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BURNING HEEL

& KINGDOM OF GODS

Starting Point

There are two stories at play. You must pick one. They may or may not be occurring in the same world but are completely disconnected either way. You received 1000 CP to arm yourself.

The Kingdom of the Gods

Famine, corruption, debauchery, and a plague that could only be called a divine curse are wreaking havoc all throughout the Joseon Dynasty. In many places, not even weeds or insects can be found, forcing villagers to consume one another to survive. However, once the sun sets, matters become even more dire. At that time the countless dead rise to feast on the living.

The world is in such a state when the young crown prince Yi Moon follows his mother's dying words to seek out Jiyulheon, in the hopes that the elder physician Kan Ho-Rin can develop a cure to the living death. However, he is pursued by the assassins of the Il-Wol Squadron who seek to claim the throne for themselves. With no one else on his side, he hires the services of the general-turned-bandit Jae-Ha and is later joined by the physician trainee Su-Jeong.

Burning Hell

In the middle of the strait between the Japanese archipelago and the Korean Peninsula, there was a desolate island. This island is where Korea exiled their irredeemable criminals who broke Confucian law and where the Edo Shogunate banished their wicked murderers. It existed only as a quarantine for the heinous people sent there. Its name has been left out of the annals of history. But the people of both Japan and Korea dubbed it Kyokudo - The Extreme Island.

On the day you arrive, a new criminal is brought to the island. His name is Juu, a bestial cannibal with superhuman strength. He killed over a thousand Japanese soldiers before he was finally subdued. He soon discovers that only one other human still lives on Kyokudo. The mad Korean doctor Kim Han personally slaughtered every other criminal on the island and preserved their flayed corpses for his so-called "immortality" research. The two naturally despise each other and battle daily, but neither has been capable of delivering a killing blow.

After a full year of daily battles, the ship of the dreaded Red Skeleton pirates washes ashore to hide from the pursuit of other pirates and the English Navy. They are led by Captain Kerry McMahon, a man who performed a sacrificial ritual to the spirits of the Caribbean known as "Loa" to obtain the power of a demon. His precious booty is no mere gold or jewels. It is Katherine, the daughter of King Gregory IV of England. More importantly, she is the ultimate sacrifice for McMahon to obtain the full power of the Loa. However, putting aside the four-way language barrier, Juu and Kim Han are more interested in Katherine's value as a meal and test subject respectively. Luckily they're too busy fighting each other to act on those desires.

Backgrounds

Choose age and gender freely. Any Background may be taken as Drop-In.

Innocent - Free

You were never a warrior. You were pulled into this conflict by forces outside of your control. You were once a member of nobility, maybe even royalty. However, whether due to kidnapping, conspiracy, or pure bad luck, you have been stripped of almost all of the advantages your title once provided you. You have little to no combat experience of your own.

Physician - Free

You are, were, or planned to become, a healer. You have all the skills of a doctor of these times, in fact, you can be considered quite talented. If nothing else, your medical skills can easily be applied to yourself. After all, in a place where “humanity” has decayed into a notion of fiction, even a scratch can prove fatal if you fail to disinfect it in time.

Vagabond - Free

You’ve been the only one you can trust for as long as you can remember, so very little actually changed for you when everything went to Hell. Maybe you used to have a more respectable position, maybe not. Either way you are familiar with the cruelty of the world, competent with a sword, and have years of experience sustaining yourself on robbery or foraging

Shadow - Free

You were born in the darkness and will die in the darkness. You are a spy or assassin. You are well trained in your discipline and are employed by a high-ranking noble. You are paid not to think or ask questions about who you’re killing, but as long as you do what you’re told, you will always be well fed. If not, you know more than one way to dispose of a stingy employer.

Sea Dog - Free

You are a friend of the sea. You can’t think of a better life than that of a pirate. Stealing from the rich and giving to yourselves. Unless you purchased Crew, you aren't the captain quite yet, but you aren't that much farther down the pecking order either. To find yourself in these far waters, it's likely you're a foreigner yourself. Hope you've brushed up on your oriental.

