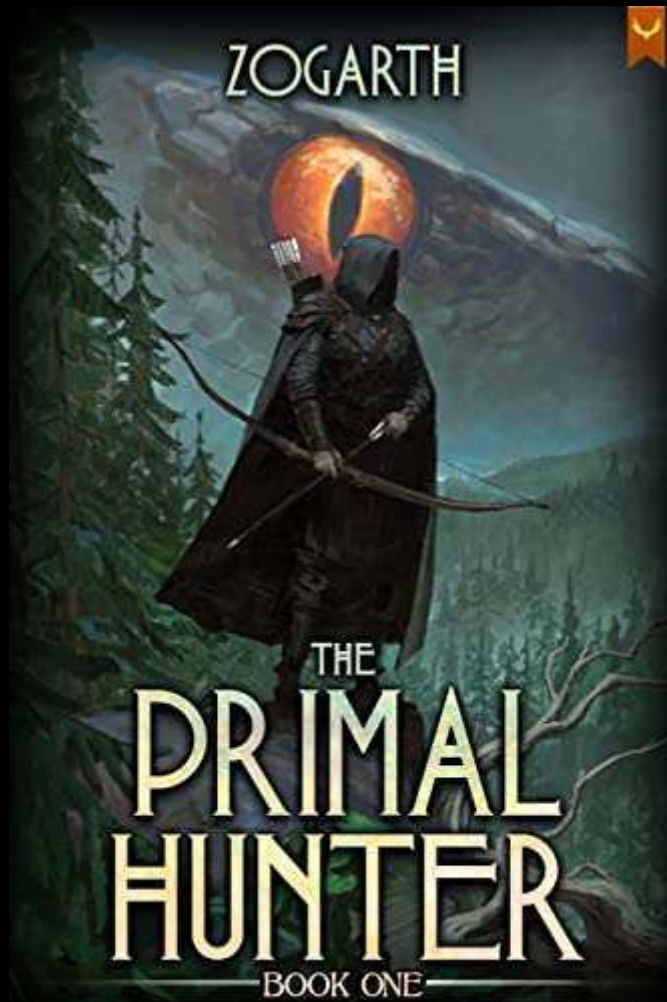


The Primal Hunter Jumpchain

By Wyrd Anon



The universe has reached a threshold humanity didn't even know existed, and it is now time for the Universe to be integrated into the vast multiverse. In the Multiverse, power is the only thing that one can truly rely on.

This is the Multiverse you'll live in now. Welcome, to the induction of the 93rd Universe. It took the universe this iteration of Earth is a part of around 16 Billion years to join. This Multiverse has been around for Trillions of years before the universe even had the big bang, and a lot has happened in that time. I hope you can catch up, stay safe and not die.

To help with that, I guess I should give you something? Ah, yes, let's go with -

+1,000 CP

Age and Gender: You can choose anything from 18 to 107 years old. If you want to roll, then do $17+(1d8*10)$. Don't worry, the system will fix any arthritis you have within a few minutes. Gender is whatever you want. The system cares not.

Starting Locations:

Roll 1d8 to figure out the Tutorial Type you'll be in for the first 2 months of this Jump. When that period ends, you'll pop out in a random location on Earth within 1 day of running to reach any group you want to join in this new post system world! Because all the cities are gone, and the Earth will be the size of the sun when you get out, this is the least I can do. More on Factions shortly. Should you choose to be of a Non-Human Race, then you will appear on a similar planet where your chosen species is alone or guaranteed dominance. If you don't know the setting, I would just be a human though.

Details on what the tutorial types mean in the notes section, along with other general info, for those who have not read the series, do not remember, or want to know more about the setting.

- 1: Trials type Tutorial.
- 2: Mundane Crafting type Tutorial
- 3: Survival Based Tutorial
- 4: War Based Tutorial
- 5: Magical Crafting Type Tutorial
- 6: Jake's Tutorial.
- 7: Free Choice
- 8: No Danger Tutorial.

Background:

Drop In:

So, you fell out of the god-damn sky, right into the world huh? You can choose to be the bulwark of hope, along with the other powerful humans rising, or the bringer of doom. Those without karmic ties tend to be extreme, but they may struggle in other ways.

Physical:

So, you like to fight with your body instead of your mind? No worries! Get strong, and you can destroy a Universe if you swing your weapon hard enough! Classic classes include Heavy, Medium and Light Warriors or Archers.

Magical:

Well, this is probably the smarter choice, regardless. You can blow things up with these powers. From like, really far away, or up close. Your choice. Magic is super flexible! Classic class is the Mage.

Support:

Or, do you just want to help people? Cure what ails them and help them find their path? Then this is for you. Don't forget what they always say, though: Don't fuck with the Healer. Which is the class tied to this, though it has surprising breadth for how it can branch.

Monster:

I mean, if you want? You can be a monster on Earth when the system comes online. This comes with a load of options, but I don't know why you'd want to be a monster. It's a really good way to get a lot of very powerful people trying to kill you for no reason other than it'll make them more powerful. But, to each their own.

Faction:

There are a lot of factions, but I'll narrow it down to 5 for you, in order of number of people in each faction. As long as the people are relevant to the plot, obviously. You can pick one. There will be perks and items related to each Faction. Everyone has a Faction, or they're going to be hunted by them because rogue agents are simply not taken well. Unless they have the power to make the factions tremble, anyways.

Holy Church: This is the biggest faction in the 93rd universe. Probably because it has the closest relation to the Judeo-Christian religion and a guaranteed afterlife. They have the most people and that means the most resources. They also have a few other special tricks, which might be useful for almost anyone. They are not very big on free will or people owning anything they have. They operate on the "Whoever needs the thing will get it" and this can include your house, your weapon, or your life unless you're powerful enough that they're feeding you resources and sacrificing people to keep you alive and grow your talent.

The Undead: This is the second largest faction by virtue of having everyone who died - and a majority of their loved ones - from the 24 hours before the system opened. That is a lot of people. This faction is basically the inverse to the Holy Church. It's not evil, but it is much less morally restrained, due to the fact they'll do anything to not be destroyed as unholy abominations. They use magic no one else does, by nature of being Undead. They pretty much want to be left alone to make a haven for the undead, and trade with people who aren't terrified of them.

The Court of Shadows: This is the third most powerful faction. They're all shadow assassins and thieves. They have other people, but they're the underworld of the multiverse, and the Church and the Undead take up all the space on the top, so they handle everything in the Underworld. Well, most things.

Nobaru Clan: This is potentially the most powerful individual faction when we look at every faction member for member. They are nearly as unified as the Holy Church and have much more powerful individuals than most other factions. The issue is, they have no outside benefactor to connect them with the rest of the Multiverse. Still, they're really good if you don't want to deal with multiversal politics because the Nobaru Clan is nobody's pawns. They don't care if you have a sponsor, but each warrior must find their own path. No one who has self respect will take the easy road. The path least traveled, has the most treasure, after all.

Haven: Haven is the Main Character, Jake's, faction. He founded it and is the shadow leader of the faction. They're the weakest and least numerous of these factions of paper, but they also have one of the best locations for pretty much anything. They also never get attacked because no one wants to mess with the person who is the Chosen of the Malefic Viper. Even dumb beasts stay away. The Holy Church thinks they'd lose over half their number in direct combat with Haven, due to Jake alone. Also, this place is basically the only real neutral party in the whole of the world. Others have Agendas. Haven just wants to be the home of those who don't want to pick a side or who just want to be as safe as they can be while growing. No political stuff and no complications. They just survive and grow in power. Due to lacking a structure, though, they tend to give the least resources to talents and no one is really trained in anything. Everyone will give tips if they see someone struggling, but it's not like they're going to spend a month tutoring the person unless they're on the Path of a teacher.

