

Generic Xuanhuan

A Xuanhuan novel is very similar to a Xianxia novel. It may contain immortal cultivation but is a variant of it which tends to focus more on martial arts, though it could also be focused on gene improvement, superpower awakening or something else. Unlike Xianxia which focuses on attaining immortality and Chinese mythology, the Xuanhuan novel is made by taking the cultivation aspects of a Xianxia novel and applying them to different genres or themes, such as science fiction, western fantasy or something like raising pets. Basically, it is formed from a melting pot by taking aspects of western and eastern cultures to build something new. The protagonists of these novels tend to have things like systems, the knowledge of the future by virtue of time travel or some variation of a golden finger (also known as a Cheat).

Origin

Drop In

You appear out of nowhere one day with no history in this world. The world is your oyster.

Trash of the Clan

The typical protagonist backstory, perhaps you were once a genius but after your cultivation mysteriously fades away, your fiancée comes to break your engagement. You might be an ordinary person with normal parents or an outer disciple bullied by their peers.

The Arrogant Young Master

The typical antagonist in these kinds of novels, you were blessed with a good birth, meaning you have talent, wealth and good looks in spades. You have a high position in your clan/family.

The Number 1 Elder

You begin as an established power in your location. Perhaps you are a Peak Lord in your sect who has turned their attention towards contributing to the sect or are a mysterious old cultivator looking for their next disciple.

Location

The Wilds

You begin in the wilds, a good distance away from civilization. Perhaps you aim to become a hermit bent on solitary cultivation or went away on a quest before suddenly recovering your memories as a jumper.

The Small Village

You begin in a small village. It has anywhere from a few dozen to a couple hundred people. Though they might be simple farmers, the village chief is a knowledgeable and wise man who can give you great advice at the beginning of your journey.

The City

You begin in a city or population center of your choice. It could be a small city with a population of 10,000 or the capital of an empire boasting a population in the tens of millions. You may begin inside or outside the city as you wish.

The Sect

It seems you have begun at a sect of some kind. Whether it is a moderately powerful sect in the local area or a hidden overlord that plots to control the world is all up to you. You can customize the culture and specializations of the sect but not the people. Your status within the sect is based on your origin.

You can start at whatever age you wish and freely choose your gender. You also have great leeway at what time you start. You can start at birth, or a few days before your finance comes to break off the engagement, or a few months after the zombie apocalypse. You will still have to deal with drawbacks though.

General Perks

Cultivation (free)/-100

For free, you begin with slightly above average skill in cultivation for your age group. This grants enough talent to smoothly become an elite of your starting area. You have the ability to focus on cultivation and cultivation related things to perform effective cultivation/training for 6 hours a day.

For 100 CP, you begin as a master of cultivation compared to others your age, allowing you to potentially reach the highest levels of your starting area/world. You have the ability to focus on cultivation and cultivation related things to perform effective cultivation/training for 12 hours a day. You also find joy and satisfaction in the process of cultivation and training.

Martial Arts (free)/-100

For free, you begin with slightly above average martial skill compared to others in your age group. You have a solid grasp on the basics of martial arts and can fight against both humans and beasts fluently. This grants significant talent in learning and using martial arts.

For 100 CP, you begin as a master of martial arts compared to others in your age group. You can easily beat two to three others at the same cultivation stage and age with your skill in martial arts alone and have immense talent in learning and using martial arts. You have the ability to push the limits of your body in your training and enjoy learning and mastering martial arts.

Combat Training -200

The foundation of a cultivator is their cultivation realm but sometimes combat ability is a central pillar of cultivation. You are a combat prodigy and are able to consistently fight people one minor rank/realms above yours even if everything else (techniques, dao insight..) was the same. This applies no matter how strong you become. Having better or heaven defying techniques would allow you to fight up to a major realm above you. You can easily integrate martial arts, magical spells and any treasures you come across into a singular fighting style while making full use of each aspect, increasing your combat strength even further. Lastly, you will not get nervous nor will you hesitate in combat.

Romantic Light -100/300

For 100 CP, you are skilled in the art of romance. You are a natural casanova and can easily attract others of your preferred gender. Whether it be normal dating, having deep conversations, giving them gifts or even satisfying them in bed, you are highly skilled in all aspects of courtship and romance though you cannot be called a master.

For 300 CP, even the heavens want to see you succeed in romance. You are a grand master of courtship and romance with supernatural skill in bed. You naturally stumble into opportunities to create good impressions with beautiful girls/handsome men who have powerful and unique backgrounds as well as opportunities to deepen and develop the relationships you have with them. Furthermore, you can manage a harem so well that even the most cold hearted and possessive will not mind being in a harem if you so desire.

