

The Gamer Jump

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Ver 1.0

Welcome to Korea. It's not the Korea you are familiar with but it is close enough to the reality for many people. Not so for those who are a part of the Abyss. The Abyss is the generic term for the secret supernatural world hidden from the eyes of normal humans. Within the Abyss, magic is real, as are ancient clans of supernaturally empowered martial artists, and cults devoted to the exploitation of life for the sake of profit.

Thankfully, normal humans are protected from these harsh supernatural effects by Gaia, the sentient planet known to many as Earth. Should someone who has entered the Abyss try to use their powers overtly in the normal world, then Gaia will take steps to ensure that they are removed, maintaining this masquerade. It is for this reason that members of the Abyss may call out to Gaia, offering token amounts of mana or chi to create Illusion Barriers, temporary enclosed areas that mirror the world itself but are devoid of any "normal" inhabitants. Within these Illusory Worlds members of the Abyss fight, struggle, deceive and parlay with one another, maintaining a tenuous balance of terrifying supernatural powers that operate on a global scale.

The reasons one enters the Abyss are myriad. Some are born into ancient clans and must fight to defend their families status and honor. Others wander by happenstance into an illusion barrier and uncover the secret nature of the world. Still others are kidnapped by unscrupulous people and used as batteries or sacrifices for arcane workings. Or maybe, for reasons unknown, Gaia herself granted the person a rare and unique power. However they entered this world one thing is certain, now that they have seen the Abyss, they can no longer ignore it. Trying to return to their everyday lives becomes all but impossible as the paranoia of being assaulted by someone more powerful overwhelms them, especially when the tools for gaining more power are but a few hundred thousand won away.

You will arrive in this world the day after a window appears before a certain young man informing him of a quest to obtain tofu for his mother. You are aware of the Abyss (or soon will be) and must survive for ten years in this cut-throat secret world. If you are weak you will be hunted and exploited by those more powerful. Should you grow in power, you will attract the attention of those who are stronger still. And if you try to become mightier than anyone else well... you would not be the first. Good luck.

[+1000 CP]

Select Character Class

Pay 50 cp to Change Age/Gender. You start off in Seoul, South Korea.

000 cp - N00B [Age is 16+(d8)]

As someone who has no previous existence in this world, you have been rudely inserted here without regard for the health or sanity of you or others. You awake in an Internet Cafe just as a waitress brings you your meal, with just enough money in your pocket to pay for it.

000 cp - Student [Age is 14+(d8)]

You are a student. Nobody special, no one amazing, no one powerful. Just utterly ordinary. You awaken slumped over some books, with the voice of your parents calling you down for dinner. Do try to keep your grades up.

50 cp - Mystic [Age is 20+(2d10)]

You are someone who actually knows about the secret world of magic, the Abyss. It is a realm where fairy tail magic is just as likely to be as depicted by Disney as by the Brothers Grimm, a reality in which wonders and horrors exist side by side. You awaken to a phone ringing, with someone interested in acquiring your services for the day on the other end.

50 cp - Wuxian [Age is 17+(d8)]

Where most Abyssals would focus on magic, you focus on honing your body into the ultimate weapon. You are someone who knows about the Abyss, yes, but also someone who knows enough to not want anything to do with it. You wake to the sound of a bell, signaling time for a pre-breakfast sparring match. Better keep your skills sharp.

000 cp - [Player Two] [Age is 14+(d8)]

The Gamer is a unique Natural Ability User. Specifically, one who perfectly mimics an Acquired Ability User...*All of them*. While the original has a habit of leaping without looking, I'm sure you won't repeat his mistakes. You wake to the sound of your mother telling you that you're about to be late for school.

[Player Two] must take either “**Corrupted Save File**” or “**Abyss Gazed Back**” for no points. **[Player Two]** does not have a dedicated perk or item tree, but instead gains discounts on anything with the word ‘**Gamer**’ in the title. **[Gamer's Title]** is free to **[Player Two]**.

Distribute [Skill Points]

One 100 cp perk is free to their respective Origin, and the second is discounted.

General

Free or 50 cp - Instant Dungeon

Thanks to Gaia's refusal to acknowledge magic as real, the Abyss has something called "Preventative Power", a combination of "pay no attention to the man behind the curtain" and punishment for messing with the mortal world too much. The more obvious the effect, the more bad luck she enforces on you. Thankfully, she also provides a way around it, the safe spaces known variously as Protected Spaces, Illusion Barriers, and Instant Dungeons. By pushing energy into your hand, and praying to her, you can enter a sub-dimensional space where the local environment is duplicated, but without people or animals.

This allows fights to seem to level entire neighborhoods but in reality only a copy of the real world was damaged. Monsters may occasionally spawn, formed from the spirits of the unquiet dead, but you cannot gain anything of material value from here, as everything here is an illusion. For the extra 50 cp, you may retain the functionality of the Barriers to summon monsters (without souls) post jump.

200 cp - Elemental Affinity

You have an affinity for one of the elements of magic or reality. This affinity grants you greater power with attacks of that element, greater resistance to attacks of that element, and greater connection with elementals of that element. This can be purchased multiple times for multiple elements.

200 cp - [ReSTAT] ([Player Two] Discounted)

Jee-Han's stat system reflects his own personal experience with gaming, and is divided into 6 [STATS]: [Vitality/Power], [Strength], [Intelligence], [Wisdom], [Dexterity], & [Luck] and, as anyone can see, those are essentially the D&D core six (minus the dump [STAT] that shall not be named). But gaming has come a long, long way from the days of Gygax and there are dozens or hundreds of different [STAT] spreads out there. With this perk, your Gamer [STAT(s)] can be reskinned however you like. Maybe you have [Agility] & [Coordination] instead of [DEX]. Maybe you have [Willpower] instead of [Wisdom]. Maybe you use White Wolf or Tristat or something similar. The ground rules are always the same... each level you gain a number of [STAT POINT(s)] that is roughly equivalent to 5 out of 6 where every [STAT] has a baseline of 10. Most importantly, this allows you to, once a decade, respec your spent [STAT POINTS], though doing so will cost you any special abilities you've gained for having an especially high [STAT]. Useless without a Gamer Perk.

