trial and error? Oh, and it works better the more you disassociate yourself from reality, and works worse if you're too immersed. Just think of how you can immerse yourself into a story you're reading, or disassociate from it, that's basically what it is.

That's not quite everything there is to the 4th Wall however. It has a will of its own, as with the other Fragments of the Final Wall, and while it generally acts like a toddler, it'll respect you for the most part unless you're mean to it or something. It can also absorb people (and tease you about absorbing you as well), which is about as hard to defend from as it is to pierce it. Those absorbed by it are dumped into its internal library with enough restrictions to make them completely harmless. These restrictions also stop any decay in their being, so you can use it to preserve terminal patients until a way to save them is found. It doesn't like doing this though, so don't do it too much or it might start hating you. It doesn't help that it is very stubborn about it too.

Oh yes, the internal library. It's seemingly endless, and it's filled to the brim with books. Books specifically about the jump you're in. It's like the source material of whatever jump you're in, except expanded to unimaginable levels of detail to cover everything at all ever happening in the story. It may not be truly complete as it still focuses on whoever the protagonist is and doesn't reveal what the protagonist doesn't learn, but it'll certainly have massively more information than the metaknowledge this perk already grants you. You can even enter this library. Back to those absorbed by the wall, they'll basically act as librarians and can even speak to you from the Wall should you allow them to. That said, on top of the story of the jump you're in, this also has books on the story of your own life in the same level of excruciating detail. Perhaps you might not want librarians who would be able to see every embarrassing moment in your life without you being able to do anything about it.

Incarnation Perks

Kill Or Die -100cp

The very first Scenario forces all Incarnations to kill a living being or die. Understandably, a lot of the survivors end up scarred from the experience. But of course, the Scenario doesn't wait for anyone, and people need to keep going without being given time to process things properly. You won't be having any issues with such things. You're quite resistant to trauma now, not in the sense of not being traumatized as easily, but instead being able to operate as normal despite the baggage you may be carrying. It's still recommended you seek therapy somewhere if at all possible, but PTSD won't get in the way of functioning like a mostly normal person.

Canonically Handsome -100cp

When there's magic and mythical monsters and gods roaming around, it's not unsurprising that you can find a lot of very attractive people in this world. This purchase puts you among them. With the base purchase you are comparable to Yu Junghyeok, who is handsome enough to give most people pause in first meetings. But if you're not satisfied with just this you can spend an additional 100cp to increase your beauty even further. Just this second purchase would make you significantly more attractive than Junghyeok himself, maybe around a 15/10 if Junghyeok himself would be a 10. Further extra purchases could make you doubly as attractive as him, or triply so, and so on. Just keep in mind that you might start to attract way too much attention if you're too attractive. Having a face that could cause wars between gods or goddesses to claim you might sound nice, until those wars actually start to happen.

Cooking Lv??? -100cp

There are many worlds out there, and the variety of delicious food is astounding. However, your own cooking would outshine it all. You know basically everything there is to know about cooking, and your skills at any form of preparation of ingredients and food is on an almost supernatural level, letting you cook feasts fit for kings with nothing more than some junk food and an old grill. You also possess a keen sense for what can be consumed as food, such as which monsters are the most delicious when prepared in which manner. On top of this, you have the strange fortune of always coming across usable ingredients for cooking, even if you're on a completely alien planet. You could genuinely simply refuse to eat any food that isn't your own, because there are very few things that even approach how scrumptious your own cooking is.

Are You Not Entertained? -200cp

One of the most omnipresent aspects of the early Scenarios is that Incarnations serve as entertainment for the Constellations watching from above. There are two classes of such Constellations; those who seek worthy Incarnations to sponsor, and those who simply seek the thrill of violence. Whichever of these two groups you seek to entertain, you will be very good at it. You know just the right way to chew the scene in the hammiest yet most enthralling way, how to present yourself in a very amusing manner, and how to speak to keep the Constellations watching with rapt attention. You'll find it very easy to become a very entertaining Incarnation for the Constellations to watch, and this can also help a bit in terms of general charisma when interacting with your peers. In future jumps, you'll gain a similar sense for how to entertain the detached gods of those worlds, whether they be actual gods or simply powerful and influential people. Just make sure you have enough power to survive, or you might find your own death being streamed.

Mirror Eyes -200cp

As you can expect from a world filled with magic and gods, there are things such as magic eyes around. With this purchase, you'll gain one of them. It can be whatever aesthetic variation you want, but the actual effects will remain the same; this magic eye of yours can appraise a target's abilities and some information on them, anything that might show up in an Attribute window, and it can also read emotions and minds, although only superficially without consent of the target. If they do consent, you could even browse through all of their memories, and what they felt during such moments. This is not impossible to block, especially with abilities that do the same thing, but it can be very handy since it dumps all the information into your head in an easily digestible manner. The eye even glows when used, too, which can look very cool if you're into that kind of aesthetic.

Personal Scenarios -200cp

Past the 10th Scenario, and up to the 45th, Main Scenarios can be replaced with Personal Scenarios, which are given by Constellations, usually the sponsor of the Incarnation being given the scenario, to perform some sort of deed or triumph over an enemy or some other goal. This lets the sponsor train their Incarnation to be able to accept their Stigmas better, and usually transport the Incarnation to a different world while the Main Scenarios occur. On top of performing whatever deeds the Scenario requires to complete, they also have a reward in coins and loot generally appropriate to the difficulty of the Scenario. With this purchase, you'll have the option to perform these Personal Scenarios even if you don't choose a sponsor, which will be generally designed to let you improve your strengths and cover up your weaknesses, both in terms of what you need to do as well as the loot rewards. Additionally, in future jumps you'll be able to take on these Personal Scenarios whenever you wish, which will take you to a different world, generally far enough away to be separate from whatever the plot is, and always challenge you in some way, giving you an opportunity to hone your skills as well as obtain more coins and loot. Even if you're completely bored with nothing to do otherwise, these Scenarios should at least give you something to do.

Stellar Avatar -400cp

Obtaining a sponsor is a great way to accrue lots of power really quickly. You can inherit their Stigmas and Fables, skipping the need to forge your own, and obviously the more powerful your sponsor is the more powerful the Stigmas you inherit. Unfortunately gaining a good sponsor is easier said than done. There are actually several sponsor selections, instead of just one in the first scenario, and the further you delay gaining a sponsor, the better the chances of attracting a powerful one. After all, getting that far on your own implies you have higher potential. That said, there are some lucky people who attract immensely powerful sponsors from the start. With this purchase, you're one of these people. You can expect to have a few options for sponsors in the first Sponsor Selection to begin with, a couple of Fable grade Constellations and at least one Myth grade prospective sponsor. If you don't choose even then you'll likely have a few dozen options in the next one, even. And the best part is that whoever you choose as a sponsor is guaranteed to be a decent person and not mistreat you, as is often the case with sponsors. You might even be sponsored by a whole Nebula of Constellations if you have an impressive enough Attribute.

On top of being a sponsor magnet, you'll find that you're very receptive to boons from said sponsors, inheriting them far easier and being able to use them a little more effectively than should be possible. You might even be able to inherit everything they have to carry on their legacy and become a Constellation yourself. In future jumps, this will apply to any sort of supernatural (or mundane) patron that could feasibly gift you with power. Just make sure to stick to one sponsor, or they may be very angry with you.

Scamming The Star Stream -400cp

The Star Stream has been issuing Main Scenarios for eons, and thanks to this plenty of Nebulas are well entrenched and very powerful, such as Olympus, Vedas, and Papyrus. As with more normal elites in mundane worlds, they are quite invested in the status quo of the Star Stream and will wield their influence to fight against anyone who is looking to upend the state of the universe. You might need to start worrying about it now, because upending the status quo and finding ways to surmount almost impossible odds is something you're very good at. You'll need a lot of information to make informed decisions of course, but schemes you make that involve surpassing incredibly difficult challenges generally have very high odds of succeeding, generally having greater fortune when it comes to meeting the goals you set out to do despite how many enemies you might end up making. However, these plans might often require you or someone on your level to sacrifice themselves, which can be inconvenient if you don't have a way to not die. Also, it might traumatize your companions to be left behind so much. But hey, that's a small price to pay to do what most think impossible, right?

Prophet -400cp

Oh hey, an Attribute that only one person used to have is now held by someone else, you. A somewhat unique ability in the Star Stream, you're a Prophet now, and as you can expect this allows you to see the future. Specifically, this Attribute grants you the Future Vision and Past Vision skills. The Past Vision one isn't too inconvenient and enables some very handy postcognition, being able to see out to a few years into the past without too much issue and even gaining glimpses into other timelines, but the Future Vision is a little different. It'll give you glimpses into the immediate future whenever you want, reliably enough to concoct very foolproof plans around the information you gain, however it can't look more than maybe a year into the future, and you can't really direct what you want to see. Still, this Skill was more than enough for Anna Croft to form a powerful faction around herself and be sponsored by the Asgard Nebula just for her prediction abilities. That said, you will need to use this carefully, as it is very difficult to change the future that you see, and every use will give you a headache, only being able to use it about half a dozen times per day before it becomes unbearable for you.

This isn't all, of course. You also gain Mental Barrier, a Skill that blocks any form of supernatural detection from working on you. It's a very strong and useful mental defense Skill, but unfortunately it can be overcome with enough power. Thankfully it can be leveled up due to being a Skill, so you won't have to worry about it becoming useless if you sink some effort into improving it. And finally you gain the Lie Detection Skill, which does exactly what it says it does. Do watch out for those with the Poker Face Skill though, as it counters Lie Detection. Perhaps you'll want to join Asgard as well, or perhaps another Nebula instead? Just keep in mind that some people will mess with your future sight. Fate isn't absolute in this world or many others after all.

The Strongest Incarnation -600cp

What makes one the strongest Incarnation? Is it combat prowess? Versatility? Usefulness to their Sponsor? While it is an ongoing debate among Constellations, the Bureau already has a criteria for determining this; the strongest Incarnations are those with the most influential Fables and potential. A criteria you likely would meet. You are a very good leader, easily remembering the strengths and weaknesses of any number of subordinates, and having a talent for connecting with them on a personal level, ensuring a level of loyalty most leaders would envy you for. Not just this, but you also have great fortune when it comes to obtaining subordinates to begin with, always coming across those who are incredibly talented, on a level that could see them match gods if you allow them to grow. You could certainly form an elite squad who could easily grow to be one of the strongest on Earth with proper training, maybe even eventually stand alongside the strongest Nebulas of this universe if given enough time to grow and forge their own Fables. With big enough ambition and some time to claw your way up, you and your companions will shake the world.

The Free Trial Has Ended -600cp

If the world is a story, then there is a plot. And where there's plot, there's plenty of risk and plenty of rewards. Normally you might need to be careful and know what to look for to find the main characters and tag along with them, but with this purchase you no longer need to worry so much. You're basically a plot magnet now, or maybe it'd be more accurate to say that the plot is a you magnet. Wherever you are, you are regularly led directly into the main story of the world, whatever it may be, unless you want to be left alone for a while. You'll have plenty of opportunities to enter the story as a supporting character at least, and you'll definitely be able to interact extensively with the main characters if you put in a bit of effort. And of course, you'll find plenty of rewards for sticking to the main story, as that is usually where all the best loot can be found.

Additionally, in case the plot is finished, in the middle of a timeskip, or there is none in the world you're in for some reason, you can be dragged into new major events to fill in the gap if you wish, creating new plots where there might be none. You can even decide if you want this new story to be roughly comparable to the actual plot of the world, which would promise similar levels of rewards, or if you want something less impactful (or rewarding) for a more relaxing adventure, or anything in-between. Now go out and make a name for yourself.

