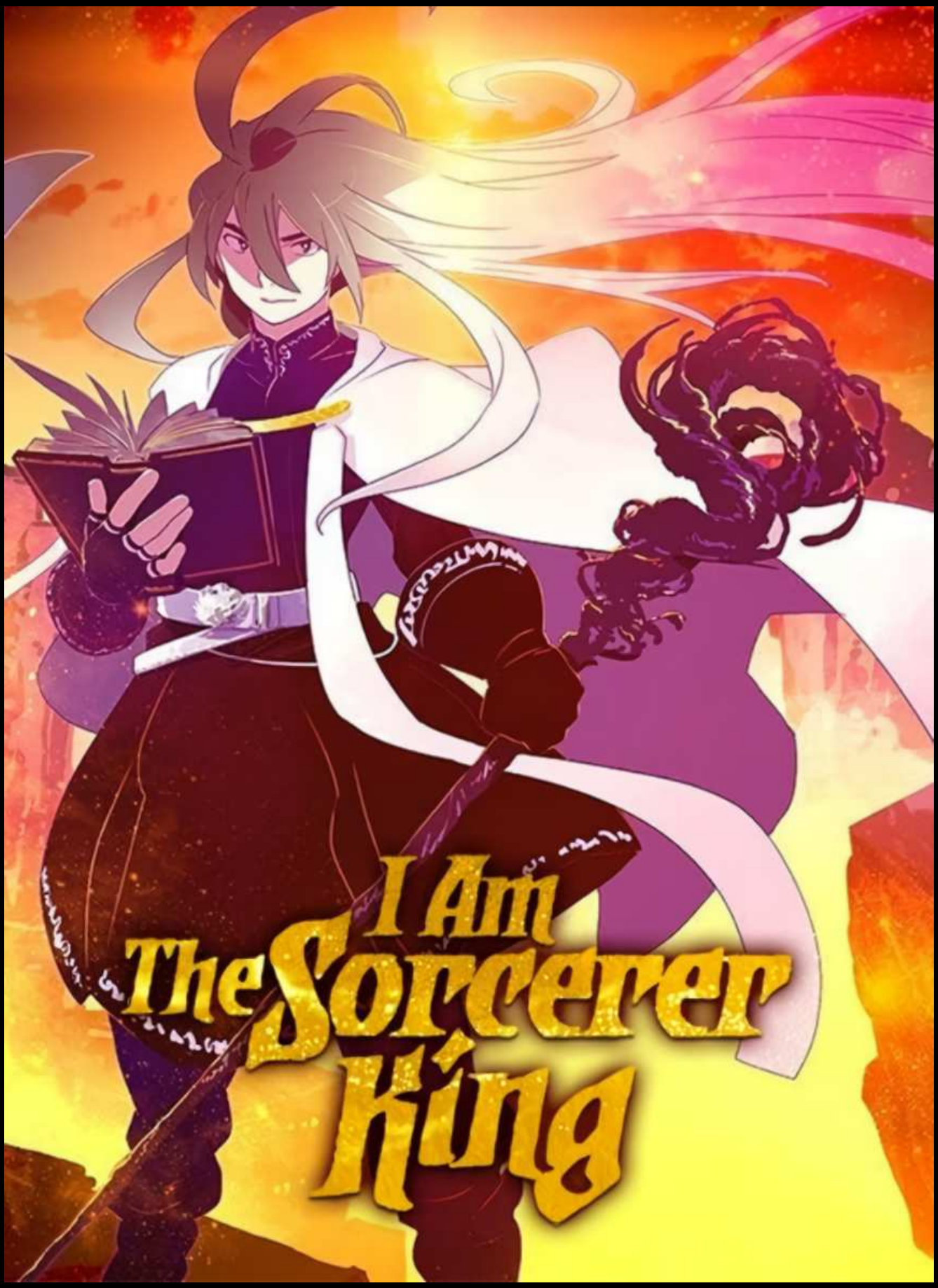
I Am
The Sorcerer
King

Introduction

Take these [1000 Akasha Points] to prepare yourself.

In a distant world, in a distant time, the Great Sorcerer of Zigo, Kraturas, battled the mighty black dragon Akarluman. Though he fought with power beyond what the dragon thought possible for a mere human, the sorcerer was still defeated. Mortally wounded, Kraturas had one last ace up his sleeve to preserve his life. He would cast a spell that would allow him to influence the wheel of reincarnation and preserve his memories into his next life.

In a familiar world, in a familiar time, the planet known as Earth is under threat. One day, without warning a godlike being known simply as the "Director of Akasha" (or simply "Akasha" for short) began allowing deadly beasts from fallen dimensions to rampage on Earth. At the same time, Akasha began to uplift humans, seemingly at random, to grant them superhuman powers and the ability to grow stronger by slaying monsters. As the only defense against these monsters, and each wielding inhuman power in their own right, these Awakeners practically became the center of modern society. Any pursuit that didn't directly assist in the war against the monsters or the maintaining of law and order was treated as less than worthless.

In the midst of this is a regular human. A South Korean by the name of Lee Sunghoon. While he once aspired to be a musician, he had to abandon his dreams when his mother was rendered comatose as a tragically common byproduct of Akasha's advent into this world. In order to pay for her medical bills and potentially the cure to his mother's condition, he's forced to put his life on the line, assisting Awakened Hunters as human bait.

That is, until one fateful day, he is caught in the middle of a monster attack from the ruins of the fallen nation of North Korea. After a severe concussion, he regains the dormant memories of his past life as the Sorcerer King Kraturas.

He wastes little time combining the potentially omnipotent power of his magic with the advanced technology of this world to reclaim and eventually surpass the power he once held in this world. Throughout this journey, the world will only continue to grow more hostile. Whether it's Akasha opening up dangerous dungeons throughout the world, powerful humans threatened by Sunghoon's influence dooming the world for their own vanity, or even invasions of a seemingly invincible alien race that make other monsters seem trivial.

This is going to be a hectic 10 years, especially if you intend to add yourself into the mix as yet another otherworldly variable.

Akasha System

Free and exclusive to Humans (or Demihumans who pay extra for it), unless you take the upgraded version of The System is Watching.

The Akasha system provides numerous benefits to a given world. Well, one could argue it does the bare minimum to compensate for the danger it introduces, but I digress.

Class – When one awakens as a Hunter, they are granted a random "class" and around 10 special abilities or "skills" relevant to that class. Classes are ranked by rarity: Common, Rare, Unique, Legendary, Mythical, Transcended. Most classes clearly fall into a single category or "playstyle": tank, archer, healer, cc, mage, dps, etc. However, higher rarity classes possess more unique abilities or skills that fall into several distinct categories. More on this later.

Experience – All Hunters, regardless of class, gain the ability to improve their skills through use and acquire "Experience Points" from defeating or even being present for the defeat of a monster. The amount of XP given depends on the power of the monster, though the higher one's level the more XP is required to raise it further, so it eventually balances out. The stats that can be increased through the System are (STR)ength, (VIT)ality, (DEX)terity, (MAG)ic power, and (LUC)k. Use of certain skills can allow them to grow and power and evolve. In very rare circumstances, a Hunter can acquire entirely new skills as they level up.

