

The Novel's Extra

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Version 2.0

Introduction

A new story thus begins.

This is the story of Kim Hajin, once an author of novels in a mundane modern world.

Due to a writer's block during the development of his popular novel called 'The Returnee Hero' which is known for its numerous detailed characters and world building, Kim Hajin goes on a hiatus for a long period of time.

One day, he receives an email from an unknown address, asking him to give permission for a rewrite of the novel. Hajin accepts the request after careful deliberation and suddenly finds himself whisked in a very familiar, yet unfamiliar world.

He then realizes that he has become an extra in his own novel, transmigrating as the character Kim Chundong, in the very novel he created, and that “Oh god the Apocalypse is coming in a few years”.

In order to survive and adapt to the world he was thrown into, Kim Hajin utilizes the power he was given by the co-author and his knowledge of the world, the latter of which becomes wildly inaccurate as time goes on and more changes to the plot are made by the co-author.

You, Jumper, will be inserted into this world at the same time as Kim Hajin. Don’t worry about the co-author, they have been taken care of and will not act against you.

You will spend 10 years in this world.

Take 1000CP for this new adventure.

Background

As the character is written, “who”, “what”, “when”, and “why” must be decided upon, before “how” even comes into question.

Age and Sex

More of fickle details, and less of sides on a divide. The world will not care for your choice, neither will we.

Pick any age and sex you wish. For the record, the main cast is 16 years old at the start of the novel (17 in Korean years).

Origins

The prologue of one’s story, a prelude of what is to come, but has no weight over its end.

Extra (Drop-in)

You are not a main character, or indeed even an initial character of this story at all. You are new, Jumper. A mystery among mysteries. And perhaps, you are exactly what this world needs.

Hero

You are a Hero hopeful, a defender of Humanity. Perhaps in training, perhaps fully grown and experienced. Regardless, you are here now, and this world will need you at your best, soon.

Villain(ous)

This whole “Hero” business isn’t really your thing, Jumper. You are in more for the “business” business side of things. Are you a mercenary? An assassin? A Djinn trying to change the world for your Devil master perhaps? Only you can tell, but one thing is certain: your desires are the most important thing in this world.

Monster

You are… not human. No one could tell you what you are, really. Though humans may call you a monster, no monster can *think* as well as you do. Though there is a single other intelligent monster in this world, not even Orden understands what he is. Perhaps he would be happy to meet a peer? Choose yourself a monster form, and be on your way.

Locations

A whole new world, plenty of places to be.

Some of these choices matter little, with the existence of portal gates. Choose as you will.

1. Somewhere in Korea

The star of the show. The land housing Cube, the best education for Heroes in the world, and also the home to all of the main cast.

2. Somewhere in England

A rather nice country, home to princess Rachel Elizabeth Louise. We don't actually know much about it.

3. Somewhere in Africa

Oh dear. Better start running, Jumper. In this world, Africa, *the entire continent*, is the home and *source* of monsters. Try not to attract too much attention.

4. Somewhere in... Akatrina?

Do you have a death wish, Jumper? This is Akatrina, the first world Kim Suho was born into (then as Eren), and a *deathworld* that has been completely conquered by the Devils and their armies. There is no way out, Jumper, but death.

5. Tutorial Floor in The Tower of Wish

Ah, the famed Tower. In a few years, people from Earth will start coming here in quest of challenges and powerful blessings. You, though? You are *already* here. As a player before the game starts. You arrive at your tutorial floor, with none of the usual benefits of coming in with a ticket, and may do as you wish. Try not to attract the attention of the literal gods looking for interesting things, the System of the Tower is sure to be *very* interested in you as it stands. Also, like all players, you will need to earn your right to leave.

Stats

One's capabilities, shown without abstraction to encourage growth.

In this world exists a system, of a sort. Everyone possesses Stats, quantifications of their abilities. Some stats can be trained, some are decided at birth, some can be earned through certain actions. A normal human has a value of 1 in every variable and invariable Stats, it is the human baseline. The upper limits of the Stats are decided by your race, but can be surpassed in multiple ways. A Hero surpasses their limits, yes?

Stats *can* go below a value of 1 through injuries and similar things, and can also be increased past your current abilities by using augmentations, Gifts, Skills, some special artifacts, and many more possibilities.

You, Jumper, start with 4 points in all variable and invariable Stats, which is slightly below the average for a hero in training.

Keep in mind, where **variable Stats scale linearly** (2 in Strength is twice as strong as a normal human), **invariable Stats scale exponentially**, being worth more and more the higher you go. Finally, your stats only have as much impact on your physique as you allow them to have.

Variable

The proof of one's efforts to reach perfection.

Stats that can be trained. **You can spend 100CP to increase a Stat by 0.5, or gain 100CP for decreasing it by 0.5**. Beware that training your stats will take a *long* time (they increase by the decimal), longer as you get stronger, and you are very much lacking in time. **You cannot get below a value of 1**. There are seemingly no limits on how high your variable Stats can go, **but you are limited to a value of 10 here, any further you will have to earn yourself**.

Strength

One's pure physical power output. Essentially, the more you have, the more of an impact your weapons, fists, and kicks will deliver.

Stamina

How much work one is able to go through before getting tired. Essentially, the more you have, the longer you can fight and run.

Speed

The physical movement speed. Essentially, the more you have, the faster you can run and dodge.

Perception

The speed and effective range of one's senses, like hearing or sight. Essentially, the more you have, the further you can see and the easier you can keep up with high speed battles.

Vitality

The endurance of the physical body. Essentially, the more you have, the harder it is to kill you.

Magic Power

The stat required to use magic. The uses of magic can vary from the usage of Gifts, the casting of spells, summoning, and so on. The more you have, the more power you have at your disposal.

Invariable

The proof of one's innate superiority.

Stats that cannot be trained. Once you set them, they will never change… normally. Some clothings and items can increase them temporarily, and a rare (and generally unique) few may make a small but permanent increase. **You can spend 100CP to increase a Stat by 0.25, or gain 100CP for decreasing it by 0.25**. **You cannot get below a value of 1**. The human limit is at about 9, but here **you can go up to 10**, if you so wish.

Intelligence

Your general ability to think and learn. Affects your memory, processing speed, processing power, and your ability to understand and comprehend complex concepts.

Perseverance

Your mental fortitude. Helps against depression and increases motivation despite the odds. Essentially, it is your willpower and your ability to focus.

Luck

One's natural ability to attract fortune. The more something is reliant on luck, the more useful this Stat is, like with gambling. With a value of 9.1 in luck, Kim Hajin out-gambled an entire casino and survived death far more often than he had any right to.

Charm

The general attractiveness of one's physical appearance. This has some effect on your voice, poise, and general *aura* to make you more attractive.

Gifts

The power of one's soul.

All of the important people in this world have a Gift, a unique power stemming from their soul with a multitude of uses which is fueled by their magic power. Gifts are given a Rank (their power), an Attribute (only sometimes), and a type of growth (Static or Evolving). Static Gifts never change, Evolving Gifts will grow stronger with use.

Gifts ranks are Low, Low-Intermediate, Intermediate, High-Intermediate, High, and then may evolve into an Authority.

You may have as many Gifts as you wish. Examples are in the notes.



Nothing Special (+400)

Like most people, you have no awakened Gift of your own, no special powers to help you survive. I hope you understand that the Apocalypse is coming. You may yet become Enlightened and earn your own Gift, in time, but until then you will be unable to even see your own Stats. **Skip this section**.

Special - Evolving Modifier (400) (Once per Gift)

You can make a single one of your Gifts Evolving instead of Static, allowing it to grow stronger over time, with use. Evolving Gifts gain two modifiers: Grade, and EXP.

EXP is an indication of how close the Gift is to climbing in Grade, represented as a percentage. The more you use your Gift, the higher the percentage grows. And doing things with your gift that should be impossible, which *can* be achieved by using supporting effects, grants an enormous amount of EXP and will certainly cause your Gift to evolve in such a way that your feat will become far easier to replicate.

Grade is an indication of how close the Gift is to climbing in rank, from Grade 10 at the lowest to Grade 1 at the highest. The Grade resets to 10 after passing a Rank. The higher the Rank, and the higher the Grade, the more EXP is required.

An Evolving Gift periodically grows stronger and gains more varied effects, generally based on how the Gift is being used, to make such actions easier to use and far more effective.

A Special Gift (Variable)

You were Enlightened (see notes). You possess a Gift of your own design. It can be anything, some canon examples are in the notes. Just keep in mind that your Gift is a power nested in your soul, and using it requires magic power, though sometimes barely any. Take as many as you wish. **You get 400CP here only** (yes, they *can* be spent on the Evolving Modifier).

- **Low Rank Gift** - 200CP
- **Intermediate Rank Gift** - 400CP
- **High Rank Gift** - 600CP
- **Authority** - 800CP (Kim Hajin's starting Authorities are barred from this, as they are offered below.)

Physiques

The power of one's body.

Sometimes in this world, people are born with special Physiques which grants them powers not unlike Gifts, though notably weaker and less "active". A notable point is that Physiques require no magic power as fuel to use, and have less "magical" effects as a result, although they *can* affect magic power to some degree. Exemples are in the notes.

Nothing Special (Free)

Like most people, you have a normal physique with no special powers.

A Special Physique (400)

A Physique of your own design. It can be anything, some canon examples are in the notes. Just keep in mind that your Physique is a *biological* power that will have negative impacts on your body on overuse. The more powerful the Physique, the more draining it is to use. Take as many as you wish.

Perks

Boons, blessings, and benefits. Greatness in neat, small packages, to help you grow ever greater. You will need this help.

General

Magic (Free / 400)

Like everyone in this world, you have magic power and you can use it. It can be used to reinforce your body, manipulate the elements, summon spirits, and far more besides. You will need to learn more about magic, magic control, and increase your magic power Stat to make full use of it, but you will be able to do great things indeed.