Predictive Plagiarism -600cp

So, world's a story and all that, but what about narrative conventions? How influential are cliches on the world? Could you predict what is going to happen if you're familiar with how narrative tends to unfold? Well, this Fable is the answer to that. Predictive Plagiarism allows you to predict nearly every possible way for events you know of to unfold, usually by playing to various tropes and narrative conventions. It even lets you know what actions you need to take to attempt to follow specific paths. Of course, the more information you can process, the better this works. Perhaps a Skill to create copies of yourself would be useful here? If you use it often enough, you might even be able to triumph over seemingly impossible odds. Just believe in other people and you might see them perform better than even this Fable could've predicted. Han Suyeong used it to reach the end of the scenarios with a lot of work, and you can very much do the same.

Of course, you can't predict things influenced by factors you have no knowledge on, and some things are simply unexpected and defy normal narrative conventions, but this is still an incredible tool to have in your arsenal. In future worlds it'll work at a similar level of effectiveness even if those worlds don't work like stories. Also, as a final bonus, you are an incredibly talented writer, not only being able to write masterpieces but also able to tell how popular a story will be just by reading the first few chapters. Perhaps you could become a professional writer after the Scenarios are finally gone?

Returnee Perks

Home Sweet Home -100cp

The core experience of a Returnee is leaving their home world for prolonged periods of time, but eventually being able to return back home. For most, this is a joyous occasion, whether they wish to meet family again, redo their life with more power they used to have, or merely conquer those they hated. You'll be guaranteed to be able to have this experience at least, even in the future. In short, no matter how far away you are, no matter how impossible your return may be, you'll always, sooner or later, have an opportunity to return to your homeland. You may be attacked on sight, you may be unrecognizable (or find your former home unrecognizable), you may be killed when you get there, or any number of other things, but little can truly stop you from seeing your home once again, and never for long.

High Functioning Sociopath -100cp

It can get unbearable, the thought of never seeing your family again. It can hurt, knowing you won't be the same once you return, or that you may not even be recognized as the same person. But you must press on, if you are to return home. Thankfully, you can just shut off your emotions, not allowing them to affect you, which should make bearing the pain of homesickness easier. You're also quite good at justifying yourself; regardless of how reprehensible your actions may be, you'll at least be able to convince yourself that it's all for a good purpose, and that they'll understand soon enough. You spent so much effort coming back, after all, so why wouldn't your friends and family welcome you with open arms? Why shouldn't you get to use the power you've spent so much effort to obtain? Why should you just tolerate people who just want to drag you down into the mud and keep you there?



I Am The Protagonist -200cp

And of course, as is classic, when you entered the other world you gained a powerful cheat, something that made you a bit more than you used to be, and gave you the opportunity to gather immense power. Specifically, you gained some kind of energy that you could manipulate with your will. It could be some kind of odd-colored flame, or maybe white lightning, or some other form of elemental energy fitting your preference, either way it'll be quite a potent source of power, whether for offense or defense, maybe even utility depending on what it is. The best part is that the more you train with it and get better at using it, the more powerful it grows, allowing you to use more of it at a time before needing to rest, letting you create more potent techniques, and perhaps even unlocking powerful transformations related to it. Now, you merely need to train, and you will be a force to reckon with.

A Welcome That Is Too Warm -200cp

Finally going back home is all well and good, unfortunately the Star Stream doesn't like external factors. There's even a Main Scenario where a group of Returnees are sent home all at once, only to be censored into seeming like terrifying monsters to those around them, and be forced to inscribe something in a specific place (that'll be fairly far away from where they're dropped), while the local Incarnations are deceived into thinking the returnees are just normal monsters they have to kill. Understandably, this pissess off a lot of returnees, particularly the ones which aren't exactly sane, which leads to a war between them and the locals. With this purchase, you might be able to avoid catastrophe. In particular, you're very good at finding workarounds to these sorts of things, finding ways to communicate your intent (whether peaceful or hostile) through unorthodox methods which are very hard to misinterpret, even if your words and deeds are constantly warped into taunts at best. You even have the luck to first meet those who would give the strange monster they don't recognize the benefit of the doubt when you start doing weird things to grab non-hostile attention. The Dokkaebis might not like you very much for changing the intended progression of the Scenario so much, but nobody really likes them anyway, so who cares?

Loved By All -400cp

Fables have their own will, and that means they can be biased in favor of some people over others. Fortunately, the way to get in the good graces of a Fable is fairly consistent; listen and understand the tale they have to tell. This is something you are now very good at. You're a very good reader and listener overall, and can absorb what people are saying without issues even when only partly paying attention. For some reason you are also generally a likable person, even if someone wouldn't normally care for someone of your attitude. If you're actively trying to get along with people, you'll be able to make lots of friends very easily, and even more abstract minds like Fables or other abilities that possess their own wills tend to like you quite a bit even if they're generally belligerent. Even Outer Gods would like you quite a bit if you gave them the time of day, although their alien minds might react in a way you don't recognize as friendly, especially those who barely have minds to begin with. Even in a strange land, people won't be strangers to you.

Master Martial Artist -400cp

The various Murim worlds are filled to the brim with martial arts, as you can probably expect. They can range from the simple and mundane to the weird and powerful, and now you'll be able to stand among the greats. See, you've become very good at formulating new martial arts, complete with plenty of techniques. On top of merely being very good at understanding how martial art styles work, you are quite good at adapting a given martial art to utilize some form of energy in its techniques, like magic, or even create entire martial arts wholesale dedicated to manipulating such things. Obviously, the martial arts make using said sources of energy, magical or elemental or spiritual or whatever, noticeably more effective, and the techniques you can create might even let you accomplish things with said sources of power that they wouldn't be capable of normally. Perhaps, with enough work and experience, you might be able to create martial arts that grant people said sources of energy wholesale, or which create a form of energy unique to it. Now all you need is a school to teach people.

Transcending The Limit -600cp

There is a limit to how much mortals can grow. Past a certain level of power, most simply cannot progress. There are some, however, who train so hard and for so long that they break past this wall of potential, and achieve ever greater levels of power, even to the point of matching the Constellations themselves without needing some fancy Fable to grant them power. These are called Transcenders, and while you might not be one of them at first, you certainly have the potential to be one. This doesn't increase your potential or learning rate by itself, but rather gives you the sheer passion and determination needed to break all of your limits by just training hard enough.

The way Transcendence works is that after attaining such levels of power, you'll essentially retain it as a transformation. You'll find yourself back down to your normal limits, but at any time you will be able to unleash your true power, covered in an aura indicating your level of transcendence (sparks, winds, whatever would fit your character), and become capable of showing the heights you reached. There are even multiple levels to this, with each level of Transcendence being ever greater than the last, and harder to achieve than the last too. Merely keep training while in Transcendence, and the only limit to your power will be the time you spend overcoming your limits again and again and again and again.

As a bonus, this applies to everything you have, not just raw stats as it normally is. Obviously you can (and probably should) train your strength, stamina, agility, and mana, but you can also train your Skills and Stigmas beyond what would normally be possible. Of course, anything that isn't just raw stats will be significantly harder to train, especially since they can already be trained to incredible levels, but even when others would plateau for tens of thousands of years, you could theoretically just keep going higher and higher. Careful with Probability, it doesn't like powerful beings acting with impunity.

SSS-Grade Growth Acceleration -600cp

It wouldn't truly be an isekai situation if you didn't grow and learn at incredible speeds compared to your peers, would it? True to form, you have a massive boost to your growth and learning speed now. You could learn and master special ancestral techniques of a whole alien race in about 5 minutes, and likely take it further than any legend of theirs ever had with some months of regular use. Even things like magic won't be out of your reach anymore, learning such things at a mind boggling rate. You could truly be called a protagonist, frankly, with how impressively fast you reach your potential only to show you still have more potential to come. Clearly, your life's genre is that of a power fantasy. Just keep in mind that you still have limits. You might reach those limits faster than anyone, but just training alone is usually not enough to measure up to the stars themselves. Or perhaps you might seek Transcendence?

Dokkaebi Perks

Streamer -100cp

One of the most basic roles of the Dokkaebis is that of being streamers. Connecting their channel to certain Incarnations and following them as they complete the Scenarios, and entertain your audience enough to attract more subscribers. This works surprisingly similar to how normal human streamers on Earth operate; the audience can make donations, of which you gain a cut of, you can turn the channel off for a while to have some private moments, or even turn on ads to block the audience from knowing what's happening without turning the channel itself off. You can even record what you're streaming, to watch it again later or even sell it across the Star Stream. Those who are watching can also donate some Coins or other currency you set to send indirect messages. These messages will be shown to anyone connected to the channel, such as Incarnations and Constellations. They can choose to hide their modifiers in exchange for being charged a bit more, and can decide what message is sent. These are generally translated to be in second person, although you can let them send more explicit messages too.

You start out with a normal low-level channel; you have a few dozen subscribers at the start of the jump, and can likely gain far more if you are a good enough streamer. If you aren't a Dokkaebi, this also grants you a channel, which thankfully doesn't kill you if it's shut down. Just watch out for the Bureau, they won't like their monopoly on streaming channels broken.

Language Patch -100cp

It would be quite inconvenient if you couldn't even talk to the Incarnations you're streaming because they don't understand a single word of what you're saying. Thus the Language Patch is implemented, allowing people to communicate if the only problem is a language barrier. If there's something like a censor or magic barrier preventing communication then that's that, but you won't need to worry about not speaking the same language as someone else anymore. This perk carries on to future worlds, of course, and you may choose to spread it all across the worlds you visit, if you're not content with simply being the only one to benefit.

Dokkaebi Communication -100cp

As streamers and official members of the Bureau, the Dokkaebi get a few benefits. The Dokkaebi Communication channels are one of them. Unlike the streaming channels, Dokkaebi Communication is a fully private mental chatroom, which lets you connect to other people to communicate nonverbally with no issues. Unfortunately it doesn't have any sort of group chat function, but it's undetectable and it would take something like being dumped in a different dimension to cut off the connection. Perhaps you'll use this to make deals with the Incarnations of your channel and arrange particularly interesting situations? That kind of thing is extremely illegal in the Bureau, so if you try it then make sure you're not caught.

Professional -200cp

There is such a thing as streamer integrity in the Bureau, despite what you might think with how they treat Incarnations. For example, rigging situations for the sake of entertainment gets you some very harsh punishments, and you're generally expected to only turn off the channel or turn on the ads if there are genuine technical issues happening, ideally letting the audience watch in peace. Well, you don't need to worry about these limits too much anymore. You have a bit of luck on keeping such rulebreaking actions hidden, but even if you're found out, you'll generally get a light slap on the wrist at most. Unless you push your luck and are blatant about it, that is. There's only so much that your superiors will ignore or let pass before they need to punish you before they're demoted or something from being too lenient.

Reborn -200cp

Dokkaebis, while generally immortal like the Constellations, are born from eggs, unlike Constellations which either spawn fully formed or are ascended mortals. Normally this is just a standard birth, with the Dokkaebi being born, going through Dokkaebi school, becoming a streamer, and so on. But it can be used in some unorthodox ways, ones you know. You can shove the souls of dead people into Dokkaebi eggs that you can create (even if you're not a Dokkaebi, thanks to this perk), which will allow them to be born again as a Dokkaebi, slowly regaining the memories of their previous life as they grow up. That's really about it, it doesn't give any special abilities or anything, but perhaps just having the opportunity to give a friend a second chance at life might be all you need.

System Management -400cp

The Bureau isn't there just to provide entertainment, they also serve to maintain the Star Stream, make sure the Scenarios are working correctly, and fix any errors that might've appeared from unexpected factors such as an objective becoming impossible. You'd be among the best at such tasks, as you seem to just have a sort of instinct for these kinds of activities. You're able to reliably identify errors and glitches in metaphysical systems, particularly those that are loadbearing to some aspect of reality or other, and will generally know how to repair it, or at least create a bypass so you can work to find a longer solution without it causing cascading errors and other things can keep working as intended despite the bug. And if you happen to lack abilities that would let you do your work effectively, you can just spend your magic power to brute force things, although it'll make things significantly more difficult and won't let you make precise tweaks to things. Additionally, this insight serves you well for finding ways to work around restrictions in those systems, whether those restrictions are intentional or an unfortunate limitation of the system or the thing it is built around. Just be careful you don't change things too much, or you might cause far more problems than you could fix before everything just breaks and takes you down with it.