General Perks:

A Useful Skill (50cp)

Pick any weapon or survival skill or profession which would be useful in building civilization from the ground up. Like Construction. You get what amounts to 20 years worth of mundane human experience at the peak of that profession. This could be training for fencing as a child, winning tournaments, then going to the Olympics, winning a silver medal a few times, then retiring to coach. Or similar levels of skill with anything you can imagine, which fits the parameters. Yes, you can buy this however many you want.

Airbrushed Perfection (50cp)

This is the standard beauty perk. It makes you as attractive as someone from Earth could be, like you were put through Photoshop and improved in every way. Evolution will take this from a 10/10 to impossible levels with every evolution refining you more until you are so unbelievably attractive people will drool when you enter the room, unable to think for how stunning you are. Unless they just don't really care.

Energy Control (100cp for one. 200 for all 3.)

Health, Mana and Stamina. You can, with or without the perk, learn how to control these resources. But with this perk, you go from having to spend weeks or months slowly figuring it out to being a prodigy with the energy type you pick, on the level of Jake with his mana. If you pick all three, you'll surely go far.

Nobility (100cp),

You can control a Pylon of Civilization, which means you can come to own a whole city, if you're lucky. When you land on earth, move quickly or you'll miss out! Did I mention you control the city almost like you're playing a 4x city builder? It's like that but the people who build stuff are real people. And work takes actual time. Still, you get crazy benefits for owning these. Because a "city" can be the size of a planet. If you can conquer or otherwise gain control of the other Pylons.

Pressure Resistance (200cp),

You can ignore the pressure put off by people who are stronger than you. Even gods. A god could try to make you bow with a flex of their aura and you could ignore it. This is useful for befriending them. They don't like people who they can't just relax around, and needing to worry if you'll die when they turn off their control is a pretty big way to make them walk off. It also helps you fight things which are stronger than you. Which is going to be... a lot of things.

Titles (200cp).

Grants you a Legendary Title and makes gaining titles easier. All titles give a % bonus to some stat, or flat stats, so you really do want them. Titles cannot give more than 20%, but you can stack 20% boosts from titles with 20% boosts from other titles. These are additive, so if you have 3 titles giving 20% each, you have a 60% boost. Forever. Most people get a few titles in a century or two of hard work. With this, you'll get a few per year of hard work, more if you do crazy stuff. Crazier stuff gives better titles.

Power of a Rank (250cp per)

With this, you can start one rank higher than normal. Instead of G-Grade, you could be F Grade, or E Grade, or so on. All the way up to S grade for 1750cp. Of course, you'll be super generic and 'normal' for your rank. S-Grades can still explode whole galaxies... and they're one step from godhood. If you're impressive enough, you could become a god, too. Power isn't everything, though. One of the Primordials killed 6 S-Grades as a B grade because he had better skills than them. Power is more than just raw damage output potential. Remember that.

Luck (400cp)

Your luck is unseemly. You will find dungeons before anyone else, you will find weapons you need when you need them, or ways to upgrade them when you need them. You will stumble upon things which allow you to gain what you desire - and the trials will seem suited to you. Of course, they'll not be easy, but you'll be lucky in finding what you need when you need it, or finding what you want when you don't need anything. Luck, after all, is the best survival skill.

Blessing (Variable CP cost (list of gods linked in notes) Discount to 600cp Bloodline Holders)

Inferior (50cp): Basic Clergy Blessing. With this you gain access to basic powers related to the god and can choose to gain skills or profession upgrades directly tied to the god. These are supplementary skills and powers, usually.

Lesser (100cp): Powerful clergy blessing. As above, but the options will become more powerful and more plentiful.

Minor (200cp): Branch leader of the church level blessing. This will give you powers to lead people in your faith. Also probably minor mental manipulation skills which make people like you more, and trust you, and so forth. You don't have to take them, but...

Moderate(300cp): Regional leader of the church level blessing. At this point, you're someone big, and your god will talk to you sometimes. They'll give direct advice and sometimes commands if they need something done. It won't be anything you would despise doing, since you got this with CP. Also, you get the actual rare and combat applicable skills starting at this rank. Not just the ones which make you moderately better at rituals, or whatever.

Greater(400cp): Leader of the Church in the local universe level blessing. At this point, you can (if the god is nice!) ask questions and get actual answers from your god. They'll consider what you want and how to help you more in depth. This kind of blessing normally only goes to B ranks and above. They're a major boost, clearly above the ones before. Most people in a church will bow and scrape before you inside of your church with this.

Major(500cp): Actual head of the church level blessing. Now, you're expected to ask your god questions. This is an A or S rank person level blessing - or something people get when they're expected to get there or all the way to godhood. The only exception to this is when the god is trying to use you to get something before revoking the blessing, but that won't happen with this. Instead, the god will open up all but the best of the skills they can for you, and they'll help you achieve godhood without dying. Still, the way there is very hard, and could kill you even with flawless instructions, so be careful.

True (600cp): Literally the Chosen One of the God(dess). Each God gets **one** of these. Grants immense power. The god who gives you this may effectively give you rank to pull over gods, no matter your literal grade. For example, if you got this from The Mother, you'd be able to pull rank on pretty much every god in her whole pantheon. You're considered all but one step below The Mother. In some cases, you're treated as their equal. So the gods will listen when you have this. People will avoid doing you harm so they don't make your god mad. Oh yea. This is the big one.

Note: You get the blessing, and the powers, but this is independent of the god, and they can still grant the blessing manually to others. Your CP is mimicking the blessing. They can detect it if they look for it since it's literally their energy, and anything short of a perfect copy wouldn't work. They'll be interested but won't kill you, since you got it with CP. Still, this is a good chance to get some connections to the god of your

choice! Still, if you make them angry enough and they kill you, then you're fucked. Some gods will destroy a universe to see their enemies gone. There was literally a time in the 5th era where many "Small Universes" were destroyed in some debacle between some gods. We don't know much but the god we hear it from seems to be amused at the 'scuffle'. You shouldn't want to be someone who brings such retribution.

Bloodline (0/200/400/600 CP)

There are a lot of unique powers in the multiverse. A lot. You can get magic powers which let you see everything around you for a mana cost. You can get magic powers which make you nearly immortal if you prepare them right. The only thing you can't really get, until high A tier at the earliest or by Birth, is a Bloodline.

Bloodlines are, in short, cheatcodes. They allow you to do things people need magic powers or blessings to do normally, and they cost mana, or health or stamina, and they're not cheap.

You don't have that restriction.

0cp Bloodlines are the ones with incredibly minor or superficial effects. They're still useful in some ways, but not always applicable, or they have immense trades - like making you unable to use magic but also giving you double health and stamina. That's good for a pure warrior but bad for... everyone else. For 0cp you can have such.

For 200cp, you can pick one stat and have it give you some passive benefit others would not have. Perception might be a danger sense. Agility could be improved through reflexes. Vitality could be seeing other people's health. Effects like this.

For 400cp, you can pick two stats, and base your bloodline on that. Perception and Agility would be a danger sense with innate reactions to counter the danger before you get harmed. Vitality and Toughness could be something which makes you immune to poison and able to regenerate at the speed of a troll.