Just keep in mind, the magic in this setting works a lot like a science, and requires a lot of knowledge and control to create the stable structures most spells require. Few people without related Gifts specialize in magic, or indeed learn any at all.

Your magic power grants you an affinity, something it is especially suited to do, for free. Should you wish to choose the Anti-Magic affinity, the most powerful and rarest affinity in the setting, you must pay 400CP instead.

And in future Jumps, not only will you be able to use and recover magic power despite its absence in the world, you will also be able to awaken the magic power in the soul of others with a touch, granting them a Magic Power Stat to train, a random affinity, and in rare cases even a Gift or a Physique. They, too, will be able to use and recover magic power independently.



Arts (Variable)

Arts are skills at the master level. An instantaneous download of knowledge along with the experience to use it. You may take as many Arts as you wish. Kim Hajin, for instance, won a singing competition immediately after taking a singing Art and performing like a professional. He also regularly uses a Parkour Art for his survival and during fights.

- **Low Rank Art** (100) - A common skill, like singing.
- **Intermediate Rank Art** (200) - A more valuable skill, like stealth.
- **High Rank Art** (300) - An extremely valuable skill, like an entirely new way of controlling magic power for miraculous effects.

Jumper7 is Online (100)

You must value your privacy highly, Jumper. This is the only reasonable explanation why your identity is so hard to discover when you act under a pseudonym.

Even if you don't change the way you act, the way you fight, not even the people who know you personally would discover the true face behind the name, until it is made exceedingly obvious due to things like suspicious timing or "impossible" knowledge.

As for those who find out, they will subconsciously try to keep the secret, unless they truly intend to use that information against you.

"You suck at using a bow." (200)

When challenging others to a fair competition or duel, you have the power to make them understand something that you believe in as you beat them.

You must actually hold the advantage for this Perk to work, and the message won't stick until you beat them, but if you *do* beat them, whatever the thing you wanted them to understand is, it won't leave their mind.

They will understand what *you* understand, even if they don't know why, and they will feel as strongly as you do on the subject, for at least a while.

With this, you could make someone give up on using the weapon they trained with for their whole life and face their fears, if you truly believe that they are better suited for close-quarter combat. Or you could make someone who only knows you through unflattering rumors and bad impressions trust enough in both you and your skills to let you follow them in a dungeon and conquer it together.

This isn't some kind of magic understanding, however. You must actually communicate with them what you believe the issue is at some point, however vague, and establish your point, however weakly. This only ensures their understanding, acceptance, and sympathy for your views as you prove yourself worthy to be listened to.

Battlemage (400)

Most hero schools the world over only teach their students how to use simple, basic, useful spells despite the sheer utility and power of magic. Most heroes will only use magic with any regularity in the form of Gifts and magical equipment, to say nothing of the civilians.

That is for good reason, as magic is a complex thing in this world, utterly useless without the magic power Stat to back it up, and terribly difficult to shape into spells in a manner quick and efficient enough for a fight.

You, however, are ignorant of everyone else's woes. You have mastered all basic and "survival" spells which are either required or very useful to thrive as a hero. This includes Ki reinforcement, the creation of light, water, and fire, stealth spells, detection spells, tracking spells, simple weakening spells, and more besides. You won't be cracking mountains any time soon with this, but your comfort in the wilderness is ensured and you will be a nightmare to find and fight at any level.

On top of that, you have the instinct and control that allows you to *use* that magical knowledge in a fight. While this won't give you feelings of "I must use *this* spell *here*.", this will guarantee that you will never forget that you have magic as an option, and that your control over it will be completely unaffected by the stress of the situation.

If you could stab someone or cast a water bullet at them, you will never default to the option of "stab it dead" in a panic when you know for a fact that magic would be the better option here, and you will always succeed at shaping that water bullet if you could do it at rest.

As this would be a quite weak effect for this price, you may as well take this additional boon: you will never use more magic power (or equivalent) in your spells (or equivalent) than the lowest amount you are capable of at rest. Efficiency is the name of your game, battlemage, and you are a great player indeed.

Magic Engineer (600)

You have understood how to utilize magic power, both internal and present in the world, to power technology and create a mix of technology and supernatural effects. Something akin to magitech, so to speak.

This understanding gives you a unique viewpoint in the scientific nature of all supernatural energies, allowing you to quickly understand their

principles and utilize them in the same way in future worlds where new exotic energies are present.

But most importantly, you have understood the way to create Artifacts, items of great power capable of supporting their users through various supernatural effects.

They are not easy to make, as it requires fantastical resources to create fantastical trinkets, as well as plenty of magic power (or equivalent), and a lot of *time*, from weeks, to months, to even years.

It would go much faster, of course, if you bothered to automate part of the process (it *is* a science after all), and if you had an Artifact you could replicate the effect of on hand.

But if you have the resources, you have very few limits on what you can do. Healing potions, emotions-detecting glasses, capsules that mess with time to show replays of events according to someone's memory, magic lightsabers, intelligence-growing rings, anti-magic bullets, flying supercars, … Even a formless, ever-growing intelligent weapon that can connect to the user's soul wouldn't be beyond your capabilities (although that would take a *long* while to make, even with an example to work from.)

Of course, if you had a way to craft *very* fast, access to a lot of very pure magic power, and great skills, you could make something like a set of furniture that are magically *better* at their job, like a super comfortable bed, in merely a couple of hours. And the whole set could also have the added effect of making an entire house feel warmer and more welcoming.

Authority - Stigma (800) (Capstone Booster)

A tattoo somewhere on your body, formed entirely out of pure magic power. You have perfect control over all of the power in the Stigma, and it can do anything you can imagine. The more the effect breaks reality, the more power it costs. It can even reproduce the effects of Gifts, such as teleportation, although the cost is incredibly high. Unlike the power

from the [Magic] Perk, the power of the Stigma will answer entirely to your thoughts. You only need to imagine what you want to do, without worrying about pesky little things like “spell structure” or “complexity”.

The tattoo is made of streaks of pure magic power which regenerate slowly over time. This is a *lot* of power. Using only 4 streaks of the Stigma is enough to completely destroy an entire magically reinforced tower with a single explosive arrow fired from a kilometer and a half away. And this can be further supported by additional boosting effects.

This has a side effect, however. The more power you use at once, the more lightheaded you will feel afterwards. Of course, you are not forced to use entire streaks of Stigma at once. They are merely a representation of how much power is left in there.

Additionally, the power of the Stigma is beyond restrictions, and can be used even where it should not be possible to use your full power. It cannot be suppressed. *You*, however, can be punished for breaking the rules, should you be caught using it in such situations.

Like Kim Hajin, you start with one streak of the Stigma, and may gain more by becoming more and more famous, or “important” in the story of the world. The more streaks your Stigma has, the quicker its power recovers, and you may eventually use other sources of power to supplement it, like your lifeforce.



Authority - Setting Intervention (1000) (Capstone Booster)

You have the power to gain Story Point (SP) by becoming more "important" in the world, such as by gaining fame for any reason or interfering with the events of the world's ongoing stories. You essentially gain a point for every person who thinks of you in relation to an event, but only once per event.

You may spend your SP to alter the world around you, giving special effects to inanimate things, as if rewriting the story as its author. You may also alter yourself, modifying your Stats, Gifts, Physiques, and Arts. You may not affect others directly with this Authority, as living beings are all authors of their own stories.

The greater the change, and the more impossible it is, the greater the cost. The more restrained and conditional the effect applied, the lower the cost. A Gift would easily take tens of thousands of points to create. Interestingly, the Stigma being a completely unique source of perfectly pure magic power, all effects that rely on using the Stigma's power to activate tend to cost *far* less SP than they otherwise would.

Your authority will show you the closest you are able to afford to what you wanted, should you be lacking in SP. You are free to test out multiple things without accepting the alteration right away, in fact.

Finally, unlike Kim Hajin, you may alter your Invariable Stats through this, although it will cost you greatly. It would have taken 10,000 SP for Kim Hajin to increase his Luck stat from 6.3 to 9.1 had he not found another way.

Here's a tip: sometimes, if you are lucky enough, you can get more effect out of the same amount of SP. It took 9,000 SP for Kim Hajin to increase his Luck stat from 6.3 to 9.1 by doing it in increments of 0.1, instead of the required 10,000. He would sometimes gain more points than he should have, more and more frequently as the number went up.

Here's another tip: the reality-bending capabilities of this Authority are not just limited to power and personal magical effects on your items,

Jumper. It would be easy to make it so “I now have an untraceable account on the most costly and dangerous website in the dark web”, or “My smartwatch has untraceable access to that other person’s smartwatch conversations”, or “That pebble makes the people who step on it fall to the ground”, or “My soda makes me heal faster”, or “That medicine not only increases my health, but also the training speed of my Stats”, or even “My car can now transform into a motorcycle”. The Sky’s the limit, Jumper, although the more possible the effect is, the more efficient it will be.

Extra (Drop in)

Cool-Headed (100)

That is a lie. You are not cool-headed at all, just really good at faking it. More than feeling no fear, this is about being able to ignore it in great quantities in order to achieve your goals.
And even should it fail, and the terror blanks your mind, your poker face will never fail as you keep on looking unimpressed at the world. This may get you the attention of a certain battle-maniac…



Accidentally Charming (200)

Everybody loves you, though you’re not sure why. Somehow, everyone takes everything you do in the best way possible, so long as you’re actually trying to help, or at least not doing anything *bad*. Though it may take quite some time for them to *understand*.

Be a “unique” character that defies the norms, is super rude, and doesn’t actually respect the young lady’s name or authority? Said young lady will find your attitude very endearing, and *you* very hot.

Bullrush your way into the powerful guy’s circle of friends and intervene whenever you can to stay by his side to be safer? He won’t find it annoying, and he might even think of you as his brother in all but blood after a while.