Storyteller -400cp

As a streamer, you have the responsibility to entertain your audience, both to gain more subscribers and get more coins from the commissions. And you'll be guaranteed to be a very famous streamer, as you are incredibly good at acting as a hammy announcer, as well as directing crowds in the general direction that you want them to take with a well worded speech. You have a really good sense for what exactly would entertain your audience the most, and have no issues suddenly changing tracks in case a bunch of Constellations leave or enter. You'll know how to wring a lot of content from Incarnations in your channel, and are really just decently charismatic in general. It certainly won't be long before your promotion up the Dokkaebi ranks.

King Of Stories -600cp

Being skilled as a streamer is all well and good, but if you don't have good material, then you won't be able to do much about a draught of content. Fortunately, with this purchase you need not worry about such a thing ever again. You'll just constantly keep coming across interesting and talented Incarnations or people in general to attach your channel to, and usually with a temperament that lets you just endlessly milk content from them of any kind you might want, whether satisfying thrill seeking Constellations or those who are looking for worthy Incarnations. You'll never have to scrape the bottom of the barrel in terms of entertainment, and if you're feeling risky, you could even sponsor them a bit. Even if you're in a mundane world in the future, you will regularly come across people who are just the right kind of weird or crazy to be entertaining to watch in their daily life. With some work, you might even be promoted to Great Dokkaebi thanks to the impact of the stories you record.

The First And The Last -600cp

The Dokkaebi King isn't actually a Dokkaebi themselves. They're called that because they're the ruler of all Dokkaebis, and they even write and manage Main Scenarios, while normal Dokkaebis can only really create hidden or sub-scenarios. So why do they rule the Dokkaebi then? That's because the Dokkaebi King is actually the one who created them. With this purchase you gain the ability they used to do it, letting you create your very own agents according to your own design. The Dokkaebis were made into chibi-like furred beings, but perhaps you'd want something more consistently humanoid? You have full control over how their life cycle works, whether they have immortality innately or how long their lifespan is, the general tendency of their attitudes as a species, and can make them unfailingly loyal to you.

Unfortunately if you want to give them actual innate powers and abilities, like how the Dokkaebis can fly and have their streaming channels, you'll have to sacrifice some of your own power to give to the first generation of them, but this sacrifice is thankfully not a permanent one, and you won't need to intervene for more of them to be born with the same level of innate capability. Actually making them is a process mostly decided by you, whether you want to physically birth them or just spawn them in a fancy lightshow of magical power. Perhaps you'll want to make a species of assistants, your own personal army, or just waifus designed to your specifications. Please be responsible with the life you create.

<Jumper's Stream> Game System -600cp

Where did the Star Stream come from? It wasn't always present in the universe, and it's quite blatantly an artificial addition that the Bureau maintains. Well, when you think about it, it's quite simple. The Dokkaebi King made it. He designed it to facilitate interesting and dramatic stories, and given the sheer focus there is on making Fables, he succeeded for the most part. But perhaps you're not satisfied with how it works? Then this option is for you. Quite simply, you now have your very own Star Stream, designed entirely to your own specifications. It can be gamer-like as the Star Stream itself is, or it can be a bit more esoteric and opaque if you wish. As you can expect, you have full control and administrative rights over this system, and can change it however you wish if you know what you're doing, and can obviously grant others the rights to manipulate it as well to whatever extent you feel like. You can even give it a will of sorts, which will be subservient to you.

Of course, it wouldn't be very interesting if it was only within you, so you can also make it expand itself and start covering locations you are in. It can integrate itself with local metaphysics, and with sufficient work and time to process it can integrate anything it finds into itself. With it you can leash natural forces to some extent, having more control and influence the more deeply entrenched the system is on the local reality, and can empower people as you would expect. It can even be used to strengthen and stabilize realities, and even whole timelines should it spread across enough space. Obviously, you have complete control over how it integrates anything new it finds, and can set down rules that are enforced with the power of the system, whether that be interactions between powers or just restrictions on where people can go. If it's spread across a whole universe, it can even start spreading to other timelines, stabilizing them as well and increasing its influence.

At first the power and resources available to this system will mainly depend on you, but as it spreads it'll be able to absorb some ambient energy in places it covers to power itself, eventually becoming fully independent and extremely powerful, just like the Star Stream is inside this universe. Unfortunately those who are powerful enough will be able to strain the system or even break it in places, but perhaps you already have a group to maintain it, like the Dokkaebis and the Bureau do for the Star Stream. It might even grow more powerful than you if it spreads enough, in which case it can start to empower you as well, directing some resources to grant you full access to every Skill, Stigma, Fable, artifact, or whatever else might exist within the system, or any equivalents your system might have, letting you pull such things out of your ass to use them yourself should you wish. All that said, keep in mind the Star Stream already has a complete stranglehold on this particular universe, and it will not appreciate another budding system trying to take over its territory. Perhaps you should wait until you go to the next jump? Or maybe you could travel the worldlines to the outskirts of the worldlines, where the Star Stream has little to no influence, to unleash your system on unclaimed worlds.

Constellation Perks

Sponsoring Incarnations -100cp

Constellations become the sponsors of Incarnations in order to pass on their Stigmas, have someone who will spread their legend, and to have a useful subordinate. How they're treated tends to vary wildly, from those who only sponsor Incarnations to watch them get stomped on, to those who actually value their Incarnation as a trusted friend. Prospective Incarnations are generally looked for in Dokkaebi channels, but what about future worlds? With this, you'll find Dokkaebi channels in future worlds too, although there'll be no actual Dokkaebi, and you might find other deific beings and supernaturally powerful people also watching the channels, letting you chat a bit with them. This'll let you find interesting people to sponsor and train. Even in this world, you'll generally come across people who are at least mildly interesting to form sponsorships with, although you'll have no guarantee of them being talented. Hopefully you're not too cruel on those you lend power to.

One Who Jumps On Chains -100cp

Constellations all have Modifiers, titles which generally represent their collective achievements and temperaments. With this, you have one too, and even have the rare opportunity to choose exactly what you get. These Modifiers will work like a true name for supernatural purposes whenever it would be convenient, and you'll be able to know when someone speaks it aloud. As a bonus, you can also tell when someone says your actual name, although you'll only really know their location if you aren't already watching them. You can spend an additional 100cp to get as many additional Modifiers as you feel like having. Having more than one Modifier doesn't really give any real benefits, aside from maybe being able to disguise your indirect messages as coming from different Constellations. Maybe you really like people mouthing off all of your names for minutes on end when they're introducing you or something?

After The End -100cp

Sure, Constellations are very influential in the Scenarios, where they get to show off their power and beat people up in combat. But what about after the scenarios end? How would the Constellations accustomed to phenomenal magical power get used to a mundane world? You specifically wouldn't really struggle much, as you are very good at some mundane art, like singing, enough to comfortably live off of it in a mundane setting. You also have no issues adapting to different lifestyles; you could go from living in the dramatic and violent Scenarios to the dull and mundane real world with little issue and vice versa, and smoothly obtain an actual job to have a steady income. You could even become a celebrity.

Sponsorship Contract -200cp

Sponsor contracts can be a wonderful connection between an Incarnation and a Constellation. Or they can be hellish and abusive, meant to exploit the Incarnation or suppress their ego as their Constellation puppets their body. It varies quite a bit. You are very experienced in forming Sponsor contracts, and are very good at making sure the contract is the kind you want, whether it be a mutually beneficial relationship or a way to gain a new body without needing to deal with it having its own thoughts and feelings. The contracts themselves are quite deeply entrenched on the souls of the parties involved, letting you connect with your Incarnation in an abstract way that lets you know their location at all times, and lets you transfer stuff to them easily, whether powers like Stigmas or Fables, or items like mana potions and equipment. You're even able to forge these contracts without the Star Stream to serve as a foundation, so you won't have to worry about the contracts no longer working in future worlds. Could you be nice to your Incarnations, at least?

Lamarck Kirin -200cp

There are plenty of Fables or Skills that absorb other Fables, but this one is unique. It's not that it absorbs Fables particularly quickly or efficiently, but it's selective in what it absorbs. For example, you could absorb the Fable of a young golden dragon, without absorbing the part of it that specifies it was killed by an Outer God, thus gaining the benefits of the heart of a golden dragon, while not gaining a massive weakness to Outer Gods. It also guarantees that you won't get killed by something you absorbed, and can even stabilize any conflicts between Fables, although it can't fix said conflicts completely, so you should be wise in what you absorb. In future jumps, this works on any kind of power instead of just Fables, although not raw forces or skills. With the right combinations, you could synergize what you absorb to be greater than the sum of its parts.

The Three Questions -200cp

When you get to the power levels of the Constellations, merely sharing information can cost you Probability. So how do Constellations communicate between each other when both want to learn some secret from the other? The ritual of the Divine Three Questions is the answer. Each participant will be able to ask three questions. The answers must be clear and must actually answer the question to some degree, so you can't just give vague and useless answers. Each participant gets to refuse to answer one question, meaning you only really need to answer two questions from the other person. And lastly, lies will not count as answers unless agreed upon by both parties before the exchange begins. This doesn't mean that complete nonsense that would answer the question aren't valid, however, indeed making wild guesses related to the information you want to learn and carefully observing the reaction of the other party is a common tactic during these exchanges. You'll be able to initiate these sorts of exchanges in future jumps as well, and won't need the support of the Star Stream to do it. You'll also have some decent skills in legalese and twisting words, letting you use these exchanges very effectively to find out information.

Reading Fate -400cp

What is Fate? Some might consider it Probability, but it can also refer to something else, specifically something Constellations can do. Just like Constellations with powers related to fate and prophecy, you can now "divine" some kind of possible future, pretty much just coming up with something you wish to happen, and can use your own power to enforce this fate. You can even have other people support you with their own power for even harsher enforcement, in case you really want to make sure the ordained destiny comes to pass. The way this Fate will work will be through Probability; the more power behind the Fate, the harder the Probability penalties are on those involved if they don't play along. Of course, this being fate, it's not absolute by any means, but this sort of power is greatly feared for very good reason, especially among those whose Fables involve being subject to Fate in some manner.

Of Steel -400cp

Given that some stories can become incredibly popular on Earth, how popular do you think stories could become all over the universe? Very, as the Master of Steel Constellation could tell you. In case you don't know, the world of Oz is actually out there in the universe, the one from the Wizard of Oz story. The tin man of said story became one of the most defensively powerful Constellations in the Star Stream, able to create Fable metal, a unique material that greatly strengthens anything it is infused into, on top of being the toughest material in the entire universe. They can even generate it in great enough amounts to form a massive shield around a planet to protect it from hostile Nebulae fleets, able to remain unharmed even against bombardment that could decimate planets normally. With this purchase you've inherited their Fables, somehow. You might not have mastered it fully yet, but you can certainly generate this Fable metal as well, and with training become as incredibly tanky as the Master of Steel themselves are. Perhaps you should have a good alibi for why you have their Fable?

Five Monkey Kings -400cp

One curious trait of Sun Wukong is that there are actually five of him, each representing the various stages of his life, from the one who managed Heaven's stables to the Victorious Fighting Buddha. However it is that this happened, you can do the same. You can split off chunks of yourself with fragments of your abilities, usually in ways that represent various parts of your life, or narrative "arcs" in your adventures, if you will. As you can expect, these will act like you did during said period of your life, and if you can get along, you'll be able to fuse back into one temporarily to not only wield your full power, but quite a bit more, with each additional copy granting the fusion noticeably more power. Or you can just absorb them back if you've changed your mind about keeping younger versions of yourself around.