Status – With a thought, Hunters are able to pull up a holographic "status screen" that only they can perceive. This is how they distribute their XP but also presents various information such as their Name, HP, MP, Race, Class, Level, Stats, and other relevant Characteristics.

Achievements – By completing incredible or unprecedented feats, a Hunter can unlock "Achievements". They often award the Hunter with extra slots for their inventory, an Item Box of the appropriate tier, or rarely new skills and passive effects.

Item Boxes – strange boxes awarded by the system for accomplishing various feats. When opened, they provide the Hunter with a rare weapon, armor, item, or accessory suitable to their class. The value of the contents of an item box can be determined by the metal it's composed of (Steel < Copper < Silver < Gold).

Inventory – At higher levels, the System will provide a hunter with a kind of pocket dimension containing a certain number of "slots" capable of storing any single inanimate object. Almost every Achievement rewards the Hunter with additional inventory slots.

Mana – All skills run on a kind of energy provided by the System known as Mana. How much mana a Hunter has and how quickly it regenerates varies on an individual basis. Although, it's considered quite fast if one can regenerate all their mana over the course of a week.

Notifications – Ultimately, Akasha does want humanity to survive this process, as such it will occasionally contact hunters through notifications. Akasha only deigns to directly contact Hunters in extreme circumstances, such as changes to the system itself, major shifts in the laws of the world, or the approach of forces that pose a threat to the entire world or even universe.

Knowledge – A little-known fact about the System is that it interacts with supernatural abilities from any source other than itself in a rather peculiar way. Should you utilize a spell or ability without the System's help, the System will grant you a skill with identical effects to the ability you used. You may still choose to use these abilities without the help of the system, and doing so causes your mastery of the skill version to rapidly increase.

The main reason to use these abilities through the system is convenience. Even if a spell normally requires a lengthy chant or a special state of mind, using the System skips that whole process and instantly produces the desired effect just by saying the skill's name with the intention to activate it. However, Akasha has full authority to categorize and organize your skills and has even been known to combine redundant skills into one. Akasha normally isn't one to do such a thing to the Hunter's detriment, but it's understandable if you aren't comfortable relying on an external force for your power.

Should one possess power from sources other than the System, their value will be represented in the status screen through a kind of formula: Stat A (X + Y + Z). Where A is the total value of the stat, X is the boost from the System itself, Y is the boost from any external objects like enchanted gear, and Z is the stats provided from any other source (such as undergoing some kind of evolution or metamorphosis).

The Future – Following this Jump, you will inexplicably retain access to the System. However, whatever fragment of Akasha resides within this System retains the original's peculiar sense of "balance". It is not unprecidented for them to reduce the amount of XP a Hunter receives for defeating any given enemy to a fraction of what it should be, if they regularly demonstrate power well above what should be possible for someone at their level.

Species

Choose one species. Any species can be drop-in. Choose age and species as desired.

Human [Free]
A regular human being. Exceptionally weak, but your world was one of the lucky few that received the protection of Akasha in time. As the native species of this world, you are able to benefit from the Akasha System described above.

Monster [Free]
You are a being from another dimension. Despite the name "Monster", this also includes more humanoid races like Sirens, Dwarves, Elves, etc. The natural power of your body depends on your choice of Rank. Even at the lowest rank, you likely have some natural advantages over humans, like superhuman crafting skills, flight, water breathing, a unique form of magic, etc. However, as visitors to this world, you are unable to utilize the Akasha System.

Demihuman [200 AP]
You are a human that was somehow transformed into another species. This may or may not have altered your appearance superficially, but internally your power is clearly closer to that of a Monster. Again, the power of your species depends on your Rank. This hybrid nature allows you to benefit from the Akasha System despite technically no longer being human.

Zecranid [1200 AP]
The Zecranids are possibly the deadliest species in existence. All members of the species operate under a single hive consciousness, regardless of distance. Zecranids have no "true" form, and they can use their seemingly unlimited shapeshifting to fuse and separate into as many or as few bodies as they possess the mass for. Within their hivemind is an "archive" containing the essence of every being they've ever consumed, allowing any Zecranid to assume or combine the forms and abilities of any beings within. Using the various abilities within their archive, the Zecranids are able to instantly understand and develop countermeasures to any attack they've ever experienced. To top it all off, they seem to possess some natural ability to not only travel intergalactic distances, but even through time and between dimensions.

You are the result of a freak mutation that caused a single Zecranid to break away from the larger hive mind. This mutation also seems to have wiped your genetic archive, requiring you to build it back up from scratch with powerful creatures you come across. The more beings you consume, the more biomass you have to work with. In time you may even grow to rival the main swarm. Just about the only way to kill you is to destroy every last instance of your swarm, or to somehow attack your consciousness directly.

Perks & Abilities

Choose any 3 [100 AP], [200 AP], [400 AP], and [600 AP] purchases to discount. Discounted [100 AP] purchases are [Free]. Discounts do not stack, but you can sacrifice two discounts of a lower tier for a single discount of the next highest tier, or one discount of a higher tier for two discounts for the next lowest tier. Prices higher than [800 AP] cannot be discounted.

Rank (Exclusive Monster or Demihuman) [Variable Price]
Certain species possess far more natural power than others. This power could be in the form of physical might, enhanced senses, genetically ingrained talents, inherent supernatural powers, etc. Your choice here determines how much natural power rests in your body.

F-Rank [Free] - Similar capabilities to a human, but with a handful of natural advantages in certain areas, whether it be exceptional strength, precision, magical talent, craftsmanship, or a special racial ability like flight or water breathing.

E-Rank [50 AP] - Comparable to a rhino or a lion in the threat you pose to humans. Could easily wipe out a few dozen regular humans or a small party of low-level Hunters.

D-Rank [100 AP] - Comparable to a tank or an elephant in the threat you pose to humans. Could easily wipe out a small village or a small party of mid-level Hunters.

C-Rank [200 AP] - Comparable to a small army in the threat you pose to humans. Could easily wipe out a small city or a small party of high-level Hunters.

B-Rank [400 AP] - Comparable to the army of a world power in the threat you pose. Could easily wipe out several cities or a large army of low-to-mid-level Hunters.

A-Rank [600 AP] - Comparable to a major natural disaster. Could wipe out most of a nation, and even an exceptionally strong party of Hunters would struggle against you.

S-Rank [800 AP] - Comparable to living apocalypse. Could terrorize entire nations as all human armies and all but the mightiest Hunters are helpless against you.

SS-Rank [1000 AP] - On the level of a demigod. Can easily destroy entire continents or even the whole world as long as a similarly freakish power doesn't arrive to stop you.

