Second Coming of Gluttony



At the brink of death on an otherworldly battlefield, Jihu Seol is granted the chance to relive his life. But all magic has its limits, and Seol only retains a few fragments of the man he will become. Memories of a future he has yet to live manifest in sporadic dreams and magic grants him unearned luck. When his magic fails, Seol's life takes a turn for the worse. Desperate and alone, he's approached by a mysterious woman with an offer that will change his life forever. Will his dreams be enough to save him from the horrors that lie ahead?
For your time here you can have this: +1000CP. spend it well.

Origin:

Earthling: You may be familiar with these people. They are normal humans from the planet Earth who have been invited to a fantastical world full of fantasy and adventure. First off when you start your jump we will send someone to give you your invitation after which you will go into the Tutorial. The Tutorial is a set of tasks needed to prove you have what it takes to make it in Lost Paradise. If you survive the Tutorial you will get to the Neutral Zone, an area filled with shops, training areas and missions to strengthen yourself and earn your place in Lost Paradise. Additionally if you die in Paradise you resurrect back on Earth though without memories and you are unable to talk about Paradise directly while on Earth. Earthlings are limited to being Humans.

Paradisian: The world called Lost Paradise is home to many different peoples like humans, dwarves, beastmen and others. These are the natives the Seven Sins have summoned Earthlings to protect, but you aren't one to need protection are you? You will be given a simple home and a job fitting for one of your talents if you wish. For race you can be anything native in Paradise from the simple humans, dwarves and fairies to the monstrous vampires, succubi and dragons. Anything without Divinity is fair game.

Outsider: Now this is an umbrella term for those who don't originate from either Earth or Lost Paradise. Among them are the Parasites and Fallen Angels. One which came to this world to conquer and the other that came to protect. No matter who you are, you will be treated worse than other races by the natives simply because you aren't supposed to be here unless you have a way to blend in and hide your identity. For race you can either choose to be a Fallen Angel or a parasitized version of any other race. Anything without Divinity is fair game.

Time:

1. Parasite Queen's Invasion: While not initially a violent time since the Parasite Queen decided on subterfuge instead of war that won't be the case in a short time. Once the Parasite Queen has tricked the Chief Deity and taken his divinity that will quickly turn the Empire into a hell. Perhaps you can prevent this tragedy from taking place somehow? Restricted to non-Earthlings.
2. The First Earthlings: Once the Seven Sins started getting worshiped they put in order a system to give Earthlings the ability to travel to Lost Paradise and gain the power needed to oppose the Parasite Queen. At this point the Tutorial and Neutral Zone hasn't been established yet so all Earthlings must manage without.
3. March, 2013: The time when the prodigy and bastard Sung Shihyun first entered Lost Paradise. He was the first to gain a Gold Mark and used it to get a huge leg up this early. At this point the Parasite Queen is on a huge winning spree, perhaps you can help the heroes to seal and slow her down?
4. March, 2017: The time when the main character and asshole Seol Jihu is thrust into the world due to his gambling addiction. Depending on which timeline you choose in the Toggles/Drawbacks he is either a Red Mark / Slave or the second Gold Mark in history. This is the turning point in history where destiny is almost set in stone, if you fail here it might result in the death of millions.
5. March, 2018: A year later, depending on the timeline Lost Paradise is either on the decline into a horrible disaster or closing in on the final battle that will decide the fate of the world.

Feel free to change what Time Period you appear in as long as it's possible for your origin.

Locations:

Earth: All of these locations are restricted to Earthlings, roll a 1d10 to choose from this list where you start. You're free to choose where in the rolled location you start. Alternatively you can pay 50CP to choose exactly where you start.

1. Zone 1: Korea
2. Zone 2: Europe
3. Zone 3: Germany
4. Zone 4: North America
5. Zone 5: Asia
6. Zone 6: Africa
7. Zone 7: China
8. Zone 8: South America
9. Zone 9: Oceania
10. Free Choice!

Where you start on Earth has little effect once you transfer to Lost Paradise except for what people you take the Tutorial with and where you appear if you decide to take a break in Lost Paradise and go back to Earth.

Lost Paradise: Now this is the place that really matters, for Earthlings you don't get a choice where you appear since the Neutral Zone is always close to Scheherazade. For Paradisians and Outsiders however this choice could spell Glory and Riches or Horrible Agonizing Death depending on where and when you appear. Either roll a 1d12 or pay 50CP to choose.

1. Scheherazade: This is one of the seven cities still under control by Paradisians in current times. This is the biggest and most prosperous of the cities thanks to Sinyoung establishing their company in these parts, cooperating with the royal family and being located in the center of human territory. But not everything is as it seems at face value, something sinister is brewing under the facade of peace.
2. Haramark: This is one of the seven cities still under control by Paradisians in current times. Haramark is also known as the City of Crime and is the only city untouched by Sinyoung, it is the only place where the Earthlings are given free reign. Only reason the city is still relatively peaceful is due to Sicilia cooperating with the royal family to keep the chaos under control. It is located south of Scheherazade.
3. Eva: This is one of the seven cities still under control by Paradisians in current times. Despite Haramark being called the City of Crime Eva is still worse off. Where Haramark cooperated with Earthlings to keep some semblance of peace the ruler of Eva is manipulated to ignore all the crime happening resulting in slavery and other crimes being committed to the natives. It is located east of Haramark and borders the Federation.
4. Odor: This is one of the seven cities still under control by Paradisians in current times. Not much is known about this city except that it's located southwest of Scheherazade.

5. Nur: This is one of the seven cities still under control by Paradisians in current times. Not much is known about this city except that it's located northwest of Scheherazade and is a port city.
6. Grazia: This is one of the seven cities still under control by Paradisians in current times. Not much is known about this city except that it's located north of Scheherazade.
7. Caligo: This is one of the seven cities still under control by Paradisians in current times. Not much is known about this city except that it's located east of Scheherazade.
8. The Heart of the Empire: This once was a beautiful capital showing the elegance and power of the Empire, perhaps still is for you, but in the time of the Earthlings this is the most dangerous place in the world. Here lies the Parasite Queen, guarding a passage from an Evil God who wants to take her place. Pray you do not enter here Jumper, unless you are an ally to the Parasites.
9. The Federation: The capital of the resistance, the various races opposing the Parasites. These are a varied people who once held hatred towards each other but now reluctantly fight alongside each other against a greater foe. Somehow they're holding on but the fight can quickly turn against them at the drop of a hat.
10. The Forest of Denial: Hope you have some mental resistances Jumper since you will need them here. This forest is the tomb of a vengeful spirit, sealed by a spell meant to deny. This spell can affect others as well so pray you do not deny something important like your life.
11. The Delphinion Duchy: Near the city of Haramark, this castle was a research center that once worked to find a way to oppose the parasites but now serves as a breeding outpost for new parasites. For the men you need only fear death but for the women your fate might be way worse.
12. Free Choice!