I've Got Skills -200

For 200 CP, your talent in virtually all things is elevated to be slightly above average (about 75th percentile), whether it is cultivation, painting, mathematics, sports, formations or anything else. Moreover, you can choose 1 subject like painting or mathematics or communication which you are a prodigy in. The narrower the subject, the more talented you will be in that subject. Choosing STEM will grant enough talent to be about 1 in 1,000 in every form of branch of STEM whether it be mathematics, chemistry or computer science. Choosing mathematics will give enough talent to become a world class mathematician even with otherwise average intelligence. Choosing number theory, a branch of mathematics, will make your talent soar such that you could win the equivalent of nobel prizes for your work in your early 20s and single handedly push the field of number theory forward several centuries if not a couple millennia during a regular human lifespan.

For an additional 100 CP, you can buy another subject to be super talented in or instead increase your general talent again to be in the top 1% in every single talent area. There is no limit on the number of purchases you can make. Selecting multiple related fields to be talented in (like STEM and Math) will create a synergy between the purchases and make you even more talented in it.

All talents will scale with your cultivation. Your talent percentile is determined based on the other people of the same realm in your jump.

The Golden Finger -400/800/1,600

You have a Golden Finger of your own. A Golden Finger or cheat can be divided into 3 broad categories: Knowledge, In Universe hack and System.

Knowledge refers to things like knowing the future due to playing a game just like the world you are in, allowing you to know the most important events in the future or having complete mastery over almost every single aspect of cultivation there is.

In Universe Hack means that you have obtained something, whether it be an item, a technique or something else that is possible or known within the universe. It could be a peerless technique that cultivates your body, energy and soul together all the way from the first stage of cultivation to the last or it could be a book that records any technique you know and proceeds to perfect it. It could even be something like instant comprehension or an insane innate power/physique.

The last and most common Golden Finger is a System. A System is generally a source of power that is an out of context problem and usually allows the system holder to do things that are far greater than someone at their cultivation level could dream of doing. This includes things like a Check In System where you get things in exchange for 'checking in' at a location every day or a point system where by killing beasts or drawing attention to oneself, you can collect points to spend on things like items, techniques and cultivation.

For 400 CP, you have the most basic of cheats. This cheat is enough to reach the higher levels of this world and dominate your peers due to the great advantage you have. That being said, there are still potential pitfalls in cultivation and you will not be able to wantonly rampage through this world with this cheat alone.

Examples of this level include playing a game that takes place in this world so you know the general plot and important characters but do not have actual experience cultivating. An In Universe Hack would be an item or technique that is top tier in value in the context of your starting area/world but is only a moderately helpful item in the context of the entire universe. A system would be a simple panel that allows you to see your attributes, skills and cultivation and increase them through a specific action(it would not have a shop or lottery function).

For 800 CP, this cheat alone is enough to dominate all of your seniors and peers in your starting world/area and potentially reach the highest levels of this universe. That being said, you are not invincible with this cheat and you can still take some losses or even die if you do not make effective use of this cheat.

Examples of this level include cultivating to become an average immortal before returning back to the past to recultivate with all your future knowledge and experience and the knowledge of a super special cultivation technique, getting possession of a one of the most valuable items in the universe like a primordial item or tool connected to the source of cultivation or having a system that allows you to copy the innate abilities and the skills of others just by being in close

proximity with them for a period of time (scaling with their strength and the value of the skill/ability) or having an investment system that allows massive returns based on giving things to others (though it would not give you a consistent 10X+ times return).

For 1,600 CP, this cheat is enough that you can inevitably reach the highest levels of this universe and dominate all of your peers, seniors and elders alike. This cheat is enough that you can be considered nigh invincible and failing to reach the highest level of cultivation is a sign of gross incompetence.

Examples of this level include complete and total knowledge about cultivation such even people at the highest stages of cultivation would bow to become your disciple even if you have barely started cultivation, an item or technique worth more than the entire universe itself with a myriad of effects that would each individually make this item on par with a Top Tier artifact but combined make it thousands of times stronger or a system that allows you to effortlessly reach the final stage of cultivation as long as you check in at a moderately important location in your starting world for a few decades.

Drop In Perks

Acting -100

You are a talented and skilled actor. In a modern world, you could be called a movie emperor because of your great skill. You can portray any emotion you desire with ease and even the most experienced of old monsters would not be able to see through you. Your ability to bluff and lie is greatly increased.

Danger Sense -200

You can sense the danger of any situation you find yourself in. You can generally tell your chance of dying in a specific inheritance site and can instantly tell your chances of defeating someone in battle just by looking at them. You also have a general sense about the upcoming future dangers. You could look in the sky and say "it seems like things are about to get dangerous in the next few years" and be correct.

Man of Mystery -400

No one asks questions about how you got or did certain things. If you pull out a lightsaber in a fantasy world, people will exclaim how awesome it is but never ask how you got it or what it is unless you want them to. You are highly resistant to divinations, pre, post and retro cognition and anything that changes your destiny, fate or luck in a negative way. You can also hide your cultivation and appearance at will and even make it so people cannot remember your face.