N00B

100 cp - Quick Service

Anything you order from any online vendor arrives in 30 minutes or less, though, if you use this feature, there will be a modest 300,000 Won surcharge.

100 cp - Look Beyond The Obvious

You have an unnerving sense for locating hidden things. Be it a hidden bookcase door, or a global veil of ignorance, you will feel a slight nagging sensation when you near it.

This will allow you to detect falsehoods and illusions, but what you actually do about them is up to you.

200 cp - Experience Is Wealth

Whenever you work a job, you can arrange to be paid in actual experience rather than money... or vice versa. If you are working a job related to a skill you wish to improve, you can sacrifice your wages to get better far faster. The more your pay, the faster you improve, but it must be a fair / reasonable wage for the work you're doing, and you can't whammy someone to pay you more just to increase your experience gains. This won't work for tasks that are 'just for practice', or that you pay yourself for.

400 cp - Continuous Study

The longer you spend focused on improving a single thing, the more rapid your progress will be. For every subjective hour you spend, your learning rate will slowly increase. The second hour will let you learn at 110% your normal speed, the third at 120%, and so on and so forth. There is no real limit to this, aside from how fast you can turn the pages or get new study material. Food and sleep will not reset this, but taking a break to play videogames will (unless you're trying to get good at videogames). Time spent eating or sleeping does not count towards increasing your study rate.

400 cp - Intense Focus

Either through obsession or meditation, you have gained the ability to monofocus to an incredible degree. This allows you to ignore all but the most extreme of distractions, such as pain, discomfort, or a nagging friend, to put off sleep or hunger for a time, and to enhance the effectiveness of certain actions by an act of will. In Gamer terms, this allows you to expend willpower to hit harder, run farther or faster, or even resist damage. This functionally extends your mana bar as well (figuratively or literally, depending on if you had one) as you can now expend focus/willpower to cast spells, though the exchange rate isn't one to one.

600 cp - Magic Maker

High class enchanted objects in this world are quite rare. While this is to be somewhat expected, they are also suitably expensive, due to the sheer difficulty in making them. You now have the skill to do so. And as a bonus, there is no drop off, no 'you must have absolutely mastered fire magic to even create a weak fire enchantment', no 'hundreds of times the power requirement to create the item'. Any magical effect you know, you can create a talisman or item to replicate. Staff of nuclear fireball, ring of haste, anything you know, you can make.

600 cp - [Gamer's Loot]

One of the most common aspects of video games is that your enemies will drop loot after their deaths. Be it the armor they had equipped, or a monster's horns and claws, you will always receive a minimum of one crafting ingredient, one piece of equipment, or a varying amount of cash. The rarity and power of these items obviously depends on what you kill. A goblin might get you a tooth, a rusty knife, and a few thousand won (1000 Won = 1 USD), but a fire dragon might get you some fire resistant scales, a gauntlet that increases the power of your fire magic, and enough money to buy a new house in the suburbs. Additionally, you have a pocket dimension/inventory to carry all your loot in. This pocket seems to be practically unlimited in size, but only personal items (armor, weapons, potions, books, money, food, etc.) can be stored in it. During the jump, it will ALWAYS pay off in South Korean Won, but post jump it will change to the local currency of wherever you started from.

Gamer's Loot automatically upgrades Instant Dungeon to the permanent version for free. If you also have Illusion Technician, you can combine it with Gamer's Loot to create ID's based off of any combat region you've been to (war zones, random encounter areas... any target rich environment, really). These aren't the real places, merely recreations of them, and they function like any other Instant Dungeon.

800 cp - Life Insurance

The primary power of 'The Company', this magical technique runs off money instead of magic. When wounded, you can choose to instead immediately pay off your medical bills - to Gaia, presumably - and be healed almost instantly. This can even be extended to the people who work for you, and can even restore them from death... almost as if you bought their soul.

Regardless, you cannot use that on yourself, as death is permanent, but there are also other benefits. For example, by purchasing land, and paying Gaia, you could bend the rules of nature somewhat, increasing gravity, distorting time slightly, or strip mining it with a snap of your fingers. In effect, you can skip the 'wait around for workers to do stuff' phase, and immediately see the results. This comes with one free purchase of Elemental Affinity for Metal or Paper for free.

Student

100 cp - Valedictorian

The Valedictorian is, simply put, the smartest - ie, has the best grades - student out of all their yearmates. You are now this student. While you do not have perfect knowledge of all high school materials, you do have a ludicrously fast learning rate for things as simple as math, english, and history. If you put even a little effort in, you could make straight A's.

100 cp - Money Through Gaming

From now on, you can earn money simply by playing games as if that were a real job. Doesn't matter if you spend all day playing solitaire or Mabinogi, you'll earn an hourly wage commensurate with the level of difficulty of the game you were playing, and society will totally treat this as a valid way to earn money.

200 cp - The Veil Of Lies

In a stroke of cosmic luck, Gaia's punishment for trying to bypass the Protective Power is much lighter for you than for others. Instead of inflicting extremely bad luck upon you, you will find contrived chance leading you away from the spotlight. Something will always come up to try and overshadow your violation of this enforced secrecy. It won't always work perfectly, but it will take you from tomorrows headline to a footnote. In effect, if you break the rules, something will come up to force your punisher to give you a lighter sentence, simply because they no longer have time to deal with you.