Class (Requires Akasha System) [Variable Price]
Hunters can possess a wide variety of classes. They often receive around 10 skills relevant to their class, but the higher the rarity of their class the more varied, unique, or powerful these skills are, with higher tier classes resembling combinations of several lower-level classes.

Common [Free] - Extremely common and straightforward classes like tank, archer, mage, DPS, etc. Not necessarily weak, but not necessarily strong either.

Rare [50 AP] - Classes that aren't exceptionally unique but are rarer and often in higher demand than common classes. Like healers or item-crafting classes.

Unique [100 AP] - Classes with far more unique skills or skills that are difficult to categorize, such as long-range psychometry or the ability to summon a magic spear from thin air.

Legendary [200 AP] - Exceptionally rare and potent classes. Hunters at this level could easily become top tier with relatively little effort. Often combine several potent and seemingly unrelated abilities like pyrokinesis, flight, healing, etc.

Mythical [400 AP] - Abilities so powerful and/or unique that they could change the course of massive battles. Examples include the ability to nearly double the power of all of an ally's abilities or being able to shapeshift into several powerful beasts.

Transcended [600 AP] - Classes that could threaten an entire country if they felt so inclined. Examples include the ability to conjure several enormous spirits that can fend off B or even A Rank monsters or some kind of assassination skill that can strike a target over any distance.

Level (Requires Class) [Variable Price]
This determines how high your level is at the start of the Jump. One's class has a major impact on how strong a Hunter is at any given level. A level 100 Hunter with a common class isn't even worth comparing to a Hunter with a Legendary or Mythical class at the same level.

Tier 1 (Lvl 1-49) [Free] - A complete beginner. Average Hunters at this tier could take on a single D-rank monster with some difficulty.

Tier 2 (Lvl 50-69) [50 AP] - An average level of experience. Average Hunters at this tier could take on a single C-rank monster with some difficulty.

Tier 3 (Lvl 70-149) [100 AP] - An above-average hunter. Average Hunters at this tier could take on a single B-rank monster with some difficulty.

Tier 4 (Lvl 150-199) [200 AP] - One of the world's greatest hunters. Average Hunters at this tier could take on a single A-rank monster with some difficulty.

Tier 5 (Lvl 200-399) [400 AP] - Few Hunters have ever reached such a high level. Average Hunters at this tier could take on a single S-rank monster with some difficulty.

Metamorphic Phenomenon [50 AP / 400 AP]
There are many documented cases of Hunters that undergo a kind of metamorphosis when they reach a new level of physical strength. These changes are often relatively subtle, such as a change in hair or eye color. Going forward, you'll find that any time you reach a substantially higher level of physical power through your own efforts (training, genetic modification, magic, etc.) you will undergo a similar transformation. The changes will be permanent, but you'll always find it to be something aesthetically pleasing. For a plus-charge, this is a far more dramatic transformation. Reaching such a threshold causes your body to undergo an evolution, causing an immediate jump in your all-around capabilities, even those unrelated to your physical power. Just realize that with each threshold you hit, each consecutive threshold is significantly harder to reach than the last, so don't expect this to be a regular occurrence.

Branch of Akasha (Requires Akasha System) [400 AP / 800 AP]
Following this Jump, you will be able to Awaken individuals of your choosing in future Jumps, giving them their own copy of the System, though what Class they receive is completely random. For double the price, then you can directly contact the Director of Akasha in future worlds, whom you can potentially persuade to directly intervene in the System's functions or perhaps even introduce dungeons and hunters to future worlds.

Knowledge [400 AP / 600 AP / 1000 AP]
A well-kept secret of the planet Earth is that there was a point where all the various magics and supernatural practices found in myths and legends were very real. Witches could brew potions and cast curses, some martial artists could utilize magic talismans or weaponize their inner energy, the devout could call upon their gods to create real miracles, and more. However, for reasons that nobody is quite sure of, mana vanished from the world, and with it all magic. Naturally, the arrival of Akasha reinvigorated the world's mana. The few who preserved the knowledge of these arts are now able to utilize their full power once more. On top of the magics already on Earth, many creatures that arrive through dungeons have been known to wield completely new magics unique to their own dimension of origin. This Perk can be purchased multiple times at the same or different tiers for different forms of magic.

Mage [400 AP] - You are privy to a potent but fairly limited form of magic. Perhaps you know a variety of curses that blight a target for as long as you continue chanting. Maybe you are the heir to ancient Chinese martial arts, allowing you to use your qi to enhance your physical abilities to superhuman levels and fire destructive blasts of energy. Perhaps you are privy to the otherworldly power of Aura, which can be used to slowly but permanently refine the mind, body, and soul until the point of enlightenment.

Knowledge (Continued)

Magician [600 AP] – You are a master of an unspeakably potent form of magic. Perhaps you are a necromancer who can transform entire nations into your undead kingdom in a matter of months. Perhaps you serve a mighty god of love and justice, whose power can create food from nothing, infuse the land with life, and perfectly resurrect the dead en–masse. However, this magic is somewhat limited in how it can be used. A necromancer only has so many ways to solve problems that don't involve turning people into undead, and the aforementioned high priest won't be nearly as useful in situations demanding raw offensive power.

Sorcerer [1000 AP] – You were once a mage of almost unmatched power in a different world. Whether you reincarnated like Kraturas (or if you simply are Kraturas in this timeline) or found some other means to reach this world is irrelevant. You know countless spells and the techniques to create an infinite variety of magic items and structures. If you lack the spell for a desired effect, creating a new spell is relatively simple. Practitioners of this have been known to call this magic "omnipotent". In a sense, they are correct. As long as one has the prerequisite, knowledge, mana, and creativity, one can devise a spell or artifact for any conceivable effect. Needless to say, there are few, if any, in this universe who can compete with you in magical knowledge, but you'll need to build up your mana and power from scratch.

Practitioners of this magic are divided by the number of mana circles around their heart, from 1 to 10. Each ring substantially increases the potency, reserves, and regeneration of the user's mana, as well as raising the number of spells that the user can combine for even more potent and unique effects. Normally, the process of forming new rings takes a lifetime, with few ever reaching as many as 5 and the 9th and 10th circles being purely hypothetical. However, you are privy to a unique spell that drastically speeds up this process. Perhaps you know the same spell as Kraturas for transforming electricity into mana, or maybe you can devour the souls of powerful beasts to fuel your own, or maybe you need to absorb ambient life energy from your surroundings. The specifics don't really matter. As long as you can capitalize on this special technique, you could go from the first circle to the sixth in a matter of months. With enough luck and resourcefulness, even the mythical 10th circle might be within your reach.

You should be aware that each circle places more strain on the user's body. This is negligible for the first four or so circles. However, by the time you get to the 5th circle the process of creating a new ring could destroy your body if you are too weak. Different users find various methods to circumvent this. Whether it's giving up their body to become a being of pure energy, grafting the body parts of much stronger species, or using a technique like Aura to refine their body to the point it can handle the strain. Regrettably, this purchase alone does not provide knowledge of Aura. You'll need an additional purchase of Mage for that. Maybe in time you'll be able to devise some completely unique method to deal with the risks?