General Perks

Living Weapon - +100 CP / Free / 100 CP / 200 CP

For +100 CP, you have never held a weapon in your life, and are naturally quite clumsy in combat. For Free you wield a sword better than the average citizen but can't compete with many of the monsters you're likely to run into. For 100 CP, you are on the level of many elite warriors who can casually fight groups of average soldiers. For 200 CP you are borderline superhuman, on the level of Juu or Kim Han, able to put up a decent fight against a Lao user.

Brush Strokes - Free

With the right perspective, even despair and brutality can be beautiful. In this and any future jumps, you may superimpose the style of artist Kyung-Il Yang onto your perspective. You may choose whether this is in color or black and white. You may disable and enable it at will.

Orthrus - 200 CP / Free with Perfectly Matched

When you identify someone as a rival, you are able to quickly enter a kind of equilibrium with them. The more you fight, the faster both of your combat skills grow. Once someone has been your enemy for long enough, fighting by their side will come easier than it would with your most trusted allies. You could switch between fighting each other and working together to fight off dozens of other combatants, or just do both at the same time

Loa - 800 CP

The spirits of the Caribbean sea are known as Loa. Through a magic ritual involving a living offering, the Loa will grant evil spirits to the wicked and spirits of the dead to the benevolent. You now fall into one of these camps, marked by a star-like symbol in both your eyes.

Those in the former group have shown the ability to heal injuries and reattach severed limbs in a split second. They can sprout colossal limbs resembling various aquatic creatures, with the strength to tear a galleon in two. You can also fire an invisible force akin to a cannonball from your eyes that can blow a human to pieces. This technique requires far more concentration than those mentioned prior, making it unsuitable for active combat. Due to its source, the power of Loa boosts the effectiveness of any black magic you utilize.

Predictably, there are no known instances of a pure-hearted individual performing this dark ritual. Presumably the power of these "spirits of the dead" is quite similar to the alternative.

A once-in-a-millennium miracle is soon to arrive on the island of Kyokudo: a virgin born on the holy night and blessed by the lord. Rumor has it, whoever sacrifices such a being will obtain enough power to rule the world for eternity. Do what you will with that information.

Innocent Perks

100 CP perk free and remaining half-off to Innocents.

Petty Words - 100 CP

There is power to innocence. Without thinking, you always unknowingly say or do the perfect thing to reach the listener's hearts. To the crestfallen soldier, a casual comment touches on their deep-rooted trauma, to the heartless murderer, you flash a smile that reminds them of their long-lost lover. This charm cannot be used consciously to manipulate someone.

Prized Jewel - 200 CP

The true power of royalty is the loyalty of those under them. Even a heartless bandit would uphold a contract they made with you, as long as you seem serious about your end of the deal. The more someone fights for you, the more they come to personally value your safety. Past a certain point, a greedy mercenary would use their own body to shield you from harm.

Pure of Heart - 400 CP

You may choose whether or not this actually impacts your personality, but on a metaphysical level, you are always considered "pure of heart". It is almost impossible to detect or assume malice behind any of your actions. Due to the holiness of your soul, spiritual beings of good and evil will covet you. This could be used to gain their favor and the privileges that come with it, but revealing this to the wrong beings could compel them to try and seize your soul by force.

Ignorance is Bliss - 600 CP

When you find yourself in the presence of imminent potential danger, said harm never seems to reach you until you become aware of it. This doesn't apply to the direct results of your own actions, like walking off a cliff or drinking poison. You could be alone on an uncharted island with a cannibal and a mad scientist, and as long as you don't realize this, they'll be too busy fighting each other to hurt you. You wouldn't even realize you're in a building full of zombies until you actually see one or read a note explicitly stating as much.

Physician Perks

100 CP perk free and remaining half-off to Physicians.

Preventative Measures - 100 CP

You have an almost suspicious level of luck for avoiding disasters that strike everyone around you. Maybe you were away on business when a plague struck, or happened to be near the best hiding spot when fighting broke out. This won't guarantee you'll avoid the disaster entirely. It simply ensures you'll have the best starting conditions within reason once shit hits the fan.