400 cp - Alternative Resources

When creating a fighting style for yourself, you will find it easier to create techniques that follow a theme. Designate yourself as the fire mage, and fire techniques will come easier to you. Be the warrior, and learn swordsmanship faster. The more accurately you keep to your theme, and the more strict the theme is, the faster you learn. Maybe you should take inspiration from videogames?

400 cp - Under My Protection

You have been marked out as special, either by the world, by society's subconscious, or by the plotline. As such, you've gained a kind of general resistance to background troubles. Some might call this plot armor, others luck, still others destiny, but what it means is that things that affect many others (a gigantic explosion that rips apart half the city, a plague, a negative space-wedgie) won't kill you... unless they were specifically targeted at you. You're too important to be killed in a way that doesn't drive the plot.

600 cp - Acting The Fool

When those of the Abyss can seem deadly serious at most times - and at others, adhering to the 'great power brings great weirdness' principle - you are never serious. When they begin a five minute chant in latin, you pose like a kamen rider. When they laugh about how their ultimate power will defeat you, you quote Gurren Lagann. In effect, for you, the activation of a spell can be anything. Instead of reading ten pages of latin to activate your spell, you can just find a pop culture reference to do the same. Instead of saying 'lord of frozen rivers, cease the clock and allow me to move unseen, yadda yadda yadda', you could just say 'Stop! Hammer time!'. In addition to cutting down the activation time for your spells, it will interrupt theirs, as they stare at you in shock.

600 cp - [Gamer's Mind]

As an ordinary person dragged into the Abyss, the ability to keep your cool is virtually priceless. With the flip of a mental switch, you can enter a state of mind in which panic, fear, rage, and other extreme emotions cannot exist for more than a few seconds. But order now, and we'll also throw in immunity to just about every mental effect you can think of. Hypnosis? Immune. Sleep spells? Immune. Perception filters? Immune. Earworms and other memetic hazards? Immune.

In addition, you gain the videogame interface, though this will be less than 100% useful without the other Gamer perks. This also unlocks a quest system, allowing you to gain additional exp for every predesignated action - something like do your homework, go to school, or collect twenty bear asses. Whenever someone has a task for you, a question mark will appear above their head and you'll receive a pop-up indicating that they have a task for you to perform.

Whenever someone offers you a quest, be it to do the dishes or fetch tofu from the store, you'll gain a sense of what rewards performing this task will entail, including cash, exp, items, and or relationship status changes. Experience, regardless of whether or not you're **[Player Two]**, can be used to level your mental stats ([INT], [WIS], [LUK]... [Willpower]) if you buy this. The more powerful you are, the more experience it takes to gain a noticeable increase in power, but as you grow more powerful, perhaps you'll be able to tackle harder quests. If you have Gamer's Skill or Gamer's Body, you can also spend experience there.

800 cp - Stabilized Black Soul

Your unique soul has a strong affinity for Death. In years past, you may have had to continually consume souls (something you can easily do if those souls aren't bound to a living being) so as not to slowly freeze to death, but your soul has been stabilized, meaning you need not consume souls if you don't want to. You'll want to, as the souls you consume add a small portion of their power to your own. This will grant you a small but permanent boost to your magical or physical strength, or maybe a mental stat such as [Wisdom], [Intelligence], or [Luck]. Obviously, the more powerful the soul, the bigger the boost. This comes with the Elemental Affinity for Darkness or Death for free.

As a living death elemental, you are invulnerable to Death magics, highly resistant to Darkness based magics, and able to see and interact with spirits and souls that would otherwise be intangible. You can make yourself lighter than air, cloak yourself in a dark aura that makes you more intimidating, and make your eyes turn pure black at will.

There isn't any real limit to how far you can boost yourself if your supply of souls isn't cut off, though progressive gains do become harder and harder to make unless you find more powerful souls to absorb. To put this into perspective, the acknowledged master of the Black Soul's related techniques, he is considered to be roughly on the same level as one of the 9 Gates. The 9 Gates are the nine most powerful organizations in the Abyss... comprised of hundreds or thousands of high level individuals... and by himself he's considered to be their equal in power (though he'd still lose a fight against one of them... he's only one person.) Ji-Han views his level as being in the mid 40s, but he's demonstrably much more powerful than the Witch of Slaughter... who's a hundred levels higher than he is.

Mystic

100 cp - A Theme And A Style

More often than not, the various magicians and mystics in this world will base themselves off something else, be it intentionally or accidentally. In effect, you gain a small number of spells and techniques that fit a theme - for example, a witch would have various elemental manipulation spells, while a paladin would have light magic and healing. This is strictly low tier however.

100 cp - [Gamer's Titles]

The more of a specific type of enemy you kill (Ogres, Undead, Goblins, Noobs) the more damaging your attacks will be against enemies of that type. The more damage you take from enemies of a certain type, the greater your defenses will grow against that type. These bonuses are tied to a title. Kill 500 zombies, gain the novice undead slayer title. Kill 5,000, become an apprentice undead slayer. Kill 50,000, and become an intermediate undead slayer, and so and so on. Changing your title takes a few minutes of downtime, and you can only have one active at a time.

200 cp - Eleminions

A good wizard never enters into a fist fight himself, but instead sends minions to do it for them. You now have some method of creating minions to go forth and do the stuff you're too lazy to. It could be golems, it could be hypnosis, it could be zombies. It could be a full on elemental - if this, it starts at lowest tier - or anything, honestly. Heck, if you were desperate, you could steal some clothing store mannequins and dress them in combat gear. If your minions and you share an elemental affinity, they are more powerful, more loyal, and all around more cheerful to be with you.