Talent Scout [100 AP]
You've always had an eye for people. You can instinctively tell when someone isn't showing anywhere near all their cards. Even if you have no tangible evidence, you can always tell when someone is hiding their full power (even if you don't know the full extent of said power). This also helps with recognizing those with untapped potential.

Marketable Skills [100 AP]
You have several years of experience in a support role for other Hunters. Whether it was serving as a porter, monster dismantler, or even live bait. In addition to all the skills relevant to your job of choice, you have developed the same nerves of steel as a real Hunter, able to calmly adapt to the situation, even when surrounded by monsters way above your level.

Chick Magnet [100 AP]
Regardless of whether you actively try to make it so, you always end up surrounded by attractive members of your preferred sex. These aren't necessarily romantic bonds, but most attractive members of this sex default to having at least a somewhat positive impression of you and find themselves needing or wanting to interact with you on a semi-regular basis.

A True Hunter [100 AP]
You've been on more hunts than you can count. You're a master tracker when it comes to monsters or even regular beasts. You are extremely knowledgeable about common monsters, their behaviors, and effective strategies against them. This knowledge updates in future Jumps, but only in terms of publicly available information regarding monsters, if any exists.

Tough Customer [100 AP]
Your silver tongue makes you a master salesman and negotiator. You can naturally convince people to spend well above their intended budget or charge you a fraction of what they were planning to. You can see the traps hidden in even the most cleverly worded contracts and draft up your own exploitative contracts that could make a demon blush.

Minister of Magic [100 AP / 200 AP / 600 AP]
Every single one of Sunghoon's spells are triggered by the same chant "as a controller of mana, I hereby command" followed by the name of the spell. You may devise a similar chant that can be used in place of the verbal components of any spells you know from any magic systems.

For [200 AP], as you grow in mastery of magic, the verbal requirements get reduced. At first you'll still need the full chant, but once you have enough magic power to throw around, you can get away with just saying the name of the spell or even just thinking it if you're just that powerful. For [600 AP] this extends to other restrictions or costs of a spell like needing a sacrifice or requiring specific environmental circumstances. You can completely ignore such requirements simply by pumping significantly more mana into any given spell.

No Peaking [200 AP]
You are instantly alerted whenever someone is attempting to copy or reverse-engineer your magic or special powers, no matter how subtly. You can even cause it to instantly cancel out whatever spell or power you were using before they can gain anything. This only applies to direct observation, not recordings or studying your external creations. Togglable.

Super Rookie [200 AP]
For any organization you ally with, you'll always get benefits and sign-on bonuses well above the norm. As long as you keep putting out good results, you'll rack up one promotion after another and your contract will keep getting revised, with each iteration skewed more in your favor until your employers are actively taking a loss just to keep you employed.

Infectious Talent [200 AP]
At least one out of every dozen or so people you form a relationship with will turn out to possess inconceivable untapped potential. That recruiter could be an unappreciated business genius, that peppy healer a once-in-a-millennium martial arts talent, that rich young lady the favorite of the god of death, that newbie mage a reincarnated sorcerer king, and so on.

Puppet Master [200 AP]
Your words are a weapon mightier than any spell or blade. You have a terrifying ability to manipulate others. As long as your voice can reach the ears of the right people (and you have enough bribes to sweeten the deal) you can push governments to pursue the most patently self-destructive policies or pick fights that they stand nothing to gain from.

Abandon Ship [200 AP]
Whenever an organization, family, faction, etc. you associate with is about to do something stupid and self-destructive, you never seem to get dragged down with them. You won't be targeted, implicated, or directly punished for any of their misdeeds, as long as you weren't an active participant. These incidents often create convenient power vacuums for you to fill.

Living Archive [200 AP]
It's a good thing Kraturas has such a good memory. You similarly possess perfect memory and recall, particularly in terms of your knowledge of magic or technology. You never forget how to cast a given spell or how to construct a given item or structure and never have any trouble picking out the perfect spell/skill/item/etc. for a given situation.

Religious Freedom [400 AP]
Even if you personally killed millions of people literally days prior, as long as you make no further (direct) hostilities and can provide an appropriately substantial peace offering, it's all water under the bridge. As long as you can spin it as "religious freedom" you won't face any repercussions for spreading an intrinsically dangerous philosophy, transforming humans into monsters (consensually), distributing dangerous magic, manipulating various governments, etc. as long as you haven't technically done anything to directly instigate conflict.

Singularity [400 AP]
For a magician, the "singularity" is the point where an individual wields so much personal power they can influence nations. You find it terrifyingly easy to bend societies and governments to your will through demonstrations of absurd physical power. Whether it's becoming the leader of a savage race of monsters after defeating their old leader, earning the loyalty of an entire species after you effortlessly save them from disaster, or convincing entire nations that following your lead is far safer than making you their enemy.

Enlightenment [400 AP]
By refining your body to a superhuman level, you have achieved "Enlightenment", enhancing your physical capabilities and vital energies to an absurd level, even by Hunter standards. You have also developed "Conceptualization", a single ability unique to you. For some, this ability is relatively simple, like teleportation, decomposition inducement, a freezing aura, etc. For others, it can be something as absurd as a punch that always hits its target regardless of their defenses, position, or distance. Overuse of Conceptualization places immense strain on your body.

Magic Engineering [400 AP]
The talent that allowed Lee Sunghoon to regain and eventually surpass his former power so inconceivable quickly. You possess a natural talent for combining magic and technology in a way that covers each one's respective weaknesses while greatly enhancing their combined strengths. Whether it's golems with the firepower of a tank, modifying factories to synthesize magic objects, using magic to bring concepts from the realm of science fiction into reality, and so much more. You wield the potential for miracles beyond imagination.

Dungeon Seeker [400 AP / 600 AP]
For unknown reasons, you will continue to find dungeons in future worlds. These dungeons are far more stable. Monsters won't come out of them, and you don't have to worry about them infecting their surroundings. That said, you may decide upon clearing a dungeon whether to close it immediately or to allow it to remain for several hours during which those within can come and go as they please. They'll often be in secluded areas, and nobody will be able to notice anything strange until you deliberately call attention to them. For [600 AP] these dungeons are shards of past Jumps you've been to. Meaning the resources, beasts, and perhaps even some intelligent creatures within will be natives of those Jumps.

Pack Leader (Incompatible Human) [400 AP / 600 AP]
Whatever your current species is, you are a prime example of it. Your physical capabilities are well above-average, as are any inherent racial talents and abilities, such as an elf's magical talent or a dwarf's craftsmanship. For [600 AP], you are one of the rare types of monsters that can evolve. Your body rapidly adapts to suit any harsh environment, and as you continue to subjugate yourself to enough life-threatening battles and hazards, you will continuously grow in power. As long as you survive enough hardship, you could climb your way up from E-Rank to a B-Rank in under a decade. Over the course of centuries, who knows what's possible?