Kill that girl’s brother who was possessed by a demon? Even if she finds out that you did it, even if you never told anyone *why*, she is guaranteed to find out eventually and be *perfectly fine* with it. Hell, she might even find it attractive that you would go to such lengths to apparently protect her, never mind that her brother is dead by your hands.

You just accidentally make your way into people’s good graces and hearts, so long as you don’t actively *try* to hurt them for the sake of hurting them, even should you be actively avoiding them or pushing them away. How does that even work, Jumper?

Information, Preparations, and Sheer Dumb Luck (400)

You have the right mind for planning. You can engineer the defeat or even death of almost anyone, nearly always finding a way to cross the power gaps that separate you. Allies, tools, *lucky opportunities*, you always recognize them as you see them, and you just *know* how to best make use of it all to achieve your goals. From the outside, it will always look like you know exactly what you were doing. Even if you rushed into danger, unaware of most of your enemies’ capabilities, you will have great odds of surviving, and only slightly lower ones of *winning*.

The more you know, and the greater your luck, the more powerful this effect is.

Additionally, you have a strange sort of luck that guarantees that you will stumble across many such useful allies, tools, and lucky opportunities as you go through your life.

The Self-Insert (600)

Somehow, someway, you *know* this world. It is familiar, yet not.

You were inserted into a world that you once knew as fiction, and it shows. Every time you enter a new world, you gain immediate and rather detailed knowledge of the entire setting, as if it was a story that you wrote yourself.

This also gives you an instinct to go with this knowledge, allowing you to use it like a native of this world. You just *know* how to use magic without training if it exists, *know* how to use the technology of that world, *know* the slangs, *know* how the characters act with a look because you just know them *that* well, and *know* what opportunities you could go find that would be helpful for your current purpose.

Boosted - The Author

You may have been inserted into your work, but you remain the author, still. You story, you live and write it at the same time.

What this means, is that you have access to a repository of knowledge whenever you close your eyes, Jumper. The complete knowledge of all of this world. It contains all of the information you would know as the author of the story this world is based on, changing as you live your life with new plots, new character developments, side-stories, and plenty more besides. You still have to search for that information, of course.

And in case a plot is left unfinished, or a piece of information yet undecided upon, it appears as a blank space in that large library. As you remain the author, Jumper, you may fill the blanks with your very own ideas, making them into facts. They must of course respect the logic of this world, and not create plot holes, or reality itself will reject it all.

Hero

A Fighter's Instincts (100)

A hero is a fighter before all, and surviving in a fight requires the right instincts. You, Jumper, have such instincts. Your body will react on its own, to some degree, according to what you know. This will allow you to adapt extremely quickly to any opponent, especially if they have tells or *patterns*. You will passively scan your surroundings and subconsciously take note of *everything*, just in case you can use it later.

This is a mix of quick reflexes and perception, both of which are scarily good for your level. Outside of a fight, you could vaguely recognize a person you were searching for with a look due to their habits you noted while seeing them in the past, even if they were under a heavy disguise. And once you have that suspicion, you can confirm it in seconds with an innocent question by observing their answer to it.

Social Elite Jumper (200)

A lot of the heroic characters in this novel have some kind of powerful background, for some reason. Which actually makes sense, in fact, as the most well-connected would have access to the best training and equipment.

You, Jumper, are now one of them. You have some sort of high social status of your choosing, that would allow you access to high quality training gear and supplements, as well as further opportunities to connect with other people who can offer what you don't have. Perhaps you are the son of someone important? Or a princess (though not an heir)?

Additionally, this guarantees you a place in any school you care to go to, should you wish to apply. But this won't help you *stay* there.

This status will follow you in every Jumper, should you care for it.

The Hero of the Story (400)

You have the bearings of a protagonist, and god knows this world needs more of those.

In this world exists a hidden Stat known only to the author. It is simply called *potential*. And you, like Kim Suho, have a potential of 10. Your growth rate is incredible. You simply gain *more* from training, learning, and *doing* than anyone else, and by far. Your potential, physical, mental, and spiritual, are at the peak of your race. Anything you try your hand at, it just *speaks* to you.

Should you focus on combat, you could easily become one of the most powerful Heroes in the world in half a decade of hard work, with access to plenty of resources and the courage to face deadly challenges.

The Reincarnator (600)

You lived, you died,... you lived *again*.

You are a reincarnator, Jumper. What this means for an existence like yours, is that every time you enter a new world, you can choose to inherit the full knowledge, skills, and even spiritual traits such as Gifts, of anyone who is dead by the time you arrive. You may even choose to gain some of their personality traits. For any past life you've had or will gain in the future, you count as *them* biologically, spiritually, mentally, and in any other measurable way. They are *you*, you are *them*, and at your core, you will remain **yourself**.

Alternatively, should you choose to forgo that gift, you will instead gain a 1-up for this Jump only, that will allow you to reincarnate only once should you need it, in a position where you will eventually have the opportunity to take revenge against whatever killed you. You do not choose who you reincarnate as, in this case. Should this 1-up activate, you can choose to have your counter of years for this Jump reset to 0, to give you time to enact your revenge.

Boosted - Ouroboros Cycle

This is as close as you will get to immortality here, Jumper. You may now reincarnate every single time you die, with no limits, so long as your soul is still intact. Should it not be the case, then your 1-up will come into action. Unfortunately, you still need to spend that 1-up in advance to choose *who* to reincarnate as, but it is not as big a risk as it once was.

Villain(ous)

The Young Chameleon (100)

You were trained as an assassin, and it shows. You know how to kill using many tools, how to sneak around undetected, how to pickpocket, how to act, and more.

You also have an eye for talent, allowing you to take a very good guess at how powerful someone will be in the future from a short show of their capabilities.



Pure Sweetness (200)

There is just *something* about you, Jumper. An aura of cuteness and harmlessness that could make anyone lower their guard around you, even should they be fully aware of your true capabilities.

This is subconscious on your part, making you act in an adorable way all the time, but you can turn it off when needed.

This Must Be Fate (400)

You have great luck in finding teachers, Jumper. But not just *anyone*. You constantly run into people to teach you what you want, or *need*, to learn, and they are very often the best possible people in the world who could teach it to you as well.

Somehow, powerful and skilled people just think of you as the perfect student. They won't even ask for much as the price for their teachings, and tend to take care of your other needs as well while they're at it.

And when you decide that it is your turn to teach someone, you have a luck just as great for running into students with immense potential in need of your teachings.

Djinn Transformation (600)

Sometimes, people make a contract with a Devil for power. This loses them their soul and gives them access to special powers unique to the Devil in question, along with another common power, the Djinn transformation.

You still have your soul, Jumper, as well as no standing contract to any Devil, but you are capable of undergoing the Djinn transformation at will regardless.

In this state, your body grows far more powerful, as you are naturally cloaked in thick magic power, acting as both a barrier and as a powerful reinforcement at once. Essentially, this causes all of your variable Stats to temporarily increase by 50%, and reduces the power of all incoming sources of damage (except anti-magic) by 50%. It also changes your appearance enough that you won't have to worry about anyone recognising you.

However, this poses a great strain on your body.

Boosted - Partial Devilization

Forget the Djinn transformation, Jumper. You are now capable of taking on Devil characteristics, including claws, horns, a tail, and more besides. All of these physical attributes are very sharp, tough, and agile where applicable, far more than those you would find in common magical beasts, but the real power comes from your magic.

While Devilization is active over over half of your body, all of your variable Stats double, and only attributed magic that is powerful against Devils and similar demonic and unholy existences can harm you at all. Of course, the damage reduction still applies.

However, this defensive boost only applies to the Devilized parts of your body, and the more you cover, the harder it is to hold that transformation. Beware that you will experience great fatigue afterwards.



Monster

The Sky is Blue (100)

Once upon a time, a mindless monster looked up and, in a miracle, *thought*. “The sky is blue”, he said. That day, the Monster King Orden, the first sapient monster, was born. Like Orden, Jumper, you have understood a great truth: you think, therefore you are.

As a benefit of this discovery, your consciousness and sense of self are ensured, even in moments when it should be impossible to maintain them. You simply *are*, all the time.

As a bonus, you are also constantly aware of your own emotions and thoughts, and of the reasons why you have them.

The King of Monsters (200)

Your intelligence makes you greater, Jumper, and the beings of this world know this. You are now capable of commanding non-sapient beings, those without the intelligence to *understand* as you do, and they will follow your orders mindlessly.

Do keep in mind, however, that *they do not understand as you do*. So keep your orders short, simple, and perhaps accompany them around?

Devil's Branding (400)

However you got this power does not matter, you do *not* want anyone to know you have it.

This is the Devil’s branding, something only Devils should be able to do. By flooding someone with your magic power, you can plant a Devil’s seed into them.

The seed will grow at the speed you desire, eventually reaching a point of eruption where the victim will almost instantly turn into a mindless

rage demon hellbent on killing everything around them, powerful enough to pose a lethal threat to a team of high ranked heroes.

The seed cannot be detected via physical or magical means, and you can set it to erupt in specific conditions. By default, it takes 5 years to sprout, and there is no known way to remove one.

It is the perfect tool to use your enemies against themselves.

Servant Creation (600)

A power unique in this world. Like Evandel, you are capable of using your magic power as a fuel to create *life*.

More specifically, you can use magic to create Familiars, ghostly beings that are completely loyal to you, intelligent enough to have Gifts of their own and follow your orders easily.

You could even fuse with a Familiar to enhance your body using their power, or give them away to others so that they can do the same.

This is an extremely costly power, Jumper. The more powerful and intelligent the Familiar, the more it will take from you.

Boosted - Witch Of Despair

You remain connected to your creations, Jumper, *always*. You may use their powers and Gifts at any time when you find yours lacking. You may consume their lifeforce to fuel yours should it be draining away. You may gather their magic power to your side as the time for you to unleash an apocalypse comes. This is all regardless of distance or separation of any kind.