For 600cp, you get the real monstrous bloodlines. You can pick three stats. The only example we have of one of these is the Perception Agility and Willpower bloodline of the main character. That will be my example.

He knows at all times where everything within a radius (which is calculated based on grade, perception, willpower and other traits which are convoluted) around him is, while being immune to all kinds of illusions, pressures from other beings, and so forth. He also can react to things in an almost precognitive manner. Also his bloodline is able to change skills which impinge on its domain. A lesser perception skill is just upgraded to something which makes it have use, since the perception stuff is covered by the bloodline.

This is blatantly cheating. If it's in line with this, then feel free to make anything based on three stats of your choice.

Drop-in Perks.

Your Heart (-100cp)

You're now a master of shields for the defense of yourself. If it's possible to get a shield into position to block an attack or save your life, you'll know how to do it. You also have the sense of a master for your shield, feeling it like your body. Still, this is just the first step in your realm of mastery.

The One King (-100cp)

You can now inspire incredibly potent devotion in your followers. As a Tyrant or as a more stereotypical good-king. This takes time, but as time passes you can be increasingly cruel to those you lead, as you gain more fanatical followers. They'll be practically unable to see anything but benefits. Of course, this is not infallible, but it is a powerful compulsion.

Those Beside You. (-200cp)

You now know how to use your shield to defend those around you. You can get in front of your opponents attacks, and when you do so with the intent of saving another, your defensive powers are multiplied. How much they get multiplied by could be two times over for a stranger, up to ten times for your soul-mate. The more precious they are, the stronger this effect.

Sin Affinity (-200cp)

You now have an incredible affinity to Sins. This can be lust, hunger, pride, etc. You'll find items related to these sins which would corrupt any mortal and make them horrible. Except you won't be corrupted, you'll be empowered. As long as the sin isn't vastly greater than your inherent power, you can ignore the Sin. Even if the Sin is greater than you, it is possible to overcome the sin after you've had time to adapt. Everyone around you, however? You can infect them with the sin, and mold them to have a vice which you control.

Bulwark of Hope (-400cp)

You now have an affinity for Purification and Hope. You can cleanse most afflictions from people by inflicting them on yourself. When this is done, you ignore everything negative aside from directly harmful effects, but this only works on your direct allies. This can include all kinds of poison and mental magic.

Master of the Meek (-400cp)

You can now create and have the ability to force through the pressure of your soul on others' Slave Contracts. This won't work on those with great willpower, or who would rather die than be slaves. Still, those people may be the only people worth standing at your side. With a council of powerful people, you shall rule your court of feeble slaves, and soon, the world.

The Sword of God (-600cp)

This perk has two effects, both incredibly simple. First, you can designate one person (who you can change once per jump or every 10 years) as "The VIP" and you only die if they do. If your body is destroyed, you come back in 12 hours. They do not come back if they die and you are alive, however. Second, when you are fighting to defend others, you fight with strength equal to your sheer defensive power. If you're fighting to save your loved ones, all defensive multipliers become offensive as well.

Destroy the Pure (-600cp)

You now have the ability to corrupt anything you get your hands on - if you have enough power. If you do this with a basic level, you can simply destroy things. At higher levels you can corrupt them. Turn Excalibur into a Blade of Sin. Someday, you may corrupt the concept of Wind, Time or Faith. That may have to wait until your spark, but it is possible...

Physical Perks

My Blade -100cp

Your Weapon of choice is now an extension of your own body. Completely natural. The first step any master must take if they desire to become more than a monkey with a sharp stick.

Prey -100cp

You now have the ability to impose your presence on things weaker than yourself. If you would win more than 6/10 fights with a foe, they can feel their inferiority and will fight suboptimally, sensing their inferiority, and becoming quickly fearful and panicked.

My Body -200cp

Your body is now a perfect form for the weapon you wield. Your style of combat. You have honed it, and have true mastery of your body. This is the second step to true mastery of your chosen art.

Efficiency -200cp

You now have the ability to do completely mundane tasks forever, so long as you have no physical distractions. You can do them with perfect efficiency and at a level of skill which requires your full attention. It could be as boring as drawing a perfectly straight line on a piece of paper which goes on for 20 miles, and you have to crawl back and forth on the paper for 30 hours never stopping the pencil, and you can do it. No problem.

My Mind -400cp

Your path to mastery of your chosen art is nearing completion. Your mind is now so in-tune with your weapon and style of fighting that you actually have no lag between what you want and what you do. If you had any delay in reaction time before, you do not anymore. Your weapon moves as fast as you can move your arm. Your mind, now a free weapon to deal with your foe as your weapon does so on its own. Your input, unneeded.

Longshot -400cp

This ability is simple. As long as you are physically capable of throwing, shooting or otherwise hitting your target from the range you are at, you know exactly how to adjust your aim to hit them. You could be 50 kilometers away, aiming at a fly. If you know where it is and where it will be when your projectile arrives, you can hit it.

My Soul -600cp

You have mastered your art in the truest sense of the word. Now your weapon, and the art with which you wield it, are actually a part of your soul. If you choose, you can bind any one weapon to yourself. It now grows with you, and is as strong as you are. Further, if something attacks your soul, your soul has the ability to fight back, using whatever skills your chosen art has acquired. No blow will go without rebuttal, should you wish.

Death From the Skies. -600cp

This ability is... something else. You can now multiply - truly multiply - any projectile you fire. This means if you shoot an arrow, which is on fire and coated in poison with enchantments and whatever else on it, you can make 10 of those arrows come out of the arrow you fired. They all have the effects of that first arrow on them. With time, you can raise this number. Given a few years, you could very well fill the sky with the death of millions... be those monsters or men, you will have to decide.

Magical

Witch -100

You are now a Witch. These are not normal caster type things. Oh no no no. These are the Baba Yaga type witches who sit in their hut and brew death and curses which hit the foe when you have but a strand of hair. This gives you the very basic abilities of a witch. Ritual circles, basic hexes and curses.

Classic -100

Ah, the Battlemage! Pick your flavor! In this universe mages typically pick an element. Fire, Water, Earth, Metal, Wood, Electricity, Darkness, Light, etc. This gives you the classic mage package! Making things blow up with your element. If you pick esoteric stuff like Darkness, Time, Space, etc. You instead get the normal mana bolts (ala 1-bolt non homing magic missiles) and the ability to affect that concept. Like removing light, slowing down time a little for yourself, basic teleportation, etc. You can buy this many times. Magical folk need only pay 50cp per purchase after the freebie. You can only have one very abstract element. So no Time/Space mages or anything silly like that. (Notes at bottom.)

Rituals -200

So, there are basic rituals, then there is this. This gives you the knowledge of more advanced rituals. You automatically know how to conduct combat, scrying and utility rituals up to whatever skill level you have. For this system of magic and any other you qualify for. It updates every day when you wake up, downloading when you get out of bed, or when the sun rises, if you don't need to sleep. These can do pretty much anything from any distance if you have the skill, but they can also be more easily resisted the further you are, with the less of a link you have. Be careful of that.

Cloak -200

You now have the ability to cloak yourself in a damage reducing version of your magical Element(s). Solid ones block damage best but do little damage, whereas more energy based shields tend to do more damage. Space and the like have a damage reduction effect, and for weaker attacks it can outright no-sell them. So, Space would just bounce it back, Time would slow it down, etc. You'll still take damage unless you are a full 100 levels above whatever you're fighting, but still. If you get in a melee with someone and you're on fire so hot they start burning alive, they tend to try to leave, instead of stabbing you.