400 cp - Illusion Technician

While not a master-master at making illusion barriers, you are far more accomplished at them than most others. From empowering certain elements, to debuffing those who do not meet certain requirements, to creating a time dilation effect, you can make a minimum of a shoddy version of every effect. Actually making these effects worthwhile will take a little doing. Illusion Technician automatically upgrades Instant Dungeon to the permanent version for free.

400 cp - Better Living Through Alchemy

What good is a mystic if they can't brew potions, poultices, and elixirs? Not much, and that's why you've been granted just that ability. You are familiar with all the basic principles of alchemy, have a working knowledge of what various reagents do, and know all the best techniques for bringing out the absolute best from each ingredient. Also doubles as skill in making really good soups. Transmutation is possible, if you practice enough.

600 cp - Life Reaper

You have the power to drain the lifeforce of everyone in an area weaker than you and pull that lifeforce into yourself, transforming it into Mana, Chakra, or Ki. The more powerful they are, the greater the boost to your power, but also the more resistant they will be to the effect. It's not terribly discriminating however, so probably best to use this in a Protected Space where you can be certain that most of the people in range are enemies. This comes with the ability to manifest a giant crimson scythe made entirely of raw magical energy.

600 cp - [Gamer's Skills]

A wizard's most valuable asset should be his mind and the knowledge contained therein. Whenever you come into contact with a book that contains instructions on how to perform any skill you don't currently have, you will be given the option to 'eat it', thereby imparting you the knowledge you would have gained from reading it front to back, and then contemplating on it for a short time. However, this will only work once per book and will not work for theory texts.

In addition, your skills will level with use, and eventually evolve into better ones at level one hundred. A simple mana chain spell might become far more powerful and versatile, and eventually it may very well rename itself 'Enkidu'.

800 cp - Tree of Life

By a supreme act of will, by calling upon the very power of nature, you gain the ability to transform yourself into a massive ash tree. Specifically, a god-ash. While this does make you largely immobile, there are benefits to being the little sibling of Yggdrasil. First, you can tap into the power of the world itself, drawing an almost unfathomable amount of mana and living energy, which you can transfer to other allied magic users or use to produce natural effects such as sprouting trees fast enough to make them smash into your enemies or to generate forest-life such as birds, insects, or even "dryads" (essentially golem bodies to do your bidding).

Second, as long as any part of your ever expanding root structure survives, you can regrow your main body in a matter of moments. And Third... your growth is so rapid that you can expand to the size of a small forest in minutes and, as long as the planet can sustain your growth, you can keep growing and growing. You leave behind all the trees you spawned after you transform back. In this world, a giant forest like this would be in violation of the Protective Power so, outside of remote areas, you'll be limited to how far you can grow. If you grow in an Instant Dungeon, your spawned trees will fade away once the ID shatters. Your powers extend over the entire mass of you, and to any tree or flower or animal or bug or dryad you create, and anyone trying to tap into natural magic within your woods will have to defeat you in a battle of will first. This comes with a free purchase of the Elemental Affinity for Nature or Life.

Wuxian

100 cp - Olympic

The best part about belonging to a clan of magical martial artists, is that you tend to be way stronger than the average person. Heck, some families teach the non magical parts of their style to normal people as a dojo. Gotta make money somehow, right? Regardless, due to rigorous training, you are on par with olympic athletes - heck, you may even have participated and won a medal.

100 cp - Bloodlust

Whenever you feel intense hatred, rage, or disgust at another person, you can choose to make them feel the force of your Bloodlust, your aggression. This is a constant psychic pressure that batters against their willpower, sapping their morale. Of course, it's most effective against people who are weaker than you, and the stronger your desire to inflict harm is the more it can damage their will to fight. If your bloodlust is strong enough, and your target weak willed enough, they will simply pass out... or maybe even die... but they'd have to be really really weak and you'd have to be awfully strong. Strictly speaking this works for any aggressive emotion.

200 cp - ChampKion

Through the usage of Ki, the Wuxian Clans elevate themselves from 'human' to 'superhuman'. The strong become stronger, the fast become faster. You now have an awakened Ki. And the longer you use it, the more pronounced the effect becomes. A normal person with Ki might be just below an olympic athlete, but someone who already was? Well, they'd be quite dangerous. And don't even get me started on the elders.

400 cp - Battle Maniac

When you fight, you will find that the stronger the foe you face, the more you will enjoy yourself. The more you allow yourself to enjoy the fight, the more natural fighting will become to you. I would call this a berserker mode, but you will still retain the majority of your faculties. Weak points become more obvious, and you will be able to dance out of the way of oncoming attacks with minor movements. Be warned though, as it will give you... Tunnel vision.

400 cp - Legacy Forger

To be a Wuxian is to respect the concept of a Legacy, something that is handed down across the generations, gaining something with each new possessor. To be a Forger of Legacies is to be one who can craft such things, handing them down to others in the expectation that they will grow as they are used, then be handed down again, and again, and again. A Legacy can take any shape, such a sword, a staff, a cloak, or even a title. When a Legacy is made, the Forger instills in it one singular effect, attack, or technique at its most basic level, then passes it off to a Bearer. As long as the Bearer possesses the Legacy, they can use that ability, and that ability will grow and grow with usage and insight.

Eventually, it will reach a point where it can grow no further (level 100 as Jee Han would say), and the Legacy should be passed on to another person. In doing so, the Old Bearer can either choose to instill a second ability (another effect, attack, or technique) into the Legacy, or to evolve the first ability. Unless the Legacy is specifically passed upwards, or there are no descendants, previous Bearers will be unable to use the Legacy. Each Legacy is typically dedicated to a unifying concept, such as a family, a nation, or an ideal.

600 cp - Elder

In this world, there are many clans of Wuxian style fighters. These clans are not small either. Regardless, you belong to one of these clans. With that, comes access to techniques that have been honed for generations, and training from a young age. Whatever other magics you picked up in this jump are no longer at the beginner level, but something you have practiced with for years.