Field Medic - 200 CP

For you, there is hardly any difference between working in a fully stocked hospital and the middle of the forest. You can make potent medicines that can help heal otherwise lethal injuries using only herbs found in the wild. You can even stitch up severe wounds without worrying about infection. If you're fast enough, you could even reattach severed fingers.

Treacherous Trapping - 400 CP

You have a knack for setting up elaborate traps using only naturally occurring resources. Even if all you have to work with is wood and vines, you can effortlessly make lethal traps. Whether they're coming from the ground, from above, from between the trees, you can set up dozens of such traps over the course of a single night. This also comes with the general hunting skills and stealth needed to buy the time to actually install all these traps.

Search for Immortality - 600 CP

You have obtained medical(torture) skills that border on inhuman. You could keep someone alive through weeks of agonizing torture or render their corpse almost completely immune to decomposition. You can even weaponize this. You could coat someone in a series of seemingly invisible scratches, only for you to deliver a final blow which causes their own skin to explode off their body in an instant. You may find more bizarre techniques with experimentation. You may also find that your mastery of medical arts also refines your swordsmanship.

Vagabond Perks

100 CP perk free and remaining half-off to Vagabonds.

Lowlife - 100 CP

You have a sense of when it is time to swallow your pride to perform some shameless or disgusting act. If cannibalism is your only chance to survive, you'll do so without hesitation. If some brat starts yelling some nonsense at you about being the prince who just died, you'll have a vague feeling that taking their verbal abuse will be in your best interests.

Sturdy - 200 CP

You are absurdly resistant to pain and infection. You could get covered in gaping wounds. As long as you survive, not only could you keep fighting, you won't have to worry about it getting infected after the fact, even if you just leave the wound to close on its own. This resistance also allows you to ignore the many health risks of cannibalism.

Clarity - 400 CP

You have an almost superhuman sense of smell. Not only that, your natural combat talent in general is far greater when motivated. If you fight to protect some annoying kid you couldn't care less about, you might be able to handle a well-trained soldier. However, if you come to see that kid as a worthy master who deserves to become emperor, you could take on 3-4 elite assassins in pitch blackness using only your aforementioned sense of smell.

Oni - 600 CP

You are no man; you are a monster. You possess superhuman strength, speed, stamina, and durability. You could stop most sword strikes with your bare hands, shatter a boulder with your arm strength alone, or throw another person dozens of meters into the air. The added muscle mass doesn't impede your dexterity. Rather, it only increases your sword skills. You could slice clean through an iron rifle and the gunman before they can even pull the trigger. Only the greatest swordsmen (or monsters) could hope to compete with your untamed violence.

Shadow Perks

100 CP perk free and remaining half-off to Shadows.

Nocturnal Predator - 100 CP

Who has ever heard of a shadow who's afraid of the dark? You have an almost inhuman level of night vision. Key word being "almost". You can't see in literal pitch blackness, without any light for your eyes to perceive in the first place. Still, anything brighter than that will have a negligible impact on your vision and by extension your combat ability.

One Bad Apple - 200 CP

You have an unusually easy time spreading thoughts of corruption or rebellion amongst your immediate peers. You could convince your team of trained assassins raised from birth to be their master's sword to turn on those masters. This won't do much good for anyone with an even slightly more distant relationship with you, like servants or other factions.

Bloodhound - 400 CP

Your tracking skills put even animals to shame. You can also get an accurate feel for what type of person someone is by the traces they leave behind. If all else fails, you can identify someone by the scent of their blood, assuming you've smelled it before. This also extends to active combat. Even as you trade a flurry of blows, you're constantly analyzing your opponent for any sign of weakness, one you won't hesitate to exploit once it presents itself.

One With Darkness - 600 CP

You possess the inhuman speed, stealth, and agility of the legendary Japanese ninja. While your physical abilities are terrifying enough, you can also push this to a seemingly supernatural extent, where you somehow "sink" into nearby shadows as if they were pools of water. You can travel through any connected shadows in total silence. You can still be injured by striking the shadow you're currently hiding in. You also need to at least partially manifest if you want to attack, potentially revealing your position. While this somewhat limits your mobility options, there are few techniques more effective at catching an opponent off-guard.

