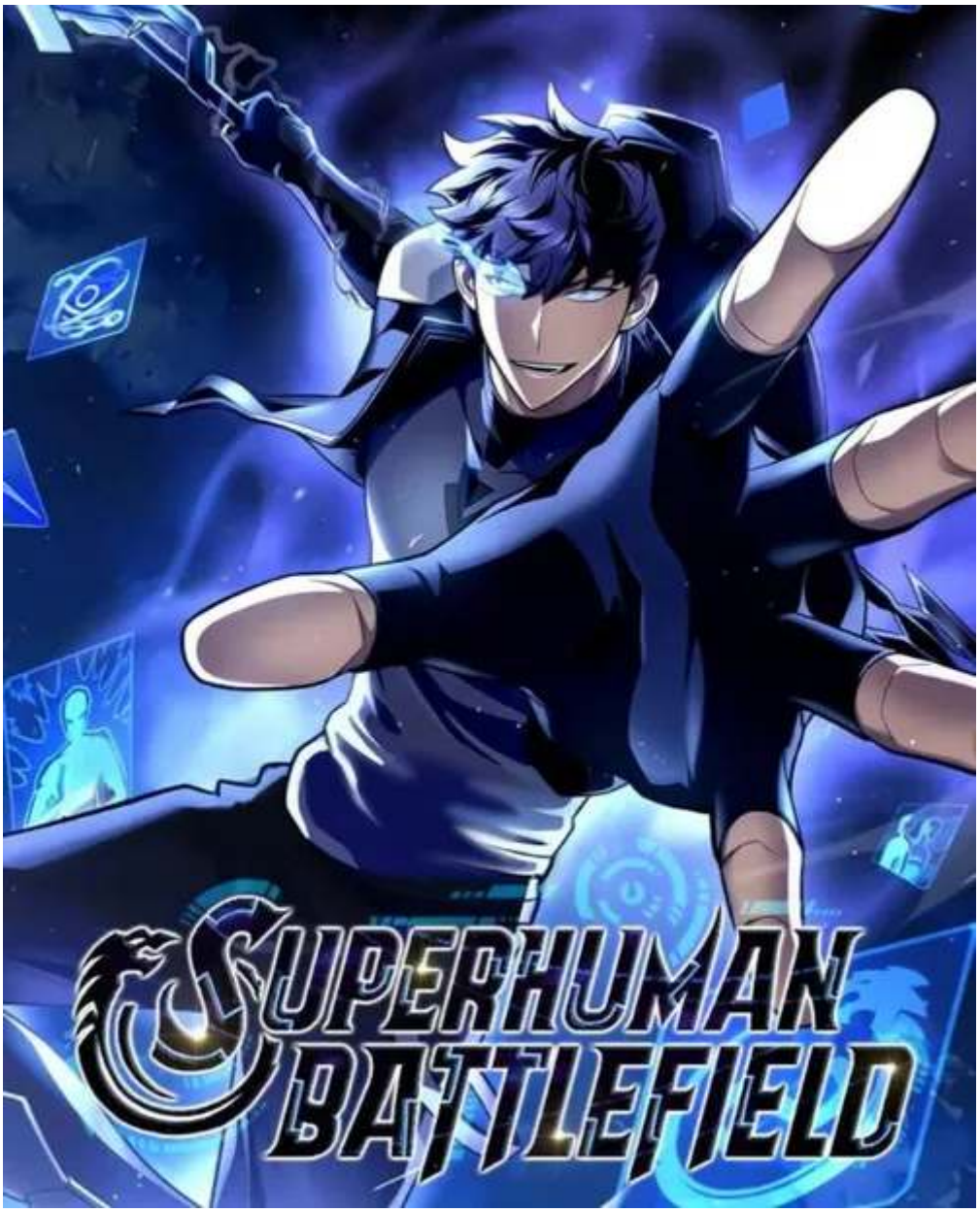

Superhuman battlefield
v1

by PerfectlyNormalShard

Seventeen years ago, the world was saved from destruction by the Seven Heroes. But it came with the sacrifice of the strongest one among them, Seomun Yeop. Now that there is peace, beings like the Seven Heroes known as “espers” no longer have use for their supernatural powers. That’s where Battle Field comes in, an action VR game specifically created to allow espers to showcase their skills. Unfortunately, Korea hasn’t been doing so well in the recent tournaments, making it hard to believe that it was once home to the greatest esper in history. But just when all hope seems lost, Seomun Yeop miraculously returns! Not that this concerns you jumper…or does it? you seem to have fallen into this world a week before Seomun Yeop resurfaced from the final dungeon.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Roll a **1d8** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

South korea
right before an old general statue, where Yeop's statute would be built in the future.