Child of Heaven -600

You may not have talent, wealth or will but you do have one thing: Luck. Your very existence tends to warp the world around you such that all calamities become fortune. Falling off a cliff will lead you to discovering a mysterious herb that can grant unparalleled talent. An assassin sent after you will just so happen to have a heart attack before delivering a finishing blow, allowing

you to survive and take the assassin's stuff. Throwing a dart on a map will lead to the location of an inheritance site perfect for you.

The only flaw in your fiat based luck is that it is not infinite. Using your luck for something like finding an inheritance site will make you temporarily lose a significant amount of luck depending on the quality of the inheritance site before it starts to regenerate. If your luck is fully used then you are no more lucky than a normal person. It takes 10 years for your luck to recover from nothing and is automatically refilled upon entering a new jump.

Trash of the Clan Perks

Face Slapping Specialist -100

You have great skill and talent in the ancient art of face slapping. You know exactly how to slap people's faces to deliver a metaphorical blow so hard that it almost becomes physical. Not only will you find a lot of opportunities to face-slap others but you will do it in a way that any audience cannot help but find comedic.

Weakness Finder -200

A common trope is that every technique has a weakness (except the one of the protagonist) and that the protagonist is always the one to find it. You too can share this capability as you can easily find the weaknesses in techniques, objects and even people. The more things you understand and experience, the stronger your weakness finding abilities will be. You can also find the weaknesses in your own techniques and intuitively know how to minimize them.

I Just Need An Opportunity -400

All too often, the protagonist is looked over in favor of another who's father just happens to be an important elder or is just shy of being given the inheritance of a senior cultivator. Luckily you will always be given an opportunity just by asking for a chance to prove yourself. Those opportunities will always be suited to you and your strengths, allowing you to easily pass with flying colors.

Moreover, you can go on an adventure at will that will drag you into many different situations that grant great benefits to your cultivation. These adventures will always be fun, exciting and fulfilling. You can decide on the general danger level of the adventure (easy, medium, hard, highly dangerous and near impossible) with the rewards commensurate with the difficulty.

Unbreakable Willpower -600

The defining feature of nearly all Xuanhuan protagonists is their seemingly invincible willpower even though they just sat down somewhere for a few years while reaping all the benefits of their system/cheat. You now share this feature as your Willpower is infinite and unbreakable in any situation that involves cultivation such as withstanding the pain of a cultivation method, fighting back against an illusion technique or engaging in a battle of wills.

If you instead desire a more natural journey to such a degree of willpower, you can instead choose to start with a will of iron but be extremely talented in any type of cultivation related to will power or heart cultivation. Your willpower will naturally increase over time to be supreme in your realm and any willpower training methods will let you reap returns many times better than you would otherwise. The most important thing is that you gain an immense talent for spiritual enlightenment, overcoming your weakness, achieving self actualization and withstanding illusions and temptations of all kinds. You will eventually reach the level of infinite and unbreakable will but you will have a journey to show for it and have it apply in all areas.

This perk also grants the ability to break fate and influence reality through your sheer willpower alone. Even if you were bound by fate or destiny to achieve a certain end, you can break such prophecies and destiny and make your own way in life. Moreover, your willpower can influence reality in a few minor ways like having your cultivation recover after being crippled or bursting out with a final attack before your death.

Arrogant Young Master Perks

Is that Confidence or Arrogance -100

You have unshakable confidence in yourself and your abilities. Whether it be a devastating loss to a rival or others surpassing you in cultivation when you were always stronger than them, your confidence in yourself and path/dao will not be shaken. Moreover, you can easily bounce back on a mental and spiritual level from any loss or defeat and devote yourself to redouble your efforts.

A Tiger Father does not give birth to a Dog Son -200

An extraordinary cultivation gives rise to extraordinary children. You can easily pass down your talents and abilities to your children who will grow to be talented and competent to the point of potentially surpassing you. You have great freedom in deciding the talent of your children but cannot grant talent greater than your talent band. Moreover, you can easily keep a strong, loving relationship with your children even if you haven't seen each other for tens of thousands of years.

The Next Leader -400

A Young Master is called so because they are the future inheritors of their parents or masters. This means they must not only be skilled in cultivation but also have a sharp mind and great charisma which you have in spades.

Your intelligence is increased to the level of a true genius in your world, able to read at supernatural speeds even as a regular person and having a perfect memory with instant recall and unlimited storage. You have a flexible and clever mind that can be used for anything from scientific research to battle tactics to painting to comprehending the Dao or martial techniques. Moreover, your intelligence will increase with your cultivation (even more so than it otherwise would) to the point where you could be designing workable FTL technology on a modern day earth with a cultivation equivalent to nascent soul.