600 cp - [Gamer's Body]

The counterpoint to Gamer's Mind, the Gamer's Body is the physical equivalent. Where Gamer's Mind prevents things like paralyzing fear and other negative mental effects, Gamer's Body protects the body. Giving you the body of a videogame character, this allows you to resist actual physical damage in exchange for using a HP system instead.

Benefits include being completely healed after a good night's sleep, being utterly resistant to physical damage (except in terms of HP loss), and earning exp whenever you kill something. You can punch something so hard your arm breaks, but two seconds later it will be fine again and you'll be down some HP. And with the stat points you get upon level up, you can just up your strength (or endurance or vitality or dexterity) and make your arm harder to break.

800 cp - Godblood

Not all of the Wuxian clans have the same origin story. Some of them are merely old families, while some can trace their lineage to ancient heroes, conquerors, and other titans of history, while others still can claim the blood of gods flows in their veins. Your clan is one of the latter - or maybe not, and one merely descended from a one night stand with your parent or grandparent. Because of this, you are superhumanly strong, in the car or truck chucking range... before adding Ki. Elders are even stronger.

Secondly, you have an extreme elemental affinity towards one of your godly ancestors domains, which, in numerical terms, allows you to learn and use techniques relating to that domain at thousands of times the speed of an average person with an affinity. Purchasing this comes with one free purchase of "Elemental Affinity" for an element not previously listed by the capstones.

Purchase Starting Gear

One 100 cp Item is free to the respective Origin, and the second is discounted. This includes [Player Two]. All items are discounted to their respective origins.

N00B

100 cp - Legal Tender

Starting with a sign-on bonus is pretty nice, yeah? Even if all it is is some extra cash, it's still useful as it can allow you to skip a few item tiers and steamroll the first few levels.

You have a debit card linking up to a completely untraceable bank account, with 100 Million South Korean Won (roughly equal to USD\$100,000) in it. It's utterly impossible to steal or otherwise fake, and is accepted everywhere that accepts debit cards, despite not being from any official bank. Spend it wisely, alright? You cannot deposit more money into this account. The card refills at the start of each jump, but is always in Won (don't worry, as long as South Korea exists in setting, converting e-cash is easy) and doesn't work places where debit cards aren't accepted. For an additional 50 CP you can double the amount of cash on the card. You may do this multiple times.

100 cp - Six Pack Of Potions

On the outside, this looks like a sixpack of a soft drink, but a savvy person will know that they are really health potions. Well, five health potions and one mana potion. These potions will restore exactly one quarter of you health - or mana - and will replenish once per week. The potions technically scale, but stop doing so once removed from the box.

You can either use them yourself or sell them online.

200 cp - Abyss Auction Account

Sooner or later in your stay, you will encounter the Abyss Auction, the Amazon of Urban Fantasy, buyer and seller of amazing objects. With this perk, it will now follow you to future jumps, gaining appropriate inventory every jump, at only slightly marked up prices, but don't expect anything you couldn't otherwise buy in setting. In later jumps, this is accessible only by you and your companions, via any computer, Internet optional.

While they can get pretty much anything, including things from past jumps, the prices quickly go through the roof the farther back in your chain you try to buy from. Five jumps back would bankrupt nations.

200 cp - Modern House

While the Wuxian Clan Compound is forever behind in the times, this house has all the modern amenities. Additionally, it extrudes a slight field of 'don't notice me'. While it won't stop someone from hunting you down, if they just walk by, you could use every drop of mana you had to make a laser firing upwards, and they wouldn't notice. And no, this isn't magic, it's fiat.

400 cp - Thought Crystal Battery

This large floating crystal collects thought power - faith, basically - and gathers it in preparation for the birth of a god. Well, it should. This one has been modified to empower you. Whenever someone thinks your name, or daydreams about killing you, a small amount of energy will be generated and absorbed by this crystal. Mind you, the amount is almost insignificant. Someone thinking about you for an hour would barely generate a few MP points.

Student

100 cp - [Gamer's Collection]

Everybody, from the lazy kid in the back of the class, to the teacher, needs to relax sometimes. For that reason, you have a decent supply of games to fall back on when you need to see things run around in panic after being set on fire. Comes with a high class laptop, a half dozen mmo's, and assorted other games. Also a handheld and some games for that as well. Time spent playing games on these units is reduced by a factor of 4 (i.e. you can spend 4 hours gaming and only 1 hour real time will pass).

100 cp - Great Labyrinth Mobile Game

A brand new cellphone with the game 'Great Labyrinth Of Ages' downloaded onto it. It's a fairly simple game, with 99 floors to be cleared via magic or might. After clearing each floor, you may select one item or skill your character has to be brought into the real world. This will remove it from your game though, so try not to rip out all your best gear. There is no new game plus, but after beating the game you can create another save file, with no upper limit. Guaranteed to not eat your soul.

200 cp - The Internet Connection From Hell

You have the password to Hell's WiFi, which always works. No matter where you are, from the top of Mount Everest to the bottom of the Marianas Trench, you will always have a perfect WiFi connection. This can only be used on three devices at a time, but it can also be used free of charge, with no time limit. The demons won't be happy if they find out you have it, but they also won't try to stop you from using it, or extort favors from you in exchange for letting you keep it.

200 cp - A Guide To The Abyss

A small black notebook that hurts the eyes of non magical people to look at. Inside is a simple summary of all the major factions of the world, as well as of anyone you've come across or heard of recently. In it is also a short list of things not to do in order to prevent yourself from pissing off said major factions, or even being noticed by them, as well as a few suggestions on how to get into their good graces. In future jumps, this book will list the major factions of that setting, with similar who's who and how not to piss off / be noticed by instructions.