Mark -400

Distance might be a problem, but connections are much less so. If you can target a creature with a spell - which takes 1 second to cast - and it fails to resist it - you need no blood or hair or what have you. You can use your Mark instead.

Close -400

You now have Melee combat skills equal to Ip Man in his prime. You also have the magic to make that close range specialty all the more deadly. And if they run?

Curse -600

You can now curse people. They can resist, if powerful enough, but these curses *will* work on things weaker than you. These curses can be turning things into animals, or giving them the plague. Whatever, really.

Collateral -600

You can just make the scenery collateral, now. This gives you the ability to make attacks which are illogically powerful for your element. It also makes all ranged damage spells do more damage the further from you they go.

Support

Basic Medical Training -100cp

You know how to do basic medical things, like wrapping up wounds, making splints, fixing dislocated arms, etc. Truly an invaluable skill in the apocalypse.

Leadership Skills -100cp

You know how to lead and interface with people. This makes you a good politician and helps to make you more approachable. Sleaze not included.

Apothecary -200cp

You have everything you need to treat basic wounds on you at all times, because you have a spatial skill. This allows you to store things in an extradimensional space without needing an item. The stronger you get, the larger the effect goes.

Savvy -200cp

With this, getting the raw end of deals is a thing of the past. Being a good leader is great, being a good leader who knows how to secure good deals on all the things their people need is even better. That, now, is you.

White Mage -400cp

There's healers, then there's you. Most people who picked the healer class at the start of the system figured they'd be the people taking care of wounds. Even without that class, if you have this, you're probably better, to start anyhow. You know how the human body works and intuitively grasp how to use your mana to fix the wounds on people. No system help required. This is an extra strength 'heal' (the basic 'Healer' spell) and can be improved.

District Manager -400cp

Before, people needed whole teams to decide where everything went in a city. Now, you can do it on your own. When you're developing a city or other large scale place for people, you intuitively know how to design the layout so it flows perfectly. Further, you find it incredibly easy to find the people you need to make that vision a reality.

Raid Support -600cp

So, if people had to pick a 'most valuable team member' it's probably you. You now have the tactical acumen of earth's greatest and a few skills backed by the system to empower those under your command. These buffs are such that they hit harder, move faster and lose stamina or mana slower.

Legendary Lord -600cp

Most everyone else starts with the mere "Lord" title. Not you. You'll start with the Duke title. This means you can control more Pylons, give more nobility titles and other benefits. But this skill is really about making you the greatest ruler that Earth has ever, or perhaps will ever, see. You are endlessly adaptable to the situation and can intuitively understand when and where to do things. Such is your skill that if someone were working off of a month old information on your capital, it may as well be a century old, as long as you have the people to make the needed changes, of course.

Monster Perks

Fluffy -100cp

This perk makes you adorable and makes people inherently like you upon sight. Surely this tiny cute thing couldn't hurt a fly, right? There's no danger in bringing this nice hawk into my house!

Cold Blooded -100cp

You are perhaps literally as cold-blooded as a serpent of myth. You don't care about the lives of others. Only your own. You know how to grow too. You just have to kill others, enslave those useful, and rise. You have no problems with any of that, morally. After all, shouldn't those beneath you serve, and those who defy you die?

Sneaky Tricks -200cp

You are not just cute, but you are very good at hiding. So good, that if you use it in combat, no one will know you're coming!

That's a lie. You can do something so ridiculous that no one takes you seriously. Like using a tornado to 'sneak'. Everything which sees this will be so baffled you'll get the drop on them. Most sentient beings think this is adorable and assure you that you are very sneaky. Or whatever other silly trick you do is in fact effective.

Eating Evolution -200cp

You are now just more effective when you eat things which give you inherent power. A banana which gives 3 stats? It gives you 6. You have the same limits, but filling them out is easier, and you get more aside from just the stats from eating. Like... some of the records of the thing you ate. So you don't hit any roadblocks. Well, as long as you eat you won't hit any...

Guardian Spirit -400cp

You've refined your tricks and fluff into a potent skillset over many levels to now be an actual, competent and dangerous beast. Your sneaky tornado? Now it's a tornado with blades of wind so sharp they can cut through steel with ease. With more practice, things will keep progressing in this manner.

Monster -400cp

You are a true-blue monster. Something which can destroy whole cities single handedly if you're given enough time. You gain a humanoid alt-form, such that you can sneak into the cities you target for the treasures you need, and you gain a profession of your choice to help you integrate and scope out the location. The longer you spend working on a location the easier it is to kill everyone inside and reap the power for doing so. After all, monsters are meant to kill.

Impossible! -600cp

You are now something, like the Sylphian Eyas which is a top tier level of entity. Which should be impossible. Because Sylphs are ancient wind spirits of power and wisdom and Eyas are baby hawks. I think you can see the contradiction. You get a similar level of impossibly good genetics which will boost you beyond belief in the early years and make you a real powerhouse the longer you live.

The End of Man -600cp

You can pick a villainous goal, such as ending all life in your world. While on this path, you will have immense luck, growth and more aside. More than anyone else could ever experience, except for shonen protagonists.

Faction Perks:

Holy Church

Barriers -100cp

You can make magical barriers with this. Very impressive, I know. These can be used for anything from blocking an area or enemy, all the way to making air filtration so your city doesn't get covered in smoke and ash from the smithies.

Specialist -200cp

You are now someone the Church has picked up for your special skill set. Pick something a church in a fantasy world might find useful. You become someone who is prodigiously good in this skill, and you gain 10 years of time-dilation training from the Church in how to use the skill in this multiverse.

Templar -300cp

This, effectively, makes you what most people would refer to as a "paladin". It makes you extremely good in melee combat fighting the enemies of your faith. Undead, worshippers of other gods, all heathens shall fall!

Saint -400cp

Okay... I guess? What this does is not super obvious, but in effect, it makes you a religious leader, and makes people want to follow you and your words. This is a mental-magic aura passive. You can turn it off if you want, but why would you? You're bringing in converts by the thousands!

Hope Bringer -600cp

You can faintly see and understand the outline of someone's fate. With this you can help them overcome roadblocks and setbacks, but don't offer too much help. Doing that will see them get stuck forever. After all, someone who can see fate knows what happens when you say too much. The struggle, the achievement of figuring things out and growing on your own is lost.

So you don't grow as tall as you might.

Never forget great power comes with great responsibility.

Undead

Emotion -100cp

You have very strong emotions. Very, very strong emotions. This is a blessing, and a curse. Blessing because you find it easier to have your will forced on the world, making your magic stronger. The curse part should be obvious.

Runes -200cp

You gain an understanding of the runic script used in a lot of different types of magic. You're not terribly advanced, but given time, you can become advanced. This is the starting line for those who want to do more than just throw around explosions. To make things last, you need runes.

Curses -300cp

Now, we're cooking with *gas*. You know how I said having strong emotions is a curse? With this, that curse is something you want. Because curses, here, are based on emotion. You can levy an emotional curse on someone else which does all kinds of things. From making them eat themselves, to turning them into an undead, to turning the whole world into an undead sanctuary. We've seen people tap into wells of agony and turn them into weapons which devour everything they strike to grow. While doing that the world underwent a famine. The whole world is affected by someone making a sword. In time, you'll be able to do that and so much more. As long as you have the raw cursed energy to do it.

Carving -400cp

The other half to Runes. This is the practical application of runes to make something happen. Like setting up a Dungeon, or teleportation circles. This gives you a basic, but upgradable skill with the basic rituals. Teleportation or spikes to turn people into undead are easy as pie. Making a pocket dimension for a dungeon is just out of reach, should you have the Spatial affinity for it. Still, this is a field with almost unlimited potential.