This isn't all, of course. You can also accept someone as becoming you, in the same sense as the copies of yourself you can spawn are you. This lets you include them when fusing all of yourself into one to use your full power, adding their own abilities to the mix. It also makes it easier to lend them some of your powers, such as with sponsorship. This can be undone easily, in case you just wished to do so temporarily, perhaps to play around with some Fables. Perhaps you'll want to fuse with all your allies as some kind of super transformation?

Great Fable -600cp

Not all stories are made equal. Just like Constellations, there are a few grades of Fables; some are Historical, some are Legendary, some are Mythical, and then there's the Great Fables. The Great Fables are, instead of being individual stories, whole sagas with multiple participants. Think things such as the entire Journey To The West saga, or the collective pantheon of Greek Myth, and such. Even then not all Great Fables are equal, for example, the Underworld of Greek Myth is its own Great Fable, separate but connected to the Olympus Great Fable, and the Sun of the Lokapala, wielded by Surya of Hindu myth, is a Great Fable on its own. With this purchase, you gain a (relatively average) Great Fable of your very own. Using this Fable greatly empowers you and allows you to cope with significantly more Probability than normal (or any form of fate in future worlds), and may even massively tilt the odds of a battle in your favor, if you manage to replicate triumphant moments in your story. Additionally, you can give "shares" of this Great Fable to others, allowing them to benefit from it as well. These shares generally represent those who take part in the story of said Fable. Sharing these is as precise as about a decimal in percentage. Quite convenient, isn't it? Don't worry about losing the power you gain from it, the boost it gives only starts to become lesser at around the 35% mark of shares possessed. If enough other people with shares refuse to use it for a battle however, they might be able to stop you from using it yourself, since it requires the consent of the majority shareholders (a minimum 50.1% cumulative shares) to be activated.

You're not restricted to just one, either. For 100cp each, you can buy more Great Fables. Notably, having four of these will increase your grade as a Constellation, making Historical Constellations Fabled, and making Fabled Constellations Myth grade. Even normal Myth Grade Constellations are unstoppable forces of nature to most others in the Star Stream who aren't Myth grade Constellations themselves or Great Dokkaebis, but if you buy a fifth one, you may even be among those who have completed their story and are waiting for the end of the Scenarios in the Final Scenario's Ark. It even allows you the option of having your own pantheon of Constellations with you at the top, with whatever style of myths might be appropriate to your Great Fables. Think of beings such as Zeus or Odin for the level that having five Great Fables allows you. Also, as usual for Fables, these Great Fables have a will of their own. Do listen to their tales every now and then, it'll make them very happy.

Worldview Of A Mythos -600cp

So, each mythos gains their own Great Fables and pantheon, but what about the worlds? Where can one find the setting within which those myths take place? That's where "worldviews" come in. To put it shortly, these are not just worlds in and of themselves (you can find the Yggdrasil tree in the Asgard worldview for example), but they are also entire realities, with their own rules and metaphysical makeups. You can even spread them across places you are in to increase the influence of your worldview and bring things into it. Think of it as a sort of metaphorical "paint" that you can spread across reality to make things work according to how the worldview says they should work. Hence the name 'worldview'.

The most basic function of the worldviews, outside of having their own rules, is that of massively increasing the Status of you and your allies. A worldview where you are a god will see you boosted appropriately, to the degree that a Myth grade Constellations could become nearly impossible to defeat even to their Myth Constellation peers. Of course, the same goes for said peers and their own worldviews, so be careful when entering the worldview of your enemies. Of course, just like Great Fables, you can incorporate your allies into the worldview as well in positions of power, allowing them a similar but perhaps lesser boost. Just keep in mind that this boost depends on the narrative role the person in question has within said worldview.

Normally all the worldviews of this universe are carefully stowed away in the Ark of the Final Scenario, to ensure they survive the end of the world and enter a new worldline intact, and your own worldview will be assumed to be there as well. If you don't like this, you can grab it to take elsewhere, folding it into your being temporarily to unfold it somewhere more to your liking, or you can say it's already stored within you to begin with, ready to be settled somewhere. Just keep in mind that you won't be able to bypass the rules of Probability in this universe, the worldview of its story is too strong and deeply entrenched after all, but perhaps you might find a way to leave the universe for other universes to spread your worldview to? Just keep in mind that the universe of this jump isn't the only one out there, and there are plenty of strong beings, some of which don't take kindly to intruders.

Items

You get 4 floating discounts for 100cp items, 2 for 200cp items, and 1 for 400cp items.

General Items

Three Ways To Survive The Apocalypse -0cp

This world is a story, and while this might not be the story of the world you'll experience, it's certainly the same one that Kim Dokja read for more than ten years as it serialized. You get a small phone whose only function is to display a simple txt file, containing all 3,149 chapters of Three Ways To Survive The Apocalypse. The phone doesn't run out of charge, seems to be back in your pocket good as new only a minute after you lose it or break it, and the best part is that it seems as if nobody other than you and Kim Dokja can see the screen, looking as if the phone is always turned off for some reason. In future jumps, this phone will update to also contain the story of whatever jump you're in, whether in plain txt files, as one unreasonably long video, or maybe as one gigantic vertical picture containing every single page of the manga or comic. Maybe all of them if it had adaptations to other media. As nice as this might be, you may not have a lot of time to actually read it.

Invisibility Cloak -100cp



One of the more convenient items that tends to quickly fall in use as you continue forwards with the Scenario is the Invisibility Cloak. Being a mostly translucent blue garb, it's always just big enough to fully cover you. Whenever you wear it by covering all parts of yourself (it won't make your arm invisible if you stick it out for example), you'll be fully invisible to any forms of visual detection, although any supernatural senses will pick you up just fine. You can even see through it just fine when wearing it, convenient for covering your face without turning blind. You won't even leave behind tracks which could be easily seen, such as spots where grass isn't swaying or gaping holes in bodies of water. Just make sure to make as little noise as possible, this doesn't make you inaudible.



Trench Coat -100cp

As good as innate superpowers can be, you really shouldn't underestimate the use of stylish outfits. You wouldn't want to look bad when hunting monsters or talking with gods, now would you? Thus, this trench coat is now yours, which also comes with a plain but comfortable business casual outfit to wear it with. Whenever these are torn or dirtied, they'll slowly repair and clean themselves, and if fully destroyed or lost, you'll immediately find it again neatly folded somewhere nearby. There's more to the trench coat though; its pockets have no bottom. You can shove as many items into it as you want, as long as you can shove them in to begin with. They're not that wide after all. You can take any item out of it with ease by just thinking about it while trying to take it out of the pocket, too, so no need to rummage through worryingly large piles of loot. As a bonus, the full outfit comes in any color you want, although a fully black outfit or a white coat with the rest being black is the standard.

Metallic Training Bands -100cp

If martial arts are real, does that mean the ridiculous training methods some martial art novels use are also real? Turns out that yes, they do. With this purchase you gain a set of very heavy set of bands, having some for your arms and your legs. You have multiple variants, each heavier than the last, but even the lightest one has each individual band weight several tons. 100% guarantee that these will actually help you train (as arduous as it might be) instead of just crushing your bones or causing you to rip off your limbs by accident.

Gamtu -100cp

The world may be breaking down in shambles with the introduction of the Scenarios, but that's no reason to be homeless. So with this purchase you get your very own interdimensional house. It can be of whatever style and arrangement you want, with any windows having a beautiful view of the universe as if the house was far from any solar systems, although regardless of what you choose it'll be roughly comparable in size to a small house. Don't worry about appliances, everything works fine on its own, probably magic or something, and whatever storage of food there might be here will be restocked to be filled with various kinds of foods every four days. You can even order specific kinds of snacks or foods by placing a paper with your desired food written on it wherever they are stored in your house. You can even order junk food. You can teleport to this house whenever you want with an act of will, and can teleport back to wherever you were the same way. Dokkaebis are heavily recommended to buy one of these, else you'll get some odd looks. On the flip side, Incarnations really shouldn't show they have access to something like this until they reach the 46th Scenario at least, or they might face unwanted attention.



Divine Alcohol -100cp

Even the gods aren't free from the allure of alcohol. But no mortal drink could possibly be strong enough for them. The solution is this particular beverage, of which you get about half a dozen big bottles of. Brewed with the body part of a monstrous Constellation, this is an incredibly delicious alcoholic drink capable of getting even the divine completely drunk by imbibing one full bottle. The best part is that this is very effective when bribing people, especially when you're bribing the guards of a supernatural location such as the underworld. People will just instinctively know what it is and exactly how delicious it'll be to drink. After all the bottles are consumed, you get another half dozen the following week.

Affection Reader -100cp

Interpersonal relationships are so hard, aren't they? Thankfully, this little trinket can solve all your problems. Well, maybe. What this does is show the "affection points" of a target in relation to the holder. It's basically a numerical representation of how much the target values whoever is holding the item. Something around the 50 points mark is a strong friendship, while something in the single digits would be indifference to some degree. The higher the number, the more important the person is. However, there seems to be a weird quirk to this. See, it takes into account fetishes. If the holder of the item is wearing an outfit that caters perfectly to the target's fetish, the item will just spit out the max number, 481. Maybe you could use this with trial and error to figure out what the target considers the sexiest outfit? Just try not to rely on this too much in general, there's no real guide for what the points even mean to begin with.

Avatar Doll -100cp

Constellations generally use Incarnation bodies to be directly present in Scenarios. Otherwise they're generally disembodied spirits. While this doll here isn't exactly an Incarnation body, it's perfectly capable of holding you for however long you want, and while you can't really exercise your power with it, you can move around as if it was an actual body. It can be in any design you want, ideally something that looks like your true form. Perhaps even tweaked a bit for maximum cuteness?

A Small Loan -100/200/300/400/500/600cp

The currency of the Star Stream is Coins. Few people know or even question what Coins even are, but they can be surprisingly powerful for those who know how to use them. Outside of being able to spend them to increase your stats, you can spend them in the Dokkaebi bag to purchase skills, artifacts, treasures, and even things like skill and growth packs designed for Constellations looking to aid their Incarnations through the early Scenarios. One hidden aspect to them is that they're actually parts of the oldest and most powerful Fable in the Star Stream. Thanks to this, they can be spent directly on yourself or allies to empower the target either directly or to empower the Fables they wield. They can even help you cope with Probability aftermaths. Unfortunately such boosts are temporary, but such uses are generally something to be saved for a desperate situation to begin with.

With the base purchase you gain 1,000 Coins, quite a bit in the early Scenarios and for Historical Constellations, but not exactly impressive in the grand scheme of things. Certainly not enough to buy anything impressive. However, you get this amount every year, no strings attached. However, maybe you're not satisfied with this. Thus, for 100cp, you may increase the number of coins you receive by an order of magnitude. You can even do this up to 6 times.

10,000 Coins is a respectable number to possess and receive yearly for Historical Constellations and any Incarnations before the halfway point of the Scenarios, certainly. 100,000 Coins would already be on par with the budgets of most Fabled Constellations, unless they're bankrolled by a big Nebula or something, not to mention this is also your yearly income. One or ten million is an incredible amount to possess personally, usually being the budget of entire low grade Nebulas, and 100 million is a very impressive amount for Myth grade Constellations to possess personally, and almost unthinkable to obtain merely yearly. At this point it'd only take a decade for you to gain 1 billion Coins. Just this amount alone is utterly absurd even in the Final Scenario, and getting such an amount every 10 years is simply unprecedented. Please be responsible with your spending.

Unbreakable Faith -200cp

The Scenarios are usually violent, especially the first few dozen, and it wouldn't do for you to go into them unarmed, would it? With this purchase you gain a reliable sword, the Unbreakable Faith. Having been wielded by a hero of a different world ages ago, this sword will never break if you are using it properly, and while it's of simple design, it's definitely sharp enough to be a very useful weapon. It's not as unassuming as it looks, however. See, this sword is incredibly receptive to magical power, automatically forming a blade made of pure mana when imbued with your own energy, whose attack power scales directly to the amount of energy used. Should you imbue a non-negligible amount of energy into it, you can enlarge this mana blade too. More energy equals greater potential size, as you can expect.