Monotheist (Incompatible Polytheist) [600 AP]
You are the favorite of a mighty god, providing you with an inconceivable boost to any traits or abilities relevant to their domain. The favor of the god of martial arts could let you cultivate your body in months to a level that most fail to reach in centuries. The god of death could enhance your necromantic abilities to raise armies strong enough to topple nations. The god of fire could let your own flames burn hot enough to harm demigods. A god of mercy could let your healing magic casually resurrect the dead en-masse. To give a few examples

Polytheist (Incompatible Monotheist) [600 AP]
You aren't an enemy of the gods, but you aren't their servant either. You seem to get along naturally well with all gods equally and are forgiven with bizarre ease for all but the most extreme transgressions. They won't actively assist you for no reason, but they will be more than happy to repay you for assisting them with some task they are for whatever reason unable to directly resolve. These rewards could be a one-time miracle, a blessing normally reserved for devote followers, a potent artifact, or anything else of the sort.

Synthetic Miracle [600 AP]
For all the power already at his fingertips, Kraturas/Lee Sunghoon never ceased in his search for new knowledge. You find it abnormally easy to reverse-engineer any magic you come across. Some kinds of analysis magic will significantly speed up the process, but just observing such magic with your own eyes will give you a decent grasp of how it functions and how its effects can be replicated and improved using what magic you already know. This can even extend to magical items or structures. With enough research, you can even create synthetic duplicates of powerful magic organisms like the World Tree.

Meta Luck [600 AP]
Your fate is one of extremity. Causality will twist itself in whatever way it needs to put you in conflict with greater and greater threats, but only immediately after providing you with the opportunities and good fortune needed to make your success possible, if not guaranteed. This can be toggled, but the longer this is left on the more the risks and rewards snowball. Perhaps you'd have a sudden breakthrough in your magic power right before you're attacked by a small militia, but if you end up facing enemies that threaten universes, you'd find yourself reaching breakthroughs and tripping over powerups even gods would find excessive.

Knowledge is Power [600 AP]
As mentioned before, the magic spoken about in human myths and legends were once very real, the only difference is mana. Similarly, you can infuse mana into mystical practices of dubious authenticity to make them fully functional. You can even teach this to others. Create a philosopher's stone from historical alchemy, master qigong until you can fire qi blasts, turn hypnotism into actual mind control, etc. This even works on magical practices that really were fictional from the start. The potency of the effects you can produce are still limited by how much mana you can afford to pump into your spells.

Ultimate Predator [800 AP / Free Zecranids]
Just as terrifying as their ability to steal the forms and abilities of their prey is the Zecranids' ability to instantly adapt to any attack. As long as you manage to survive a specific attack, you will instantly understand its mechanics and devise a countermeasure that will be automatically deployed whenever you face it again. In effect, this means that it is impossible to use the same attack against you twice. Of course, this is often quite specific. An immunity to a specific type of magic projectile doesn't translate into total immunity to all magic period. It's also worth mentioning that you can only devise countermeasures to attacks that you theoretically possess the means to negate. This isn't as much of an issue for Zecranids and their endless archive of assimilated races, but other beings may not have quite so many tools at their disposal.

Items & Allies

Choose any 2 [100 AP], [200 AP], [400 AP], and [600 AP] purchases to discount. Discounted [100 AP] purchases are [Free]. Discounts do not stack, but you can sacrifice two discounts of a lower tier for a single discount of the next highest tier, or one discount of a higher tier for two discounts for the next lowest tier. Prices higher than [800 AP] cannot be discounted. All purchases below can be purchased multiple times, but discounts are per-purchase.

Equipment [Variable Price]
This purchase gives you a full set of armor, weapons, and accessories suited to your class (or if you lack access to the Akasha System, your general fighting style). These are likely made from the remains of monsters or directly from Item Boxes. Higher level items are naturally of greater quality to lower levels and have more potent enchantments.

Common [50 AP] - Better than nothing, but sub-par by Hunter standards.

Rare [100 AP] - Strong and well-made by the standards of pre-System humanity.

Unique [200 AP] - Strong enough to give an over most low-level Hunters.

Legendary [400 AP] - Strong enough to give an advantage over most mid-level Hunters.

Mythical [600 AP] - Strong enough to give an advantage over most high-level Hunters.

Transcended [800 AP] - Unprecedented power. Powerful enough to allow all but the most incompetent Hunters to take down any monster weaker than a Demigod.

Hunting Party [50 AP]
With one purchase, you receive a slot that can be used to recruit a native of this world as a companion. Each additional purchase doubles the number of slots.

Trusted Warriors [50 AP]
With one purchase, you may create or import a companion with [600 AP] to spend. Each additional purchase doubles the number of companions you can import or create.

Loyal Steed [50 AP]
A seemingly mundane moped. It requires gas every now and then but has an odd enchantment that causes any damage it sustains to repair itself in minutes, even if totally destroyed.

Lure Incense [100 AP]
A replenishing supply of Lure Incense and Attraction Spray. Both are valuable Hunter tools that serve the same purpose of attracting any nearby monster (regardless of their diet or dimension of origin) to their scent. Post-Jump, this seems to apply to any creature of bestial intelligence that could reasonably be categorized as a "monster"

Panacea [100 AP]
A mandrake root. This can be processed into a special medicine able to cure seemingly any disease, allergy, or poison, even those of a supernatural nature. As an odd side effect, those treated will afterwards be overflowing with vitality and appear several years younger. You only receive a single root and will not receive a replacement until the next Jump.

Mana Tank [100 AP]
Exactly what it sounds like. An enormous canister that slowly fills itself with mana from the air. You are able to wirelessly draw from this tank to bolster your own mana. Assuming you have the mana reserves of an average Hunter, this basically triples your MP. However, it takes at least a full month for the tank to fully refill itself.

Mana Crystals [100 AP / 200 AP]
Monster Cores (also known as Mana Crystals) are a special mineral found in the bodies of monsters. They are the vital component to the creation of any magic items, and those with exceptional mana control can even sacrifice them to enhance spells or provide a slight increase to their own mana reserves permanently. At the start of each month, you receive a small crate filled to the brim with tiny, low-level Mana Crystals. For double the price, you instead receive shipments of high-level Mana Crystals, which are much larger and much more potent.

Wizard's Domain [100 AP / 400 AP]
For the base price, you receive a large-ish mansion in a beautiful but secluded area. Comes with plumbing, a Wi-Fi connection, a valet, and even a pond filled with overpriced koi fish. This house even generates its own electricity from solar panels and windmills.

However, if you're willing to quadruple the price, you receive numerous additional basement floors that modify this entire structure into a "Wizard Tower". This building is essentially an extension of your magic power. It is aligned with countless enchantments that allow you to teleport people to and from it from anywhere in the country, renders it nearly immune to external attacks, substantially enhances the power of any of your spells or magical constructs, and a secure telepathic connection with you and your creations over almost any difference. However, it's unable to truly shine without some kind of central intelligence to operate its various subsystems in your absence.