Starting Class:

Warrior: The most common class since all those who aren't qualified for other classes become warriors. That doesn't mean warriors are useless however as most of the high rankers and unique rankers are warriors.

Archer: This class can go one of two ways, either they focus on combat prowess dealing great damage at a distance or they focus on tracking like detecting enemies and finding the correct path in labyrinths.

Priest: There are two ways a priest can progress, well three if you're mentally challenged. Either you focus on healing or they can focus on buffing/debuffing and curing ailments like curses.

Magician: There are several paths for magicians but most either focus on casting spells or performing alchemy to create potions or constructs. They are quite free in the way they can choose to go since magic is very versatile.

Perks:

Perks for your origin and class are discounted while 100CP perks are free.

Free - Paradise System - A system created by the Seven Sins resembling modern video games from Earth, it was made so Earthlings could gain the power to protect Paradise and designed so that they could understand it in the form of a Status Window. The status window concludes general information like age, height and the date they were summoned along with their mental traits i.e personality and talent, their stats, their skills and their cognition i.e emotions and true nature, more information in the Notes. They also gain access to a class and the ability to level up through using contribution points and speaking to one of the Seven Sins. Now you as a Jumper gain some extra features, firstly you gain access to this system even if you're not an Earthling and secondly the effects from having this system doesn't disappear when you leave Paradise like for Earthlings.

Free - Basic Mana - Mana is the domain of humanity, in this world humans are the only ones capable of wielding it but that restriction obviously doesn't affect you. The way mana works here is that you have a core that produces mana and circuits that distribute it through your body, your mana is also normally fixed at birth though you can grow it but only by small amounts and through arduous exercise. You are also capable of combining your mana with any other type of mana or magical energy you have access to, even being able to convert foreign energies to add to your own and being able to grow a mana core and circuits similar to yours in others, however how you do so is up to you.

100CP - Prep Time - So you've chosen the time when you want to start the jump but maybe you don't want to be thrust into the plot directly? Perhaps you want some years to prepare or similar. For example you can choose to enter Lost Paradise in 2017 but start the jump five years prior in 2012 on earth giving you 5 years to prepare for Lost Paradise. Similarly in future jumps you can do similar things to prepare for your proper jump. though you still need to spend the full time of the jump or at least to the "end" of the story.

100CP - A Righteous Man - A rare thing to find in Lost Paradise, but it wasn't always like that, once upon a time there were plenty of chivalrous people here but now mostly only filth remains with the ones fighting for a better future being systematically removed. Though rare, Lost Paradise has now received a new champion who will do what's needed, who won't stray from their path of what is right, someone who will go above and beyond for what they believe in. You have incredible willpower allowing you to fight day and night for weeks straight and a will that never strays from your goal or gives into temptation or despair. You will be able to keep pushing without end if it is for a righteous cause and any being that is capable of it will be able to recognize your righteous heart.

100/200/300CP - Message from the Future -In a possible timeline everything goes horrible, so much so that a version of you sends a message back in time to prevent it from happening. For 100CP this is just feelings that are sent back, these feelings will manifest in a dream and hopefully sleepy you won't just forget everything about that dream. For 200CP they send their dying body back in time to personally warn you about the future. For 300CP they sent their memories in their entirety back in time, effectively sending your entire consciousness back. No matter what tier you buy you gain the innate talent [Future Sight],

this gives you a growth boost when learning skills your future version of you have already learned and allows you to mantle the future version of you giving you access to all their skills and experiences, however some can be damaging if your body is significantly weaker than theirs. Your future version of you gain 800RP to spend in the Realm section that you can borrow each time you activate [Future Sight]. In future jumps you can choose to have scenarios where a version of you sent a message back in time related to the plot of that world whatever it is, just Fanwank.

200CP - Training Masochist - When it comes to training you can push yourself beyond mortal limits, even when your body is breaking down at the seams you can continue to push yourself for your goal of growing stronger and boredom won't come to you even after 7 years in isolation as long as you keep training. Eventually the pain you feel from your hellish training will become a comfortable warmth making you push yourself even harder. Don't worry however, as long as you have the Paradise System you won't damage yourself by overexerting yourself, no instead you will see yourself push past limit after limit with no end. This doesn't allow you to grow any faster mind you but there is no limit as long as you keep pushing yourself to the brink.

200CP - King Maker - Not all who enter Paradise must be a fighter of some kind, some become builders or scam-artists or something of a business man though you have become a trainer. You possess great knowledge of all types of fighting styles and the capability of teaching it to others in ways they can understand. But that isn't where your true nature shines, no your true power is in enhancing your trainees bodies by using techniques like acupuncture or massages to forcibly increase their bodily potential allowing them to get more gains through training and to help heal their bodies.

400CP - The Golden Constellation - The Brightest Star, a being with growth speed and potential that not even a god can estimate. The Golden Constellation holds potential even greater than the Chaos Constellation that banished the Parasite Queen to this world to begin with. Many beings avoid interacting with this star due to its ability to grow when stimulated, the more hardship this star endures the faster it's growth will be. Additionally a constellation is not just one star, the light from The Brightest Star shines on those around it meaning that all who stand by your side benefit from a lesser version of this effect. Beware however that when you take on the fate of this star that someone might want to nip this bud before it becomes a problem.

400CP - Artisan of Infinity - The great existence living at the peak of craftsmanship. The Artisan of Infinity is a chef beyond imagination, being great enough to make gods addicted with their food and making normal people enslave themselves just to taste their food again, the taste of their food is simply beyond mortal comprehension. The way they have achieved this is simple, absolute precision in everything related to the cooking process. The amount of water, the cooking temperature, the cooking time and amount of each ingredient, everything is simply flawless but can become even better by having deep knowledge of the production process of everything you use in the cooking, like how wheat is grown and made into flour. You now are the Artisan of Infinity and any god who meets you will show you the respect befitting your station. Of course you need some research to do any dish, you can't bake a cake without knowing what ingredients you need or the normal process.

600CP - Zero Code - This is an artifact containing a fragment of the will and power of a Heaven Rank 10 God, its power is to grant wishes like teleporting between worlds or turning back time. Now you have taken Zero Code within yourself making its power yours though since this power is not inherent to you you will only be able to exercise its power once every year for minor miracles or 10 years for greater ones. It also enhances some of your perks in the form of a **Capstone Booster**.

Earthling Perks:

100CP - Bronze Mark - The first of the invited and most common mark aside from Red Marks. Being invited means your benefactor thinks you're worth the investment and brings you some benefits compared to Red Marks. You'll get a bronze colored bag with an expansion enchantment, a box with a random item like a spell talisman and a solid 500 survival points you can use during the Neutral Zone. In future jumps you will get similar items of the same quality fitting for that world.