Sea Dog Perks

100 CP perk free and remaining half-off to Sea Dogs.

Whisper on the Waves - 100 CP

You have a special way of catching wind of occult lore and rumors of treasure. Even if you spend most of your days on the water, you'd be the first to hear about a transport ship carrying a priceless gemstone, or the proper offering to appease the spirits of the sea, or the birth of the perfect once-in-a-millennia sacrifice. Actually seizing this prize falls to you.

Setting Precedent - 200 CP

You have found that there is no better loyalty than that born of fear. For starters, you find that many of those who intend to betray you have an odd habit of announcing it to you first. By making an example of such traitors, you inspire suicidal loyalty in those remaining. They will follow your orders without question, because what enemy could be scarier than angering you?

Sea Legs - 400 CP

When sailing the open seas, any misfortune one would expect will usually hold back until you actually reach land. You won't be plagued by disease or storms. Sentiments of mutiny will stay buried deep in your crew's hearts until you reach land. If you succeed in detaining someone on your ship, it's almost guaranteed they will remain detained until you reach land. However, once you finally drop anchor, all bets are off.

Frankly Revolting - 600 CP

Somehow, you have come across a grotesque black magic ritual to revive the dead as zombies. They perfectly resemble how they looked in life, complete with their full intelligence and skills, but can be identified by the pungent smell of rot that constantly emanates from them. The process even makes them stronger and faster, but they aren't much harder to kill than they were in life. The ritual requires you to infuse some kind of evil or necromantic energy into a relatively intact corpse. However, if you lack such a power, substantial quantities of opium will actually function as a substitute. It's unknown why exactly that is

General Assets

Armament - First Free / 100 CP Per

With each purchase, you receive a period-appropriate weapon of your choice. If this weapon uses some kind of ammo, you receive about a dozen that are replenished every 24 hours. If the weapon itself is the “ammo” (like throwing knives) this still holds true.

Companion Import - 100 CP Per

With each purchase, you may import or create a companion with 600 CP to spend.

Canon Companion - 100 CP Per

With each purchase, you may recruit a canon character as a companion, with their consent.

Innocent Assets

100 CP assets free and remaining half-off to Innocents.

Worth - 100 CP

You are in possession of around 100 Ryo to spend as you please. The value of Ryo is quite infamously volatile, but this is more than enough to obtain some hired muscle.

Emblem - 200 CP

This small medallion can be used as proof of your noble or royal status. Assuming you have such a title, anyone with similarly high social status will intuitively recognize its validity. You can also modify your properties with locks that can only be opened with this medallion.

Royal Title - 400 CP

You are the royal prince or princess of a powerful kingdom. You don't appear to be in the direct line of succession, but this otherwise provides all the privilege but none of the responsibility of being royalty. You will be related to a similar royal family in future jumps.

Physician Assets

100 CP assets free and remaining half-off to Physicians.

Tools - 100 CP

You receive a portable assortment of period-appropriate medical tools. Knives, sutures, and the like. Even with the bare minimum upkeep, they never become dull or dirty.

Poultices - 200 CP

This bag contains a replenishing supply of poultices. Despite their simple appearance, when applied properly, they can even help heal severe injuries, like damage to internal organs. They can also heal minor illnesses, but nothing as extreme as a plague or the Living Death.

The Archives - 400 CP

Within this secluded library is the greatest collection of medical knowledge throughout the entire Joseon Dynasty. In a locked-off section of the archive is a room full of infected corpses, allowing you to potentially unleash the Living Death into future jumps.

Vagabond Assets

100 CP assets free and remaining half-off to Vagabonds.

Lifeline - 100 CP

You receive a supply of uncontaminated and perpetually fresh meat from a mundane animal of your choosing. This is replenished each jump and contains enough to last you half a year.

Futile - 200 CP

These chains are made of obscenely thick iron links. They are almost impossible to break. If you used these to tie someone with superhuman strength to a massive boulder, the boulder would break long before the chains. You receive about 100 feet of chains.

Prison - 400 CP

You now have your own prison island akin to Kyokudo. You may choose to apply a kind of karmic pull that attracts irredeemably criminals from all around the world. This island doesn't exist on any map and is almost impossible to escape without a well-made boat.