400 cp - Guns, Guns, Guns

It is a common adage in the Abyss that those who rely on firearms will never be able to break beyond a certain level, as they will be cast forever with the limitations of their hardware. This set of guns - five in total, of varying size and power (your choice from derringer, pistol, machine pistol, hunting rifle, sniper rifle, shotgun, combat rifle, machine gun, or RPG launcher) - are unique in that the weapons power scales not to their own materials, but to your own skill and power. In the hands of a skilled marksman, the bullets fly with a higher velocity than they should and strike with more mass than they have.

Similarly, concerns such as gravity and wind become smaller and smaller factors with these guns as they get closer and closer to a "laser" in how they may be aimed. Given several decades of marksmanship training and experience, the handgun from this set could deal the same level of damage and have the same range as a tank cannon.

(Ammunition sold separately.)

Mystic

100 cp - [Gamer's Basic Spells]

These books detail the usage of a few different buffing spells, from minor regeneration to boosts to your speed and strength. A clever magician might spend a few weeks learning them, or maybe just specialize in just one. Of course, it all depends on if they have the Mana to use them all at once.

100 cp - Loadout

To go with your theme, you also have a few pieces of armor and a weapon. The armor is enchanted for additional defense, but the weapon is the real prize here. This thing will decrease the cost of your best techniques - fire spells for a fire mage, etc all - by a full half.

200 cp - Magic Circles

These magic circles are highly useful to spellcasters and come in three flavors; increased mana capacity, increased mana regeneration, or enhanced spell effects.

These come engraved onto a piece of jewelry, your choice of rings, necklaces, or bracelets. You can only use two at a time though, as the energies destabilize and explode if you try to use three. Pick two and enjoy. For a non-discounted 50 CP more, you get the 3rd, but remember, use all three and BOOM.

200 cp - Bag of Reagents

While most spells here can be cast with pure mana, you will find that certain exotic ingredients can increase the effectiveness or decrease the cost of a spell. This leather satchel contains a small number of random ingredients and materials to use for that purpose. One day it may contain bat wings, some small gems, and a oak tree limb, while the next day it might have a single dragon scale, a vial of holy water, and a pound of clay. The things you are actually likely to use will pop up more often than things you won't, but it's still very random. What you do with these things is up to you, sell them, store them for later, make something with them...

400 cp - Abyss Library

This Library acts as a warehouse attachment. Its content is exclusive however as it holds magical texts describing basic-to-intermediate spellcasting techniques and theorems from a myriad of diverse styles and traditions. There may be more complex books within but they are unlikely to be found, much less understood before you finish comprehending the more basic books.

This library automagically updates whenever you enter a new world, adding to its contents with that world's magical knowledge. Unfortunately for Gamers, the books are classified as "immortal objects" preventing them from being "devoured" using the Gamers skill. If one wants to learn from this library, they'll likely have to do it the old fashioned way.

Wuxian

100 cp - Mastery Weapon

Just a fairly simple weapon created and used by the Wuxian clans. It's high quality - not legendary super ultra rare though - and can channel Ki into various energy attacks to suit your style. It's not enchanted with anything, so you might be able to get that added at some point, but beyond that, that's all it's got going for it.

100 cp - Scroll Of Wisdom

Every day, a slip of paper containing some cryptic commentary on the events that will unfold that day will be delivered to your door. It might be a fortune cookie, it might be a newspaper clipping, it could be anything. They might be a quote from some obscure philosophy text, a newspaper article, or a poem, and will seldom, if ever, make more than the vaguest of sense until after the events have passed. You'll always recognize this slip of paper for what it is when you read it, so you don't need to worry about trying to figure out which bit of paper is the relevant one from a bunch of mundane mail.

200 cp - Clan Compound

A ludicrously large house that is home to an entire Wuxian clan. While this house is the size of most mansions, if not larger, it is in the style of a traditional Korean house. Comes with a full support staff who are high tier martial artists - though not supernatural in any way - and has subsections such as a dojo large enough for a hundred or so people, and similar accommodations for bathing, eating, and a massive yard. Sadly, it only has the most rudimentary of technology in it - it will forever be a decade or two behind the local tech level of any future jumps.

200 cp - Legacy Weapon

This Wuxian weapon is the kind that has been passed on through the generations for centuries. And with each passing of hands, from parent to child, the weapon has grown slightly. Every time it passes hands, the weapon will copy a small part of your powers to add to itself. If you were skilled with fire magic, the next wielders would find fire magic to come slightly easier to them. The longer you hold the weapon, the more pronounced the effect. This weapon is only a few decades old sadly, and while you will find your clan's techniques coming easier to you, it's not much. However, the sword has a downside - It can ONLY go down. Once it's been passed on, there's no taking it back.

400 cp - Anchored Barrier

This is a high class illusion barrier, anchored at a location of your choice - like the large house? - that comes with a few minor benefits. First off, its time dilation is at a factor of ten, and it also has a mid class monster spawning in it for you to utterly destroy. In addition to that, it will enforce up to a 30% debuff on all statistics to anyone not part of your clan - though you can mitigate that through a few methods, like teaching them a few of your family techniques or marrying them. In each new jump, it can anchor to a new real world property you own, but cannot be attached to the Warehouse or any Warehouse attachment.

Engage Multiplayer Mode?

50 cp - Abyssal Familiar

All *true* Will-workers, Mages, and Martial Artists have Spirit Animals. Everyone knows that. So do you. This familiar / pet comes in whatever mostly normal form you like and shares your magical nature, such that it can talk and use any perks you grant it, though doing so transfers them permanently from you to your familiar.