All beings you make are yours, Jumper, in every way you care to interpret this truth, and you may call upon their Gifts and abilities at any time for they, too, are yours by right.

And yes, this includes beings made in other ways, be they more artificial, or more *natural*.



Items

Trinkets, artifacts, buildings, and more. The wonders of this world, with you forever.

General

Mandatory Money (Free)

This is barely enough cash to live for a week on minimal expenses. Of course, you will get more every week from now on.

Special Stats Up (100)

This is a common item of your wish, be it a toothbrush or a pair of shoes. It has a special power allowing it to increase a single stat by 0.3 points while you are wearing it, or for 6 hours after using it in the case of a tool.

This may not seem life much, but this includes invariable stats, where the smallest amount can make all the difference.

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You may take as many of these as you wish.

Mysterious Magnifying Glass (200)

A magnifying glass with magical powers. By looking at someone through it, and channeling a bit of magic power into it, it will show you the current feelings and thoughts your target has about you.

Be warned, it will not give you any context about these thoughts and feelings. Also, there is a very small chance that it will give you the wrong results.

Normally this would have a limited amount of uses before it breaks, but yours can be used indefinitely… so long as you have enough magic power to fuel it.

Jar of Greed (400)

A strange-looking jar with mystical powers. If you put an item inside of it and leave it there for 10 days, it will permanently be blessed with a Greed Skill, a special themed ability.

For instance, when this was used on Aether (look below), it gained the abilities to reproduce textures and colors along with shapes, to make things more beautiful by fusing with them, as well as to permanently increase its user's Charm Stat by 0.002 every day up to a maximum of 1 point.

However, the Skill is completely random, and this can only be used once per item.

Aether (600)

The formless weapon Aether. It isn't actually all that powerful on its own, but it is unique in that it can fuse with others items, or even the wielder, to increase all of their variable stats by 0.7 points.

It can take any shape at all, and even imitate weapons of different Ranks. It cannot be used by anyone other than its current wielder. It can work together with its wielder's skills to automate them, and it will grow along with the user according to their desires. It even possesses its own pool of magic power.

A truly wondrous thing, may it serve you well.



The Tower Of Wish (800)

Inside your Warehouse, Jumper, is the entrance to a gigantic tower, though it is much, *much* larger on the inside. It has multiple floors, each floor up to the size of a country on its own, and each floor with its challenges and guardians. Each floor also has its own people, with their own societies and cultures, technologies, as well as quests for you to undertake.

In this tower, you can find items, skills, powers, and even exotic energies that cannot be found anywhere else, should you earn the right to use them.

You may enter your Tower and leave it at any time. You could even invite other people along, if you so wish. Just keep in mind that there are rules to the Tower Of Wish, one of which is that you cannot utilize the full power or the items you have outside of it without *earning* that right.

Should you conquer your Tower, reaching the final floor and defeating its guardian, you will be gifted a seed which you can plant anywhere. From this seed will sprout the Tower you just conquered, only all of its inhabitants will be free to come and go as they wish, though there will be no more System supporting you in there.

Yes, you could grow the Tower Seed in your Warehouse, should you have the space for it. It would then turn all of the inhabitants of the Tower into your Followers, should you so wish. In fact, you could also grow a Tower Seed within an already grown Tower (though not the currently active Tower Of Wish itself), which would result in a single, perfectly merged Tower, according to your wishes.

As for the Tower's entrance in your Warehouse, it will lead to an entirely *new* Tower, with new worlds, people, skills, powers, and challenges to find. And so on it will continue, as you keep conquering Tower after Tower.

Eternal adventures and potentially boundless power, Jumper. This is what your Tower Of Wish offers you.

A word of advice before you set out to challenge your Tower, Jumper. You may want to be nice with each Tower's System. They can be very helpful when motivated, but the opposite holds true as well.

And finally, should you plant a Tower Seed in a world, you may choose for this action to spread magic power in this world as a consequence, causing mass awakenings, and creating monsters, dungeons, and more besides.

Extra

Special Laptop (100)

This is a laptop. It has infinite charge, will never overheat, is more secure than anything else in this universe, and can run any program perfectly.

But, most importantly, it can connect to things. Specifically, technology and *yourself*, Jumper.

The laptop could be used to direct drones from afar, access all of the wireless technology in your smart house, and more. As for *you*, it can connect to your mind, body, and soul to describe to you your Gifts, Physiques, and Stats in detail.

Finally, should you have the [Authority - Setting Intervention] Perk, you will be able to use it to describe the way you want to change the world in words, instead of “feeling it out”.

Interestingly enough, no one can see it if you don’t want them to.



Dwarven Supercar (200)

This is one of the many things that can be found in the Tower Of Wish, should you earn it.

The Dwarven Supercar is a powerful golden car that looks like a snowmobile. It was made by dwarfs, and the craftsmanship shows that. It's extremely fast, unhindered by obstacles of any kind, and it can even fly.

Additionally, it can turn into a motorcycle whenever you want.

Spring of Peace (400)

Yet another wonder of the Tower of Wish. This is a magic hot spring in your Warehouse, perfect for relaxation with your friends.

It has the effect of making Stats grow 30% faster, as well as increasing stamina, magic power, and spirit power (a special energy gained in the Tower) recovery by 100%.

Violet Banquet (600)

Violet Banquet is a website on the dark web. You already have a premium account on it, giving you access to everything, and you can access this website in every world, from every computer you own.

Everything can be exchanged on the website: missions, information, services, and even items. Indeed, this website has the magical power of being able to transfer physical things through computer screens, even if they really shouldn't have that capability.

The website is untraceable by anyone, and there are always people using it no matter the world you are in. In fact, there are even people from the worlds you were *previously* in, exchanging items and services from your past Jumps.

Don't think too hard about this, no one else will.



Hero

Personal Weapon (100)

A hero's legend has to start somewhere. This is your personal weapon, adapted to make full use of your Gift if you have any. It will never break, never need maintenance, and never run out of basic ammunition where applicable.

It will also retain any and all modifications you make to it.



Time Capsule (200)

This is a small device with a clock on it. By choosing a date on the clock, then activating the device, the user will be able to relive through their memory of that time.

On top of that, this isn't simply a memory that you watch. Not only will it feel completely real, you will also be able to take different actions and make the world around you react in consequence, even if it only lasts for a few hours each time.

This is more of a "What if?" machine, really. Just keep in mind that you are not actually traveling to the past, even if it sure *feels* like it.

Normally, the time capsule would require a magic power Stat of over 15 to charge it for the first use, then over 30 after that. You can use this one as much as you want for free.

Mistelstein (400)

The God-Slaying Branch. The branch that slew the Nordic God of Light, Baldur.

It is a generic weapon of legends, one that will grow from a simple branch into whatever weapon fits the user more, both in shape and powers, as they continue to use it.

It is holy, divine, powerful, unbreakable, and very receptive to supernatural energies, among many other things.

Sphere (600)

Your own Hero School, Jumper. You are the headmaster, principal, or whatever you want to call yourself.

Although it might not have a very high rank, it has a lot of resources, staff, and students. No matter what you do with it, it is guaranteed to stay whole and afloat, with you as its leader.



It is a great amount of backing you now have, certainly. And this position as the leader of a powerful and very resourceful establishment will follow you in the future. You will never lack new students, no matter what kind of rules or curriculum you decide to establish.

You don’t actually need to run it. It seems to take care of itself.

Villain(ous)

Magic Sword (100)

The sword is not magic, the magic *is* the sword.

This is your very own magic sword. It is a powerful tool, indeed. Akin to a lightsaber, it will cut through nearly anything when fed enough magic power, and the length of the blade is variable as well.

Just don't run out of juice in the middle of a fight. This is rather intensive to use.

Mystic Key (200)

This is a seemingly common key. Do not be fooled, for it has the power to unlock anything.

And I do mean *anything*. Someone once made a mountain collapse by "opening" it.

This won't start *that* powerful, of course, but it is a rare evolving item. It may be just a universal master key now, but the more you use it, the more "doors" will be open to you.

After a decade of constant use, perhaps you'll open your own potential, or pathways between worlds?

Jumper Troupe (400)

You, Jumper, are the leader of a small, secretive, but quite powerful organization.

All of the members are very loyal to you, very powerful, and unique in their own way. This organization of yours, small and secretive as it may be, is very popular in the underworld, ensuring you not only a great amount of respect, but also a constant flow of resources and missions that are guaranteed to keep you afloat no matter what.

Regression Stone (600)

Sometimes, things get *too much*. Sometimes you wish you had taken different choices, wrote the story a different way. This is for such times.

This stone is very special, Jumper. You only get one per Jump, and its effect is simple. The stone will send you back in time to whenever you wish, letting you take over your past self with all of your future memories.

Just… keep in mind that this is not actually time travel, but instead "alternate timeline" travel. If you're lucky, you will end up when you want, in a world perfectly similar to the one you left. If you aren't,... do these people you want to meet even exist, there? Do these mistakes you wish to fix have any meaning anymore?

Of course, it can't send you back to a time in which you were not present by any means. After all, you *do* need a body to inhabit.

Monster

Goblin Tablet (100)

The goblin tablet is an unusual artifact capable of summoning a small amount of goblins. They will loyally follow the orders of their summoner to the best of their abilities, and can even learn and train new skills. As far as you can tell, they require no sustenance or rest.

They are quite handy to have around.

Dungeon (200)

Your very own dungeon, as befits a monster of your power. You could access it from your Warehouse or you could set it down in the world. What is certain is that this is a cave full of natural resources, some quite rare, and automatically creating monsters under your command to keep intruders out, using the great quantity of magic power in the air.

You could use it as a home, I suppose.

Butterfly Seedling Dust (400)

The dust from a butterfly seedling. A rather rare substance, and a powerful one.

When someone is covered in it, and it is then pumped full of magic power, the dust will disappear in a colorful light, awakening the special talents and hidden potential of that person.