200CP - Silver Mark - If you get this mark it shows your benefactor really wants you to succeed, this is normally the best mark one can get their hands on. The expanded bag you'll get is of greater capacity than the bronze bag and you'll also get two random boxes, 1000 survival points and a 5x multiplier of all survival points you earn during the tutorial. In future jumps you will get similar items of the same quality fitting for that world.

400CP - Gold Mark - This is the best mark that one can get, only 3 persons have ever gotten one during the story. The expanded bag you'll get is practically infinite, only limited to the size of objects you can put inside. Other than that you'll also get three necessary boxes giving you what you need the most like an upgrade to an ability or a blank talisman that always has the most suitable spell for the situation, in this world at least one of those boxes will be a talisman. You'll also get 5000 survival points, a 10x multiplier to survival points you earn in the tutorial and a guidebook to the tutorial. In future jumps you will get similar items of the same quality fitting for that world.

600CP - Nine Eyes - This is an innate ability that allows you to see in special colors with each color indicating a special thing:

- Green: General Observation, indicates safety but also allows you to read others status windows and appraise the quality of items.
  [Capstone Boost] - Unlike the canon version your observation cannot be blocked and you can observe stuff and people outside of Paradise's System.
- Yellow: Attention Required, indicates a slight danger that can be easily evaded if you think straight.
  [Capstone Boost] - You will also be able to see a few seconds into the future that is precisely controlled by using your mana.
- Orange: Do Not Approach, indicates a not immediate danger to you unless you choose to stay near.
  [Capstone Boost] - This will also allow you to see mana and other exotic energies as waves in the air or liquids under people's skin.
- Red: Immediate Retreat Recommended, indicates grave danger that could get you killed.

[Capstone Boost] - You will also be able to filter your vision through different layers making you able to see through walls for example.

- Black: Escape Immediately, indicates extreme danger to you, meaning certain death if you remain.
  [Capstone Boost] - You will also be able to see stuff very clearly, practically allowing you to zoom in and out to see stuff really close and stuff really far away, with some training you could also learn how to curve your vision, possibly allowing you to have global vision.
- Gold: Golden Commandment, People or objects will affect you how you treat them: goodwill with goodwill, trash with trash.
  [Capstone Boost] - You will also be able to see a person's character, how they are as a person and what their personality is like.
- Blue: Destiny Selection, Destiny is a peculiar thing, often set in stone but can easily be altered by a small act. People or objects colored have a destiny you can change, when observing them you are warned of their current fate in the form of a vision, what comes after that is up to you.
  [Capstone Boost] - You will also be able to see strings between other people with different colors showing what relationship they share.
- Indigo: Fate Pioneering, like Destiny Selection but centered around you. It will show you a possible future for you whenever you receive advice or similar, what may happen if you go down that road.
  [Capstone Boost] - You will also be able to see strings connecting you to other people with different colors showing what type of relationship you have with that person and how they think of you. You can follow a certain string to find that person no matter where they are, if it's somewhere you can go at least.
- Violet: Stellar Evolution, similar to both Destiny Selection and Fate Pioneering, Stellar Evolution allows you to see the future but instead of being centered around an individual and showing the fate surrounding them you will instead see the grand picture, the choices that dictates the fate of the world.
  [Capstone Boost] - With this you will be able to directly see the trajectory of the stars and even disguise your own star against others who can see it.

Each function is controlled by using mana or any other internal energy you have access to and simply possessing these eyes elevates your mana stat to Intermediate (High). If you bought Message from the Future your Nine Eyes and Future Sight will fuse into Future-Gauging Nine Eyes that allows you to predict the future based on an analysis of the present. Optionally you can have your eyes shine in all the colors of the rainbow when activated.

Paradisian Perks:

100CP - Tactical Mind - The natives of Paradise are weak, at least compared to the Earthlings and Parasites though this does not mean you can't compensate for this weakness. You have a great intellect allowing you to easily plan and organize making you a great military commander or leader.

200CP - Human Lie Detector - An innate talent with very simple function, you can tell whether someone is lying or telling the truth. This lie detector works in person, on a call or even through text.

400CP - Royal Oath - All the royal families got a promise from the Seven Gods in exchange for helping them implement the system of summoning Earthlings. This promise is the royal oath and essentially works as a wish, now this wish is not all powerful since the gods aren't all powerful but it can do some great things like granting someone access to the Satisfy System or resurrecting a loved one. You are allowed to make a wish once every 10 years at this level.

600CP - Imperial Engineering - The Empire was the greatest civilization on the planet and held such a domination over all other species and kingdoms that it was a shock to all when they fell to the parasites. What made this Empire so formidable was their knowledge of mana and how to utilize it in their machines, all of this knowledge is now yours to do with as you see fit.
[Capstone Boost] - Your knowledge of magical engineering has gone beyond the expertise of all who have ever existed, it is so great that there is no longer anything new for you to learn. All ways to use mana in machines is now known to you though you still need the materials to implement it.

Outsider Perks:

100CP - One of You - The only foreigners that are somewhat accepted in Paradise are the Earthlings who were summoned by the Gods to help them, all other foreign races face some type of hate from the natives. Even the Fallen Angels whose goal it is to help free Paradise from the Parasites face harassment from their own allies, thankfully you won't need to worry about this as you are excellent at blending in with the populace and disguising both your race and your origins so that no one can find out who you are unless you let them.

200CP - Parasitization - The parasites are peculiar beings, most of them aren't born as parasites but instead converted through infection, this is what happened to most of the oppressed species that decided to side with the Queen like succubi and vampires. Becoming parasitized removes your need for sustenance and optimizes your body to the peak of what biology is capable of, it is up to you however if you want this parasitization to be visible or if it's just internal.

400CP - Built-In Weaponry - Some Parasites have a biology that doesn't really make much sense, sure blade like appendages somewhat checks out but inbuilt sniper rifles are a bit insane. As is your biology as well now, your body contains hidden biological weaponry of your choice, want your arm to fold to show a biological shotgun? Sure, go ahead. Maybe a biological grenade launcher in your stomach? We can do that for you, any type of modern weaponry we can incorporate within your fleshy body.

600CP - Stolen Divinity - The Seven Heavenly Virtues and the Chief Deity, gods originally governing this world were slain and their divinities stolen. The Parasite Queen consumed them and granted the seven virtues to her most powerful subjects who themselves tried to

consume their divinities, most failed to fully consume them and instead gave parts of their divinites to their armies. Whether one of the old army commanders died or you replaced the original you now have gained one of these divinites and I doubt that you as a jumper would fail to fully digest that divinity.
[Capstone Boost] - You are able to make your own Divinity based on whatever you represent and you will be able to steal and absorb the divinities of other gods to either expand your repertoire of Divinity or to strengthen your own Divinity.

Warrior Perks:

100CP - Mana Reinforcement - Warriors are not expected to have great mana since that is usually reserved for spellcasting and such. The truth is however that mana can be used for combat in many other ways such as coating your body in it allowing you to transcend your normal limits. You have mastered this basic art so there is only room to grow from here.