Artisan -600cp

There are a few different types of people in this world when it comes to roads to power. Some think that fighting is a good path. Some think crafting is a good path. But you think... why not do both at the same time?

You can choose any kind of profession and any combat skills you have, then combine them to make a hybrid class which lets you do combat-crafting or perhaps crafting-combat? Whatever you like. The example of someone doing this is Casper. He carries around runic spikes and can craft different things with them in any given situation. Usually curses which he uses to debilitate and kill his enemies before they get to do more than blink. The most powerful undead are usually masters of cursed energy along with whatever other class they have, and Casper is probably the foremost example of this in the series.

The Court

Piano -100cp

You know how to relax, take a step back and realign yourself so that PTSD and other mental conditions don't affect you overmuch. This is a skill to help mitigate and control your mental state, by giving you a relaxing hobby which you can sink time into, allowing you to reflect and grow as a person once you've finished doing whatever dirty work you must complete.

Blades and Guns -200cp

You know how to quietly and effectively kill people with any kind of instrument you have on hand. Be that with a knife in the dark or a rifle from many miles away. It grants you with a base proficiency with all methods of death an assassin might use, though it does not make you in any way a "master".

Master of Assassination -300cp

With this, you're a proper master of one type of assassination, be that poisoning someone or removing their head while they sleep. It will give you the support skills needed to the requisite level of mastery to make it work. Do note that while this is a master by Earth Standards, you're going to have to polish it to be an accepted master by the standards of the Multiverse.

Connection -400cp

This is the ability of the people who organize and track members of the Court of Shadows to connect with and track people on jobs, sending and receiving coded messages from every member attached to them. After all, every assassin in the field needs someone at home to keep track of if they're alive, dead, and the status of their mission. These people tend to be one step below the Judge in authority, if not their actual power and position in the Court.

Judge -600cp

The Judge is the best assassin in the Court. Along with being the best Assassin, they tend to be the best with information management, control and general ability for leadership. They are ultimately in charge of all Court of Shadows missions within a Universe. With this title, you're given extreme competency in all things management, combat and assassination. Maybe not mastery, but certainly extreme affinity and competency in the needed skills. After all, most Judges aren't really assassins, but they are the most powerful people.

Nobaru Clan

Spring -100cp

Spring, the Season of New Things and Growth. You embody the concept of the season, and as such, you progress faster than others in all things. This is a marginal to extreme experience modifier based on how in tune with the concept of Spring you are. When fully in tune, you'll grow and learn 10x as fast, but you'll find that being so in-tune with the world drains you, and you'll slip back to a lower level over time. But for the time you're fully in tune, you'll learn everything you can. Best used in a fight with new things, to learn how they fight and counter them so as to stay alive.

Summer -200cp

Summer is a harsh season of heat and work. You'll suffer physically for being in tune with this season, but your physical abilities will grow marginally to 10x faster. Like spring, however, you will wane off of the season as time passes. The peak will be momentary. However, if you were to understand how your foe fights in Spring and then temper your counters in Summer, it'd be as though you'd fought them for much longer or many times before, giving you a distinct upper hand...

Autumn -300

Autumn is the season of Waning. It is where the Harvest is taken and people prepare for Winter. When in tune with this season, you can intentionally store power, mana or other concepts for later use in the combat. It will make you marginally weaker for the moment, but if you unleashed it all at once with a suitable buildup, you could do much more for your grade than any would think possible.

Winter -400

Winter, the season of cold and contemplation. While attuned to this season, you will gain greater understanding of concepts to which you are linked. While slow, this power will allow you to do what few could ever hope to achieve if directed properly. After all, with these perks, you've connected to the seasons, which are related to time, change, growth, life, death, heat, cold, etc. If you focused on one concept and meditated upon it for a great period of time, your power with that concept would see marked improvement, to the level where people think what you're doing is blatantly impossible. Like making every drop of rain in a storm turn into a blade.

Transcendence (-600cp.)

You gain a Transcendence. These can do literally anything. Self-Affecting ones tend to make you vastly more powerful. The results can be you lose ten levels or they could be you lose all ability to use a skill (IE it is destroyed). The more horrible the drawback, the greater the power. Example: At the cost of levels, the leader of the Nobaru Clan managed to defeat Jake in a 1v1 duel, even though Jake had every advantage. More stats, better skills, higher level, better gear, etc. He just lost some levels and was weaker for a month or so while he recovered from the duel.

Ones that affect other people are Equivalent Exchange laws. You can do anything with them, but when you design it, you choose what it does. Example: Destroying a person utterly, such that they have no record of existing or otherwise affecting anyone ever. No one knows anything about the person. It can only affect those weaker than myself. Cost: Lose a number of records (which is what power is based upon) equal to the number or quality of records the destroyed has. (This subtracts their power from my power and I lose that much power. I can regain it with time and effort, but I'll be weaker for that time).

Haven

Safety -100cp

This perk is pretty simple, and very desirable. If you choose to live somewhere, you can pick where and change it once per month, it is a "Safe Zone". This means anything weaker than you or non-sapient beings will not attack you within the area. Essentially, things below D-Grade or even C-Grade will just not enter or attack you within a 100 meters x2 per grade radius of your "Home". Good for setting up a base. G grade is 100 meters. 200 meters at F Grade, etc. That's 25600 meters at S Grade. Having a Pylon of Civilization will make the whole zone plus this area be safe.

Expert -200cp

Pick a style of combat. You're now an expert in this. It could be "Hunting" or "Fencing" and you'd be in the top 1% of your field. It makes your style of combat more effective for fighting in the System, and increases your ability to survive.

Tamer -300cp

When dealing with non-hostile monsters, you can inherently understand and communicate with them. Should you work with them and grant them benefits, such as levels or resources they need to level up, they will become friendly and may choose to assist you or defend your home when you're absent. Considering beasts are, in general, able to grow faster than mortals post system due to being given what amounts to massive level-boosts, this could be a way to make your home nigh unto impenetrable to outside forces.

Subtlety -400cp

Haven, in reality, is supremely political. They're the lynchpin which keeps the whole world from breaking out into war. They're the faction which keeps the world running stably. They're also the most powerful faction in the world. No one really knows or considers this because they have one thing done supremely well - they're subtle. Not the Leader, Jake, but all of his direct subordinates and the people in charge, they're all very good at hiding cards and setting things up so they don't get crushed. Individuals are incredibly more powerful than most any other who are in the same field as them. They have the foremost inventor in their faction, the best space mage, the most powerful Witch, Jake, and a number of other allies and friends who make them all but a brick wall to any faction. With this, you're equally well hidden and subtle about how dangerous you really are. People will miss or otherwise fail to account for you when deciding what to do, unless you're like Jake, and overly powerful. Even then, they won't know how to account for how strong you are due to not having a proper dataset to gauge how strong you are.

The Biggest Stick (-600cp)

The real trick to ensuring you aren't messed with is to be the strongest person around, so no one dares to disrupt the peace you're guarding. You're at least a contender for that position.

You will always find a path to grow stronger, should you wish to grow stronger. And the path will be fast compared to what others on the same search will be trying to do. As a result, you'll pull ahead of the others and distinguish yourself as one of the very best your world has to offer, if not THE best.

Items - You get two discounts on items per tier of items you want. 50/100cp discounts are free.