100 cp - Canon Companion

During your stay here, you might have found someone who you fell in love with, or who you thought needed to escape. Maybe you had a child in your clan, maybe you married into one. Maybe you just wanted to cure someone terminally ill by giving them an entirely new body. You can take them with you, if you really want to, with the singular exception of Han Jee Han, whom has his own Companion option found below.

100 cp - [Gamer's Party]

This isn't a companion option exactly, but you now have access to the Gamer's party system. Benefits here include being able to see your allies' health bars, a minimap that marks their location, an inter-party chat system, and being able to grant your teammates lesser versions of the Gamer perks, should you possess them. Of course, the sharing only lasts as long as they remain in the party and you may only Party with a maximum of eight people at a time. You may buy this more than once, increasing the maximum party size by 8 each time. The first purchase of this is free for **[Player Two]**.

100 cp - Party Up

You gain a total of four imported companions, each with 600 cp and a free origin. You can buy this a maximum of two times, for a full set of eight companions. They may take one drawback for half of its cp value. If you don't have companions, you can make some.

300 cp - Guild Up

You may import all of your previous companions into this world. They each gain a free origin of their choosing and 600 to spend as they please. They may take one drawback for half of its cp value.

600 cp - Player One

What good is a game without someone to play it with? With this, Han Jee Han can become your companion, and comes with you on your chain. He's a bit expensive, but his power only ever gets stronger the more time you give him, and you want to give him an eternity...

Select Character Flaws?

You may select 800 CP worth of Drawbacks

+000 cp - Rule 63

Have you ever thought that this world was just a little heavy on the men, and didn't have enough women? Well, now everyone is genderswapped. Yes, even you, your companions, and your little dog too.

+000/100 cp - Dating Sim

For whatever reason, regardless of if you're the gamer or not, you now view the world through the interface of a dating simulator. Instead of seeing HP and MP, you see romance and embarrassment. Mind you, this is purely cosmetic. No charisma based superpowers. For 100 bonus cp, your first meeting with a person of the opposite gender will be held in traditional dating sim manner - stopped time, and with you unable to speak until you choose one of the four available options. Those being, romantic, witty, crude, and corny. Have fun.

+100 cp - Active Time Battler

All of your attacks and powered active abilities each gain a cool down timer, with the more powerful ones gaining a longer timer than the low powered ones. This will decrease slightly as you get better at the technique, but unless you have absolute mastery over the technique, or the technique is designed to be held indefinitely, expect it to hardcap at five seconds.

+100 cp - Big House, All Alone

You will find yourself alone way too often. Friends will be busy, family will go away for extended trips, and people will go out of their way to avoid you though they'll never realize that they are. This applies to your companions, who'll only show up when you need them and never to just hang out.

+100 cp - Gazed Into The Abyss

Maybe you were weak and didn't start training until later in life. Maybe you were one of the people caught in the Labyrinth Of Ages. Maybe you just wandered into an illusion barrier one day. Regardless, you have looked into the Abyss. Hell, you even got lucky enough to have someone sit down and explain shit to you. And you've realized there's nothing you can do. Now, you probably aren't a very tempting target to the Abyss, but in the meantime... *Why don't you worry about it?*

+200 cp - Just Barely Above Average

If you were to find a way to quantify yourself - perhaps with the gamer's status page - you would find yourself just barely above average for your age. [Strength], [Intelligence], all those things. An average person will probably have 10's, while a grown adult might have 20's. One of your stats is now hard-capped at 25. You cannot train or study your way past this blockade, you cannot increase them with items. You are stuck being just a smidge above 'average'. And no, not an average Abyss member - an average human being in general.

+200 cp - On The Bus (incompatible with Under The Bus)

You have a massive problem with learning new things. But, it's not just learning new things. It's also lifting weights to get stronger, or even leveling up. Basically, if you want to improve yourself, it'll take one hundred times as much effort.

+200 cp - Under The Bus (incompatible with On The Bus)

Your job in the Abyss is kind of a sucky one. Due to not reading the fine print when signing your contract, you're stuck as a glorified tour guide. You get to drag weak people around inside illusion barriers in an attempt to get them combat experience. And no, you can't quit. Not without some serious pleading, begging, and bribery at least. And did I mention the pay sucks?

+200 cp - Banhammer

Whenever you use a magic spell, powered technique, or anything other than an utterly mundane method to kill someone, you will be unable to use that technique for the remainder of the jump. You could, in theory, relearn the technique and retrain yourself to your surely amazing power level, but you'd just lose it again if you killed again. Does not apply to Dungeon Creatures (the Undead, Ogres, Tuna, etc.)

+200 cp - Unknown Elements

Whenever you are exposed to an element you don't have a specific affinity for (i.e. you have no powers with that element as the keyword of) you will lose a significant percentage of your overall power. Elements need not be limited to just the classical Fire, Water, Air, & Earth, as Cloud, Rain, Storm, Darkness, and many other elements exist in this world. The effect persists until you are no longer in contact with that element or no longer in a zone dominated by that element.

+200 cp - You Really Have to Wear the Ears

You have to wear a pair of costume bunny ears for the duration of the jump. Yes it's embarrassing, no I don't care. If you remove them you'll lose all your powers until you put them back on. Good news is, they're utterly indestructible. People don't start off knowing that you have this weakness, but I suspect they'll learn quickly.

+300 cp - Casting From Hit Points

There is someone, Jumper. Someone dear to you, who is ill. Possessing an unstabilized Black Soul, their life is constantly being drained away by this connection, forcing you to provide them with the souls of others and receive constant treatment to keep their death at bay. All downsides, with none of the benefits a stabilized soul presents. A long and complicated ritual with the sacrifice of countless souls will be needed in order to stabilize them, requiring not only external aid in the casting but in keeping interested interlopers away. If you yourself have taken the Stabilized Black Soul perk, you may take this drawback upon yourself.