Mobile Base [200 AP]
A standard loadout for professional hunting parties. This is an enormous armored truck with everything you'd need to hunt monsters. Such as drones to scout and serve as bait, wireless communicators, scanners that can detect any non-human mana signatures in a large area, plenty of storage space for monster remains, and more. It even comes with a full staff of regular humans to provide support from the truck.

Very Smart Phone [200 AP]
One of Lee Sunghoon's later inventions that he later sold to the public. In essence, it is a smartphone that runs on mana, either the user's own or ambient mana in the air. Not only that, this phone can download a seemingly infinite variety of low-level spells, as you would any regular app. Whether it's offensive spells like fireball or frost, or convenience spells for cleaning or performing simple repairs.

Illusory Worlds [200 AP]
Within your Warehouse or a property of your choosing are three large pods. These are a magic form of virtual reality. Those submerged in the liquid pods will have their minds transferred into a lifelike simulation of your design. Any training done in this simulation is reflected in both their mind and body. This even alters how their brain perceives time, allowing them to experience months in the simulation while mere days pass in the real world. Those submerged will have no need for food, water, air, or any similar needs while in the simulation.

Hunter Mall [200 AP]
In every Jump, you will have access to a special mall that exclusively sells masterfully crafted items made from monster remains and often bearing various enchantments. Don't ask where they get their stock in worlds without monsters, they don't know either. You'll always know exactly where to find this mall, but nobody else ever seems to notice or think to investigate this shop unless you intentionally point it out to them.

F-22 [200 AP / 400 AP]
Your own personal F-22 fighter Jet. Probably shouldn't let the government know you have this. This jet has a max speed of around Mach 2.6. Its fuel and any damage seem to restore themselves over the course of 24 hours. For double the price, this has been enhanced with a variety of enchantments that allow it to reach Mach 12 and enhances the capabilities of both the pilot and the plane itself to survive and maneuver at such absurd speeds.

Circle of Protection [200 AP / 400 AP]
You receive one of Sunghoon's two most iconic magic creations. For the base price, you receive one of his mass-produced Life Support Rings. While worn on your finger, the ambient mana in the air completely removes your need to eat and sleep. You'll have plenty of energy to spare, and your skin will always look young and clean.

For double the price-you instead receive a halo-like object known as an Arc Ring. This object floats above your head and can be summoned or banished to who-knows-where at a moment's notice. While worn, it can protect you from virtually any hazardous environment, whether it be a poisonous swamp, a volcanic wasteland, or the vacuum of space. Its effects include cleansing of status ailments, physical recovery, detoxification, protective magic, atmosphere creation, temperature control, and various similar effects. This protection isn't quite as effective against deliberate attacks as ambient hazards, especially those that don't rely on status effects. It also grants the wearer the ability to fly and levitate themselves.

Magic Printer [200 AP / 400 AP]
An invaluable tool in Sunghoon's creation of magic artifacts. In simple terms, it is a 3D printer that has been enhanced to be able to manufacture magical artifacts out of virtually any material. It's quite slow, but as long as you have the right raw materials and a blueprint, any machine or magic item you could theoretically create manually, this machine can synthesize without you needing to lift a finger. For double the price, you receive an enormous factory with similar capabilities as the 3D printer but substantially scaled up. Whether it's enchanted rings, magic weapons, or military-grade golems, as long as you have the blueprints and raw material for them, you can start mass-producing them by the dozen.

Loyal Subjects [400 AP]
Your own personal army of several dozen mid-to-high-tier Hunters. Alternatively, you may instead receive a similarly powerful army of monstrous or humanoid races from other dimensions. Whether through genuine loyalty or magical enslavement, they will never disobey your will. They all occupy a single companion slot.

6-Legged Spider Robot [400 AP]
One of Lee Sunghoon's spider-esque Golems (oddly, this seems to be on the level of the later models he developed). You may choose whether this is the standard model that can carry you on its back, or the shrunken model that is similar to a small dog in size. This golem can operate in any environment, whether land, air, or sea. Its precise long-range weaponry and scanners could allow it to clear out any low-level monsters within miles of you in minutes. Even high-ranking hunters would struggle to defeat this golem. You control this golem through verbal commands, and it will refuse to obey anyone else without your explicit approval.

Brain Box [400 AP / 600 AP]
An advanced technique used by mages to enhance their own casting power. You essentially create a preserved clone of your own brain, form a permanent telepathic link with it, and hide it away in a pocket dimension. Much like combining the processing power of several computers, you have essentially doubled all your mental abilities, whether it be in terms of calculation speed, memory storage, or clarity of thought.

For a plus-charge, then as a byproduct of forming a Brain Box, you birthed an Ego Artifact. This is essentially a spirit born from your cloned ego. It will gradually develop its own personality, but its fundamental values, goals, and thought process are very similar to your own, and serving you will always be its top priority. It possesses calculative and learning abilities well beyond any supercomputer and only continues to evolve. It represents itself through a kind of holographic avatar, but in reality it can divide itself into as many bodies as needed and maintains a telepathic connection with you and any other instances of it over any distance. Sprites like this are often used to manage the various magical infrastructure and systems within a Wizard Tower.

The Great Annihilator [400 AP]
You receive an instance of the single greatest weapon Lee Sunghoon ever devised. In simple terms, it is an antimatter cannon powered by mana. This colossal cannon launches an enormous antimatter beam that can hit a target from miles away. The blast radius is comparable to a small city, with all matter within being completely annihilated. However, the obscene amount of mana needed to fire this weapon requires a full month to completely refill through ambient mana. Even then, the process of targeting and charging the canon requires a full hour. Not to mention the difficulty of actually moving the cannon to wherever you need it. Still, this weapon was designed to counter the Zecranids, and in its first test it was able to annihilate a starship composed of million Zecranid bodies.

Eyes of the Sorcerer [400 AP]
An array of several hundred magitech satellites arranged equidistant around the Earth (or whatever your current planet is in future Jumps). These essentially allow you to monitor any part of the planet in real time, while also possessing functionality for magic detection. It also can be used to facilitate wireless communication worldwide.

Unlimited Power [400 AP / 600 AP]
You are the personal owner of a dozen nuclear power plants. They maintain themselves without you needing to do a thing, and what you do with all that power is your own business. For a plus-charge, you receive something far more incredible. This is a magitech fusion reactor, able to output an infinite amount of electricity with seemingly no limit. Just imagine the power you'd wield if you could somehow integrate that power into your own body.

Modern Royalty [400 AP / 600 AP]
You are the CEO or head of a colossal international conglomerate or family. Your influence is comparable to HD Holdings, with subsidiaries branching into a variety of profitable industries. Perhaps one of those subsidiaries is a Hunter agency. It should go without saying how much money this puts directly into your pocket. For a plus-charge, your power is much older. You are the head of a family equal to the Rothschilds. Your funds are practically infinite, and you have enough influence in every major company and government to be able to functionally control the whole world. Your family will possess a similar level of influence in future Jumps.