Money -50cp

10,000 Dollars, Tutorial Points and System Credits to do with what you please. Dollars won't mean jack squat after induction but maybe you can use them in another world. The rest is a tutorial shop currency, which you get after you complete the tutorial, and the other is how you buy things from any store in the system. Value is set by a pantheon of mercantile gods.

Basic Weapons -50cp

Pick Two of: A bow, Melee Weapon, Throwing Daggers (x10), Hatchets (x2), Javelins (x2).

Basic Armor -50cp

Pick two of: Light, Medium, Heavy Armor, Cloak, Caster Robes, Gloves, Boots. You get basic versions of these and you keep what you otherwise would have.

Basic Potions -50cp

Potions which restore 300 HP, Mana and Stamina. You get three of each. They don't replenish.

Common Gear -100cp

Self Repairing basic kit for whatever class you have. It's also moderately more resilient to damage.

Tutorial Map -100cp

A map telling you what is where in your tutorial and what level you have to be to do the thing (if it has a cap or minimum as a requirement.) It also says if a dungeon has been cleared for dungeons, if a "treasure chest" or similar has been claimed, etc. Will start as a highly detailed 500 meters around you map, but you can zoom it in or out at will.

Don't let others see this, it's one hell of a Tutorial Cheat.

Basic Class Guidebook -100cp

A Guidebook on what low level (1->100) classes are, how to get them and other common tips and tricks for training anyone in the Wider Multiverse who is not a Newly Inducted Newb like yourself might know. When I say basic though, I mean it. This is just "common sense" stuff.

Basic Profession Guidebook -100cp

A Guidebook, like above, which has the basic steps to get whatever profession you want. From Pianist to Alchemist to Smith to Enchanter to Builder to Chef. The professions will be weak, but it'll tell you how to get them and general tips on how to improve them when you get them. Again, this isn't groundbreaking, but it's a decent starting point for a newb.

Uncommon Gear -200cp

Like Common Gear, but Better. This is the full set of starter gear you would get with your class upgraded to uncommon. Basically, it's more durable, increases the effectiveness of its core purpose (sharpness, damage absorption, etc.) and self repairs.

Mana Manipulation Guidebook -200cp

A guidebook on how to grow your mana control. The first chapter is all you need to know, but it's super vague. As you read more, it gets more specific until you're told exactly what to do. Note that the more you figure out on your own, the greater the rewards from the system. Still, can teach a monkey with this.

Stamina Manipulation Guidebook -200cp

A guidebook on how to grow your Stamina control. The first chapter is all you need to know, but it's super vague. As you read more, it gets more specific until you're told exactly what to do. Note that the more you figure out on your own, the greater the rewards from the system. Still, can teach a monkey with this.

Health Manipulation Guidebook -200cp

A guidebook on how to grow your Health control. The first chapter is all you need to know, but it's super vague. As you read more, it gets more specific until you're told exactly what to do. Note that the more you figure out on your own, the greater the rewards from the system. Still, can teach a monkey with this.

Rare Gear -300cp

Full set of starter gear upgraded to Rare. Frankly, most things in the start can't hurt you. It will effectively double your level 1 stats (10 being average, 14 being the peak of humanity, it'll give at most 14 to all stats) and it will be better versions of the uncommon stuff in every way.

Common Class Guide -300cp

This guide is something a powerful faction would give a newcomer on how to get the class they want. Achievements needed, Stat requirements, etc. It tells you exactly what you need to get the class you want, from level 1 to level 100.

Common Profession Guide -300cp

Same as the "Common Class Guide", but for Professions.

Dungeon Compass -300cp

This Compass will point you in two ways, the Black Needle points to the closest Dungeon which you can get to without dying. The Red Needle points towards the closest incomplete dungeon which you can get to without dying. It will never point to a dungeon you couldn't enter due to being too high or low of a level.

Epic Gear -400cp

Like the Rare Gear, but once again increased in potency. The raw stats won't go up, but it'll be attuned to your highest affinity mana type or your Arcane Mana if you have or want to pursue unlocking your "personal mana type".

Uncommon Class Guide -400cp

Something a talented or promising member of a faction might be given. The quality of the class this guides you towards is better, the achievements higher with easier paths to acquiring them, etc. This is, however, still a foundation for your Path, being relatively low level. What you do with the foundation is up to you, but this is nearly as good as it can get.

Uncommon Profession Guide -400cp

Same as the "Uncommon Class Guide", but for Professions.

Rare Skill Book -400cp

A Skill book which can teach you any Rare or Lower skill in the entire multiverse of Primal Hunter. Depending on Grade when you get the skill, this could be anything from a Fireball blowing up a few trees at G Grade to detonating a star in a Supernova at S Grade.

Legendary Gear -500cp

Scaling with you, Legendary Quality Gear. This is basically the Peak of the Gear you can expect to get, though do note that this is usually something most factions don't recommend people have off the bat, because it becomes something of a crutch. Still, if you're paying for it, it's an option.

Rare Class Guide -500cp

This is the Guidance which would be given to an Elite of a faction, it comes with detailed instructions of how and where to get resources, and ideas of how to acquire what you need to grow to be an Elite Powerhouse of an Elite Faction. The Titles, Achievements and more. This is the peak quality you can get for "How to become an elite" in levels 1-100.

Rare Profession Guide -500cp

Same as the "Rare Class Guide", but for the Profession you are most suited for.

Epic Skill Book -500cp

Any skill up to Epic tier. This could be anything, depending on grade, from precognitive defense from incoming attacks you can't detect all the way up to making you 1,000x faster when an attack is head towards you until you are no longer in danger.

Master's Journal -600cp

The journal of a master of some skill, with how to upgrade and perfect the skill to such a degree that you could take the skill to beyond legendary tier for your grade, and as you go further along the path of progression, it'll include more tips on how to progress the skill to the pinnacle of what is possible with the skill. You'd need to properly follow the guide, and create the skill yourself, but it will be properly difficult. Still, having one skill which perfectly aligns with your path at the pinnacle of possibility will make all other skills you have better overall.

Legacy Orb -600cp

This Orb contains the Legacy of a God who never fulfilled their potential. It goes all the way from G-Grade all the way to Godhood with step-by-step what you need to do and how to do it. Fulfilling this to the utmost will take a few thousand years at least, but it is a step by step guide. It'll be reasonably aligned with yourself and how you like to do things, but it's not going to be perfect, because even if there's millions or billions of gods, an exact match to yourself is nigh unto impossible. Every soul is unique, after all.

Legendary Skill Book -600cp

Any Skill, up to Legendary in the whole series. As with others, the power of the skill could be making an enemy freeze in place at a glance to shatter the souls of every person in a solar system into inviability with a glance, so long as they're weaker than you.

Improving and Creating Skills, a Guide -600cp

A set of tomes written by someone called "The First Sage" with guides on how to Create, improve and generally grow skills and abilities. As you progress, you'll unlock more and more information which seems to be oddly tailored to you. It will not be fast or easy to follow this path to perfection, but there will always be advice, with this.

Companions -

Build-A-Bud -100cp

You can make a companion with 600cp or import one you have with 600cp.

Unfaltering Frontline -100cp

This tank has "Your Heart", "Those Beside You", "Bulwark of Hope" "Sword of God" and "Cloak" as their perks. They're the best frontline you'll find in your tutorial, able to take and draw all sorts of enemy combatants to fight them, and when they fight in defense of another, they grow in power. So long as they live, no member of their party will be struck, and no person under their bulwark will die. They're going to team up with you to ensure no one who doesn't have to die falls to the beasts afoot in this new reality, whether they be man, monster or even Gods.