You have great charisma at a personal and group level, able to make enjoyable and productive conversation with just about anyone and the ability to make rousing speeches that can inspire countless people. You understand how to fight with words and can do so at a level to make most old monsters tongue tied and at the losing end.

The Classic Prodigy -600

Even without a Golden Finger or cheat of some sort, your talent is enough to dominate your starting world/area and potentially reach the highest levels of this universe. You can also use this perk to completely customize your 'normal' talents for this world such as your comprehension ability, elemental affinities, martial talent and special physique. If it is not something a local can have then you cannot purchase it nor can it be a local ability unique to you nor can it qualify as a cheat. You can check the notes for more information on the general talent level this gives you.

Number 1 Elder Perks

Politicking -100

You are incredibly talented in politics and the underspeak that surrounds the higher levels of a sect or nation. Whether it be bribing the right people, deciding the next elder to support in their bid for sect master, you have the theoretical know-how and the practical ability to be called a master of politics.

Upper Management -200

Elders typically have a great say in the direction of the sect and its decisions but all of them will listen to you due to your immense ability and talent in management. You could easily root out corruption in a world wide organization and keep it corruption free for centuries. You know how best to punish others to discourage others and how to indoctrinate future disciples to be eternally loyal to the sect. Problems like balancing the checkbook or schemes to increase the profits of a large business are effortless to solve and come up with. Even the most foolish of sects or businesses would value your skills and management skills immensely.

Wisdom of the Ages -400

You have spent years upon years cultivating which has made you a master in practically every supplementary area of cultivation. Whether it be creating seals, refining treasures, setting formations or making a batch of pills, you are a veritable master of all of them with extreme knowledge in each topic.

However, your greatest ability is not mastering all the different areas of supplementary cultivation but being able to combine and fuse them together. Combine formations and alchemy to make a pill making formation that greatly increases the chances of success or combine treasure refinement with seals to make a treasure that continuously spits out hundreds of seals a minute in battle.

The Greatest Master -600

The duty of an elder is to pass on their knowledge and understanding to the next generation. No elder understands this duty as much as you do because you are the greatest master of all of them.

First, all of your disciples will be completely loyal to you. None will dare to betray you or your teachings and they will all be grateful to hear even one of your lectures. Second, you can effortlessly pass on your knowledge and understanding to anyone. Disciples will learn many times faster under you than anyone else and you have the special ability to pass along normally unique things like a special inborn physique. Third, under your tutelage, disciples will find their potential grows over time, reaching heights they never could before though they will find it hard to reach your stage of cultivation unless you devote great effort to teaching them. Lastly, you have a special insight and talent for finding disciples and happen to run into someone perfect for becoming your disciple whenever you decide you want one.

Items

The Basics (free)

You have enough money and supplies to survive a week in your location as well as basic weaponry and a cultivation technique if applicable.

Stage Glasses -100

Wearing these glasses allows the wearer to perfectly identify the cultivation ranks of others. Even if the cultivator hides their cultivation or is many ranks higher than you, these glasses will allow you to see through their cultivation. If you have a system, it will allow you to see their status sheet as you would see it in your system.

Spiritual Feast -100

A feast made just for you, filled with your favorite foods that have become supernaturally delicious. By eating this every day, your cultivation will solidly increase up to the peak of your minor realm even if you were to do nothing all day every day. You can designate up to 9 other people to partake in this feast and it will also generate their favorite foods and help their cultivation grow as well. This will not help with breakthroughs and the stronger you are, the more time it will take to reach the peak of your minor realm.

Pocket Money -100

You gain a monthly income equal to the average monthly income of a cultivator of your cultivation in the most commonly used currency of your realm. You can purchase this item multiple times, each time multiplying your monthly income by a factor of two.

Genetic Medicine -200

A big house is built on a strong foundation and as jumper, you are going to be building a very big house. Taking this medicine will perfect and stabilize your foundation such that you do not need to have any fear of cultivating too fast or taking too many pills. Moreover, it also greatly

increases the quality of your genes/life force such that a normal person would be free from sickness or disease for the entirety of their 100 year lifespan.

You have 10 such genetic medicines that are restored once a jump. You can decide if they take the form of a pill, syringe or a liquid.

Habit Helmet -200

By putting on this mysterious helmet, you can make or break any habits you wish. Whether you want to make a habit of reading a book 1 hour before you go to sleep or break that bad habit of making a little smile when you get a good hand in poker is all up to you. It can only break 1 habit at a time before needing a month to be used again.

Summoning Talisman -200

This talisman can be used to summon anything you own to your person. You can choose the specific location of the summoning as long as the location is near you. This talisman can be used unlimitedly.