200CP - Sword Qi - Another mana technique made for Warriors, what you can do with this is form constructs out of mana such as mana spears to throw and enhance your weapon by circulating your mana through it like it was part of your body. The quality of these processes will depend entirely by your proficiency in these arts and your quantity and purity of your mana.

400CP - Intuition - A rare skill that only a scant few have the ability to learn, it involves sensing your surroundings without picking up any stimuli but just trusting your instincts, this allows you to detect any threats around you including those that any of your other senses would have usually missed.. What truly makes this a powerful skill though is that it's a great framework for developing any new techniques by simply sealing your other senses and relying on your intuition instead, this allows you to learn skills faster and use them more naturally since their use is engraved into your body and instincts instead of your senses and mind slowing it down.

600CP - Awakening Skills - These skills are made to give you a boost often in exchange for a debuff like doing damage to your body the longer you use it. You are now an expert on devising new awakenings skills, even being able to make ones specialized for certain effects like only speed and know how to make the skills more effective by giving them drawbacks.
[Capstone Boost] - You are also able to stack multiple awakening skills on top of each other, though keep in mind however that just because the awakening skills don't conflict won't mean that your body can handle your increased power.

Archer Perks:

100CP - Jack of All Trades - This is a very useful trait for any archer to possess, this grants you competence in all types of activities meaning that whatever you try your hand on (and if it's possible to perform in the first place) you will at the very least do it above average. It also grants you an affinity for spirits allowing you to easily communicate with them and form contracts if someone takes a liking to you.

200CP - Trapper - Archers are not like warriors in that they can't run in and throw fists however they want, no they need to be cunning and prepare for their encounters and you are an expert on this. If you know an encounter is about to happen you will be able to expertly use your surroundings and whatever you and your team have on you to lay out traps for your enemies.

400CP - Sharpshooter - There are normally two routes an archer can go when they class up and that is either damage or tracking and this perk will help you with the former. For whatever range weapons you use you can enhance your shots by imbuing your mana meaning your mana stat will directly affect the damage on your shots, you will also have greatly enhanced eyesight and aiming so that you can actually land these shots as well.

600CP - Pathfinder - This perk helps you with the other path for archers, tracking. Now no being will ever be able to escape you since you can just follow their tracks no matter how minute or nonexistent they seem to be, even if it's been years since those tracks have been made you will still easily be able to make them out and find where they went.
[Capstone Boost] - Now this goes beyond the realm of believability, just by looking around you will be able to accurately determine everything that has ever happened at that place no matter how far back, like this no small detail will ever escape your eyes when examining a crime scene.

Priest Perks:

100CP - Healing Proficiency - Really this is a most for any budding priest class. This acts as a simple guide for how to use your mana in healing yourself and others while also acting as a 50% bonus to healing efficiency.

200CP - Exceptional Buffer - Priests are not only medkits, they can also serve as buffers giving the fighters an added buff. Anything quantifiable about a person you can improve by expending mana but there are two ways you can go about this. Either temporary strong buffs that disappear after some time has passed or permanent small buffs where if you ease their bodies into it they can make the

400CP - Ritual Overload - All priests have the ability to cast spells one level above their station through the use of rituals though this process drains them heavily and creates loan in holy power that they need to pay back. You however are better than those normal priests, any magical effect you know you can cast through a ritual and without injury to yourself but you still need to pay back the energy consumed with the only drawback of not being able to draw on that energy until then.

600CP - Miracle Worker - The harsh truth of reality is that you cannot save everybody. Except if you purchase this that is. Now no matter how damaged someone is, what their ailment is or how difficult to treat they are you can now find a way. Even if they liquefy their organs and are only held together by their mana you can somehow stitch them together. Nothing is impossible for you so long as they're still alive.

[Capstone Boost] - Now those you heal no longer need to be alive anymore, as long as you have a way to call upon someone's soul you will be able to bring them back to life even if you have to construct a body for them from scratch, which for you is only mildly complicated.

Magician Perks:

100CP - Exceptional Mana Capacity - There are two parts to casting spells with mana, one is your core that generates and stores the mana and the other are the conduits that transport that mana through your body to form spells. While your conduits aren't changed from this your core has seen an explosive growth possessing both extreme capacity and extreme regeneration meaning that you could keep casting spells for an extremely long time.

200CP - The Art of Creation - Magicians aren't all about casting spells, one of the most popular magician classes is alchemist and those often do work in construction. Your arcane might can now be used perfectly for any type of crafting or creation, the only limitation is your knowledge in what you want to make, your control of your mana and the amount. If you train hard enough you could easily conjure stuff from pure mana, matter is energy after all.

400CP - Sensational Mana - What mages generally lack compared to fighters are the senses and intuition formed through their gruesome training, but that doesn't mean you can't use magic to achieve a similar effect. You are able to spread a small part of your mana through the atmosphere around you allowing you to sense through it. This means you have a sort of local omniscience wherever you form your mana, though you need to train to increase the range without overworking your brain. You start out with great control however, being able to do things like read books using only magic, you nerd.

600CP - Your Own Path of Mana - There are three established ways of magic in Paradise and those are that of a Magician, a Sorcerer and a Mage. A magician uses mana through fixed laws according to a standardized system while a sorcerer borrows power from supernatural beings or mysterious powers to replace formulas with spells to control the flow of mana. A mage however is someone who pioneers their own path in how they utilize mana, something you will now have the intellect, knowledge and creativity to pioneer your own, unique path to utilizing mana.
[Capstone Boost] - This whole pioneering your own path would certainly be a whole lot easier if you knew where the other paths lead. With this your knowledge of both Magic and Sorcery are unmatched along with your knowledge of the seven magic systems that are Necromancy, Anti-Evil, Summoning, Alchemy, Elementalism, White Magic and Black Magic. With this knowledge base it will be a cinch finding an untreaded path.

Realms:

Enlightenment or Realms are realizations made by exceptional people who manage to grasp understanding of something illogical and making it work for them. These techniques are completely independent of Paradise's system and such does not need any pre-requisite. You get a free 400RP to start and can convert CP to RP at a 1:2 ratio

200RP - One With Your Weapon - This is a Realm where a weapon becomes a person and a person becomes a weapon, this Realm allows you to move your weapon intuitively as if the weapon and your body became one and the same.

200RP - Heart and Soul - This is a Realm which focuses on quick reactions and speed, essentially being able to go from resting to attacking in an instant with their quickdraw.

200RP - Flying Weapon - This is a Realm that allows their user to control their weapon telepathically letting it fly and recall it to their hand with a thought.

200RP - Formless Weapon - This is a Realm where the user suddenly makes the weapon appear where it shouldn't be without moving it, in other words making their weapon invisible and intangible and making it move without directly affecting it.

400RP - Perfect Harmony - This is a Realm where the state of one's will and one's actions become one and the same without the slightest difference. In other words when the mind decides on something the body immediately performs it.