+0/300 cp - Abyss Gazed Back (Potentially Mandatory for [Player Two])

I may have lied just a teeny bit, when I said you probably weren't an interesting target to the Abyss. Because for someone, somewhere, you just became the hottest selling item they didn't know they needed. Expect them to send out a small army of snatchers to try and catch you. Maybe as a slave, maybe to farm your mana. And if you do manage to beat that small army, and convince them to give up? Someone stronger, richer, or smarter will pop up in their place, repeat as needed. Being caught isn't a chain ender, but it is liable to get you tortured for the remainder of your time here.

+0/300/400 cp - Corrupted Save File (Potentially Mandatory for [Player Two])

You know how Gaia seems to dislike magic, and will whack anyone who tries to use it publicly? Well, apparently she took one look at you and went NOPE. When you entered this world, your powers didn't come with you. Well, not most of them. You still have whatever the BodyMod gave you and an empty copy of your Warehouse, but that's it. Enjoy leveling up your new character.

You get no points for this if this is your first or second jump.

For 100 bonus cp, this also affects your companions, but you can't take it if you don't have companions.

+400 cp - ANIME ATTACK! (incompatible with Japanese)

It is largely believed by the Korean Abyss that years ago they successfully managed to eliminate every Abyss operator in Japan. Should you take this drawback, members of the Japanese Abyss will have survived this purge, biding their time and gaining power in secret, sequestered away from the rest of the world. A year into your stay, Japan's Abyss will rise again, making their presence known and using their own culture's magic, traditions, and science to wage total war on the rest of the Abyss, especially Korea. This war will be bloody as Japan taps into the *Thought Power* of their culture in the larger world and utilizes it as a weapon of war. Who's ready for memetic Madara Uchiha as an actual god?

+400 cp - Japanese (incompatible with ANIME ATTACK!)

Congrats, you're Japanese. Did I mention that the Dan Ui Guild, one of the 9 Gates, the 9 most powerful organizations in all the Abyss has all but eradicated every Japanese person who belonged to the Abyss and those who survive are being used as Mana Farms (think vampiric blood banks, but slightly less creepy). You will find yourself on the run from an organization that has killed gods before and without anyone in any position of power anywhere in this world to help you... unless they're willing to make enemies of the Dan Ui. Be aware, most of the Korean and Chinese Abyss workers are going to hate you because you're Japanese, even if they also hate the Dan Ui. Those of the Abyss hold grudges for a very long time.

Closing

Game Over: You've had enough playing around. The places you've been to and all you have experienced have been nice, but now it's time to turn off the console, hang up the controller and go to bed. You go home with all that you have gained, content in your accomplishments for the rest of your days.

Save Game: This world is odd what with its sentient planet, its various illusory realities, it's Gods, Demons, Monsters and Martial artists. But it has also grown on you. You stay in this world permanently, along with all the intrigue, power, and adventures that await you here.

New Game Plus: It's been fun, but this isn't the only game out there and there's still more you want to play. You move on to another world with all of the powers, tools, and allies you obtained herein.

Notes

All Gamer perks come with a minor user interface. Loot comes with an inventory, Skills comes with a skills menu, Mind comes with a status page, and Party comes with a few audio/visual options and a minimap. Gamer active abilities and attacks require you to announce (i.e. yell) that you're using them. At least you don't have to click icons, right? No Macros are allowed, so you'll have to trigger each individually.

Ki, Mana, Chakra, Magika, whatever the locals refer to magic as, it's all the same energy. Magic systems might have different methods, but they're all fundamentally compatible.

Illusion Barriers are pocket dimensions powered by Gaia. They gather up the souls of the dead to form the monsters that Han Jee Han kills for exp. Post jump, they no longer gather souls, but you can still use them as hyperbolic time chambers to train, though you can only gain an extra year (Subjective Time) every decade (Absolute Time) out of them. Buying Instant Dungeon, Illusion Technician, or [\[Gamer's Loot\]](#) will allow your barriers to spawn monsters post jump without the need to harvest souls.

Time dilation has two key terms; Absolute Time and Subjective Time. Absolute Time is the rate of flow in the frame of reference (i.e. the Real World). Subjective Time is how much time is passing for you, the individual. Once you've used up that year, the Time Dilation effect of any Illusion Barrier of any kind that you enter will switch off as long as you are within that Barrier. That is, the Subjective Time inside the Barrier will match Absolute Time instead of being x2, x3, or x10.

Both [\[Gamer's Body\]](#) and [\[Gamer's Mind\]](#) come with leveling up as a function, but you can only increase mental/physical stats if you only buy the respective one. If you buy both, you can increase both. Additionally, if you have only bought one of those two, but have bought [\[Gamer's Skills\]](#), you can use a stat point to level up your skills by one level. If you have both Body and Mind you cannot do this.

[\[Gamer's Party\]](#) combines with [\[Gamer's Loot\]](#) to allow your party members to gain loot drops from defeating enemies. [\[Gamer's Body\]](#) allows them to use an HP system for wounds and healing. [\[Gamer's Skills\]](#) allows them to use skill books and view their own status screen. And [\[Gamer's Mind\]](#) means that they treat all the mental effects that you're immune to as status effects that wear off over time. [\[Gamer's Mind\]](#) and [\[Gamer's Body\]](#) combine with [\[Gamer's Party\]](#) to allow your companions to level up (with [\[Gamer's Skills\]](#)) distribute skill points, but that requires having both of them. [\[Gamer's Title\]](#) allows them to equip titles if combined with [\[Gamer's Skills\]](#).

If there are any parts of the Gamer's power that have been missed or are not present here, please assume that they come bundled with the parts that are. Ex, the settings menu might be folded into Gamer's Mind.