Shadow Assets

100 CP assets free and remaining half-off to Shadows.

Nightgown - 100 CP

You receive a black full-body outfit resembling those worn by Japanese ninjas. It is lightly armored and has many pockets. It also greatly reduces the sounds made by moving.

Scout - 200 CP

This eagle has been meticulously trained to follow your every order and to help you track down targets. By showing it the face of a specific person, it will fly ahead and report back to you the instant it sees someone or something matching the picture or drawing you gave it.

Insider - 400 CP

Within the nearest government is a corrupt official who will gladly feed you information and help with your schemes. In future jumps you will have connections with a similarly treacherous official in the government of the nearest nation to your starting location.

Sea Dog Assets

100 CP assets free and remaining half-off to Sea Dogs.

Opium - 100 CP

Within this small sack is enough mundane opium to keep your pockets full for months, if you can find a buyer. Try not to let the authorities catch you with this. Replenishes yearly.

Crew - 200 CP

Under your command is a pirate crew a few dozen men strong. They are all mundane humans but are all experienced sailors and swordsmen. Their courage has its limits, but those limits can be suppressed if you make sure they know that you're scarier than anyone they're fighting.

Vessel - 400 CP

Your own personal pirate ship. Contains a replenishing food supply, a brig, sleeping quarters, and all the necessities you'd need to sail the seven seas. Is extremely resistant to wear. Even if completely destroyed, it will return in perfect condition a month later.

Drawbacks

No drawback cap. Imported or created companions may take drawbacks for CP.

Tower of Babbling - +100 CP

You speak a language that nobody anywhere near you speaks. Any perks or powers that would allow you to overcome this language barrier any faster are negated.

Smell of Death - +100 CP

You smell like a rotting corpse. Not only does this make you generally unpleasant to be around, it also makes stealth impossible, since there doesn't seem to be any way to hide this smell.

Untainted - +100 CP

You are absurdly naive. Whether you are a brat who expects everyone to respect you, or a pure soul who sees the goodness in others even when it isn't there, you're in for a rude awakening.

Impaired - +200 CP

You are missing one eye or limb. Alternatively, you have terrible night vision, rendering you completely blind the second the sun sets. You cannot restore this by any means.

Weakling - +200 CP

You have absurdly little strength and stamina. You might be a literal child or just an adult with the strength of a child. You should think of hiring someone else to fight for you.

The Crime of Survival - +200 CP

You are in a constant state of hunger. A meal will keep you sated for an hour tops. Be careful that you don't become desperate enough to resort to cannibalism.

Perfectly Matched - +300 CP

You are stuck in the proximity of a rival who you can't remotely tolerate but can't seem to kill either. Your goals always seem to be in direct opposition. Combat will be frequent.

Bounty - +300 CP

You are a wanted man or woman. You might not literally be a criminal, but for one reason or another there are countless ruthless individuals from far and wide after your head.

Patchwork - +300 CP / +100 CP with Loa

You will find yourself constantly getting seriously injured. Whether it's losing fingers or getting stabbed through your organs, almost every battle will result in severe injuries. Any regenerative abilities from outside this jump are crippled to 1/10th their former potency.

Ending Options

Go Home

End your chain to return to your home world.

Stay Here

End your chain to remain within this world.

Move On

Continue your chain and move on to another world.

Notes

Jump by Gene.

Originally, I only meant to make a jump for Burning Hell. It wasn't until fairly recently that I realized BH was just the bonus story in TKotG, which was later made into a Netflix series. This jump is only covering the manhua. Judging by what little I've watched, other than the core premise of zombies in ancient Korea, the Netflix version is a completely different story.

There are multiple translations and versions of Burning Hell. The most official (from what I can tell) calls Captain McMahon's power "Lao", which I've also seen translated as "Roar". However, the earliest version of Burning Hell claims his power came from Opium. In this version the princess was from China and kidnapping her was an elaborate scheme to start a war between the British and Qing empires, which would somehow allow McMahon to sell more opium.

If the jump seems sparse, it's because BH and TKotG are 4 chapters each. If there's anything you still don't get, it won't take you long to read them. Both can be found online if you look hard enough, though BH is a lot easier to find than TKotG.