This isn't all, however. Another trait of this sword is that it can change its elemental affix with a flick. Think of it like giving the sword extra elemental damage. By default the potential elemental affixes are fire, dark, and light (which acts as holy damage usually), but you can add more classical elemental to this list by paying 100cp each. Beyond the usefulness of adapting to an enemy's elemental weaknesses on the fly, this also changes the nature of the mana blade the sword can form. For example, you can affix fire to the sword, form a large mana blade, and swing around a veritable firestorm. Maintain it well, and this sword may last you your whole life.

X Class Ride -200cp

Even with incredible powers, getting around quickly and stylishly can be surprisingly difficult. It's then that this wonderful vehicle comes into play. So cutting edge that it hasn't even been invented yet, this thing can take the form of any non-flying vehicle you want, has an endless amount of fuel, and even repairs itself a day after it might be wrecked. It's fast enough to get from one continent to another in half a day at full speed (provided you don't splatter yourself against a mountain or something), and can even let you take weird turns to leave the world you're on to travel interdimensional roads (or rivers if you prefer aquatic transportation), allowing for relatively swift and certainly stylish travel between different worlds. Driving license not included.

Equipment Upgrade -200cp

As you can expect from a universe encouraged to be game-like by the Scenario, there's an almost endless variety of weapons to be found out there. But what if you really like some particular sword or spear or whatever, and want to stick with it even well past the point where it'll be little more than a fancy stick? This little thing is the answer. As you can expect from the name "equipment upgrade", this lets you consume resources to improve your gear. The resources needed will generally be appropriate for whatever level you want to bring the gear up to, letting you scale your weapons up with you with little issue. Unfortunately during this jump this item will be restricted by how deep into the Scenarios you've gotten, but in future jumps this restriction is lifted and there won't be a limit to how much you may upgrade your gear. As a side note, this can repair any equipment of yours for free. You should probably still maintain your weapons lest it break in the middle of battle, though.

Heavenly Fruit -200cp

The world is full of gods and legendary artifacts, and as you could expect from mythology there are quite a few magical fruits out there. This particular apple is sourced from Eden, and you'll likely recognize it as the Fruit of Knowledge. Unfortunately it doesn't make you wiser or anything, but it does have a special effect on anyone who eats it. That is, it'll reverse their alignment. Good will be made evil, evil will be made good, and neutral will be made good too. This primarily works by giving the eater an actual conscience and sense of guilt (or removing it), thus pushing the affected person in the direction of said alignment. It's not absolute of course, it's not gonna turn random people into paragons of virtue, but even those who are generally apathetic will turn into at least decent people, and the more extreme the eater is on either side of the good-evil spectrum, the more evident the fruit's effects will be. This also changes the metaphysical alignment of the eater, by the way. A Demon King will become an Archangel, an Angel might fall or turn into a demon, and so on. Please be responsible, the potential for havoc with this is incredible.

Star Relic Fruit -200cp

Eden isn't the only Nebula with fancy fruits. A lot of other big mythological Nebulas like Olympus, Vedas, or Emperor have their own magical foods. This particular fruit, or liquid, or whatever type of food you'd like, is likely one of those. Whether it be the Nectar of Olympus, or the Soma of Vedas, this food has miraculous healing properties, saving the one who consumes it from anything short of death, and stabilizing their soul if it's in critical danger. It might even rejuvenate or slightly increase their lifespan too, depending on what you picked. It's incredibly tasty too. You get a small crate packed with it, and gain another every month. Perhaps you should keep this secret? After all, it's liable to get a lot of people wanting some of it, not all of whom might be diplomatic about it.

Echo Of The Stars -200cp

The stars watching up above aren't as distant as you may think. Beyond the whole sponsorship thing, there are items that can call upon their power. This little astrological dial is one of them. With it, you can call upon up to 7 Constellations per month. There's no guarantee they'll actually help you, but you're guaranteed to have their attention, which should let you convince them without much difficulty, unless you summon a particularly belligerent Constellation such as a Demon King. In future jumps, this will work with any god or similarly powerful being, letting you call upon them and request their aid. Even if they're normally hands-off or can't intervene for whatever reason, this will at least guarantee that they'll be able to help, without breaking ancient pacts or disrupting the cause of their normal non-action, if there is any.

Black Box -400cp

A black box whose edges glow neon purple, this thing is technically not legally allowed in the scenario, but perhaps due to some clerical error, you've gained access to it. Make sure you keep it a secret. So what does this actually do? It's very simple, once per day (per person) you can put two items in, and it spits out a significantly higher quality item related to it. You can use it to upgrade your loot by throwing in a couple of weapons to get a better one, or even repair things by throwing a pile of raw materials alongside the broken object. The real beauty of it is throwing a couple of unrelated items to get some sweet (if random) loot. As was said before, the items it spits out are going to be better than what you put in, so the better the loot you throw in, the better the loot you get out. You understand why this was banned, yes?

Dokkaebi Bag -400cp

After you advance far enough into the Scenarios, things stop being a matter of life and death and people can settle into a somewhat normal life. By that point spending coins on your own stats ceases to really be relevant, so most will generally have large hauls of Coins that go unused. This can't do, of course, and this shop comes in to introduce an economy of Coins. The Dokkaebi shop sells a large number of things, from temporary experience boosts, stat boosts, equipment, artifacts of all stripes, Skills, gacha boxes, and even auctions where you can buy or sell things with stuff other than coins, such as offering a monster core in exchange for a specific type of weapon. Unfortunately, things tend to be very expensive, but you have a Diamond subscription in the Dokkaebi Bag, giving you features such as search filters, access to normally unlisted items, and even the privilege to request a private meeting with a Dokkaebi of advanced position or below. Violence in such meetings is forbidden, and this is enforced with a coin penalty for each hit. In other words, you can attack the Dokkaebi with impunity if you have the coins to pay. In future worlds the stock of the shop will expand to include things from the jumps you are on and have been to, giving you a reliable source of plenty of local goodies should you be able to pay. You can even choose to grant other people access to the shop, and it'll also start accepting other forms of currency, although coins will always have the best buying power in the Dokkaebi Bag.

Souls Are Not Real -400cp

They’re simply tales that humanity tells themselves to cope with their fear of death. But then again, tales can have a very tangible impact on reality here. What you get here is a buffet of the souls of incredibly noteworthy individuals. Swordmasters, 9th circle mages, berserkers who fought armies, so on and so forth. That said, it might not seem like it at first. Your supply of souls already comes prepared for eating, of course, and it looks and smells like normal food. The difference is quite evident when you start to stab it with your fork, however, as the memories of the life of that soul flashes through your mind. And if you actually consume it, the experience is absorbed into yourself too. Eat the steak (soul) of a swordmaster, and a swordmaster you’ll be. Enjoy the pasta (soul) of an archmage, and their arcane skills will be yours. It’s a delicious feast of both stories and culinary delicacies, and even gains you the abilities of the protagonists of those stories. What’s not to like? You get a large table’s worth of feast, enough to feed several people, and it restocks itself once a month. Perhaps you could invite some Constellations from the Gourmet Association to show off the delicious food you have? It might give you a foot in the door for joining the organization dedicated to eating “food” in the same way this feast allows you. Or perhaps you’ll take pity on your food and give the poor souls a second chance at life?

A Massive Robot -400cp

The higher you get in the Scenarios, the more power starts to become available. In the last third you can even see space travel, complete with spaceships and mechas. This here is one such mecha, designed to your specifications. This Fable Weapon, as they are officially termed, has been constructed out of a large amount of powerful Fables, in order to become a weapon worthy of Fable grade Constellations. Entering the cockpit and activating it will cause it to massively amplify all of your abilities to a scale appropriate to its size, particularly your Fables. The likes of Heracles (which turns out to not have actually existed in this universe) and the Titan of Underworld are among these giant weapons. Used well, this massive mecha can reliably turn the tides of battle on its own.

The Smallest Prison -600cp

The Journey To The West is quite a famous Fable. The character that most consider to be the protagonist, Sun Wukong, is even a Myth grade Constellation. However, if you meet him, you'll see that he still has the golden headband on his head. This can actually restrain him still, despite his journey being over. With this purchase, you gain a headband of your very own. It can even be whatever color and style you like, in case you want to differentiate it from Wukong's. You know the sutra to activate it, and are free to put it in the head of whoever you want (provided you can actually do so even if they fight back or something). It'll work to painfully restrain anyone on the level of this world's Sun Wukong or below, or maybe those on your level or lower. Whichever condition is higher applies. It can inflict terrible pain regardless of how normally resistant to pain the wearer is, and can even knock them unconscious if activated for long enough. The victim won't even be able to take the headband off in any way without your consent either. Please don't be too cruel to your prisoner.

Fleet of Battleships -600cp

Fable Weapons aren't just made in the form of mechas. In the latter third of the Scenarios you can start seeing fleets of spaceships flying from world to world. This particular purchase grants you a fleet of a few dozen battleships, all of a size appropriate to the word "spaceship", and outfitted for battle. They even come with Incarnation crews to take care of running the ship for you, loyally awaiting your command. Each ship has firepower enough to level a city in just a few volleys, and synchronizing the attacks of all the ships in the fleet would be enough to completely devastate a whole continent from orbit in one go, and prolonged bombardment would be enough to completely decimate a planet's surface and anything on it that isn't a Myth grade Constellation or above. Needless to say, this is a massive amount of firepower, although not quite enough to be able to fight against Myth grade Constellations on its own. Still, most Myth Constellations are resting in the Final Scenario and rarely return to the rest of the Star Stream, so perhaps that isn't much of an issue for you.

The Final Ark -600cp

The end of this world is inevitable. It may take centuries or eons, but eventually the Apocalypse Dragon will rouse from its slumber, and end the Star Stream. Those who arrived at the Final Scenario are given a second chance, to leave to a new worldline and to become the foundation of a new world. This has happened countless times already. The way this is done is the Final Ark. Looking like a massive gothic castle from outside, its insides are unimaginably larger than the outside, serving as an interdimensional ship carrying entire worldviews with their own worlds inside. The ship has a lot of cabins, each of which can house entire worlds. It is here that the worldviews of the most powerful Nebulae can be found; Olympus with its mountain and the surrounding Greece, Asgard with Yggdrasil and the Nine Realms, Emperor with Heaven and Earth, so on and so forth. There's even a storage cabin where all props (artifacts and Scenario rewards) used in the Scenarios are stored before they're deployed all over the universe. And as a Great Fable Weapon, it's all powered by the massive Fable Core in the middle of the Ark.

With this purchase, you gain an Ark of your very own, maybe parked next to the already existing Ark in the Final Scenario, or maybe stashed in your Warehouse. Yours will start out empty unfortunately, but you're free to store whatever you want into it. If you want to simply have it take off and leave the worldline, you can even if the world hasn't ended yet, but it's recommended you obtain a worldview somehow to store in it, as it'll make forming a new worldline a little more convenient. Do remember that the timeline you left might still be around though. In future worlds this works the same, forming a new worldline/timeline around you which begins at the start of the universe or just settling down on an already existing timeline if you want. Hopefully you can answer why you own something like this.

Companions

Jumper's Nebula -100/200/400cp

Do you want to give some friends of yours an opportunity to join you in this world? Or maybe you want to meet new friends, ones that haven't been seen before here? This option will be for you then. You can use this to import or create Companions, 100cp giving you up to 2, 200cp giving you up to 4, and 400cp giving you up to 8. They each have 800cp and can take drawbacks. Perhaps you'll even form a Nebula alongside them.

Come With Me If You Want To Live -0cp

Or maybe you liked one of the people who showed up in the story? You won't need to pay to bring them along, just convince them to come along with you, and you get to take them as Companions for free. Some people may be attached to this world, but given the brutality of the Scenarios, you probably won't find it too hard to convince most Incarnations to come with you. Dokkaebis and Constellations may be a different matter, although some would probably agree to leaving the world behind for greener pastures.