Seomun Yeop museum
his old house, now turned into a museum.

Seomun Yeop's secret dungeon
a secret dungeon in the mountains, where he hid all his stuff, unfortunately all of the resources are gone, sooo…

The emperor's tomb
a very very, very old dungeon, i don't recommend you try it.

The underworld
one of the countless dungeons of the underworld, break the core to escape.

Free Pick.
You are free to choose where you go.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously. but you can freely choose your gender.

Origins/Race

all origins can be used to become a Drop-in if you don't want any pesky memories, since these are more races than any origin

(Super)Human [Free]
You are a human who after an encounter with the underworlders, managed to awaken your aura to survive, you gain superhumans stats and superpowers based around your desperate desires done during the incident, the cap of all stats is 100 for humans.

Underworlder [100 CP]
you are an underworld, sharing a common ancestor with humans, who decided to seal themselves off underground, you are adept at aura to the point that your potential cap as a race is twice that of humans, while the physical aspects are half of that (50), additionally, you have the ability to channel aura and manipulate it without the use of superpowers, create monsters and subspaces called dungeons and travel through them, channel aura to reinforce your body, astralize and communicate telepathically.however, all of that is useless if exposed to sunlight in all forms, even moon and starlight.

Aura Monster [200 CP]
you are the result of the tireless work of the underworld civilization to mutate creatures into servant capable of absorbing aura of creatures and the environment, your form is based around a normal animals that have mutated such as a snake or a lion, additionally, due to constant evolution or some other unknown factor, you have exceeded the limits placed on you by your makers to control you and have also become the second recorded case of an intelligent monster.your caps can be freely distributed but still around the same 700 overall cap

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Polyglot [Free]
The world is vast, Jumper. It would be a shame if you couldn't understand anything,not to worry as with this perk, you are able to perfectly talk and write at a native level up to five languages along with korean.

Stunning [free/100 CP]

Maybe it's the aura eliminating tiny imperfections, or something in the water, but not a single aura using creature is below a 8/10, and that's with the anime standard, even monsters have some primal awe to their design. in Short no matter your preferred aesthetic, noble, cute, handsome, you exemplify their ideal beauty standard, and trust me, even the most loyal regular humans would be tempted by your looks. for **100CP**, you are a 12/10 on the same level of beauty as Paris Lumiere's star player Nathan Bernard.

Battle instinct [free/200 CP]
It would be a shame if you entered a world called "superhuman battlefield" and not know how to fight, no worry, with this perk, not only hesitation or fear in battle would be things of the past, but you are quite adept at whatever is your weapon of choice, for 200CP, you have a familiarity with every weapons, and is considered a genius at violence, growing far more the more you fight, and become nearly flawless in term of skills with your chosen weapon, as well as very creative with its usage.

Latent Potential [free/200 CP/400 CP]
In this world, people's potential are capped, both as a race and as individuals, here you can choose your latent potential as an aura using creatures.
for free, your potential is that of an average awakener, we have an average total cap of 450 points.
for 200CP, you are on the same level as national players, with a total cap of 550 points.
for 400 CP, your potential is among the top 7 in this world, a cap of 650 points to distribute.

(Super)Human

Eyes of Analysis [100 CP]
the very same skill that supposedly allowed Seomun Yeop to become the strongest, with this skill, you can see the strength,agility, speed, stamina, focus, aura and and skills of an individual, their caps, but also their skills(superpowers) latent or otherwise. if you are an underworlder, you instead gain the eyes of fate, seeing the fate and general future of beings above them in a two to three short words above their heads.