Supply of Realm Pills -400

You have a supply of pills that will be extremely useful to advance to the next realm. These pills will not adversely affect your foundation and can be used by anyone to break through to the next realm with a 100% chance of success. You gain 1 pill to break into each realm and can choose when to have them come into your possession.

Secret Technique -400

You have a powerful technique of your choice that you can customize and if you so choose, is unique to you. This technique is strong but is not as heaven defying as an in universe hack. Examples of this level might be a technique that perfectly leads to the mastery of a single Dao or law, allowing you to learn that law/dao 2-3 times faster than you would otherwise or a cultivation technique that allows you to cultivate while you sleep. Buying this with a cheat will grant you a truly heaven defying technique that is much better than what you would get with just the cheat alone.

Skill Injection -400

A syringe of a rather mystical origin, the liquid inside has an ever changing color. By injecting the liquid into your blood while thinking of a skill of your choosing, you instantly become a little better at that skill, no matter how good you already are and learn that skill twice as fast for the next 30 days. Comes with an instruction manual and a new syringe every 30 days.

Divine Artifact -600

You have a single tool, armor or vehicle of your choice that will scale with your cultivation and strength. An armor would be able to perfectly protect you from all manner of attacks even if they are a realm higher while a vehicle would have a traveling speed akin to an airplane if your speed was a normal human. This artifact will gain all properties as expected of an artifact of that level. For example, if vehicles should be able to travel through the void at the immortal level

then once you reach the immortal level, this divine artifact will also be able to travel through the void.

The Black Bottles -600

You gain 3 black bottles that contain a golden liquid. Drinking this golden liquid allows you to instantly break through 1 bottleneck of any kind (skill based, technique based or even cultivation based). You gain 3 bottles of this and each bottle must be fully drunk to break through. You also gain 9 black bottles with black liquid inside. By drinking this bottle and thinking of a specific person, you doom them to never being able to break through a bottleneck ever again. The bottles do not regenerate during the jump but are refreshed after each jump. These will stack if you don't use them all in a single jump.

Law Catalog -600

As one's cultivation increases, comprehending and mastering concepts and laws become of paramount importance. This item is a catalog of all the concepts, laws and daos in the universe and gives a perfect foundation in those laws/concepts for your cultivation realm while allowing you to learn and master those concepts and laws many times faster than you would otherwise.

Companions

Companion Import -100

You may import companions for 100 CP each, or take a package deal of up to eight companions for 400 CP. Companions gain 600 CP and the standard discounts for perks and items. They can take up to 400 CP in drawbacks and cannot purchase companions or followers of their own. You may also use this option to create new Companions from this world.

Canon Companion -100/200

You may take any character appearing in a Xuanhuan novel for 100 CP but their talent will be limited to being exceptional in the context of your starting area/world. For 200 CP, this limitation will be removed, allowing them to be exceptional even in the context of the universe. Their background and powers have been adjusted to fit your world. The more powerful you want them to be, the later you will meet them on your journey unless you decide to meet them earlier in which case their cultivation will decrease to be about on par with you.

Lifelong Companion -300

A companion of the gender of your choice, the two of you will meet at a time of your choice and will fall in love with each other. Their love for you and your love for them is eternal to the point that just being around them would bring great happiness and personal fulfillment even if you only had each other and nothing else. They are willing to be at your side even if they have to defy and fight their family or country and the same can be said of you. They have the exact appearance and personality of your preference. This companion can be purchased multiple times for 150 CP after the first purchase, and if you purchase more than one, they are willing to share to become part of your harem.

They have 1,000 CP to purchase their origin, perks and items. They gain freebies, discounts and stipends as normal and can take up to 1,000 CP in drawbacks but cannot take or purchase additional companions. You can optionally apply this to any companion below.

Preset Companions:

You can decide on the appearance, personality and the specific relationship details of companions but the core of the relationship is preset. You can also decide on the general talent of companions but they can only be exceptional in the context of the starting area/world and are not talented enough to reach the highest stages of cultivation. In other words, they are a 'local genius'. You can spend 200 CP to remove this limitation to have them become a 'universe genius' and be able to decide on their specific talent areas or pay 500 CP to have them become a 'chaotic genius'.

The Rival (free, all)

You were just minding your business one day when this person came up to you and declared themselves your rival. Perhaps they are nothing but a joke who vastly overestimates themselves or they could be a serious person who has surpassing you as their life goal.

Fatty Brother (free, Drop In) -100

Sometime after arriving in this world, you will meet the best brother you have ever known. They are so loyal that they will end their life before betraying you. They are also insanely wealthy and have a lot of key information about the world that can greatly help you. They do have an interesting nickname though: Fatty.

The Great Mentor (free, Drop In) -100

Upon entering this world, you will meet this mentor who is a shining example of what one can do with this cultivation system. They have immense skill in a multitude of areas of cultivation, particularly the ones you are interested in and will teach you all you need to know. However, their potential has long been exhausted and while they may be a powerhouse in your starting area/world, they are nothing more than an ant in the face of the entire universe.