You gain a small pouch full of it every year, enough to “awaken” a single person at a time. Yes, it can be used repeatedly. Somehow, everyone always has *some* amount of potential left to bring out. Always.

Witch Seed (600)

A small seed, seemingly from a common plant. This is far from that, of course. This seed can feed on blood, growing into a small “human” child after absorbing enough.

The then born Witch will treat the person who grew her as a parent, following them loyally. The witch will be powerful, by human standards, and will keep growing more powerful besides over time. The blood used to grow her will also grant her unique powers and capabilities, depending on the source’s power and potential.

The witch is guaranteed to look like a childhood version of their “parent” due to using their blood as a template, and is preprogrammed to love them as family.

You get a new seed every 10 years.



Companions

A band of fellow warriors to accompany you during your travels. Welcome them with open arms, and so will they, you.

A Bunch of Extras (100)

You may import up to 8 of your Companions with an Origin of their choice, and 800CP to use, each. Or you could use some of these slots to create your own, entirely new Companions. Don't worry, you will all meet each other soon after arrival, or otherwise get a means of communication. You could really use someone's help, here.

Beloved Characters (Free)

So many wonderful people in this world, who would want to leave them all forever? You are free to bring as many of them as you wish as Companions for free, should you be able to convince them. Not that it would take much work, given the issues most of them have and the state of this world.

Drawbacks

Curses for benefits. Additional developments in your story. Choose wisely.

First-Gen Gift Experience (Variable) (Only Once per Gift)

Your Gift has a drawback from overuse, Jumper. It won't matter much if you do nothing with it, but it will become very noticeable if you use it every day for a year.

What the drawback is, is variable, but also appropriate for the Gift. The weaker the Gift, the weaker the drawback, and the opposite holds true as well. In the case of Evolving Gifts, only the starting level is taken into account, as the drawback never gets any worse.

There are a couple examples of drawbacks that happened to High level Gift users in the Notes. One of them is slowly turning into a steel statue, the other lost all of his emotions.

Pick your own, Jumper, just make sure that it is appropriate in power and theme.

For taking this drawback, you get back half the cost of your Gift, modifiers not included (so 100, 200, 300, and 400).

Extended Stay (+100)

Yes, Jumper, you may remain in this world for a while longer. 10 years longer, in fact, and you may take this as many times as you wish.

Keep in mind that these additional decades will be applied *after what would be the end of your Jump*, no matter how many additional years its base duration has already been prolonged for, and no matter the reason behind that prolongation.

Gender Swap (+100)

For some reason, the co-author decided that the Demon Lord is a girl now, and a hot one at that. That is now your life, Jumper.

Forget that freedom to pick your sex at the start of this Jump. Whatever you were before? You are the opposite of that now, and in a *very* obvious way. So either a manly man, or a girly girl. And you won't be able to change that in any way during your stay here.

I Don't Know What You're Talking About (+100)

You, Jumper, have an addiction to all kinds of unhealthy foods. Fast food, soda, candy, it all sings to you and you *must* have it at least once a day. Do try to take care of your figure.

For some reason, you also get very embarrassed at the idea of *anyone* finding out about this, to the point that you won't hesitate to deny all such

accusations, refuse offers of junk food from your friends, or even disguise yourself before going out to buy any.

Co-Author's Attention (+200)

The co-author who sent Kim Hajin in this world to make it better has decided that you will be his new main character instead, and I decided that I would not stop him, after all.

Expect everything to get harder for you, as the world itself seems to troll you at inopportune times in the name of "fixing plot holes".

... Jumper is a Delinquent (+200)

How does this keep happening?!

Somehow, Jumper, you keep causing people to misunderstand things about you. Did someone hear you speak about having a smoke? Jumper is a delinquent. Did you use the wrong phrasing when talking about your interest in someone? Jumper is a stalker. Does this girl spend too much time following you around trying to get your notes? Jumper is being courted. Did you try to repeatedly force encounters with a girl to help her realize her full potential and help her stay alive? Jumper is in love.

It just doesn't stop happening. Of course, you can correct these misunderstandings, but this is bound to get annoying, or even *wild* at times.

Loveless (+300)

Bad news, Jumper. It seems that you share your luck in romance with every girl who has ever met Kim Hajin (Except Boss, lucky bitch).

Somehow, someway, whenever you fall in love with someone or are otherwise attracted to them, you will be completely unable to disclose your feelings on the matter, and they will never be reciprocated.

Beware, should anyone somehow become aware of your romantic feelings for them, you are guaranteed to be rejected, and you *will* feel hurt about it for a while.

… At least nothing is stopping you from making friends? Or from doing… *that* if you care little about romance, of course.

Ashes In My Mouth (+300)

You, Jumper, have lost your sense of taste. That's all there is to it.

A pity, considering all of the magic foodstuff around. Also, losing access to an entire sense is not something I would wish on a monster hunter. Or anyone, really.

In the Tower Of Wish (+400)

Congratulations, Jumper, you can forget about choosing your location. You are now an NPC, an inhabitant of the Tower Of Wish. Until Kim Suho beats the last floor of the Tower and plants the Tower Seed somewhere, you won't be going anywhere outside. In fact, good luck changing floors at all, wherever you are is most likely where you will stay for the next few years, the Administrators regulating everything as they are.

And should you change the story too much and cause Suho to fail in his quest? You will stay locked in here until the end of the Jump. Unless, of course, you can somehow clear the Tower by yourself.

Just... How?! (+400)

Somehow, someway, an info broker on Violet Banquet has gotten all of your information. *All* of them. All of your Perks, powers, items, identities, Companions, Followers, residences, businesses, and even weaknesses if you have them.

They only know about the things that you are aware of, and only the things that can't be used to directly make you a non-issue (so no True Name or similar), but other than that, they know *everything*.

Oh, they aren't willing to use that information against you directly, nor advertise that they have it, but you cannot find them anywhere in the world to take care of them before they do anything with it, either.

They are, however, very willing to *sell* that information to anyone who asks. So try to remain anonymous, and don't make too many enemies, or you can only rely on your luck to buy you the time you'll need to take care of them before they can gain all the info they need to take care of *you*.

Competitive Rachel Is Real And Will Hurt You (Unintentionally) (+500)

Uh-oh, Jumper. You seem to have awakened the competitive side of one Rachel Elizabeth Louise, princess of England, a hero in training, and formerly number one student in every school she has ever attended. Well, you have proven yourself better than her at *something* that she values, and nothing you can do will change her mind about that.

For the most part, she is a harmless stalker who will follow you everywhere and try to steal your notes on whatever it is about you that you are doing so much better than her. *She must have your notes!*

Good luck trying to do anything discreet with *that* following you around all day long, but that isn't the really dangerous part of this situation.

You see, Rachel has this bad habit of attracting assassins after her head. And with you being so close to her all the time, they figured it would be better to target you first to get to her. Of course, Rachel will try to help you when that happens, and so will her bodyguards should there be any nearby, and she's actually a pretty good fighter… but you better make sure to protect her Jumper, because she is loved by an entire country, and that entire country will be after your blood if you don't.

And don't think you can escape her fanclub shipping her with you because of this. It's their favorite pastime after all.

Jumper is Never Alone (+500)

You have a voice stuck inside your head, Jumper. It is the soul of someone from the world of Akatrina, who somehow ended up there.

Unfortunately for you, unlike the other case of such a thing, they are not a good person, or a liveable one by any means. They will keep screaming and ranting in your head, distracting you and making you irritable. And your Perks and Items from previous worlds cannot help you with that.

You will have to find another way to get them out, because you certainly can't make them a better person to be around.

Good luck with your new roommate.

An Existence of Hollowness (+600)

No, Jumper, this isn't amnesia or emotionlessness, although you might wish it had been.

Much like the monster king Orden, the only sapient monster in the world, you suffer from an identity crisis, and a deep desire to understand yourself and the human race as a whole at any cost.

Orden willingly experimented on his brethren in an attempt to create a peer, and waged war on the human race to evaluate their reaction and attempt to understand it. You will be no better.

Though your knowledge of humanity may rein you in for a bit, your desire to *understand* will never go away, nor will it ever feel less important than *anything else*, such as morals or ethics.

I Must Do Everything Myself (+600)

Much like Kim Hajin, Jumper, you understand what it feels like to have your dream brought into reality.

It feels like a let down.

Everyone you would normally rely on just doesn't make the cut anymore. Whatever they do, they don't do it *perfectly*, or even *well*. The people you rely on will only ever be *passable* in every way, at best.

So if you ever want something done right, Jumper, be it cooking, crafting, or fighting, you will have to do it yourself.

We Want YOU (+700/+1400)

… to die.

This is *terrible*, Jumper. You have been marked for death by either the Hero Association, or the Djinn Association, or *both*.

This means being chased by all Djinns, or all Heroes, the world over. And trust me, changing timelines is not going to help you with that.

Your only saving grace if you take only one of these options, is that you may use the other as a shield. Your only saving grace should you take *both*, is that they will never work together, and will prefer to kill each other first should they track you down at the same time.

Chameleon Target (+700)

If there is one thing about as bad as being hunted down by the Djinns or the Heroes, it is to be hunted by a group of some of the most powerful people in the world.

Congratulations Jumper, you are now the prime target of the Chameleon Troupe, a higher priority than even Bell. He would be shocked to learn that.

Unlike the other organizations in this world, they mostly do subtle work. Even their least stealthy member gets by by being so damned powerful that no witnesses are ever left to report that they saw him, no matter who these witnesses are.

They are few, but they are strong, they can be anywhere, they have ressources, they have connections, and they have a bone to pick with you. *Your* bone, specifically. Hopefully your spine, ripped out of your living body.

Better start running, Jumper.

Random Citizen J (+800)

The funny thing about following the story of a cast of powerful characters in a world of rather high power levels, is that no one cares about the random citizens, except to tell just how many of them died during the last problematic event.