Tactical acumen [200 CP]
you are good, jumper, not only you gain an accurate assessment of your enemies mentality, to the point of predicting their preferred future move, but your mastery of strategy and leadership, turn your team into a well oiled machine, striking with surgical precision. gain 100 cap in leadership and strategy (hidden stats)

Aura Emperor [400 CP]
This perk is two fold, first you gain the Emperor skill, henchman, capable of turning six individuals into your henchmen, allowing for enforced loyalty and extend the cap of two stats far beyond the limit of race.second is the ability to learn partial astralization, along the ability of recreating your weapons, but instead made of aura.

Language of Enlightenment [600 CP]
you will be chased to end of the universe if the underworld lear of this skill, the magnum opus of the first high priest, learning this language break the cap of your race,as well as all limits when it concern stats and skills, you can additionally teach it to others, either a

group of seven every year, or alternatively, channel it into the ground or a specific race(generally humans) to awaken big portion of it to this setting power system, however this method does not allow for the uncapping of the limits. and as a bonus, since this is due to learning a language more than any inner ability, sealing or removing this perk like with a drawback does not remove the ability to shatter your limits.

Underworlder

Divine Languages [100 CP]
you gain masteries of the three divine languages(intent, image and words), if a human learned them with insufficient aura mastery, you can brainwash them into your slave and possess them, though this method is time intensive.of course you jumper are immune to it even as a human.

Aura expert [200 CP]
you are an expert at aura among your kind, able to multitask and create complex aura array, and your mastery of astralization make the duration longer, and the aura technique take less aura, if someone other than an underworlder have this perk, they gained the abilities exclusive to an underworlder like monster creation.

Aura Artificer [400 CP]
the secret of aura discovered by the underworld civilization are no secret to you, whether it is a return stone, an eternal steel, turning a bike into an aura bike, nothing is outside your scope, so long as one underworlder knew it throughout history, you know it, (except what the old emperor knew).

High Priest [600 CP]
you have been appointed by the sacred flame as the highest priest, not only can you feel the surroundings thanks to aura of the world, spy over large distances,(likely an entire country from underground) but you also use the hight priest skills like spirit summoning, as well as dive into the collective aura of the world to communicate, channel and summon their spirits in battle or as projectile.can optionally turn your aura white.

Aura Monster

Unusual biology [100 CP]
beyond your ability to absorb aura, all monsters possess biologie that give them abilities similar to the mythical counterpart of their base, such as a snake monster the hydra abilities of an extremely toxic venomous blood. Those are unrelated to actual aura superpowers, but if something other than a monster buys this perk, they gain the ability to absorb aura from the environment and enemies, and store it.

Master of the self [200 CP]
Through trials and evolutions, the ancient monsters broke free from their genetic locks. This fact is branded in you, now not only is it impossible to manipulate your body like with biokinesis, but also impossible to control your mind and seal your aura.

Aura patron [400 CP]
you are a special monster, your aura is ten times bigger than normal, but you can assign that extra aura to one of your minions as well as lend your skills to them, if they revolt, you can simply curse them with instant death as you spy through their senses.

King of Monster [600 CP]
their is a second ruler of monsters now, as you have gained the kings ultimate skill, by devouring a part of your opponent, you gain the skills and memories of this individual, the more you consume the more complete the memories, additionally, you can se aura to shapeshift yourself overtime, growing bigger or gaining more heads, the limits is determined by knowledge and aura, through flesh can help with physical changes. and it takes time to grow. with no cap to your stats.

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Basic essentials [Free]
clothes, enough food to last a week, and a very well forged id card for whatever country you happen to be in

Hard cash [100 CP]
an amount of 3 000 000 euro, hard cash, don't get stolen.

(Super)Human

Super outfit [100 CP | Discounted for Origin One]
a relatively strong armor, couple with your weapons of choice, self regenerating and capable of channeling aura

Battlefield club [200 CP | Discounted for Origin One]
a club for superhumans, filled with state of the arts facilities and everything you might need, the specialized computer, self filling shop and dormitories, now get to recruit.

Battlefield organization [400 CP | Discounted for Origin One]
the international organization that creates and regulates the sport battlefield, filled with the knowledge of how to create their simulator, and managed by a competent subordinate to manage in your absence, note that this person cannot leave their post, and your employees aren't even aware of your existence.