Responsible Younger Sister (free, Trash of the Clan) -100

Although you might be trash with little cultivation, your adopted younger sister is recognized as a genius of your cultivation system. She is viewed as having immense potential and is the darling of your family. However, she did not get arrogant from this praise, instead she matured and became a responsible younger sister looking after her older brother who she grew up with. Instead of her being adopted, you can choose to be the adopted one.

The Childhood Friend (free, Trash of the Clan) -100

While growing up, you made many fond memories with your childhood friend of the opposite gender. While they disappeared a few years ago due to moving out, you will meet them again soon only to find they had a mysterious and powerful background all along.

The Disciple (free, Number 1 Elder)

The day you woke up was the disciple acceptance ceremony. Like all good Xuanhuan protagonists in that position, you took in the disciple who ranked last in the ceremony who happens to be the most heaven defying talent your world has ever seen. Naturally the number 1 elder can help them achieve their full potential.

Divine Pet (free, Number 1 Elder) -100

This beast hails from one of the strongest bloodlines in your world and has the potential to reach the highest levels of your cultivation system. Whether it be through a forcible blood bond that enslaved it or a kind act during its weakest point, you have a loyal divine pet of your own.

Lackeys (free, Arrogant Young Master) -100

You have a group of 3 lackeys that will obey your every command. The more time and money you spend on them, the more effective they will be but are slightly above average as lackeys even if you don't spend any time or money on them. You can import as a single companion in the future or as an item.

Spouse (free, Arrogant Young Master) -100

You have a Spouse or engagement. Your significant other is a genius of your cultivation system and is a top beauty in your starting area with a strong, but local, backing. Your personalities are compatible with one another and love can develop between the two of you with time.

Drawbacks

Wait, Is this our Earth +0 (restricted to Modern World Setting)

For some reason, the day after you made a build for this jump, you will wake up on an alternate version of your home Earth. You return back to the age that you set for yourself and you get to enjoy an Earth filled with familiar people but unfamiliar concepts and powers.

Supplementary Mode +0

You can take this jump as a supplement to another jump which will make the other world take on Xuanhuan tropes including a strength based social hierarchy, some path of cultivation that leads to immortality or godhood of some sort, easily offendable arrogant young masters and more.

Another Universe +0

You can directly jump to any Xuanhuan universe that does not have a jump using this jump document. This allows you to customize the specific universe that you jump into.

Replacement +0

You can replace any character in a Xuanhuan but you only get whatever powers and talent you buy here. Moreover, your origin must be similar to the backstory of the character you are replacing.

Extended Stay +100

You can extend your stay for 100 years for 100CP. You can take this drawback up to 10 times for a total of 1,000 CP with each purchase extending your stay by a factor of ten. Taking this for 300 CP means you must stay for 10,000 years.

Just a Bit Dense +100

A black hole may not be as dense as you. Whether it be a love interest, the emotions of your friends or a hidden jealous heart of an elder, you will be blind towards the feelings of others unless they directly confess their feelings.

Just the small things +100

You are a bit unlucky when it comes to the small things. Bees and wasps tend to sting you with uncommon frequency, you run into red lights more than average, your favorite restaurant always has a long line when you come. This is limited to inconveniences and will not occur when something important is happening.

Phobia +100

You have a fear such as the fear of snakes or spiders or heights. It can be something weird or unique but the less common the thing is, the more terrified of it you will be. You will encounter this situation at least once this jump. It is possible to overcome this fear but it will be difficult even for the fear of heights. Something like the fear of Oganesson will be flat out impossible to overcome.

Banditry +200

It seems banditry is common around these parts, or at least around you. Even if you were an immortal exploring a mortal world on a super high end flying ship, bandits will still come to rob you. What's worse is that they seem to have little treasure of their own even if they were a famous bandit group. The strength of the bandits are determined by the local area, not your cultivation and they will only come when you make a trip.

Insomnia +200

You find it difficult to go to sleep, often tossing and turning for hours if you go to sleep at all.. While it may not be a big deal at the higher levels of cultivation, you will surely suffer at the lower levels.

Face Slapping Galore +200

Normally, you would be slapping others in the face but it seems that you just happen to be in the wrong place at the wrong time. You could be watching a fight then commenting that now X is going to win only for Y to suddenly burst out with a breakthrough to beat Y. You might say that X would be lucky to rank in the top 100 only to see X ranking 1st place. Prepared for anything you say to be quickly proven wrong and have your face slapped.

Using this for your own personal gain or advantage will result in more embarrassing situations and face slapping until you decide that it is not worth using it for personal gain.

Enemy of Elders +400

It seems elders find you unlikeable. Even if it is their solemn duty to protect you, you will find them cutting corners and not making a move until the very last possible moment.