Master of Battle -100cp

This is a melee expert, who excels in all forms of combat, having been the greatest master of the melee weapon of your choice, aside from the sword. You'll meet them shortly after entering the world, and they will agree to work with you for mutual benefit. Be that your crafting, combat companionship or otherwise. If you work well together, they'll become good, reliable friends. Think Miyamoto, but for not-swords. They have the whole "Physical" perk tree except for "Longshot" and "Death from the Skies". They do have the "Expert" perk.

Manager Supreme -100cp

This is a mage who has the Caster line of perks aside from "Collateral" and "Close" along with "Leadership Skills". You will meet them shortly after your tutorial. While they are extremely skilled with leadership and defense, they don't have the drive or ability to expand their influence. If you were to take the reins on that, giving them a pillar to grow off of, they could lead your people to a future yet unseen.

Fallen Angel -100cp

This is the definition of a benevolent healer. They had a doctorate in medical sciences and chose to be a Healer at class selection, and quickly found ways to stretch and grow their medical spells and buffs to a level nearly never before seen. They have the whole Healer Perk tree except for "District Manager" and "Legendary Lord". They also have "Runes".

Fluffy Friend! -100cp

A beast which has the whole Beast Perk tree except for "Monster" and "End of Man", though they do have a Minor Blessing from a god, it seems...

Mass Import -300cp

With this you can import up to 8 companions with 600cp each.

My Faction -600cp

With this, you can import however many companions you desire to aid you in this new reality. They each gain 600cp to spend how they see fit.

Drawbacks -

The System -0cp

You can choose to have this system from this Multiverse follow you from jump to jump, if you wish.

Safety Seal +300cp

All of your powers and abilities are “nerfed”, and limit you to what would be usable by a Peak Human, and as you grow in power, you’ll unlock more and more of your out of jump powers. You won’t lose the powers, they’ll just be limited until you reach a level of power where they’re unlocked.

This does not affect intangible perks like knowledge, skills, learning or experience multipliers you may have. It’s just a soft limiter so you look more “normal” to this setting. If you don’t take this and go from a “Normal pre-induction person” to “Someone at the peak of divinity, power wise” or whatever, you’ll have some very unpleasant things happening.

This is literally here to keep you safe from Cthulhu and Friends from kidnapping you or from the Primordials deciding to use a few quintillion years of Karmic Weight to force you into being your in-jump power level or killing you outright by conceptually erasing you.

If you have something which hides you from those eyes or something which protects you or gives you a reasonable alibi for why you are so strong which the setting will buy, then this isn’t needed. If you don’t, uh, I recommend it. The top-end of this reality has abilities like “Partial Omniscience” and “Complete Karmic Knowledge” and they’ll detect if someone fucks with them enough to allow you to exist “Seamlessly”.

Yes, this setting is that dangerous. Generally, your out of Jump stuff will be considered “Forbidden Knowledge” and while that’ll keep all but the very pinnacle of the Gods from knowing, those at the Very Pinnacle can and will figure out what’s going on. Sealing some of the power away and slowly unsealing it is the safest way to bypass their attention.

Because it’s nerfing you, you get points. Because it’s keeping you safe, it’s not as many as it could be.

Longer Stay +100cp

You can extend your stay however much you like. You can get 300cp from this by taking it three times, each time doubling how long you stay. But if you wanted to stay and work on getting to godhood the hard way in this world, you could set “indefinite” after taking it three times. If you survive 100 years, then even if you die, you’ll go to your next jump. No drawbacks applying after that 100 year interval unless you’ve done other things to earn the Drawback, or you want it to remain. You can stay however long you want.

Bloody Tutorial +100/200/300cp

Your tutorial will be bloodier than normal. +100cp will see a 30% casualty rate. +200cp will see a 60% casualty rate and +300cp will see a 90% casualty rate. Good luck! If you have Companions in your Tutorial, you can work with them and not need to kill them before the Tutorial ends, nor will they be infected by this madness. Incompatible with “Deadly Tutorial”.

Enmity +100/200/300/400cp

One person doesn’t like you, and wants you to die. +100cp for someone normal. +200 for someone who is in some way exceptional, but not outstanding. +300cp for someone outstanding who would be a threat. +400cp for one of the top ten most powerful people on Earth not named Jake Thayne. Can be taken more

than once if you have earned the enmity of many people. It must be of a different tier each time you take it.

Unfeeling +200cp

You literally don't have emotions. You have everything else, you just lack the capacity to feel joy, love, hate, sadness, etc. Can be overcome if you know how and want to fix it.

Uncaring +200cp

You don't care about other beings. You're unable to feel connections to other people in any way. To you, everyone is about as good to have around as a rat. They eat the food you want, they breathe the air you want. The only use they have is as sacks of XP or as creators. Can be overcome, if you know how and want to fix it.

Apolitical +200cp

You try to stop politics from affecting you in any way, shape or form. You cannot stand them. If you combine this with 'Simple', you'll treat Politics like Jake does.

Simple +200cp

You don't care about politics at all. Your answer to complex issues is to be a hammer and everything else is a nail. You can follow directions if you have someone to tell you to do things in other ways, but if left to your own devices, you'll just smash things with a hammer.

Battle Maniac +200cp

You're a battle maniac like Jake. Try not to die.

Attention of the Gods +300cp

All of the "big players" in the Multiverse have their eyes on you. Even if you're not directly observable, they'll find workarounds to be able to track what you're up to. From mortal servants to tracking your friends and family or other faction members or even wild beasts who are near where you are or where you're going based on the karmic threads of the system for quests you have or things you've got. If you don't have a backer and do something they don't like, they'll try to end you.

Attention of the Void +300cp

The Gods of the Void- basically Cthulhu and Friends - are watching you. When you travel to different universes they may stop you and ask you for favors or similar. They'll offer suitable recompense, but people who see them tend to die. Good luck.

Bad Start -300cp

You're going to start on a different continent from the rest of Humanity after your tutorial, where all the C-Grade Beasts live and thrive. Good luck!

Deadly Tutorial +400cp

Your tutorial can only have one survivor. Like Jake's. You will be put in a situation like his tutorial, except if you kill the "problem" a new one will come out of the woodworks again, and again and again until everyone has been the problem and they all need to die. Basically, it's the Hunger Games. If you have Companions in your Tutorial, you can work with them and not need to kill them before the Tutorial ends, nor will they be infected by this madness. Incompatible with "Bloody Tutorial"

We're in MY REALM +400cp

You'll not start on Earth, but in the Divine Realm of a Primordial, where even S-Grades will die instantly. I hope you're very very durable and able to survive!

Targeted +400cp

One of the major factions on Earth (or your starting world) hates you. Pick one. They're trying to kill you in particular.

Alone +500cp

You don't have the ability to bring in any companions or recruit new ones in this jump. You also won't have friends or allies during this jump. Any faction you're a part of keeps you as a sort of "Contractor" and will give you up if a big enough fish comes knocking.

Powerless +500cp

No out of jump powers or abilities will work in this jump.

Locked out +500cp

No Warehouse or other spaces which you own or control can be brought to this jump.

Doomed +600cp

Jake Thayne hates you. He is going to kill you for whatever reason. It'll be a good reason (to his mind) and he cannot be talked off of the path. You'll have done him worse than Ellhakan.

Primal Fury +1000cp

The Primordials have all agreed to work together to kill you.