Underworlder

underworld cloak [100 CP]
the iconic red cloak of underworlders, used to protect from the sun and normal wear and tear, perfect to use your skills outside the underworld

Labyrinth [200 CP]
a type of scientific dungeon with a bunch of cages containing regenerating amount of creatures, plant and regents to create dangerous and more powerful monsters, destroying the core will take 5 year to repair

Final dungeon [400 CP]
a copy of the final dungeons, full of monsters and traps, the monsters are not very loyal, but indulgent of your presence, at the top, you will find an artifact that absorbs a massive amount of aura to use for your exclusive usage.

Aura Monster

avatar [100 CP | Discounted for Origin Three]
a biomechanical suit where you can house your consciousness inside, their abilities cap at the limit of humans (100 everywhere) but are explicitly usable to breach dimensions and locations you are sealed in, but not protected from.

secret cult [200 CP | Discounted for Origin Three]
a group of madmen(100) who, after sensing your aura, believe you to be the ultimate lifeform, they are loyal, but dumb, they initially are low level underworlder, but if those die, then they are replaced by normal humans.

Monter ground [400 CP | Discounted for Origin Three]
a replica of the dungeon where the original king of monsters resides, the monsters there as well as their descendants are instinctively loyal to you.

Companions

Companions can purchase more companions.

Companion Import [100/600]
either pay 100 to import someone with 600CP to play with, or 600 to import 10 of them, enough to create your own superhuman battlefield club.

Canon Companion [100]
So you want to take any other existing character from this world. Well then this option is for you. just convince them before the time is up and you are good to go

Scenarios

Last stand and humanity's greatest hero (human exclusive)

by taking this scenario, the existence of Seomun Yeop has vanished, leaving YOU, jumper, to pick up the slack, you will appear 17 years and a week ago, leaving you seven days to prepare against the underworld invasion, defeat them, rally the superhumans, and save humanity by defeating the high priest in the dungeon.

Reward

if most of humanity governments (around 60%) are still there, humanity's population wasn't reduced by more than half, and more than a thousand superhumans are still alive, then the cap of your focus will be set at 110, and you will gain the immortal and amplify skills along with the title of hero and the gratitude of the world.

True priest (underworld exclusive)

The war was a terrible thing, driven by a sense of hubris and led by a mad woman unable to perceive her own god, it is your duty to stop her before the war begins.

Reward

Should you defeat her and stop the war before it even begun, or at least have the underworld situation in a more positive light by humanity, then not only you get the title of true high priest and set your aura to 210, but every ten years, you are able to tap into the collective aura of the planet, to fuel your abilities for a short period of time.

the world's strongest

create a club in any country, make them national class, then gain the world cup. and establish yourself as the strongest superhuman.

Reward

you can take your team with you, additionally, you gain 600 additional cp, and can bring the battlefield sport in some manner(video game or real life) in future jump.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Plot is King [+300 CP]
You may run from it, but you WILL be dragged into the plot.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. up to 5 times.

superiority complex [+100 CP]
you tend to either look down on those with no aura, or the race you faced during the war.

bad personality[+200]
You are kind of a dick, Jumper.

curse of poverty [+200]
any money that is managed by you and not any item related manager will be doomed to disappear, either by gambling, bad skills, or straight unluck.

Underworld war [+400]
You will spawn 5 days before the underworld invades humanity, however, you will still need to wait the obligatory 10 years after the war ends plus 17 years.

Emperor's duel [+400]
before w e actually drop you in the setting, you will be face to face with the old emperor of the underworld, and your task is simple, you have Three year to fight this battle maniac, till either defeat or surrender, he might train you a bit if you are too weak, if you succeed, you get the **Aura Emperor perk for free, or the aura expert perk**.

The king's attention [+600]
The first sentient monster, and the king of all monsters, has his eye on you, he thinks that if he sacrifices you in a ritual, he will escape his prison,(he ain't wrong), thankfully he is stuck but that won't stop any mad man from trying.

Lockdown [+600]
You have no **Out Of Context** powers.

pit of monsters [+1000]
your initial spawn point is the pit of monsters, where the full might of the king of monsters resides, you have a week to escape. good luck, he knows you are here.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

Notes

concerning stats, the manhwa make it very unclear about how fast or strong the limits of superhumans are, but considering that modern weapons are useless against monsters, and a 100 maximum player trained by running at the same speed as a high speed enhanced bike, and that stats are NOT exponential, we can safely say that speed 100 is around 20 times the human maximum or the average human has a speed of 5.