400RP - Thousand Weapons - This is a Realm that abuses space to create the impression of having thousands of weapons raining down on the opponent.

400RP - Mind Weapon - This is a Realm that lets the user manifest their weapon in their mind in reality and throw that weapon with no gestures at a distance.

400RP - Peerless Flawlessness - This is a Realm that pursues perfection through eliminating their flaws, your body will be able to move with near absolute precision even being able to cleave small objects like a fly's wings with their weapon.

600RP - Heart Weapon - This is a Realm beyond becoming one body with your weapon, the state of being in harmony with a weapon that moves as the heart goes. It is a supreme ascending martial technique that is transmitted only through legend, with a higher level of ability than "One With Your Weapon".

600RP - Limitlessness - This is a Realm where the user creates their own domain where only they flow smoothly and the world is flowing slowly as if the world has stopped. The user enters a flow state where they are able to conserve energy and entrust themself to instincts.

600RP - Eternal Light of Wisdom - This is a Realm that proves one's qualifications to touch the Origin. Now the Origin is the fundamental principles and natural phenomena that governs the world and through magic you will be able to directly interact with it though even the Eternal Light of Wisdom has barely scratched the surface of what the Origin is.

600RP - One With Nature - This is a Realm that accomplishes harmony between oneself and an external object, objectivity and subjectivity or the mental realm and the material realm. It is an amalgamation of One With Your Weapon, Flying Weapon and Formless Weapon.

800RP - Thousand Stream Convergence - This is a Realm that ties everything into one like all rivers flowing into the sea. It works great with Limitlessness since it can unite that infinite flow into one and can distort the surrounding space by twisting the surrounding flow.

800RP - Incomplete Truth - This is a Realm that seeks to find the truth of everything or in other words the Origin. How this differs from Eternal Light of Wisdom is that this approach is learning as many types of magic as possible to gain an all-encompassing view of magic to find that is tying them together. By expanding your knowledge base you will be able to grow your powers overall even if it’s unrelated all due to getting closer to the truth.

800RP - Seamless Sublimity - This is a Realm of absolute perfection in one's movements and techniques by getting rid of one's flaws and achieving the peak of optimization. This is also the step after Peerless Flawlessness.

1000RP - Trinity Harmony - This is a Realm that has achieved harmony between the mind, technique and body allowing them to work together perfectly. This allows the user to perform any technique they set their mind to and make their body move flawlessly according to their will, it has been described as tying a series of processes into a single flow and further minimizing unnecessary points to reach the extremity of efficiency.

1000RP - Weapon God - This is a Realm that allows one to temporarily become a God by artificially creating a Divinity through forcefully detonating one’s potential. During the short time this Realm can stay active one can fight on the same level as a God.

Variable - Pioneer - Instead of treading a path someone else paved you might like to do the paving yourself? Pioneer your own path with our help by paying RP, check the other Realms for a guide with pricing.

Items:

Here you can buy some gear or miscellaneous items for your adventure, you get an additional +200CP to spend here.

Free - Basic Equipment - This is a basic set of equipment suitable for your class, the quality of these items is around the average that a person can buy in the neutral zone so nothing that special.

50CP - Ambrosia - This is a drop of morning dew, drinking it will forcibly evolve one of your abilities to its next level, automatically choosing the one that would prove most beneficial to you. You'll get two at the start and an additional one every year from now on.

50CP - Competence - This is a special drug that once ingested gives a 8X boost to the effectiveness of all training you do over the course of 24 hours. Simple as that it doesn't have any negative effects to it either, you will get 100 bottles and the recipe to make more. The quality of the ingredients will determine the effectiveness and duration of the Competence but the lowest quality possible is a 2x bonus for 4 hours.

50CP - Pneuma's Sky Boots - A simple pair of boots, quite stylish I might add, but the special property of these boots is the airwalking. When you choose to, you can simply push yourself off the ground and start walking or running in the air just be careful not to stumble.

50CP - Festina Earring - This is a stylish earring with a very simple but powerful enchantment. It contains three charges that when used boosts your speed by 1.5 times for one minute, the charges can be all activated simultaneously for a 3.375 times for 3 minutes. One charge is recharged every 6 hours.

50CP - Face-Changing Mask - This is a magic mask that can change your physical appearance with a mere thought, it is however limited to your face only but it can change many things like eye color, skin color and even something like facial structure.

100CP - Aphrisos Sedge - This is a special nutrient meant to facilitate the growth of a world tree. Normally that is the only use but for this version it works as a super-steroid-fertilizer that can be used to instantly grow any type of plant life to become extra healthy. You get five of them to start but also know how to cheaply produce more of them.

100CP - Elixirs - The way stats are numbered in this world is first by grade which goes: Low, Intermediate, High, Pinnacle, EX (Transcendence), Divine Beginning and Divine with each grade also having a Lowest (Only in Low Grade), Low, Intermediate and High denominator. Using an Elixir skips right past those denominators directly into the next grade. Each purchase gives you one type of Elixir either: Strength, Endurance, Agility, Stamina, Mana or Luck.

100CP - The Best The Neutral Zone Has To Offer - A set of gear of the highest quality able to be bought in the Neutral Zone. Fitting for your class and fighting style this will be the best possible gear you can get early on and will be relevant for you until at least level four. If you

pay an additional 100CP we will enchant the gear so it upgrades each time you level up meaning it will always stay relevant for you.

100CP - Miyal's Branding Iron - This is an item that once a person has been branded with it they can double the potency of a spell once every 48 hours though it is normally a consumable item this version is permanent meaning any number of people can be branded with this.

100CP - Spell Storing Artifact - Like the Proof of Castitas, a rare item usable by priests to hold and cast divine spells you have an artifact with a similar function. This Spell Storing Artifact is capable of holding up to six different spells and can be used without any needed incantation. To charge it you simply need to cast a spell normally with the artifact as your target.

200CP - Mirror of Understanding - During the Tutorial contestants will face "The Deceased", those from their Area that have died prior to that challenge. What this mirror does is when faced with any undead it will shoot out a beam of light that deals catastrophic damage to them, causing them to disintegrate. Normally the mirror breaks after fulfilling its purpose however yours have no such silly limitation, strong enough undead however will be able to resist the attack to some effect depending on their strength.

200CP - Quill Pen of Flowing Consciousness - A seemingly normal quill but with a weird function, when put in a haunted place with some paper to write on the local spirits will communicate by writing on the paper. Normally this item can only be used once but your version has no such limit and it can even be used to communicate with specific spirits, call out to your long dead great-great grandma and she will admonish you for not eating enough.

200CP - Potion of Revival - Death is a frighteningly common occurrence in Lost Paradise and there are only two ways to bring someone back. The first way is to offer up enough contribution points to the Seven Sins and they can bring someone back from the dead or you can use a potion like this if the corpse is still left. You get one such potion now and another every new jump.