Well, that's you now, Jumper. You are the random citizen in this death world. All of your Variable Stats are at 1 (every point you have bought will be applied at the end of the Jump), you have no Gift, no special Physique, no Authorities, and no Perks or Items from other Jumps.

You still have your current purchases (barring the previously mentioned ones that will be activated at the end of your Jump), and you can still train yourself and find alternative ways to power, but will that be enough with such a weak body?

I suppose you could try to make up for the difference with Invariable Stats and items, like Hajin did, but he had a Gift and Authorities, while you do not.

Devil Triggered (+800)

Better start running, Jumper. You are now the direct target of a single Devil. They want you *gone*, at any cost.

You can expect them to redouble their efforts to create Djinns, if only to send all of them after you head. And should they get an opportunity to incarnate in this world, you can take it for granted that they will be flying straight to you first thing.

They can't be reasoned with, they can't be stopped, and they will even make deals with the heroes to leave this world alone, if they let them have you. A world for your head, Jumper. They hate you *that* much.

Accelerated Apocalypse (+2000)

Well, goodbye Jumper.

You have just decided to kickstart the Apocalypse right upon the moment of your arrival.

You may not realize exactly what this means, so let me explain in detail.

To start off, all ***72 Devils*** will become able to physically descend into this world at will and incarnate, ***all at once***. Remember that it took the strongest man in the world to fend off a single ***weakened*** Devil who was stuck on a throne and could not move during the fight. These ones will not even be so weak.

Then, remember that they have armies. Oh no, not the Djinns and monsters of this world, you are thinking *far* too small, Jumper. You see, this isn't the first time Devils take over a world, and they tend to turn conquered worlds into breeding factories for their demon armies, among other things. So you are looking at ***the combined demonic forces of hundreds, if not thousands of planets*** coming your way.

That's, what, hundreds of billions to trillions of demons ready to go Old Testament on your planet? And that's if there are only as many as them as humans in a mundane and modern world on average.

Your only saving grace? Portals are small and costly, so you're looking at a trickle of an invasion instead of an ocean… although "trickle" is highly underselling the sheer amount that still represents.

You made this choice, Jumper. I hope the points were worth it.

Scenarios

Planned adventures, stories missing a main character. You could be they, if you so choose. Their burden will grant you rewards to bear.

Scenarios take place after the Jump, all Drawbacks are void by that point and a failure here will not count towards the Chain as a whole, you would simply go on without rewards.

Kim Jumper

You were a talented writer, Jumper. Full of ideas and inspiration. Then it all ran out, leaving your greatest work unfinished for a time, until you received the strangest email…

You are now Kim Hajin, Jumper. Or rather, ***Kim Hajin does not exist***, *you do* instead, in a manner adapted to your Origin. Your objective in this world? Prevent its destruction at the hands of the Devils and reach the "end of the story". You won't leave until you reach that end but don't worry, it is guaranteed to happen eventually ***so long as this world isn't destroyed and Kim Suho lives***.

To help you in this task, you may ***take the Perks [Authority - Stigma] and [Authority - Setting Intervention] for the duration of this Jump***, in the way they were given to Kim Hajin (more limited). On top of that, you gain 10,000 initial SP to use with this power of yours.

Keep in mind that Kim Chundong, the person replaced by Kim Hajin, will still exist without him, as his backstory is now part of this world's plot. He just will be living his life as a mediocre cadet.

Write us a beautiful story, Jumper.



Rewards

As a reward for leading the story to its end in the role of Kim Hajin, you gain multiple boon.

First, take **+1000CP** to use anywhere in this document. Second, take the Perks **[Authority - Stigma]** and **[Authority - Setting Intervention]** in their completed form for free. Unlike the ones lended to you for this scenario, these are actual Perks and benefit from Fiat-Backing as usual. If you have somehow let these Perks progress beyond their scope during this scenario, this progress will, too, benefit from this.

Finally, you gain the following scenario-specific Perk:

This Is Only For My Personal Satisfaction (Perk)

Whatever you make, Jumper, people will take inspiration from and remake *better*, should you give them that permission. It works for everything, from songs to furniture, to scientific theories. Your creations, once shared, simply *push* others to do better themselves.

Additionally, should you share unfinished works, people will actively reach out to you, aiding you in completing them with the utmost of their

skills, and let you gain the full benefits of the final results. All they needed as a reason to help you was their personal satisfaction.

As a bonus, you are guaranteed that this betterment will only be to your benefit, so you don't have to worry about super versions of your bombs being sent your way.

Just keep in mind, it doesn't actually give them the skills or materials to make better things than you made. It simply gives them a direction to work towards, then pushes them to try their very best and go beyond.

[from: homosapiens at jumper dot com]

You discovered a novel on the internet, Jumper, and you liked it very much. So much, that you felt very frustrated when its hiatus was announced. So frustrated, in fact, that you decided to take matters in your own hands and rewrite it by yourself, intent on reaching the end and making the author realize his potential. And you knew the perfect way to achieve all of that.

So, you wrote an email addressed to a specific person…

You are the co-author, Jumper, and Kim Hajin was just sent to the world of his own novel. You, meanwhile, see his story being written in chapters on a computer in front of you.

You are trapped in a room, with this computer, until the end of this scenario. Fear not, for you will feel no physical need nor fatigue here, and the development of Kim Hajin in this world will go according to the speed of time in a novel from the outside, not that of reality. Chapters may see years pass by between them.

Your objective? To see the story to its end. You may use your keyboard and write events to affect the story, force events to happen, nerf the powers of your Extra, and more, but there are limits.

While you may force a plot to happen, your changes will be refused should they fail to follow logic and reason. Characters may not gain more

power without a reasonable explanation, nor can things appear without it making sense for them to exist. Should you nerf the powers of the Extra, Kim Hajin, you will not be able to unlock them back. You may not cause alterations to past events, if they have already been written about in the past chapters, but may do so for ones the readers do not know anything about, once again within reason.

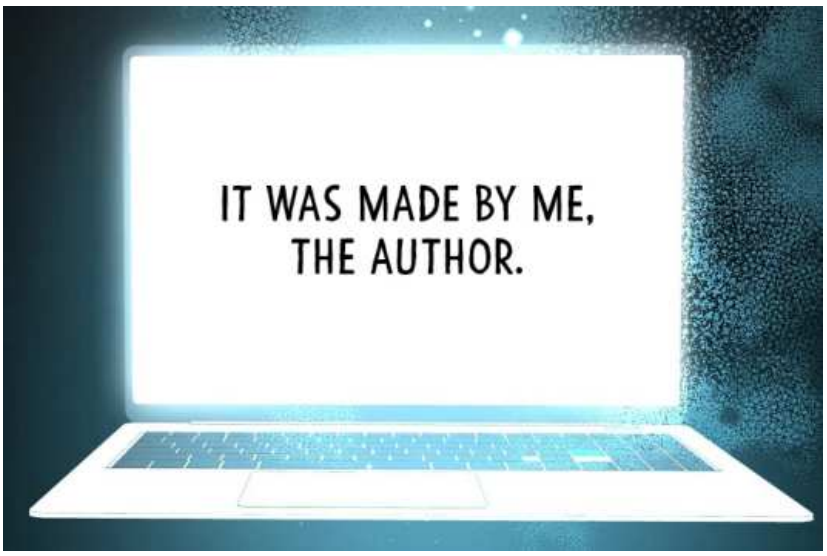
Your role will be essentially to balance the creation of new plots, and their difficulty, to cause enough character development fast enough for them to be able to handle the ever quickly approaching apocalypse. Do be careful, but quick, for the more chapters are produced, the less you will be able to alter the story.

And remember, should your Extra, Kim Hajin, be anything other than an Extra in this world, it will count as your failure. This is the story of Kim Suho saving the world, after all. Which is why you might want to neft him from time to time. But should the Extra die before the end, you will fail as well.

As soon as Kim Suho defeats his last enemy and the epilogue of the story is reached, this scenario will end in your success. Remember to take notes, Jumper, you will need them.

Of course, the chapters will write themselves at a speed that will allow you to think on your next moves, and you may even set in on pause if you truly need it. You are the co-author, after all, and it is your right.

It may take weeks, if not months, for the story to be completed at its normal speed. Feel free to extend the duration to years, or even decades. This scenario has no time limit.



Rewards

Should you succeed in leading your extra to fix this story and write it to its end, you will gain multiple boons. First, take **+1000CP** to use anywhere in this document.

And second, take this scenario-specific Perk:

The Co-Author (Perk)

You can be the co-author of anyone's story.

You can target someone, anyone, and physically send them as they are into any written work of fiction, at will. While they are in there, a document will be created that you can access from any writing medium, recounting their adventures in that world in the format of a novel. The chapters thus written may, as a normal novel, skip a great amount of time during "low" phases of the story, benefitting you victim with the equivalent of time acceleration (though only from *your* perspective).

You may alter the events they will go through within reason, and see this world grow from it. It will be completely without plot holes, existing only within the rules established during its inception and never changing. The chapters will be written slowly enough to allow you to think on your next move, ensuring that a single story may take months to write itself. Unlike

during your scenario, however, you will not be able to put any story on pause.

When your extra reaches the end of their story, they may choose to leave the story and go back to their original reality, or remain in it forever. Whatever the case, Jumper, you retain a copy of the rewritten story for your perusal.

Do be careful if you sent them away without permission, for when they come back, it will be with everything they earned in their story, working without issues.

Although, don’t think that because it is a story, it isn't real. Whichever world they were sent to will become very real, somewhere, and accessible if you have the means. Death in the pages, too, will mark their very real end.

You may only use this power once per year, and only once per decade on the same person. Sadly, you may not target yourself with it.

The End

The epilogue, the closure of a story, the beginning of another.

It is the end of this story, Jumper. You will now make a choice, and you may never take it back. Whatever your decision is, make sure it is one made with no regrets.