Notes:

Tutorial Type -

1: - This type of tutorial is pretty safe. Every couple of days there will be a trial, some kind of combat or puzzle or profession based challenge. If you fail you die - but the trials are not hard. Still, other humans can kill you for your points, and they will try. If you push yourself, you can earn a lot of points, since most people only do the minimum then hide until the next trial. This is the most well rounded since you have to do everything and everything is kinda explained.

2: - Also pretty safe. Nothing really crazy is going to happen. This is where people who are merchants, builders, smiths, etc will be trained, and learn how to find and harvest what they need for their goods. Some combat, a lot of crafting, and some exploration. This is the second most rounded (tied with magical crafting) because it explains how crafting works and it also is self-evident you need to hunt for stuff to succeed. Pretty great as a tutorial.

3: - Generally unsafe, but not horrible (with a single exception you are immune to, as it is option 6). You need to hunt beasts and figure everything else out yourself. Suck it up, and don't die. Oh, and nothing is explained, at all.

4: - You need to find a way to fight and survive against a horde of monsters. This can be through such power you can fight them alone, or through making an army of the displaced and fighting them with that. Whichever you like. You know you need to fight and you need to survive, and not much else.

5: This is where enchanters, alchemists and the like are trained. You'll probably be with people like Doctorate level chemists or mathematicians in these tutorials. This is like number 2 otherwise. These were rare tutorials.

6: Jake's tutorial, in Canon, had one survivor. Jake. This is because there was a massive faction war, which is pretty unavoidable - a psycho who turned on his team after the last battle while everyone was weak and killed them all except the people in camp, who, upon recovering he killed and then he hunted down Jake and tried to kill him. Jake had been training in an area most people couldn't reach (due to being lower level than required to enter) and as such he was strong enough to fight the guy and kill him. You and a lot of others can survive if you can kill the psycho. If you don't know who he is, then I'm not telling you. Good fucking luck. You'll need it. This tutorial has 5 of the 10 people who can very likely make it to S grade from earth. The Gods stacked the lobby when they made it. They did that to force them to join their factions and get powerhouses down the line. They'll see you as a roadblock and try to get you killed somehow if you impede "fate" by being an anomaly.

7: Pick any kind of tutorial you want. A lot of them had 100% survival rates. You could join the Nobaru clan, or Caleb's tutorial. They have immense survival rates and are powerful factions with powerful leaders. Or you could say "I get my own tutorial! For me and my companions!" and that's valid. Go crazy, I do not care.

8: You're with the pregnant women and children of earth. You and all the other medical staff needed to take care of them. You can go outside the "hospital" which is a true safe zone to gain power with some of the angry mothers, or you can stay inside, safe and sound, and be given a free upgrade to level 30, which is upper middle of most tutorials. People below that tend to die or become craftspeople.

General Info:

System Stats -

STR - how strong you are.

AGI - how literally fast you are.

END - how much stamina you have

VIT - how much health you have

Toughness - how much damage it takes to reduce your health.

INT - how much damage your magic does.

WIS - how much mana you have and your memory.

Perception - how fast you react, how much you can see, etc.

WILL - how strong your willpower is. Ability to resist random stuff like mind magic, auras, etc. A low E grade might be crushed by a mid D grade (spiritually) but with a high will they would be fine. It takes something stupid to be immune to a god's aura without being S class or a god. Even then, stronger gods can suppress things. It's the most arbitrary stat. It doesn't actually change you. It optimizes what you already have.

Titles: Whatever notable shit you've done gets you a title. More titles = better.

Nobility: Type of title, allows you to control large areas.

Class: What kind of fighting you do. Light, Medium, Heavy warrior, Archer, Caster, Healer are base. They all scale into unique things.

Profession: Can be creation, mercantile, leadership, degenerate, etc. Literally anything not directly combat related.

Blessing: If a god likes you they give you powers. Stronger god+Higher blessing = more powers.

Bloodline: inheritable cheat codes which make you immune to slavery, makes gods want to bless you, makes other people want to give you absurdly good deals to try to honeypot you, etc. I have yet to see a beneficial bloodline which is not cheating. The weakest was just an encyclopedic knowledge on everything they've ever worked with at least once. Like they do a test then know everything about whatever it is. So you can get the idea.

Transcendence: When you break the world through your sheer skill and willpower. This kind of thing allows you to basically break your limits for a set period of time. This can also do things like erase memories, or break rules in other unique ways. As long as your will is strong enough and you want it badly enough. There are less Transcendent people than there are gods, and most gods do not have this skill. The downside is it uses a resource you probably don't want to use, like levels, or records you hold which would otherwise give you something you'll want. As you evolve and otherwise progress. You can break the rules but the cost is extreme.

Monster: RPG monsters. Any non-person things. Can be sentient and sapient.

Enlightened: Basically your normal humans, elves, dragonborn, etc. Some races have classes and professions. Some only have one. Most people in the 93rd's Earth recognize anything non-human as either a god or monster at the start. Even if they're otherwise known as Enlightened. Obviously subjective to the extreme.

G Grade - Newly integrated. Not a real rank, more “You’re new so here’s a grade to tell you how to use what you’re being introduced to” Base Human to Peak Human levels.

F Grade - Lowest normal grade. Basically the mooks of the universe. Peak Human to Neighborhood level superheroes. This is basically all children. You stop needing as much sleep, food and so forth here.

E Grade - Neighborhood to town level. This is where most people peak. 80% I’d estimate. You need 2 hours of sleep and can eat anywhere from once every two days to once a week in this grade. Depends on how far along you are.

D Grade - Town to Mountain level power. The remainder will peak here. 16%. You basically eat when you want, and sleep maybe once a week or less, now. For an hour, maybe. Unless there’s something insane going on - like a Transcendence level skill. Also, people all notably begin to be able to hold multiple streams of thought at the same time in this grade. Keeping track of 2-3 conversations and fighting at the same time is theoretically possible. This gets better further along, obviously. At godhood you can actually split yourself into avatars to handle all kinds of stuff at the same time and each can split their attention hundreds of ways. That’s a ways off, though, so first -

C Grade - Mountain to Continent level. The rare few prodigies, or monsters or geniuses. 3.9% stop here. You basically have no weak points now. You probably don’t need to eat or sleep but do get buffs and energy out of it, so it may be nice to indulge your mortality.

B Grade - Continent to Planet level attacks. Those who have the will to get here are exceptional, and this is basically a wall, which the rulers of planets usually sit at. 0.09%

A Grade - Planet to Solar System level. You get the idea. People at this level are maybe one in 100 billion.

S Grade - Able to kill all life in a few Galaxies, but not the whole Universe S Grade would be one in 10 trillion.

God Ranks -

1st->9th Circle of Divinity, King/Queen, Empyrean (1st->?), Primordial (Probably in Empyrean or the stage after. We have no clue)

List of all gods -

<https://the-primal-hunter.fandom.com/wiki/Gods>

I'm estimating the levels, there are probably others.

If you want to design or import a god from a world you've visited, then you may do so. If you import a god which is like the Gods of Creation and Destruction DBZ, they'll be capped at the Primordial level of power and be made a Primordial like those others with abilities like them, but in the domain they oversee.

Elements of Magic!

Esoteric stuff is all utility. Literally none of it is designed to do damage. Time people can make hyperbolic time chambers where you can learn, but skills go up slower and you get less xp. Space people can make teleportation circles and spatial barriers, and have very limited force-effect type spells (Collapsing space to make small explosions, etc.) but they're not as outright powerful in direct combat as normal elements. The best combat element we ever saw was Metal.

So yea.