Office Worker -100cp

The advent of the Scenarios flipped the world on its head, and some things that could decide the course of your life before them are no longer relevant. Still, there are those who shine in both kinds of worlds, and this person is one of them. Hardworking and very sociable, they were quite successful before the Scenarios began, and will manage to adapt quite well to the new world brought about. They knew you closely before, maybe a coworker or friend, and will tend to stick to you as a comforting connection to the life they used to live. You'll be able to push them to improve themselves and achieve their potential, and they will definitely be a valuable ally. It certainly helps that they are quite pretty. Perhaps you'll seek something a bit deeper than friendship?

King Of Beauty -100cp

While the rules of the world may have changed, some talents remain useful. Such as, perhaps, great beauty and charisma. The world of the Scenarios isn't a fully lawless one, after all. This particular person possesses both in spades, and possesses a disposition appropriate to those of high class, certainly enough to be called a king or queen of beauty. However, being treated so kindly all their life has resulted in an unexpected interest in them, being drawn to those who treat them harshly and coldly far more than to those who are kind and compassionate. Perhaps due to this, or maybe some other reason, you've caught their eye. They may not be too exceptional, but they do make for a competent leader. It wouldn't be too hard to advance your relationship past the platonic. Or maybe you'll be too focused on completing the Scenarios to pay them any mind. Either way they won't have any complaints.

Angelic Flame -100cp

The angels of Eden are not so uniformly compassionate as most would be led to believe. However, there are some who are indeed quite good people, despite the harsh world caused by the Scenario. Even if they may not seem like it at first glance. This particular angel is quite foul-mouthed even, which makes Eden's censor on foul words quite evident as a word or two are usually concealed with every sentence they speak. Despite this and their immense aggression towards demonic beings, they are quite sweet and energetic when among friends, almost as if they were an entirely different person. And oddly physical in their platonic affection too, liking to give big hugs when elated. If you're perceptive enough, you might notice their attitude towards you isn't entirely platonic, a hint of something else in their actions. You can certainly pursue this, but keep in mind the world of Scenarios is a harsh one. One wrong step and it may all end in tragedy. But the chance that it may turn out happily might be worth it, wouldn't it?

Polyamorous Storyteller -100p

Dokkaebis are the storytellers of the Scenarios, tweaking them and driving them towards the story they want to tell with some cooperation with the participants, in order to present it to the Constellations and Bureau. There are as many kinds of Dokkaebis as there are kinds of stories to tell, and this one is certainly an unusual one. Unlike most Dokkaebis which favor bloody stories to excite thrill seeking Constellations, this one seems bent on the opposite, liking and encouraging romantic or sexual stories the most. They aren't particularly intolerant either, finding it an entertaining pastime to push groups of people into forming harems and the like. For whatever reason they've latched onto you as their latest target, and will generally push things for you to meet as many lovely women or men (whichever you like) as possible, and encourage romantic or sexual relations. Perhaps you could surprise them and drag them into the romcom shenanigans? If you do, you'll find them surprisingly willing.

Sunfish -0cp

What a weird pet you have. This perfectly ordinary sunfish gives no indication it is anything but mundane, with its sole questionable trait being that it dies unreasonably easily. Shaked too much? Dead. Fed the wrong food? Dead. Weather changed? Dead. Slightly too much or too little sunlight? Dead. Someone breathes wrong in its general direction? Dead. This might be a problem normally, but it also seems to return completely fine a few minutes later when nobody's looking, confident and curious as it always is, as if nothing had happened. Only to likely die again shortly after. Try as you might, you won't be able to figure out what the hell is going on with this sunfish, but at least it can be a morbidly entertaining sight? At least you won't need to worry about feeding it, as it seems to come back already fed somehow. Truly one of the greatest mysteries of the universe.

Drawbacks

Law Of Probability +0cp (Mandatory)

The world is a story. And yet, people are still people, making mistakes, being selfish, failing to communicate properly, acting irrationally, so on and so forth. So, how can the universe be a compelling story? Real life hardly makes for a particularly entertaining tale for most, not without plenty of artistic liberties. The answer is Probability. A universal constant in this chunk of the multiverse, this is something that nobody can escape. From the weakest beasts, to the most powerful Constellations and Dokkaebis, to the Outer Gods and their Kings, to even the Most Ancient Dream who reads and dreams the universe into being. They are all subject to Probability, and the only difference is how much Probability restricts them and how well they can cope when it punishes them. Those who are still within human limits (lvl100 stats or below) can act with impunity for the most part, while those who are more powerful have restrictions on where and when they may act. This generally works on narrative tropes, as you may expect; the more powerful someone is, the bigger the scale of a conflict needs to be for them to be directly involved with little issue. This is to the point where Myth Grade Constellations cannot even merely show up directly anywhere but the last dozen Main Scenarios, and even then they need a good justification to do so, such as perhaps protecting a son or heir, or someone on their level already interfering.

Even then, past a certain point any form of using your full power will burn some amount of Probability, roughly when you reach the point of Historical grade Constellations. Fortunately, this is usually not a problem as long as you don't push your luck. If you do, well, the punishment of Probability is almost always direct and unavoidable damage to your being that only worsens the more you push Probability, which can be lethal if you push Probability too much. The worst ways to push Probability are interfering in events and Scenarios below you and presenting information about the future. For example, three of the most powerful Nebulae in the Star Stream, Olympus, Vedas, and Papyrus, pooled their powers together to directly change Main Scenario 10 to punish Kim Dokja, and were all nearly crippled for years as a result, preventing them from participating in Scenarios directly until they recovered. Even then they only suffered merely that amount of damage because they cooperated to cope against Probability together, lightening the burden on each individual Constellation involved.

Even the Most Ancient Dream found themselves turned into a nearly amnesiac child after directly interfering in Yu Junghyeok's first life by providing him with abundant and clear information about the future. When fighting peers, however, Probability storms are far more manageable; Even pushing yourself fully when at the level of Constellations might only incur a slight amount of damage to you relatively speaking. Thanks to this, Probability storms are essentially aesthetic when two powerful Constellations are clashing, such as a fight between Myth grade Constellations. Needless to say, fighting those who surpass you in power doesn't incur any Probability punishments at all. Even then, when a powerful being needs to do something that would incur a Probability storm, doing something like temporarily sacrificing a finger for the punishment to destroy is common, allowing gods to avoid the brunt of the punishment, provided the Probability storm in question is something they can cope with.

If you keep pushing past the point of reason though, you'll twist Probability to the point the Outer Gods themselves can safely come down to the world you're in. Even merely wielding power on their level would be enough to allow them to descend into the universe with little need to fear Probability. This is a death sentence for most and an apocalypse for the rest of the world, unless you can stop breaking Probability before the Outer God fully crosses through the portal in the sky that heralds it. Even things like exploiting abilities for unintended uses or loopholing your way around the wording of Scenario goals (or just breaking Scenario clear conditions directly) can incur harsh Probability penalties, most of which will shut the ability in question down or simply hit you with the damage of the Probability storm that will result. During this jump, you will need to deal with Probability in some way. Even if you decide to stay in this world after the jump is over, you'll still have to deal with it. It's part of this universe, after all, and not even the one who dreams it into existence is free from it.

Prophesied +100cp

Normally you wouldn't have been part of the Three Ways To Survive The Apocalypse novel for whatever reason, thus being a blind spot in Kim Dokja's metaknowledge. With this though, that changes. You'll actually feature in the novel, and quite extensively at that, about equivalent to being a second protagonist like Jang Hayeoung is. This not only results in Kim Dokja knowing about you, your abilities, and your general attitude and stance on things, but also makes the Apostles aware of you, those who didn't read TWSA to its conclusion. While Dokja himself is a generally nice person, the other Apostles will want to exploit you for their own benefit. Thankfully said Apostles won't really be relevant past the first few months, although later on some fragments of the story will be revealed to the Nebulae at large. Additionally, this makes you vulnerable to abilities that work off of fate, such as future sight. Perhaps you should tread with care from now on.

It's Just A Metaphor +100cp

A weird quirk Dokja found out the hard way is that fictional characters can comprehend things real people cannot. Or perhaps, it's just an issue of him being talentless. Either way, you share this issue; you are completely unable to learn Skills normally. Mundane things like playing instruments or cooking will be possible to learn, but you will never be able to attain supernatural levels of skill in anything you do, much less learn Skills that are inherently supernatural to begin with, with just effort. You will need to either purchase and upgrade such Skills with Coins, or use an ability to copy the Skills and powers of others. Thankfully things that aren't necessarily learned but received or earned are unaffected by this. You'll be able to become a Constellation and gather Fables perfectly fine. But still, perhaps the inability to truly train up your own powerset might be annoying to you, should you not have one already.

Peaceborn +100cp

The inhabitants of Peaceland are tiny, diminutive even, being roughly comparable to the ants of Earth. Their power is also appropriate to their size, being proportionally similar to that of a human's. As a result, even their greatest heroes are basically jokes compared to normal human Incarnations. Unfortunately, you are one of them now. All your abilities, perks, items, Companions, and whatever else you have has been downsized appropriately. Even if you were absurdly powerful for your size, such as being a Fable grade Constellation or higher or something, you'll find yourself being massively weaker than you really should be. Worse, you've gained a massive inferiority complex about it, obsessed about your size and generally looking down on those who are larger and taller. At least this helps with Probability? Thankfully you can still train your abilities back to their former glory with enough effort, which likely wouldn't take as much time or training as normal proportionally speaking, given you're technically training a weaker ability. Unfortunately none of these gains will remain when you're returned to your true power when the jump ends. Still, perhaps you'd like to just hang out in Peaceland until the end of the world? Dokja will certainly manage to save the universe you're in if you don't interfere with the plot.

Renouncer +200cp

The distinction between real and fiction are quite important aspects of the story of this world. Some real people even became 'characters', forgetting about their former life in the 'real world' and even gaining memories and knowledge that would only make sense if they had actually been characters within the TWSA novel to begin with. The same will happen to you. As you continue through the Scenarios, the world will feel less and less like a fantasy, a simple step on your chain, and more like the real world. Meanwhile, all your other memories will start to become murky and fade, never to return, as if they were nothing more than a dream. In their place, you'll "remember" your own life in this world, in ways that explain all your abilities and skills one way or another, and letting you know of famous people within this world that your background would've been plausibly familiar with. These will simply feel like real memories in every way, and you'll likely find yourself doubting whether the chain and the previous worlds you've been to were nothing more than an idle delusion. Within a mere year, you'll have fully gone native, forgetting all metaknowledge and being a character in the story for all intents and purposes. Thankfully this is undone at the end of the jump, likely giving you a headache and possibly some existential dread.

Bounty Hunter Scenario +200cp

Outside of the Main Scenarios, Scenarios aren't generally set in stone, usually changed or tinkered with by Dokkaebis to fit the situation and encourage drama. One particular type of Scenario is that of the Bounty Hunter. As you can guess, this lays a bounty on a target, and notifies anybody in the area of said bounty, giving a set amount of coins to whoever kills the target. Unfortunately, you've become the center of one such bounty scenario somehow. Worse, your bounty starts at 1000 coins, a respectable amount in the early Scenarios, and simply keeps rising by another 1000 coins every week. At the end of the first year that means 53,000 coins, enough for Historical grade Constellations to start trying to kill you. By the end of the second year that's 105,000 coins, enough for entire low ranked Nebulas to seriously consider hunting you down for it, not to mention how individualistic Fable grade Constellations are likely to come after your bounty, especially those with an unpleasant disposition such as Demon Kings. Thankfully things are generally resolved in 4 years if you don't stall the plot or interrupt it somehow, so your bounty won't get to the level needed for Myth grade Constellations to become involved. That said, if you antagonize one in some way, they very well might use the bounty as an excuse to personally attack you. Do be careful, and make sure to surround yourself with allies who don't care much about coins.