200CP - Blessing of the Circum - This is a bracelet of beautiful craftsmanship that when you pour some mana into it three differently colored ethereal shields pop out from it in a triangular fashion. Each shield is able to block different things: One can block anything physical, another can block anything magical and the last can block anything spiritual. When activated the shield lasts for 10 seconds and it can be used 3 times per day.

300CP - The Seed of the World Tree - Normally a seed like this one doesn't have much use aside from allowing the World Tree to be rebirthed so we'll give your version a few extra features. Your version of the World Tree will allow you to travel between dimensions in this and any future world so feel free to explore any astral realms or spirit realms in the future, the other benefit is that it grants extensive buffs in its territory to you and all your companions.

300CP - Psychi's Tears - The Ultimate Alchemical Creation made by the explorer Psychi to heal the woman he loved. Her mana conduits had been damaged due to overuse and thus

outside intervention was needed to save her life. Sadly she passed before the brew was done and it has since been unused until now. If you were to drink it any damage to your mana core and conduits will be repaired and will even be stronger than before, new conduits will open where possible and refine the quality of both the core and conduits. You will also learn the method to create this brew but beware the costs will be tremendous.

300CP - Ego te Defendere - This is a protective cape crafted by the dwarven craftsman Vidalif using thread made of the World Tree's divine leafs with the concept of protection behind them. It has a transparent, liquid-like look and when fed some mana turns into a set of armor around you, the armor possesses fantastic resistance against all types of physical and magical attacks and has the ability to cure you of any status-inducing effects using its divine power. Additionally it can self-repair, disguise itself amongst the environment and transport its user to the Spirit Realm for one second, once a day.

300CP - Essence of Soma - This is a type of flower that once imbibed will change the attribute of your mana into anti-evil and the element that is most compatible and useful for you. So (燒) meaning to incinerate and Ma (魔) meaning evil, Soma. It shows amazing performance towards anything considered evil like undead and demons. The random element however is determined according to your own build, for example Seol Jihu the lightning attribute is the most useful since he is focused mainly on speed. Don't worry about how this affects spell casting and other elemental abilities, it only grants a passive addition of an element and won't remove anything you already had before. Normally a person can only benefit from one Essence of Soma but we'll make an exception for this one allowing you and others to gain multiple elements from multiple flowers, you'll only get one flower to start but we'll give you ten seeds every month so you can grow more.

600CP - The Divine Stigmata - This is a brilliant blue marble designed by the gods to allow someone to enter a place where they can grow efficiently. This place holds three trials for you designed to give you the most difficult challenge for your growth, not just growing in power but as a person too, the trials will always be extremely difficult but never impossible. Time here flows ten times slower than the outside and alternate versions of you can manifest to help your training but not in completing the challenges, additionally if you die during the challenge you will simply respawn until you complete it. After each trial is beat you will gain the power you need along with the Godslaying Authority after completing all trials.

600CP - Buffet - This is a crate of ingredients you will have to prepare yourself though it shouldn't be too difficult to make a decent meal considering the insane quality of the ingredients. Things like Golden Wind Phoenix Meat or Red Bamboo Flower Extract these ingredients aside from being extremely tasty also have the capacity to permanently strengthen someone's body, mind and soul. They can increase stats, enhance senses and sharpen your mind though they need exercise to show their full effects and the stronger you already are the lesser of an effect it will have. The crate refills itself every time you close the lid so it will never run out.

600CP - Sacred Divine Weapon - A weapon of your choice, imbued with a fraction of divinity making it extremely effective against all things evil this weapon grants the user access to seven unique realms but these realms must be earned in order to use. For that you are provided a spirit that resides in the weapon that will judge your character and your

righteousness to decide how many stages will be unlocked to you, this spirit will ordinarily be stuck in the weapon but if you buy the companion [Spirit of Your Weapon] they will be able to manifest physically. The seven realms that can be unlocked are only available while holding the weapon unless you manage to learn it from your experience using them, the realms are listed below:

- One With Your Weapon
- Flying Weapon
- Formless Weapon
- Mind Weapon
- Limitlessness
- Thousand Stream Convergence
- Weapon God

600CP - Cursed Demonic Weapon - The counterpart to the Sacred Divine Weapon, this weapon was once a divine weapon but lost its divinity after slaying countless gods and was then replaced with a terrifying amount of demonic energy. There are several abilities contained in the weapon that must be earned in order to use. For that you are provided a spirit that resides in the weapon that will judge you based on how much you have suffered to decide what abilities will be unlocked to you, if you have not suffered enough it will bring you misfortune until you have earned its respect, this spirit will ordinarily be stuck in the weapon but if you buy the companion [Spirit of Your Weapon] they will be able to manifest physically.

- Energy Boost: It will let you borrow its boundless demonic energy to fuel your own abilities, the abilities in question might be changed somewhat to look more demonic and have more ruthless effects.
- Spirit Capture: Due to being a cursed spear it can interact with cursed spirits in unique ways, any vengeful spirits significantly weaker than you can be absorbed by the spear and either add to its demonic energy or be used as a glorified pokeball for spirits. Any spirits near your level or stronger needs to be weakened before absorption.
- Shapeshifting: The type of weapon you choose when buying this weapon is only the base form because it has the ability to smoothly change its form to any type of weapon either it or you have knowledge of, making it able to easily chain attacks between different forms.
- Demonic Hands: Summon three pairs of demonic spectral hands to help you in your battles or everyday life, these hands are exact replicas of your own and don't need your input to move though they always move in accordance to your will. You are also able to summon spectral versions of weapons for the hands to wield.

If you get both the Sacred Divine Weapon and the Cursed Demonic Weapon of the same weapon type you will be able to combine them, gaining a 10% boost in overall power along with all effects from both. This combination is only temporary until you have fully unlocked both weapons where you can make this combination permanent. How the spirits are handled is up to the wielder, either they can combine and become a stronger spirit or two independent spirits can coexist in the weapon. If you bought a spear version of one of the weapons you can combine them with an already existing spear. The Cursed Demonic Spear can be combined with the Spear of Purity and the Sacred Divine Spear can be combined with the Sura Demon Spear, the same rules apply however.

Companions:

50/200CP - Import - You know how this works, for 50CP you can import one companion and for 200CP you can import 8 of them. They get 800CP to spend on perks, realms and items and they can take drawbacks to get more though they can't take any drawbacks that affect the world only themself.

Free/100CP - Canon Companion - Maybe you found yourself a new friend or you had your sights on a character already then this is the option for you. If you manage to convince someone to become your companion then this option is free or you can pay 100CP to get an identical copy of that character. They get 800CP to spend on perks, realms and items and they can take drawbacks to get more though they can't take any drawbacks that affect the world only themself.