Young Masters Galore +400

You will meet and offend young masters. As you grow, you will eventually meet one final Young Master who has all the perks of the Young Master Perkline who you will have to defeat.

World of the Blessed Ones +600

You are not the only transmigrator now. As you explore this world, you will find out that there are many with special backgrounds that have systems, future knowledge, old grandpas in rings and more. What's worse is that you seem to always come into conflict with them.

Notes

Talent Levels:

The nature of Xuanhuan means that there is a lot of variation in world building and power levels. Thus, I had to keep things somewhat vague while defining talent and cultivation potential.

Basically, in the context of the jump, there are 3 possible talent levels.

The first talent level is 'local genius'. Local in this context defines the greater starting area of the world. The best example is that it would be the mortal world the protagonist starts in before they start to explore the outer universe. If it was a typical Xianxia then it is basically from Qi Gathering up to the lowest immortal realm. A local genius can, with great effort and fortuitous opportunities, reach the realm equivalent to an immortal but can't go much further than that without help. This is the general level of potential that the 100 CP purchase of cultivation or an 400 CP purchase of golden finger will give you.

The next talent level is 'universe genius' which defines the universe the protagonist is in. If it was a typical Xianxia then it is basically from the lowest immortal realm to the Saint/Sage realm (3 Pure Ones, Nuwa and the like). A Universe genius can, with great effort and fortuitous opportunities, reach the realm equivalent to a Saint/Sage but can't go much further than that without help. This is the level of talent/ability given by Classical Genius or an 800 CP purchase of golden finger.

The highest talent level is 'chaotic genius' which basically scales infinitely from the universe level and beyond. If it was a typical Xianxia then it is basically from the Saint/Sage realm to whatever realms lie in the chaos (i.e. the final stage of cultivation). This is the level of talent/ability given by the 1600 CP purchase of golden finger or by Classical Genius + Golden Finger(800CP).

The difference is that the person who has the 1600 CP purchase of golden finger will be able to reach higher levels at an extreme rate compared to Classical Genius + Golden Finger(800cp). Someone with a 1600 CP purchase of Golden Finger could sit in the cold palace for a few hundred years and become a saint then wait a couple million years and become equal to Chaos itself. On the other hand, it might take someone with Classical Genius + 800 CP Golden Finger trillions of years to reach the final realm of cultivation if they do so at all.

You have great leeway into how your purchases and talents manifest. You can choose your specializations such that you can be a god of fire or exceptional in all 5 elements but you will remain in the general band of your talent level. A local genius who spent all of his 'points' on fire might be able to match a universe genius who spent all his 'points' on manipulation of the 5 elements and yin-yang if you were solely comparing fire manipulation at the 'immortal level'. However, the universe genius will be able to reach beyond the 'immortal level' and quickly surpass the 'local genius' in cultivation.

This manifestation of talent can also be affected by buying 'I've got skills' and choosing specific areas of cultivation like Fire or body cultivation. Enough purchases of I've got skills could push one out of their talent band and make their cultivation experience far easier. This is partly because of the scaling nature of the perk which could effectively allow you to always be in the top 1% of cultivation talent for your realm (if you were to buy general talent enhancement). Other items and perks you purchase like 'The Black Bottles', 'I just need an opportunity' and 'Child of Heaven' can all make a difference in your endgame potential.

Setting

You get 1,000 SP to spend in this section for free. You do not have to spend SP to build your world, as you can choose exactly the kind of world, cultivation system and organizations exist but you could use the options below to guide your choices and build a world of your own if you want.

Base of the World

Generic Cultivation World

A world normally seen in xianxia novels. It has innumerable sects training countless disciples, huge tournaments that can decide the fate of entire worlds, demon beasts, immortals and more. You can choose the specifics of this world. Perhaps one ascends to the immortal or divine realm or perhaps there are countless worlds competing and exploring a vast void, each desiring new territory. However, Chinese mythology is not present.

Fantasy Kingdom

Normally seen as a setting in western civilization, there are indeed worlds which combine the magic spells of western wizards with the cultivation system of ancient china. Like a normal

cultivation world, there are agreed upon tiers and power levels as a mage/wizard. There is usually a much larger focus on planar exploration and research than a normal cultivation story. Whether you wish to research the soul as an Archmagus or adventure across the planes as a knight with extreme physical power, the world is your oyster to explore.

Modern World

A version of the modern world. Underneath all of the hustle and bustle of ordinary life lies a vast underground world full of cultivators, demons and more. Or instead, it is an ordinary world before a Zombie Apocalypse occurs and people start awakening superpowers while evolving their body or maybe there will soon be an increase of spiritual energy that starts a new era of cultivation and you are just the one to take advantage of it.