Epilogue

So you chose to stay here, in this world. I hope you enjoy your life, and the new stories you will write throughout.

Hiatus

A permanent one, at that. So you chose to leave this adventure unfinished, and return from whence you came. A choice made out of fear, satisfaction, or something else? Only you can tell, Jumper. Regardless, the JumpChain bids you goodbye, and I wish you a good life.

Sequel

And so the adventure continues on, decade after decade, world after world. Perhaps, one day, you may yet reach your Epilogue, or the Spark of something more?

Notes

“Oh goddess, that’s a lot of notes” - zellat451.

Jump Details

- Yes, you only need the one Capstone Booster, and no, they don’t stack.

The Original Story

The original story as written by Kim Hajin describes the life of Eren, a knight in the world of Akatrina, a world that tells the common story of a Hero fighting against a Demon Lord.

Unfortunately, after a while people gained magic, and later gigantic Towers and dungeons appeared all over the world, which was the prelude of a full-scale demonic incursion by extremely powerful beings known as Devils (Based on the Lesser Key of Solomon), and their armies of demons and Djinns (people who made a pact with a Devil for powers).

Eren died in Akatrina, and the world was taken over by the Devils. Then, he woke up as Kim Suho, in a new world where, relatively recently (the 1970s), magic, monsters, demons, Towers, and Djinn have appeared as well and become part of the scenery.

Recognising the symptoms of a demonic invasion/incursion, Kim Suho decides to train to become a Hero, a defender of Humanity, and grow in power to defeat the Devils and protect his new world, Earth.

In doing so, he will have to contend against the Devils trying to bring this world to destruction, the nature of his fellow humans, and the Demon Lord from Akatrina who was apparently reincarnated as well, for some reason. But at least he has his friends, right?

Some of The Cast

Kim Hajin



Kim Hajin is the main character of “The Novel's Extra”. An author trapped in his own story. Can’t really connect with anyone because he can only see the characters he created instead of real people. He gets much better at that over time. The chew toy of fate. The self-insert.

He gains pretty powerful superpowers as a result of being the Author of this world. Well, powerful as in “stupidly versatile”. Shame that they’re only really useful to someone who seeks fame, and he tries hard to not get attention on himself. Most of the time.

Kim Suho



Kim Suho is the original main character of the novel written by Kim Hajin. A reincarnator trying to save the world after failing to save his previous one. The very model of a modern majo- *hero*. He's the heroic type through and through. Basically Shirou Emiya, in both character and skills.

He can cut anything with his sword. Also, his growth rate is ridiculous.

Jin Sahyuk



Jin Sahyuk is the original main antagonist of the novel written by Kim Hajin, also known as the Demon Lord. A reincarnator trying to do… something. She was supposed to be male, then the co-author happened. Very hot. Not very nice, but actually great and helpful once you hammer reality into her head. Has the soul of her brother trapped in her head? Will have to check back on that.

She has the power of “this is how it works now”, also known as reality manipulation. Based on magic power though, so quite a lot more limited than the superhero comic version.

She is actually quite pitiful. Her world was destroyed while she was trying and failing to run her kingdom as a young princess, and everyone abandoned her to save their own skin, including her most “loyal” people. The only one who didn’t is Mr. Kindspring, who was reincarnated as Kim

Chundong, later replaced by Kim Hajin. Evidently, she has a problem processing that once she learns about it. She wants her nobility back? Or something. Definitely wants to Make Akatrina Great Again™, even if she has to destroy the timeline to make it happen.

Shin Jonghak



The original rival to the original main protagonist of the novel written by Kim Hajin, Kim Suho. A narcissist and elitist. Sarcasm on legs. Only cares for people stronger than him. Actually a great and dependable guy. Descended from a great Hero and very proud of it.

Also has a giant crush on Chae Nayun, if I remember right, something that puts him at odds with Kim Hajin and Kim Suho both, as they are all really close… or so the people looking at them think, anyway.

Boss




Real name “Yi Byul”. The boss of the Chameleon Troupe, one the most powerful organizations in the series despite its lack of members. Adorable by accident, all the time. Doesn’t know how to take care of herself. Extremely powerful and scary. Living paradox.

Also eventually becomes the main girl, to the jealousy of everyone else who has ever wanted to date Kim Hajin, which is like half of the girls introduced.

She has shadow magic. Think LoZ: Twilight Princess, Midna style, crossed with eldritch bullshit. Very magically powerful.

Yoo Yeonha




One of the main female characters. Very business oriented. A proper lady with a hidden side that really likes junk food. Will eventually become leader of the number one Hero Guild in the world. Has multiple mental illnesses. Seems to care immensely for her friends.

She is the provider for most everything Kim Hajin has in the story. If he doesn't find it himself or gets it off of Violet Banquet, she's the one providing it.

Not much of a fighter compared to others, but still very powerful for her age.

Chae Nayun





One of the main female characters. Very much *not* a proper lady, yet direct heir to one of the most powerful people in the setting. Basically a delinquent from a noble family with a heart of gold.

Has a grandfather who feels literally nothing, a dead mom who got killed by a Djinn, and a soon-to-be-dead brother currently in a coma who will be later killed by her crush as a prevention strike (he's got super magic zombie sickness, see Devil Seed). May have issues about losing her loved ones. She might just be the most stubborn and determined character in the whole story. Guess having goals fueled by revenge, confusion, love, and depression will do that to you?

The best girl, in this writer's not-so-humble opinion. Very deep character.

Eventually falls in love with Kim Hajin through a whole lot of misunderstanding, and takes the heartbreak so badly that she makes a deal with a Devil to “turn back time” (see Regression Stone) to have another shot with him. At the cost of setting a Devil loose, not that she realizes that (maybe).

Rachel Elizabeth Louise




Princess of England. Very pretty, very nice person all around. *Very* smart. Tends to attract assassination attempts. A true romantic at heart. Accidentally gets a daughter / magic clone with her crush without her knowledge, and is perfectly fine with it.

She has a whole thing where she gets interested in Kim Hajin after he beats her in theory classes. “Interested” as in “stalking” to get his notes on the subjects. Becomes a powerful country leader in the future.

Has a fan club, and they're on a shipping spree.

Some Known Gifts

[Observation and Reading] [Null attribute]

- Observation – Allows Hajin to "observe" anyone with his senses. This ability allows him to see through walls, hear the faintest whispers and bypass illusions and other effects that would normally fool or restrict his senses.
- Reading – Anytime he wants, Hajin can read the laptop's settings book without a medium. This also supplies him with the information necessary to solve problems (such as test questions) as long as they follow the world design he created. Can also see the description and characteristics of objects.
- Book of Truth – May create a book that can answer any question at the cost of magic power. The less commonly known the answer, the greater he cost.

This is the original Gift of Kim Hajin, which he gets the moment he arrives in his new world. It allows him to "read" the information of the setting, as well as his own status. Essentially the "Observe" skill from most Gamer fanfictions, then some.

[Getting Stronger Everyday] [High-intermediate rank] [Spirit attribute] [Static]

- Cultivation Physique: Every 24 hours, all stats will increase by 0.0015.

This is an original Gift that Kim Hajin had the possibility to create for the cost of 10,000SP, after failing to make it more powerful.

[Master Sharpshooter] [High-intermediate rank] [Composite attribute] [Static]

- Master Sharpshooter's Training Method: Unconditional proficiency in all long ranged weapons.
- Thousand-Mile Eyes: Can see farther away in detail and accurately predict targets' movement path. Will increase perception and speed by 3.
- Bullet Time: Once every 24 hours, you may spend 3 minutes in bullet time.

This is an original Gift that Kim Hajin had the possibility to create for the cost of 10,000SP, before he decided to make it an evolving type.

[Master Sharpshooter] [Low-intermediate rank] [Spirit attribute] [Evolving — Grade 10]

- Master Sharpshooter's Training: Familiarity with all long ranged weapons
- Thousand-Mile Eyes: Can see far away and somewhat predict a target's movement path.
- Bullet Time: Only in combat and once every 24 hours, you may spend 3 seconds in bullet time.

This is the original Gift that Kim Hajin created for the cost of 10,000SP, the moment after its creation. With use, the Grade will increase from 10 to 1, and then will be set back to 10 as the Rank increases. As this happens, the power and versatility of this Gift will greatly increase.

[Master Sharpshooter] [High rank] [Spirit attribute] [Evolving — Grade 10]

- Master Sharpshooter's Training – Allows the user to be familiar with all long-range type weapons (also applies when using mundane objects).
- Thousand-Mile Eyes – Can see far away and predict targets' movement path. Can also give a satellite view of an area.

- Bullet Time – Once a day, for 3 minutes, the user can enter a state of accelerated perception and movement, which allows them to see and predict the trajectory and movement of their enemies. The user can turn the ability on and off at will, thus they don't have to use the accumulated time in one go. It also affects equipment, for example: while normally it would be impossible to fire 60 bullets from a handgun in 3 seconds, Bullet Time makes the gun and bullets surpass their physical limits, making them faster. It also seems to activate automatically when something dangerous is about to happen to the user. (The duration increases as the gift's grade increases).
- Sharpshooter of Reversal – Depending on Kim Hajin's invariable stat, 'luck', he can deal bonus damage against a stronger enemy.
- Curve Shot – Long ranged attacks will curve depending on the shooter's will (the extent of curving will change depending on the Gift's grade and the type of weapon).
- Rapid Fire – A low rank gift that was created from the linking between Master Sharpshooter and Young Dwarf's Dexterity. Allows for:
    - The ability to shoot something quickly.
    - Using a portion of Stigma's magic power, your weapon exceeds its structural and mechanical limits (ability added through Setting Intervention).
- Reinforced Bullet – Provides bullets with more power, making them able to do greater damage.

This is the Gift of Kim Hajin, after a lot of growth.