200CP - Friendly Ghost - This is a vengeful spirit who was once a kind person when alive though they suffered a terrible fate and died with a lot of resentment in their heart, even though they are a vengeful spirit who hates most things they have a soft spot for you after you showed them kindness and respect. You can choose how they look, what gender they are and their personality though they still need to fit a vengeful spirit. They get 1000CP to spend on perks, realms and items and they can take drawbacks to get more though they can't take any drawbacks that affect the world only themself.

200CP - Spirit of Your Weapon - This is a spirit taking the form of a mythical beast of your choice like a phoenix or a dragon. You can choose what weapon of yours this spirit will occupy and choose what they look like and how their personality is. They get 1000CP to spend on perks, realms and items and they can take drawbacks to get more though they can't take any drawbacks that affect the world only themself. If you bought the Sacred Divine Weapon they will occupy that weapon and you will be able to purchase or import this companion even if you are companion locked since they are a part of that weapon.

Drawbacks:

0CP - Supplement Mode - Want the stuff without going through the jump? Use this jump in addition to another jump of your choosing. You can transfer points between the jumps at a ratio of 1:2.

0CP - Crossover Mode - Want to spice things up or get through a lot of jumps quickly, well then this is for you. Combine this jump with up to three other jumps, you will be able to transfer points between the jumps at a ratio of 1:2. How this is implemented is up to you.

0CP - The Hall Plains - There seems to have been a mixup here, instead of being recruited to go to Paradise some gods have managed to send you to a world close by, the Hall Plains. This is where Kim Su-Hyun, the protagonist of the prequel Memorize went. You'll be going to this world at the same time as him and all equivalent perks, items, drawbacks and the system itself are changed slightly to fit into that world instead. If you survive that time you are also offered to continue your time into the current time of Second Coming of Gluttony.

100CP - Big Kid - We're all still young at heart aren't we? Well you take that a bit too far to be honest, you're quite childish and show that with several traits. Firstly you love playing pranks on people especially right after something serious has passed, like pretending to lose your memory after being in a coma. Secondly you and medicine don't mix at all, even when unconscious your body will still close your mouth in defiance when fed medicine and thirdly you are extremely attracted to breasts, not even in a sexual way but you're just drawn to them especially in your sleep you will crawl in search of breasts. It's not all bad though, you're great with kids since children just love playing together and people will also be very forgiving though annoyed by your antics.

100CP - Groomed Since Childhood - Now this sounds REALLY bad but trust me it's not that bad once you got all the details. Let's start with the fact you have a childhood friend the same age as you, now since you were young they have essentially trained you to become their ideal partner but unfortunately they have quite weird tastes and those tastes have distorted your common sense. It's generally small things like what is acceptable gifts between a man and woman, what finger a ring goes on and what is normal to say as a compliment, needless to say many people of your preferred gender will definitely believe you are hitting on them even if you're only being polite. It's up to you if you want the childhood friend as well or just the effects.

100CP - Escapism - Well most Jumpers probably don't need a drawback to suffer from this. Whether it be Earth in this jump or just your home reality you are running from it, instead you escape into a fantasy world and get more and more addicted to it while feeling averse to going home even for a moment. If for some reason you are removed from your fantasy you will face depression that might even turn you suicidal.

100CP - Informal - Earthlings have changed Paradise a lot, most Earthlings have entirely discarded politeness even against the Royal Families and you are the same. You can be quite crude and straight to the point but you have grown so used to this notion that the

moment someone talks to you politely it sends shivers up your spine. This uncomfortable feeling is bad enough that you would probably pay someone to stop… or just beat them up.

100CP - Weapon Locked - To reach the peak of strength one must specialize, all active perks, powers, spells and abilities will now only be able to be activated through using a specific weapon, doesn't apply to passive perks or abilities with already specific activation like Nine-Eyes through the eyes.

100CP - Environmental Energy Dependency - People with innate talents tend to have greater amounts of mana due to the usage of the talent, training it but that only works up to a point, at least on Earth that is. That is due to the low mana ambiance on Earth compared to worlds like Paradise that are abundant in it. Now normally your status as a jumper would prevent this but your internal energy stores will now become somewhat dependent on the ambient amount of supernatural energy so on places like Earth any and all energies you have access to will slow to a crawl when regenerating while in places like Paradise this is practically unchanged, so be careful about overworking yourself where you can't recover ok?

100/200/300/400/600CP - Memory Loss - A common trope in stories like this one, for 100CP you lose only the memories about who you were before you started jumpchain, you'll know roughly what kind of person you were and retain all non-personal knowledge but forget about yourself, friends and family. For 200CP you also forget about who you were before starting this jump, a bit of a clean slate when it comes to your personality. For 300CP you also forget knowledge about all jumps aside from this one along with knowledge of other types of media. For 400CP you also forget all about this jump and for a final 600CP you forget everything, even knowledge like speaking, reading, how to do math etc, all that isn't hardwired into your body like how to walk. Each tier adds the same drawbacks as the tier before and you can only purchase one tier.

200CP - Power Loss Lite (Restricted to Earthlings) - Normal Earthlings don't get to carry their strength in Paradise back to Earth and for good reason too, the chaos of superpowered humans on Earth would be chaos. You as a Jumper are naturally an exception to this unless if you take this drawback, you keep all your powers while in Lost Paradise but when you return to Earth you return to being a regular human and if you think that you can just stay in Paradise all of the time circumstances will force you to return at least occasionally.

200CP - Earned Enlightenment - That section about Realms? Everything you bought there is just a mental guide for you, you need to put in the work to learn and apply everything, and it will be difficult even if you are a 'heaven-defying genius' or whatever, after all Enlightenment isn't something you can just teach someone. Also for those Realms that have predecessor Realms you first need to learn the first realm to evolve it into the Realm you actually bought.

200CP - Mana Imbalance - If the body is a car then mana is the engine and your engine is way too strong for your car. Your mana stat is improportionally larger than your other physical stats and while normally this would be great for you it is like a poison. You will need to hold your mana back unless you want to constantly damage your body and if you manage to raise your other physical stats circumstance will force your mana to outgrow all else. Only way for you to not hurt yourself is to either hold yourself back and not use your full abilities or

train to gain a monstrous control over your mana to the point where your mana is unable to disobey your will.

200CP - Found Treasure - You know, for some Origins it is a bit suspicious that you arrive at this place fully equipped with all that you bought in the item section so for 200CP we can take your items and hide them away somewhere in the world where it makes sense for them to be. Divine Elixirs for example will be added to the VIP shop along the ones that are already there and things like weapons are hidden away in a crypt or tomb somewhere but you will know the rough direction for them at least. For 200CP extra we can include all the stuff you already owned before this jump and hide them away somewhere. You could also apply this to a single item if you want to roleplay but you won't get any CP for that.

200CP - Six Crazies - This is an unofficial group consisting of the six most crazy and insane Earthlings residing in Paradise. With this drawback you are guaranteed to get caught up with them and end up in whatever troubles they cause and will likely end up in trouble with the authorities.