Something Creates A Story, A Story Creates Something +200cp

As weird as it might sound, Fables have their own will. Their attitudes will reflect the tone of the story they were born from, and they can start disliking their wielder if they ignore or abuse them somehow. Unfortunately for you, every single one of your abilities and supernatural powers, even your perks, have gained this trait. While they're generally content just staying silent most of the time, like Fables, the more violent or rebellious the ability or power, the more belligerent it will be in attitude. For example, something that lets you defy Fate or fight against gods will be generally rude and intrusive, while those that protect you from great danger both physical and esoteric will be immensely stubborn. If you want to use your abilities effectively, you'll have to not only use them regularly, but also listen to them, to the stories they have to tell. This will of course take quite a bit of time, and if you spurn them later in some way, such as actively refusing to use them in a situation where they'd bring you great benefit or by exploiting them for unintended or unorthodox uses (such as using an ability to restrain people to sustain people in terminal conditions), you'll have to do it all over again, and obviously with greater difficulty due to having betrayed them in the past. Then again, perhaps dealing with so many "people" isn't too stressful for you?

Dramatization +400cp (Mandatory for Constellations)

Just as Fables can grant you great power, so too can they (and often do) impart weaknesses. These are generally appropriate to weaknesses in your legend; someone who was killed or affected by poison in their legend will be incredibly vulnerable to poison, someone who lost a battle will be vulnerable to those reminiscent of their triumphant enemy, and someone who stands triumphant above all will be vulnerable to those who rebel against their authority. You've gained a massive and important weakness along these lines, either appropriate to past events in your chain or some weakness of your choice if there is nothing to draw from. Worse, this weakness will always be as widely known as you yourself are; even if you manage to lay low, the moment someone learns of your existence they'll soon figure out what your weakness is somehow. If this weakness is exploited, you'll find victory immensely difficult, although thankfully not impossible with enough outside aid. On top of this, if you're defeated by someone without exploiting your weakness then you'll gain a new one fitting to your defeat. Thankfully these weaknesses go away when the jump ends.

A Traditional Story +400cp

The earliest Fables of this universe had no protagonists with overwhelming power or advantages. Before the whole "cheat" thing took off, heroes had to fight tooth and nail for every victory they wished to attain. Now, you'll find yourself in a similar situation. All abilities and powers, innate or otherwise, from outside this jump will be locked away from you for the duration of your stay, and worse, you'll be prevented from changing what you are too. Incarnations won't be able to become Constellations, Dokkaebis won't be able to intervene directly in a Scenario (not that doing so is common to begin with), Returnees won't be able to participate in Scenarios as anything other than the antagonists, and Constellations won't be able to directly involve themselves in conflicts without the medium of Incarnations, even in the later Scenarios where they usually can. You'll have to fight hard to keep your place in this world, and sometimes it might seem impossible, but with enough grit you may yet succeed.

[CHARACTER [JUMPER]'S ALIGNMENT HAS BEEN FIXED TO [???]] +400cp

Sometimes, things go wrong. For example, a Calamity in the early Scenarios might decide to not be one. In such situations the Star Stream forcibly corrects things, usually by manipulating the mind of the pacifist Calamity to be hostile. Due to some strange error, you've been subject to such treatment as well, even if you didn't mess with the Scenarios. In short, your "alignment" has been reversed and become the extreme of the opposite of what you were like before. Decent people will become irredeemable monsters, those who are selfish become paragons of selflessness, those who are indifferent will find themselves extremely curious and intrusive regardless of the consequences, and so on. Whatever you end up as, you'll regularly find yourself in great danger that could've been easily avoidable, and you will rarely if ever compromise with anyone. At least you'll go back to normal when the jump ends.

[THE STAR STREAM HAS BEEN NOTIFIED OF YOUR EXISTENCE] +600cp

Oh no. The Star Stream has gotten involved in your entry into this world, and it has decided that you have too much stuff. Whatever your build, you've lost all of it and become an Incarnation if you weren't one already. The perks, items, Companions, and any other powers and abilities you might have have been spread all across the Star Stream, shuffled across the universe as Scenario rewards and loot. If you want to regain your things, you'll have to hunt them down yourself, and get it from whoever might've claimed them before you. Thankfully you're given a Personal Scenario that can point you in the general direction of your stuff, but it won't help you narrow down their location to anything smaller than a country. From there you'll have to search yourself. At least you'll be guaranteed to come across everything before your time is over (assuming you bother searching), so it won't be impossible to gather everything. Which you will need to do, since if you don't get everything of yours back by the time the jump ends then that'll count as choosing to Stay in this world, ending your chain.

Innocence Lost +600cp

The Scenario's rules are not absolute. They can be bent, worked around, or even broken outright. Indeed, this is sometimes necessary to do to be capable of even reaching the end of the Scenarios to begin with. Unfortunately, this is no longer an option for you. You will have to follow not only the letter, but even the spirit of the rules, and any attempts to break them will simply fail one way or another. This means, among other things, that you must kill someone of your own species in the First Scenario, not just any living being will do. Unfortunately this means you won't be able to attain the end of the Scenarios yourself, and you won't be able to just refuse to complete a Scenario when given to you, whether a Main Scenario, a sub-scenario, or maybe a bounty scenario on one of your friends. Take care that you don't end up under the eye of a sadistic Dokkaebi, else you'll suffer quite a bit.

The Great Hall +600cp

The Outer Gods. Horrifyingly powerful beings lying outside the Star Stream, only allowed in when Probability is pushed enough or they are called to act as apocalypses that destroy whole worlds. In truth, they are the abandoned dregs of other worldlines, those who couldn't reach the end of the scenarios, who lost their identity and memories as they transformed into eldritch beings. Those who were powerful enough before becoming Outer Gods retained a semblance of coherency and gained a new identity befitting their new nature, becoming one of the Great Old Ones. The Eater of Dreams, the Master of R'lyeh, the Crawling Chaos, the Dimensional Door, the Indescribable Distance, these and more are all powerful enough to surpass Myth grade Constellations, forcing such beings to use all their power to triumph over the Outer God.

And then there are the Outer God Kings, the most powerful among them, those who reached the Final Wall but couldn't breach it; the Living Flame that rises up from the East, the Master of the Sunken Island, the calamity which rises from the West, the Monarch of the Great Abyss, ruler of the northern universe, the King of Silver Heart, ruler of the interstellar space in the south, and finally the Great Plotter, who arises from a place of nothing. Each of these is strong enough to destroy planets, and wipe out all the islands of the Pacific Ocean of Earth with a mere flick of their hand. Each of these Outer God Kings are perhaps familiar characters; the Constellation Uriel, the Incarnations Yi Ji-Hye, Kim Namwoon, and Lee Hyunsung, and finally the regressor Yu Junghyeok. These Kings are overwhelmingly powerful even to Myth grade Constellations, and the only real recourse when fighting them is hoping for their mercy.

With this drawback, you gain the attention of the Outer Gods. The weakest, nameless ones will attempt to swarm you and the Great Old Ones will come knocking at the earliest opportunity to get to you, although thankfully the Outer God Kings will ignore you unless you're on the level of Myth grade Constellations or higher. Even then, it'll take a lot less Probability to allow them to appear directly into the Scenarios, as long as you're around. Careful this isn't noticed or you'll be shunned by all but your closest allies. What happens if the Outer Gods get their hands on you? Simple, you'll be transformed into an Outer God yourself, losing all your memories and failing your chain, stuck as an eldritch monstrosity from then on. Hopefully you have a plan to escape should you find Outer Gods on your heel.



Scenario

A Single Story

Eternity And Epilogue

(Requires Incarnation)

The Scenarios are made to provide a good story to the Most Ancient Dream. But is it really worth it? Is all the suffering and grief the Scenarios have caused over the eons worth more than a peaceful world? Some people disagree, and with this Scenario, you likely disagree too. In short, you must reach the end of the Scenarios. You'll take the place of Kim Dokja, although not necessarily his abilities or knowledge, and must reach the end yourself, ideally with allies to support you. Needless to say, nobody in the thousands of worldlines has ever managed this.

You'll need to break the rules and work around the Scenarios regularly, as completing them traditionally will see you locked off from the end permanently. Below will be an explanation of the rough path the Main Scenarios take, and some notes on things you must do.

The Main Scenario 1, as said before, is simple; kill one living being or die in 30 minutes. The next couple of scenarios will involve reaching safety and forming into groups, complete with elected leaders for each group. In Korea, for example, groups of survivors gather in the subway stations, due to a poisonous mist permeating the surface of the city of Seoul. Once all groups have a leader, the Main Scenario 4 begins, giving each major group a flag and an HQ, the latter of which will simply be where they are based on when the Scenario begins. They will be given a target HQ they must conquer to progress. There's also a "hidden" Scenario here which isn't all that subtle; conquering HQs other than their target, with each conquest changing the color of their flag. Unfortunately doing this also forces the group to conquer at least 10 other HQs or the entire group dies. This Scenario only ends once there are 5 major groups left, each with a black flag.

The 5 Kings, as they will be called, will then compete for the Golden Throne, which will allow the one who sits on it to control any Incarnation of their dome with its power. On top of that, the sponsor Constellation of the Incarnation who sits on the Throne will rise a grade, Historical Constellations becoming Fabled, and Fable grade Constellations becoming Mythical. The power of the Throne is considered vital to ensure proper cooperation against the coming Scenarios. Unfortunately for you, this Throne must go unused in the dome you are on. See, the power of the Throne is actually sourced from a covenant with an Outer God. If anyone in your dome uses the Throne even once, you won't be able to reach the Final Scenario, and essentially fail this scenario on the spot. The actual contest will be done in a closed off dome arena, where access to all powers and abilities is locked and all stats are reset to level 10. Of course, spending coins isn't restricted, so if you had some saved up this would be a good time to spend them, even if you lose the bonus stats you've purchased once the fight is over.

The Main Scenario 5 will begin once there is a ruler who sits on the Throne or it is destroyed. 5 massive eggs will land on various parts of the dome; north, south, east, west, and the center. Each of these eggs houses a Calamity for the Scenario. Elsewhere, 5 more massive eggs will land together, although these ones house 5 guides to help the Incarnations train and grow in power in order to be able to fight off the Calamities. Both the Calamities and the guides will be from the same world, the Calamities in particular being the same Calamities that destroyed said other world. Korea receives the Calamities and guides of Chronos, China gets the 3rd Murim World, Japan gets the White Demon World, and so on.

However, this Scenario isn't as straightforward as it seems. The true purpose of the guides is to terraform the world to resemble their own planet, indeed those guides are survivors of their worlds who made a deal with the Bureau. After the extremely powerful Calamities are dealt with, you'll have to fight off the guides as well. A curious thing to note is that each Calamity drops a strange protection symbol, which are important in the next Scenario.

The Main Scenario 6 revolves around a warp crystal that needs the 5 protection symbols dropped by the Calamities, sending people from each dome on Earth to a different world in groups of 10; Peaceland, planetary system 9781, a world of tiny and peaceful people. Turns out, it's humanity's turn to be the Calamities now, needing to destroy the civilization of Peaceland until nothing is left to finish the scenario. Refusing to do this or attacking fellow Earth Incarnations sees you debuffed and downsized to the level of the locals. That said, this unlocks a hidden Scenario; saving the people of Peaceland.

For those who stayed behind in the Main Scenario 6, the Main Scenario 7 is waiting for them; revolving around hunting monsters, which is also the point where tier 6 monsters begin to appear in the domes. Once the Main Scenario 6 is over, those who participated in it will participate in the Main Scenario 7 as well. It is worth noting that by this point, if the Incarnations of the dome you are in are too strong overall, the Main Scenario 8 will change to cut down on the numbers or power of the Incarnations. There'll be hordes of monsters of higher and higher tiers every four hours until either half of the Incarnations die or the strongest Incarnation in the dome dies. Thankfully said strongest Incarnation gets a handy notification telling them their status, making it evident (to them) who must sacrifice themselves. Or perhaps the Incarnations in your dome aren't that powerful overall and thus don't trigger this Scenario, although it's unknown what the normal Main Scenario 8 is.