Random Luck-Generating Box [600 AP]
A secret fifth level of item box. However, it is not a simple upgrade to the Golden Box. The Random Item box is just that, random. It can produce literally anything, no matter how incredible or worthless. A regular person who uses it would most likely get a mundane object like a rock. However, should someone open this box with an inconceivable high level of luck, they could get something as absurd as a potion of perfect immortality, unlimited access to the Akashic Record, godhood, a sword that can kill any being, etc. You only get one chance to open the box each Jump. You may decide at the start of each Jump whether to hold onto your last reward, or to give it up in order to "re-roll" in hopes of a better result.

Ancient Dragon Heart [600 AP]
Exactly what it sounds like. Even on a multiversal scale, this heart is a treasure with few equals. Should you manage to absorb this heart's power (and survive) it will take the place of your own heart and initiate a profound metamorphosis. You will undergo a substantial leap in power, on top of bestowing you with the physical and mystical power that even an entire army of Hunters would struggle to come close to. Should events proceed as expected, Lee Sunghoon will manage to jump straight from a five-circle wizard to an 8-circle arch-wizard, a level of power that can compete with demigods.

Star Arc [600 AP]
An enormous starship created with the greatest magic and technology that Lee Sunghoon could muster at the peak of his power. There are few races in the history of this universe who have managed to create a vessel of comparable defensive and offensive power. You could hold a whole planet hostage with something like this. It was designed to be a countermeasure to the approaching Zecranid fleet. Though, against such an incomprehensible threat, you'd be lucky to buy a few seconds of time without any other preparations.

World Tree [600 AP]
The world tree is a species of magic tree that can be found in several mana-rich dimensions. Once fully grown, it produces a variety of miraculous effects. It can terraform absolutely any location to be habitable for human life. Even a gas giant like Jupiter could become a verdant paradise in a few short years. In addition, it enriches the ambient air with mana, causing all life to flourish and magic within to be far more powerful. You receive a single World Tree sapling that can be grown to full size with a few months of care. Once fully grown, you may learn how to cultivate additional seeds in order to plant as many World Trees as you could want.

Akashic Drive (No discounts) [1600 AP]
It's beyond me what possible favor you could have been owed to receive this. You now possess unlimited access to the Akashic Record. That is to say, the archive of absolutely all knowledge in the entire history of the universe and all its neighboring dimensions up to the present date. You are able to mentally access this record whenever you please, allowing you to effortlessly sort through and draw upon any of this knowledge. By paying for this, the Akashic Record will include the sum-total knowledge of all previous Jumps as well (up to the point in time that you left that Jump) and continuously update for every world you set foot in after this point. One can only imagine the heights such a prize will take you.

Drawbacks

Take as many or as few as you can handle.

Lose-Lose Situation [+100 AP]
No matter what you do, people often immediately jump to the most unflattering interpretation of your motives in any given situation. Surrounded by cute girls? You're clearly a womanizer. Not surrounded by enough girls? You must be gay. You refuse to stand up to the corporation screwing you over? What a wimp! You stand up to the corporation screwing you over? What a brute! These assumptions will always be annoying and virtually never to your benefit.

Silence Notifications [+100 AP]
You can appreciate that Akasha is trying to help, but you really wish they'd learn to keep it down. Your vision is constantly filled with dozens of useless notifications for every little thing. If you level up, each point of experience is a pop-up. If an enemy appears, you'll be blinded by warnings of impending danger (after the danger has already been made obvious). Want to use literally any spell or skill? You already know each of those comes with a separate pop-up.

Delicate Ego [+100 AP]
How odd, you don't remember your emotions being this hard to control in past Jumps. You have quite a short fuse. Normally, you have little trouble keeping your emotions under control, but once something manages to set you off, you flip from 0-100 in an instant, acting impulsively and utilizing excessive force without any regard for the risk or collateral damage. The best counter to this is to simply ensure you never find yourself in such a situation.

Bloody Ties [+100 AP]
As they say, you can pick your friends, but you can't pick your family, even if you really wish you could. One of your relatives is a bit of a black hole for money. Whether it's for medical bills or their failing businesses, you'll constantly be expected to loan them a fortune for their expenses. You love them too much to just cut them off, but you are guaranteed to be in almost constant debt as a result for at least 50% of this Jump's duration.

Black Hunters [+200 AP]
The term “Black Hunters” refers to groups of Hunters hired to commit acts of crime or terrorism. In any case, somebody has put a bounty on you, meaning you’ll frequently have groups of Black Hunters after you. By Hunter standards, Black Hunters are usually fairly weak individually but compensate for this weakness using superior numbers and firepower while waiting for the perfect opportunity to spring their ambush.

Sinner’s Mark [+200 AP]
Floating above your head is a number that objectively represents the number of crimes/sins you have committed in this or past Jumps. Anyone able to see you can see this number, and nothing you do can hide it. This is similar to Lee Sunghoon’s Karma Viewer spell, except it is permanent and no longer caps at 100. People won’t immediately realize what this number signifies, but there’s no reason they can’t eventually figure it out.

Stepping Stone [+200 AP]
You have this infuriating habit of picking fights with the most powerful individuals you can find. Whether their strength is personal, political, or financial, you can’t help but make them your enemy. Even once it becomes abundantly clear that you are outmatched, you can’t restrain yourself from doubling, tripling, and quadrupling down on your efforts to win a fight that you arbitrarily started and might not even have that much to gain from winning.

Acute Chronic Blackout Syndrome [+200 AP / +300 AP / +400 AP / +600 AP]
Humans who were unable to handle the sudden rise in the world’s mana density were stricken by a condition known as “Acute Chronic Blackout Syndrome” that renders them comatose and requires constant medical care to maintain their health. The only way to cure them was with exceptionally rare medicines found only in dungeons, such as the Mandrake root. One of your most beloved family members has come down with ACBS. For [+200 AP], there is a chance that some of your OOC abilities or items can cure their condition, but for [+300 AP] any methods to heal them that don't originate from this Jump will only make their condition worse. Should you manage to cure them, you may take them as a companion for no cost.

Alternatively, you can double the payout to take this condition upon yourself. Until your condition is cured, all OOC abilities will be sealed away. You must place your fate entirely in the hands of whatever allies you brought into this Jump. Even if your condition doesn’t kill you, if they fail to cure you before the end of the Jump, it will be treated as if you died.

Patent Infringement [+200 AP / +400 AP]
I hope you weren't planning to keep a low profile during this Jump. You have an exceptionally difficult time keeping your powers from other worlds secret. Attempts to investigate your powers are almost always fruitful, while your attempts to investigate the power of this world are almost always uncovered (though not necessarily thwarted). For double the payout, this extends to attempts of locals to reverse-engineer your magic or technology (though their imitations will almost never be more than 50% the potency of the original). This naturally makes your own efforts to reverse-engineer far less subtle.