The Distant Future

This world is anywhere from a few decades to a few centuries ahead of our earth. It may possess VR technology that leads to the advent of one of the greatest VRMMORPGs that you know is actually a secret scheme by the world government to make everyone on earth possess their avatars in the real world or maybe the world experienced a surge in spiritual energy just a few decades ago leading to the establishment of a new cultivation age.

Space Opera

It seems you have landed far in the future. Humans have moved on from Earth and have already begun to colonize other planets or even other galaxies. Luckily, they still have a need for cultivators due to aliens or hostile areas around them. Armed with highly advanced technology beyond anything the modern world can even think about producing and techniques to unlock the power hidden deep within your cells, who knows what your future may hold.

Civilizations

Alone in the Cosmos

There are no other worlds or civilizations beyond your starting one, at least none that are accessible or even known by the middle tiers of your universe. Generally speaking, the world you live in is self-contained with things like monsters or demons having an origin in your home world instead of outside intervention.

The Great Enemy

There is only one other known world/civilization present in this setting and it is one directly antagonistic to your civilization. It could be demons wishing to waste your universe or an alien civilization that has decided to dominate your own civilization or something else.

Civilization Standoff

There are a good number of other worlds/civilizations in this setting. Perhaps you are part of a 3 way war between 3 major civilizations or your civilization is one of a few remnants of a greater empire and you are all fighting to be the prime inheritor.

One of Many

There are dozens if not thousands of civilizations in this world constantly competing for resources and ownership of the universe.

World Building

Dungeons -100

Your world has specific areas where you are in another space. This could be like the dungeons common in Western Fantasy or naturally created miniature worlds accessible by anyone. In this space, there are any valuable materials, dangerous beasts and more

Genre Mixing -100

Your world has a specific genre which will be a big part of your experience here. Choosing Action will make fighting and physical conflict much more common and you are sure to be dragged into tournaments, beast tides and bandit extermination missions alike. Choosing something like Slice of Life will have you engage in more 'slice of life' activities like fishing, shopping and building friendships.

Resource Rich -200

The universe you are in has many riches and naturally formed treasures. It could have a naturally forming fire which burns souls or a river which makes all who walk in it lose their memories.

Cultivation System

Strengthening (free)/100/300

For free, you become physically stronger as you progress through the stages. At the final stage of cultivation, you can threaten entire cities with your cultivation.

For 100 CP, you become stronger physically and spiritually as you progress through the stages. At the final stage of cultivation, you can threaten entire planets.

For 300 CP, you become stronger in every way as you progress through the stages. At the final stage of cultivation, you can threaten entire universes with your cultivation.

You can choose the method of strengthening. It could be evolving your genes by eating the meat of powerful beasts or by absorbing the energy of Heaven and Earth or even increasing your spiritual energy.

Life Extension (free)/100/300

For free, As you progress through the stages of cultivation, you gain lifespan. The amount of lifespan gained per stage is decided by you but caps at 1,000 years of lifespan at the highest stage of cultivation.

For 100 CP, there are many life extension methods, revival methods or some variation of the two that would allow a competent cultivator to raise their lifespan greatly. Moreover, the final stage of cultivation in this universe will confer a form of immortality, letting a cultivator live for millions or even billions of years.

For 300 CP, one can obtain Immortality anywhere from half way to three fourths of the way into the cultivation system. Moreover, your world has many items or techniques that would allow others who do not cultivate to have an extended lifespan of even immortality whether it be through a fruit or some kind of technique that allows you to share your life with the heavens.

Elemental Focus -100

The elements are a major part of your cultivation system. Perhaps one's affinity to an element determines what spells they can use or one can awaken an element to use in their martial arts attacks upon reaching a certain stage.

Pet Cultivation -100

Your cultivation system emphasizes the growing and binding of pets. Whether you call them soul pets, spirit pets or some other variation, your system will revolve around bonding with powerful beasts, training them and utilizing them in battle to defeat your foes

Supplementary Professions -100

It seems your cultivation system is very versatile in terms of supplemental aspects. You can add on any number of classical Xuanhuan professions to be present in your cultivation system. Whether it be alchemists refining pills, blacksmiths creating treasures, formation masters setting up arrays that cover the world or some other profession, they can all be present at your command. You can also make alterations to said professions based on the setting in your world such as blacksmiths becoming spiritual engineers of some sort.

Individual Uniqueness -200

Your system confers unique powers upon people. It could be in the form of talents that are awakened at a certain stage, some sort of superpower that the cultivator is born with or by using special methods that give people abilities mostly unique to them.

Proof of Concept -300

As you progress through your system of cultivation, you gain access to powers or techniques that can work on a conceptual basis such as a flame that cannot be extinguished, a sword being able to cut through space or an engineer being able to make his mecha be twice as durable through a secret technique. You can also use this to implement a system where the cultivators can comprehend Laws or Daos.