The Main Scenario 9 is a bit special. When it begins, a massive castle will appear in the middle of the dome. Immediately, hordes of demons will start pouring out. The objective of the Scenario is to hunt these demons, particularly the powerful ones, and obtain nine Demon's Proof items to place on an altar in the first floor. Once they do this, a particularly powerful demon will be summoned, one with a Fable and at the tier 3 of monsters. It's here that the concept of Fables are introduced to Incarnations. If they manage to defeat the demon, they'll find themselves in the Abyss Plains, the 2nd floor of Dark Castle, sometimes called the tomb of the Scenario.

The Abyss Plains has no clear condition. It has no time limit either. No reward or failure condition. It also connects not only multiple domes but also multiple worlds. It's the same Dark Castle regardless of the world where it appears, after all. The purpose of this Scenario is to weed out the weak and unambitious; the only way to progress to the next Scenario is to be willing to tell a story yourself, and have the ambition to carry on forwards even when there is no reason to. Indeed, you can stay here indefinitely if you like. One interesting quirk of the place are the rankings, and those who have performed the most notable deeds, such as killing powerful demons, rise in the rankings. It is worth noting that stats are capped to lvl90 in this Scenario.

Additionally, one of the more peculiar settlements in these Abyss Plains is Paradise, a seemingly utopian city walled off from the rest of the plains, where large numbers of Incarnations live their days peacefully. It does hide a very dark secret, however; beneath paradise is a tree, the Perpetual Motion, that consumes Incarnations to generate monsters, most of which retain their human faces for a while after the transformation. Worse, it is this very tree that sustains Paradise; if the tree is destroyed, so will Paradise in short order. This is actually one of the sources of the monsters the Bureau uses in the Scenarios. It is ruled by the demon Reinheit, who is #2 in the Dark Castle rankings.

So, how do you progress? You must reach the top 10 in the rankings. Then, you'll obtain the qualification to progress to the third floor and meet the 73rd Demon King there, who you must kill to complete Main Scenario 10. You can take up to 4 other Incarnations with you at least. It is worth noting that Kim Dokja angered the big Nebulas significantly by this point, causing them to intervene in the Scenario despite the Probability penalty, killing the Demon King before he got there. Thus the Scenario was changed to force one of the Incarnations present to become the Demon King and die to complete the Scenario. If you're grown too quickly, shown too much power, or managed to avoid losing anybody important by this point, you'll likely suffer a complication of similar magnitude. Are you willing to make the sacrifice needed to progress?

Finally, after the Demon King is dead, you can return to Earth, where the domes will be lifted, and the Scenarios spread to the rest of the planet. You can consider the tutorial Scenarios to be over at this point, and the real Scenarios will begin. From the Main Scenarios 11 to 45, you can replace them with Personal Scenarios assigned by Constellations, usually your sponsors, or stay on Earth to perform the Main Scenarios there. Either way, by this point the stat level cap is lifted entirely, and Incarnations will generally be expected to start focusing more on Fables and Skills than raw stats. Additionally, the further you go into the Scenarios, the more commonly you'll see Constellations appearing directly, whether as symbolic bodies or by possessing their Incarnations.

Of course, by this point the Scenarios really open up, so instead of detailing the path the Main Scenarios take, a few will be mentioned instead. For example, in the 73rd Demon Realm, the Main Scenario 25 is the Demon King Selection, an opportunity to obtain a Great Fable and obtain the status of Demon King for whoever succeeds. In Earth, Main Scenario 45 is the appearance of the Returnee Alliance, who will be morphed into monsters until they manage to inscribe something in an assigned place.

However, the Main Scenario 46 is special. It is entirely optional, and if you have a sponsoring Constellation, you can just skip it to go join their Nebula at this point. Even if you don't have a sponsor, if you receive invitations from Nebulas you can join them anyway. If you don't have a sponsor or don't want to skip the scenario, you can participate alone or as part of a group. Unfortunately, even if you choose to participate alone, this Scenario cannot be completed alone. So what is this Scenario? It is called Proof of the Stars, and completing it lets you officially form your own Nebula. Of course, it's advised you do this, as it'll give you less complications when trying to reach the end of the Scenarios.

The Scenario itself consists of a series of rooms, each with two people and a 'star' in the middle. Whoever grabs the star gains complete control of the other person, but also gains the Traitor Fable, marking them as untrustworthy from then on. If, however, neither person grabs the star before the 3 hour time limit is up, the Scenario will also be completed as normal, having proven each other's trust. In this case, both members will gain a Fable signifying their bond together.

After the completion of this Scenario, your newly formed Nebula will be transported to the interstellar city Context of Constellations. Just like it sounds, this is the starting point where Constellations participate directly in Scenarios alongside Incarnations. From here, Main Scenarios 48 to 64 are not only optional but can be taken in any order. They will generally be things such as Olympus' Gigantomachia festival, which regularly celebrates the Greek gods' victory over the Giants. It is recommended you complete a few Scenarios for the sake of growing stronger, but if you want you can just skip directly to Scenario 65, which upon completion will take you to the second Context of Constellations, which covers Scenarios 66th to 98th. As an example, the Main Scenario 80 is the Great War of Saints And Demons, a massive battle between the Demon Kings and the Eden Nebula, in other words, the Absolute Evil and Absolute Good factions.

After some time of being at this level, ideally about 4 years in, you'll find that Earth enters the final dozen Scenarios, the most important of which is the awakening of the Apocalypse Dragon. By just waking up it'll wipe out a full quarter of the Star Stream, and the initial tail flick of it generates three immensely powerful shockwaves, each stronger than the last. The final shockwave is even powerful enough to completely obliterate Myth grade Constellations who do not have extensive support from allies. After surviving this tail flick the Scenario will guide you towards sealing the Apocalypse Dragon, which you really should probably do. After this, should you have gained the attention of the Outer God Kings (almost a certainty really), you'll see them show up directly on Earth to destroy it. Thankfully they hold back quite a bit, this is their home planet after all, and with a lot of effort and understanding of their personalities, you might even be able to talk them down into joining you instead of destroying Earth.

By this point you will need to meet the qualifications to enter the Final Scenario. How do you do this? By gathering a series of Great Fables that together form a grand saga of your adventures. Beginning, Development, Climax, Conclusion, and finally, a Great Fable tying it all together. Should you have worked together with your allies and struggled greatly in your journey here, you should've been able to form a compelling tale of your exploits, and will be able to enter the Final Scenario. Needless to say, if you haven't managed to obtain five Great Fables by this point, whether by avoiding great risk or simply overwhelming everything in your path, you fail this scenario on the spot. Let's hope you were playing along, yes? Alternatively, you might be able to find the location yourself, but you'll see unreasonable amounts of resistance if you want to get in.

In the Final Scenario proper, Main Scenario 99, you'll find the Final Ark and the Final Wall. You'll be offered a spot in the Final Ark, which you must reject. It'll just set you all the way back at the start, after all. Trying to reach into the Final Wall and beyond it will see you branded as an Enemy of the Story, and the entirety of the Star Stream will be summoned to fight you off. Every single Incarnation and Constellation will do their best to stop you. You must first destroy the Ark while fighting off this immense army, and only then can you enter the Final Wall.

In the Final Wall, you will meet the Dokkaebi King. The creator of the Star Stream and the Bureau, and the one who orchestrated the state of the universe. They have access to everything that exists within the Star Stream, and is powerful enough that even all five Outer God Kings wouldn't be able to do more than restrain him. You must defeat him or prevent him from blocking your path somehow. You'll have to harness all your power to finally reach the edge of the Final Wall, and will find it is impossible to destroy with brute force.

Instead, you must read it. Everything that has ever happened in this universe is written in that wall, and you must read all of it, understand it, and find the plot holes within it. If you manage to accomplish this, you will find at least four. In these plot holes you must insert each Fragment of the Final Wall that can be found in this universe. The Wall of Impossible Communication, the Wall That Divides Good And Evil, the Wall That Decides Samsara, and the 4th Wall. If you've purchased the Fragment Of The Final Wall perk, then that one will work too. Only after you've inserted all four Fragments will the Final Wall open up and let you through. Finally, you will be able to meet the Most Ancient Dream personally. What will you find? An eldritch being? A sadistic god? No. The Most Ancient Dream is something else.

You, jumper, in your childhood. Before your chain even began, daydreaming about your adventures and the world you've lived in for so long.

You must end the Most Ancient Dream.

Of course, you can kill this younger version of you, which would certainly work, but there is another way. You must end their status as the Most Ancient Dream after all, not specifically their life. You can solve some problem you might've had at this point in your life, like how the lonely child Kim Dokja was adopted by the Outer God Kings in the canon story. Of course, if your childhood was a happy one, then merely having a chat where you reveal who you are will suffice to finish this scenario.

After doing all this, you will finally receive your reward; you will become the Most Ancient Dream yourself. You'll become the being who reads and dreams this world into existence. You can bring this universe with you to future jumps if you wish. Aside from being able to watch any and all timelines of this universe with little issue, indeed doing so subconsciously for the most part, you do gain immense power. Particularly, you're able to modify or empower any abilities you have to an absurd extent. For example, an ability that has a limited duration can have said duration simply set to infinite, or you can simply bypass any requirements to use a particular ability entirely.

Seeing as you've completed this scenario as a jumper, you also gain a little extra; you'll be able to control how Probability works. Perhaps you'd like to change Probability such that it encourages an idyllic utopia instead of dramatic conflict, or maybe you'd like to make it orders of magnitude worse and make the entire universe an anarchic hellhole. Or maybe you'll just leave it as is. It's your choice now. As a final note, you may choose to use this scenario as an Endjump, gaining your Spark upon completion and finishing your chain. This is entirely optional, of course, in case you're still not satisfied with your Chain and wish to go on.

Notes

If you want to become a Constellation the hard way, you have to build up 5 legendary stories around yourself. They must be legendary stories specifically, those which are particularly noteworthy, not just any story will do. Incarnations generally only become constellations halfway through the scenario if they manage to do so at all, and one of the Main Scenarios (the 46th one) is even about the debut of new nebulae of constellations. Notably, never choosing a sponsor during the early stages of the Scenario seems to make doing this far easier if it's not mandatory outright, even if it's also technically harder since you'll lack the reliable support that a sponsor will bring. Becoming a constellation before the 10th Main Scenario is over is unprecedented but not impossible if you have a big enough impact.

On the Star Stream and the Bureau

So, you may be wondering what exactly the Star Stream is. For all the bullshit it puts people through with the Scenarios, clearly it can't be anything good, right? Unfortunately, it is vital to the continued existence of this world. See, this world is a story, fundamentally speaking. The Most Ancient Dream reads it, dreams of it, and thus it exists and time marches forwards. When it stops reading and imagining, so does the world cease to be. Thus, the Dokkaebi King devised the Star System, to ceaselessly put the world through Scenarios so that it may remain interesting and exist another day. The Bureau generally handles the small details while the Dokkaebi King himself directs the Main Scenarios. The Star Stream's destruction would mean the erasure of the entire world, with the only recourse being to flee to a different worldline/timeline. After reaching past the Final Wall, Kim Dokja managed to change this a bit for the worldline he lived through, but the Star Stream remains vital to other worlds. As infuriating as the Scenarios might be, if you're planning on destroying the Star Stream it's advised you do something to prevent everything else from going down with it.

Both Immortal King and Eight Valleys, Eight Mountains, Eight Lives serve as a bunch of 1-ups, meaning your chain doesn't end if they respawn you. Likewise do the The Third Way and The First Way perks act as 1-ups.

All of the following perks can be evolved to both greater potency as well as greater versatility thanks to being Skills, Attributes, or Fables, such as for example Predictive Plagiarism letting you summon people by writing about them if you train it enough.

Lie Detection
Cooking Lv???
Gate Of Monsters
Violent Judge
Mirror Eyes
It's Game Time
Pebble And I
Avatar
Prophet
Of Steel
Predictive Plagiarism
Loved By All

v1.0