300CP - Seven Crazies - If you can't beat em join em. Now you certainly have some mental issues and would very much benefit from having a psychiatrist, you will also gain the reputation of being a crazy bitch meaning most people will stay way clear of you and people will refuse you service in fear of whatever problems you may bring them.

300CP - Private Future - One common trope in stories when someone reincarnates into the past is to make the protagonist partly forget about the future that is to come, another is to be unable to divulge future knowledge and that is what this drawback does. You will be unable to tell others about future events or about plot elements that haven't yet been revealed in the story. If you were to try, others would just hear you talking about mundane things like the weather instead of the future where gods invade the world, similarly others won't be able to extract information pertaining to the future from you. Your future plans now hinge on people trusting you despite no evidence of what you're trying to accomplish.

300CP - Dead Star - You are destined… to die. The law of causality and destiny has put you on the road to death, this means that you will be put in situations where you are supposed to die way more often than others. If you try your best to stay out of danger then danger will find you instead, there is hope however, fate isn't set in stone, if you struggle and keep surviving you can eventually change your fate and evolve into a bright star. Beware however changing this fate will draw interest from those that can see the constellations.

300CP - Sealed Eyes (Requires Nine Eyes) - So you got this cool innate ability the only problem though is you only have one small part of it for now. You start with only a part of the central direction Green unlocked meaning you can only see safety. To fully unlock the central direction and all other directions you either need items like Necessary Boxes and Ambrosias or you unlock them by using contribution points via the Seven Sins.

300/400CP - Translation Issues - When you go to Paradise you automatically gain a translation feature, it's kind of needed due to the diverse amount of people from all over Earth that live in Paradise. You however didn't gain that translation feature and all other perks that would allow translation suddenly stop working, prepare to learn languages the old

fashioned way if you want to talk to people. For 400CP instead you forget about all language, returning to the same state as a baby when it comes to language. If you want to talk to people you'll need to learn language from scratch, might be a bit difficult but imagine how your inner voice sounds without language, interesting right?

400CP - Curse of Gluttony - The curse of Gula, this curse causes you to grow an insane appetite, so much so that you will never really feel sated instead you will have to settle for "not hungry", expect to spend a lot of your time nibbling some snacks. You will also need to eat a lot more than before, at least double the amount of calories but worry that your metabolism is fast enough that you will never have to worry about your weight no matter how much you eat.

400CP - Curse of Greed - The curse of Avaritia, this curse will turn you into an extreme hoarder and make you collect anything that you perceive has value like magic items, money or partners. You will feel unwilling to part with anything you consider yours but can make so with extreme will, however it will be easier to give stuff away if it is to friends and family.

400CP - Curse of Lust - The curse of Luxuria, what this does to you is perhaps the most noticeable in daily life. Whenever you are in the company of the other sex you will feel an unnatural amount of excitement and even the most basic skin contact will either have you hard as a rock or wet as a river. Your libido will also be increased to insane heights, to the point where if you keep only a single partner they will experience health issues from being drained and when actually doing the deed you won't have much restraint and keep going until either or your partner physically can't go on anymore. Thankfully you can resist or at least not visually show symptoms through intense willpower and the curse won't flare up from close relatives, the gods aren't that dickish.

400CP - Curse of Sloth - The curse of Acedia, this curse causes you to become somewhat apathetic like growing careless, being unwilling to act unless you directly gain from it, putting in half-hearted effort and being easily discouraged whenever you face failure. You will also need around 10 hours of sleep every night though you can compensate with naps or your mana regeneration will completely stop until you get enough rest.

400CP - Curse of Pride - The curse of Superbia, this curse will cause you to become a vain person basking in glory that people shower on you (if you get any that is) and make you believe that you are greater than you really are. This in turn will make you careless against opponents that you consider lesser and will make you want to show off and flex during fights.

400CP - Curse of Wrath - The curse of Ira, this curse grants you a very noticeable temper and becomes easily irritable and annoyed. It will also make you far more aggressive than you previously were and more willing to use violence as a first resort to problems, all these issues can be mitigated by a powerful will but that can only help you not show symptoms and can't change what you actually feel.

400CP - Curse of Envy - The curse of Invidia, this curse will cause you to become a jealous and possessive person with a mindset of "If I can't have it then no one can", rather destroying stuff if you can't have it then let others take it. Whenever you find a person to love you will become quite possessive of them and become jealous if they show affection to

others. You can suppress the effects of this curse with great willpower though that's only outwardly since your feelings can't be that easily cured.

600CP - Causality - The invisible force flowing throughout the universe that prohibits the Seven Sins from directly interfering in the world. It restricts the gods from directly fighting the war and to disclose forbidden information to the mortals, if they were to do so the law of causality would give the Parasites an equal or greater boon in response. You are now subject to the same law where you can't disclose information about the future nor fight to your fullest extent without pushback. The more you try to change the future the more causality will push back by empowering your enemies or weakening your side, while not impossible to change the future you will be fighting an uphill battle. You could look at causality as a balance system where if you start using cheats the admin starts overcompensating the other side to punish you. At least you will feel a warning whenever you are about to break causality and how severe the effect will be.

600CP - Martial God - Kim Su-Hyun, summoned to Hall Plain by the Angels, conquered their realm and defeated the Parasite Queen who then fled here, then sent the now Fallen Angels after her. Somehow or another you've gotten into some sort of misunderstanding with him or one of his wives coming for your life, or more likely sending some minions after you, they're kind of passive. Prove too much of a pain to handle and they'll step up themselves and fighting Heaven Rank 8+ Gods is way harder than fighting the Parasite Queen, they're unlikely to listen to any explanation you try to give to solve this misunderstanding unless you beat it into them. Do try not to kill them however for your sake, you do not want to draw additional anger from Heaven Rank 9 and 10 Gods.

600CP - A Right Bastard - Like Seol Jihu and Sung Shihyun you are without a doubt a cunt, a right bastard. You've done some terrible things like stealing your little sister's car leaving her stranded miles from home or gambling away your now ex girlfriends life savings. Unlike Seol Jihu however you do not reflect on this and become a better person no you are set in your ways and will do whatever you feel like that benefits your self interests even if you'll alienate all your friends and companions.

600CP - Power Loss Full - Righteo this drawback makes you lose all your out of context perks, powers and items while enduring this jump. You will be limited to only what you can purchase here and your bodymod, you will also be restricted from accessing your warehouse during the jump.

Ending:

Stay: Did you really like this place that much? Well if you have decided to stay here take this +1000CP and get ready for the rest of your life here.

Go Home: Perhaps your time traveling different worlds has made you homesick or made you realize that life at home wasn't that bad. Go home with all the abilities and items that you have gathered over your journey and enjoy your life to the fullest.

Keep Going: This is what I expected you to choose. No way you can let your journey end here, hopefully your experiences here will help you out in future worlds.