Shapeshifting

Not its actual name. There isn't a lot of information on this Gift.
This is the Gift of Jain Valerin. It allows her to take on someone else's appearance.

Sword Saint

There isn't a lot of information about the details of this Gift.
This is the Gift of Kim Suho. It allows him to cut through anything using a blade, even concepts (one instance of cutting the boundary between a

pocket dimension and the real world, to release those trapped inside). It may have something to do with his monstrous growth speed.

Past Life

Not its actual name. There isn't a lot of information on this Gift.
This is the Gift of Cheok Jungyeong. It allows him to remember the memories of his past life.

Magic Power Body

There isn't a lot of information on this Gift. It is considered by Kim Hajin as one of the most overpowered Gifts in this world.
This is the Gift of Bell, the previous Seat of Black of the Chameleon Troupe. It allows him to exist as a form of pure magical power, making him immortal and nearly invincible through some form of selective intangibility. Only Anti-Magic effects can actually harm him.

Reality Manipulation

There isn't a lot of information on this Gift. It is considered by Kim Hajin as one of the most overpowered Gifts in this world.
This is the Gift of Jin Sahyuk, the planned main antagonist of Kim Hajin's original novel. It is a bit misleading in name as it allows her to "change the way of things", rather than "change reality". While she could change the shape of her surroundings and create mostly any magical effects at will, she could also, after entering Shin Jonghak's mind, reshape it into a form they could both understand and navigate through, even though a mind is not a "real" thing. Essentially, can move things around or replicate her imagination with magic power, but nothing she does will ever be a "real" existence and thus will be affected by anti-magic effects. This is very costly to use.

Spirit Speech

There isn't a lot of information on this Gift.
This is the Gift of Aileen, one of the strongest heroes. She can make things happen by speaking, essentially enforcing her orders upon the

world. However, it only affects people who follow the rules of the world, not outsiders like Kim Hajin. This is very costly to use.

Sea of Magic Power

There isn't a lot of information on this Gift.
This is the Gift of Chae Nayun, one of the main characters. Her Gift gives her access to an enormous amount of magic power, so much that she can make it into a physical thing.

Steel Spirit

There isn't a lot of information on this Gift.
This is the Gift of Hynckes, one of the first Heroes of this world. His gift allows him to turn his body into steel by spending magic power.

As a first-gen Gift, it has a negative side effect that slowly turns his body into steel, permanently.

Four Elements

Almost nothing is known about this Gift.

This is the Gift of Chae Joochuul, one of the most powerful beings in the world. This Gift, though the exact effect is unknown, earned him the title of "Immortal" (as in, can't be killed) and allowed him to kill a manifested, though weakened and immobile, Devil by himself, which should really be impossible. It seemingly allows him to manipulate magic power with barely any thought, and to let it carry the properties of the four traditional elements without casting any spell.

As a first-gen Gift, it has a negative side effect that prevents him from feeling emotions.

Shadow

Almost nothing is known about this Gift.

This is the Gift of the Boss of the Chameleon Troupe, Yi Byul, one of the most powerful beings in the world. This Gift, though the exact effect is unknown, allows her to manipulate the shadows in various, very powerful ways, and assume a super form known as “Yasha Transformation”.

Some Known Physiques

Magic Dysfunction Physique

- Body cannot use magic power
- Magic Dysfunction
    - Physique that prevents the body’s emission of magic power, trapping mana inside the body.
- Energy Conversion
    - Mana stored in your body will not disappear; instead, it will be converted into energy and stored. Stored energy can increase your physical stats up to twice their base values, but will be used every time you move your body. Energy Conversion’s upper limit has been fixed to 16 points (ability will only boost up to a maximum of 16 points per stat).
- Blessing in Disguise
    - With a certain chance, a tiny portion of your stored energy will lead to a permanent stat increase. (the stat increase chance is affected by your invariable luck stat.)

A Physique created by Kim Hajin. The idea was to get the “Get stronger everyday” Gift he once tried to make, while bringing down the cost a lot by removing his ability to use magic power, which he didn’t have a use for anyway with the Stigma, and making it reliant on luck.

Medicinal Memory Physique

- Memory
    - When consuming medicine with the same property and effect, the body will memorize a portion of the medicinal effect. The amount is dependent on the luck Stat.
- Reproduction
    - The body will naturally produce medicinal effects that are 100% memorized. The amount is dependent on the luck Stat.
    - Reproduced medicinal effects will have different ‘reproduction cooldown times’ depending on its effect. Stat-related medicines greatly lose their effectiveness as the stats are already too big.
- Adaptation & Growth
    - The medicinal effect will increase with repeated consumption and reproduction. The amount and frequency is dependent on the luck Stat.

A Physique created by Kim Hajin after he realized that he could use this to always have his magic steroids on hand, instead of running out of them all the time.

Some Known Arts

Parkour [Low Rank] [Evolving]

- Grants flexible and shrewd movement.
- Is not affected by terrain features and can use terrain features like walls and obstacles to freely run, jump, and climb.
- Speed and application of the Art depends on the strength and speed stat.

Charming Voice [Low Rank]

- [Master Singer] - Allows you to sing beautifully.
- [Practical] - Allows you to clearly imbue emotions in your singing.

Exuberant Spirit Power Utilization Technique [High Rank] [Spirit Attribute]

- The user's spirit power is like a piece of hardware with a specific algorithm, allowing the user to know how to better harness spirit power, and how to utilize creative spirit skills.
- Can create and utilize ‘Rational Miracle’.
- The number of Miracles can be stored is limited to four.
- To create a Rational Miracle the: ‘① Skill Summary’, ‘② Activation Condition’, ‘③ Consumption Value’ and ‘④ Affect and Effect’ of the miracle have to be specified.
- Miracles:
    - Bloodsucking Cleaner - Summons a spirit doll that consumes opponent’s energy
        - Activation Condition — Reveal the name of the skill to the opponent
        - Consumption Value — Spend 0.5% of Kim Hajin’s spirit power per second.
        - Affect — The doll adheres to the opponent’s body, regularly absorbing the opponent’s energy.
        - Effect — Recover 0.25% of Kim Hajin’s spirit power and reduce 0.5% of the opponent’s energy per second.
        - Added Affect — Nullify the Gift of the attached target.
            - Condition — Must have observed the opponent for at least 360 hours.
    - Spiritual Bullet — Bullet that acts on the nervous system, disrupting physical movements.
    - Spirit Power Copier - A copier that can copy anything
        - Activation Condition – reveal the name of the skill
        - Consumption Value – depends on what is being copied
        - Effect – copies something with spirit power (To copy a living being, you must put the living being inside the copier.)
    - Catch Field – A skill that can track the presence of anyone within 500 meters.

Shimurin's Teachings [High Rank]

- More effective way to use the Magic power stored inside the Stigma

On Magic

Magic in this setting is an energy present in the world. It is used to power one's magic spells (magic power) or even technology (of a sort) that runs on magic.

It is very hard to control it to make complex spells, so actual mages are extremely rare. Most people only learn how to make balls of light when needed, and that's at the *best Hero school in the world*.

If you want a location defended, you can be certain that it will have a magic barrier. Your Gifts run on magic power. All special effects in artifacts and magic items come from magic. The most common known "spell" all heroes use is magic reinforcement.

That's why the Anti-Magic attribute is such a big deal here. You can use attributed spells without the attribute, *except* for this one. You *have* to be born with it. And once you *do* have it, the protections that keep everyone safe are like wet tissue paper for you, because everything runs on magic here.

So, the greatest hero in the world → most powerful reinforcement in the world → pops like a balloon against a single Anti-Magic bullet, regardless of the power of his Gift or of the protections in place.

And that is also why the Stigma is a bigger deal than even that. Not only does its magic power reserve contain *every* element *ever*, including Anti-Magic, it also makes magic move and change according to your imagination instead of needing complex calculations and perfect control to make even simple spells. The Stigma bypasses all of that and makes a random guy better at magic than the greatest, most powerful, most innately talented mage in the setting, *by virtue of having it*.

On Spiritual Power

It's been a while so don't quote me on that but…

Unlike magic power, spiritual power comes from within. It serves as fuel for the Skills that can be obtained from the System in the Tower of Wish, but can be essentially used for the same things as magic. Skills are just automated spells to some degree.

They aren't incompatible either, as the System proposes to the Players to fuse their magic power and spiritual power together so they don't have to learn how to control both separately.

On Stats

Mostly everything was said in the relevant section. Just keep in mind that some Stats can be earned and that they can be almost anything. A lot of people gained unique Stats in the Tower Of Wish that are not your usual ones, like Sharpness (increases the sharpness of the body).

On Enlightenment

Enlightenment is the process by which people get Gifts in this world. Or rather, Enlightenment is what happens when someone experiences a deep personal insight, generally by surpassing their limits. By extension, this tends to happen when someone's Gift awakens as this instantly makes them "surpass their limits", though not always.

This causes the Enlightened to start seeing a "status window" quantifying their Stats and giving details on their Gifts, Physiques, Arts and other capabilities, allowing for more efficient training and directed growth.

All professional heroes are Enlightened, as Hero school training is designed to cause Enlightenment through numerous experiences and training.

Changelog

Things that were. A prelude to what may be.

Version 2.0

- Changes in fonts & character size.
- Moved scenario-specific Perks under the scenarios directly.
- Hopefully easier to read.

Version 1.4

- Small rewrite of a few things, fixing some grammar.
- Precision: Stats only affect the physique as much as you want them to.

Version 1.3

- Small grammar fixes
- Rewrote some notes about Gifts
- Clarified the role of Kim Chundong in the [Kim Jumper] Scenario
- Clarification of the Gift section in regards to enlightenment
- Rewrote a bit of the Gifts to respect the source material better

Version 1.2

- Small grammar fixes
- Rewrote a bit of the Stigma and Notes to respect the source material better

Version 1.1

- Adding boosted capstones

Version 1.0

- Made a Jump