Blind Leading the Blind [+300 AP]
In this timeline, those in power seem to be determined to make the absolute worst decisions in every possible situation. Refusing to close the dungeons that are destroying the world? Makes sense. Picking a fight with the single strongest being on the planet? Why not? Allying your country to the worshippers of an evil god that were attempting to destroy the planet literally months earlier? Everyone deserves a second chance. These decisions always end up causing problems for you specifically and generally making the world a much worse place.

Shake off the Rust [+300 AP]
Your arrival in this world wasn't as smooth as usual. Your stats, skills, raw power, and abilities have all been reduced to a fraction of their original power, while potent abilities with a fixed level of power will be inaccessible until you regain enough of your former might. As a silver lining, the process of building your power back up won't take nearly as long as you'd expect. Attributes and skills that initially required decades to build up could be restored to their full potential in just a few years, or even months if you're diligent and resourceful.

The System is Watching [+300 AP / +400 AP (Exclusive Humans or Demihumans)]
The Director of Akasha ultimately wants to save this dimension from destruction, but it also has an odd sense of "balance". The more power you demonstrate, the more Akasha reduces the XP and rewards it gives you. Normally, defeating a C-Rank monster is enough for a beginner Hunter to level up several times, but if Akasha catches you effortlessly wiping out an entire spacefaring civilization of A-Rank creatures, it'd only give you one level for your trouble. For a plus-charge, rather than trying to rebalance the System around you, Akasha just won't allow you to access it at all, barring you from the Akasha System and all its features.

Living Property [+400 AP]
The tragic reality of magic is that it is only as "good" or "evil" as the one using it. You have been stricken with an irremovable enslavement spell. Your master isn't necessarily "evil" but their goals and loyalties are diametrically opposed to your own. You have no choice but to obey. Intentional disobedience will inflict you with agonizing pain, while outright betrayal will kill you on the spot, even if your master has no way of knowing about it. Even if your master dies, you'll be compelled to complete any final orders they give to you.

Wrath of the King [+400 AP / +600 AP / +800 AP]
Your existence is far too dangerous to ignore. Lee Sunghoon is guaranteed to safely recover the memories of his past life, after which he prioritized finding a way to eliminate you at all costs. He is no fool. He will take time analyzing your abilities, building his strength, and only striking when he is certain of his advantage. For a plus-charge, Sunghoon's rise to power will occur even more quickly than in the canon timeline. If you give him too much time to grow, you'll have to face him at his absolute strongest, as a 10th-circle sorcerer with the heart of an ancient dragon, an infinite mana supply and unrestricted access to the Akashic Record. For another plus-charge, then this Sunghoon originated from a potential future where he wasted no time ascending into a mighty god of sorcery and will appear at the very start of this Jump.

God of the Algorithm [+600 AP]
With how ill-prepared most of humanity was to tackle dungeons, especially with the level cap, you'd really think these dungeons were designed exclusively for Lee Sunghoon. Perhaps you're receiving a similar level of "favoritism". The dungeons that appear in this world are ungodly dangerous. In fact, it's not a stretch to say that they were balanced specifically with you in mind. They are guaranteed to pose some degree of a challenge to you, even accounting for your outside abilities. So just imagine how impossible they'd be for a regular Hunter.

Dimensional Predator [+600 AP / +800 AP]
As the ultimate Dimensional Predators, it should come as no surprise that the Zecranid swarm would notice your arrival. They have your scent and will waste no time gathering the entire Zecranid population from across all dimensions to pursue you with the intent to devour. They can track your scent no matter where you may try to hide in this or any other dimension. For a plus-charge, they have somehow managed to consume most, or all of the strongest species from all previous Jumps you've been to, adding their abilities to their genetic archive.

Main Quest

Why wait for someone else to save the universe?

You find yourself in a brand-new timeline. A timeline that will not be saved by Lee Sunghoon. Perhaps he never awakened to his memories in this timeline, or perhaps he did, but chose a far more selfish path to power, refusing to spare even the most meager effort for the betterment of the world. In either case, the fate of the world now sits squarely on your shoulders.

Once dungeons start opening across the Earth, the Hunters of the present will be nowhere near strong enough to conquer them, especially with the strict level cap. They'll likely perish by the thousands if you refuse to intervene.

In time, you may cross paths with intelligent beings from other dimensions who can inform you about the true purpose of the Akasha System. In truth, the current universe is on the verge of collapse. The Hunters and dungeons are just byproducts of Akasha's efforts to repair this dimension using the remains of dimensions that have already been destroyed.

Should you contribute more than every other human combined to Akasha's goal of completely repairing this damaged dimension, then Akasha will contact you directly. For completing such a feat, it will award you with [600 AP] that may be spent in the Items & Allies section. It will also warn you of an additional threat approaching the Earth: the Zecranid swarm.

The Zecranid's are a nearly invincible hive mind species. Able to develop countermeasures to any attack used against them, assume the form, abilities, or even technology of any species or being that the swarm has previously defeated, and freely divide and recombine into as many bodies as they possess the mass for.

Should you succeed in eliminating the Zecranid threat, you will be given the opportunity to ascend into a greater god ruling over 1-2 relevant domains, such as water, fire, death, magic, fate, etc. On top of being completely immortal, you are (theoretically) omniscient, omnipresent, and omnipotent within the scope of your domain on a multiversal scale. However, it is difficult for you to directly manifest even a fraction of your full power in worlds lacking mana. You can indirectly influence a world by blessing objects, places, individuals, or even entire species with a portion of your power. Through certain rituals your worshippers can create a "holy land" of indeterminate size, where you can manifest far more power than would normally be possible.

Accepting this right away will mean receiving your Planeswalker Spark. Should you refuse, then this will be put on-hold until you manage to complete your Chain through other means. However, choosing to conclude your Chain by remaining in a specific Jump or returning to your home world will limit your sphere of influence to that local multiverse.

Ending

The fate of this dimension has been decided. What about your own?

Go Home [Reincarnation]
You conclude your Chain and return to your original world.

Stay Here [Paradise]
You conclude your Chain and remain within this world.

Move On [Ascendence]
You continue your Chain into yet another world.

Notes

Jump by Gene.

This comic tends to use the word “dimension” to describe “universes” and “universe” to describe the entire local multiverse. So I reflected that in the language of the Jump.

On a similar note, the series tends to use “Hunter”, “Awakener”, and "Player” interchangeably. Though, technically “Awakener” is anyone who has the System, while “Hunter” is a specific job. But every Awakener we see in the series is also a Hunter, so it doesn’t really matter.

The Zecranids are just a fusion dance of the Zerg and Antispirals. It’s not even subtle. The last chapters of IatSK are practically a 1:1 homage to the final battle against the Antispiral.

This is one of those LitRPG settings that has like a dozen different ranking systems for monsters, classes, items, etc. but never goes into detail of what each level entails. So, if the various tiered options in this Jump sound extremely vague in what each tier offers, all I can say is that I did the best I could with what I had to work with.