

A CULTIVATOR'S BEGINNING

A CONVERSION OF TRAVELLER'S CULTIVATION CYOA

Original interactive CYOA by traveller, conversion by u/olympiforged



You are given the chance to begin anew in a world of cultivation, a world of powers, wonders, and dangers beyond imagination. Cultivation is the art of empowering yourself with the energies of heaven and earth that permeate the world. Much of civilization revolves around cultivation, and the levels of power one has achieved.

Progress in cultivation is divided into realms: **the Houtian realm, the Xiantian realm, the Saint realm, and the Divine realm, each divided into 10 levels.** Further realms exist, but those belong to worlds beyond the mortal, which only those who have reached the Divine realm may travel to. Each realm represents a qualitative increase in power and capability, with the first level of the Houtian realm only just above the power of a non-cultivator, while those of the Divine realm possess the power to shake worlds.

The journey of cultivation is a harsh one, littered with the bodies of those who have failed the path. While you will have an innate advantage, your journey will still not be easy. Do you have what it takes to reach the Heavens, or will you fall to obscurity?

TAKE THIS +2000 CP, Your story begins now.

ORIGINS

You will need to choose an origin, the starting point for your journey through this world. The origin that you choose will come with memories that are as real as your own and a background in this world, save for the Drop-In who receives nothing. You can choose your gender. Your age can be whatever you like, so long as it makes sense for your origin.

Drop-In [+100]

You appear out of nowhere at your starting location with nothing but whatever you purchased. You possess neither a history nor memories of this world. You begin with a cultivation at the first level of the Houtian realm

Artisan

You are someone in the profession of creating things. You have a nice house and a bit of a background that may help you survive and understand this world. ***You do not have an origin tree but certain perks can be gotten for free or discounted for you.*** You begin with a cultivation at the second level of the Houtian realm.

Warrior [100]

Unhappy with your lot in life as a peasant, you joined either the army or a bandit group. Your superiors, impressed with your loyalty and skills, have invested in you a powerful martial technique and have stationed you near your starting location. **You begin with a cultivation at the second level of the Houtian realm.**

Young Master [200]

You are the heir to a great clan or sect and grew up surrounded in the greatest luxury. You have had access to the finest resources to cultivate, limited only by your aptitude and interest. **You begin with a cultivation at the fifth level of the Houtian realm.**

Elder [300]

You belong to a great sect too, but the difference is that you have belonged to it for decades upon decades now. You're an elder of a clan, a vital pillar of support on which the clan rests. **You begin with a cultivation at the first level of the Xiantian realm.**

Spiritual Beast [300]

You are a beast. A spiritual beast to be specific. You are not any kind of mundane animal, instead you have the ability to cultivate, albeit at a slower rate than humans. This is made up for by the fact that you are longer lived and have a much harder constitution. **You begin with the equivalent cultivation level of the third level of the Houtian realm**

LOCATION

Before you move on and begin to prepare and arm yourself for the journey ahead, you must choose the location where that journey will begin.

Stillwater Village

There are many villages like this one. Rural communities who work the land, pay their tithes, and exist in relatively quiet seclusion. Cultivators are rare here as most people are more concerned with the next harvest or taking care of their children. Still, there are a few dedicated practitioners for every village, meant to fight off the monsters that descend from the mountains.

New Moon City

One of the larger cities of the Blue Wind Empire, it sits at the intersection of trade routes coming both from the mountainous tribes and the rural villages. Merchants, craftsmen and service industry members make up the majority of its population, while serving as a home for a handful of cultivator sects who make their presence felt.

Blue Wind Imperial City

The Capital of the Blue Wind Empire, and its largest city. Between the Imperial Court and the cultivation sects, both of which are among the strongest in the Empire, this is a place with considerable intrigue and competition, and not a little danger. However, it is also the most prosperous city in the Empire, home to treasure and resources found nowhere else.

Sea of Endless Grass

A wide-open grassland of tremendous size found to the northwest of the Blue Wind Empire, far from any civilization. While not inhabited by very many dangerous animals or spirit beasts, it is also devoid of most cultivation resources or hidden treasures, making it a land abandoned almost entirely by people.

Azure Waves Ocean

The extensive Azure Waves Ocean lies to the south of the White Tiger continent. This massive stretch of water hides numerous resources and long-lost treasures beneath its waves, and is dotted with numerous islands. **You will begin on one such island. I hope you can swim.**

Burning Winds Desert [+100 CP]:

This wide-open desert deep within the White Tiger continent is home to bands of nomads and traders, who ply the routes between the sparse oasis that dot the sands. A harsh and arid landscape, there nonetheless exists hidden resources and treasures for the daring and lucky to discover. **You start in a small, unoccupied oasis.**

Frozen Heavens Wasteland [+200 CP]:

Lying far to the north of both the Blue Wind and White Tiger continents, this frozen wastelands covers an extensive, and not fully mapped, area. With a climate that will

quickly freeze one to the bone, this land is sparsely inhabited, with only those seeking undiscovered treasures and those wishing to temper themselves venturing here. **You will start in a safe, inhabitable area.**

Black Water Mountain Range [+200 CP]:

Welcome to the number one location of bandits in this world. Approximately 200,000 bandits live within the mountain range, and they are checked by the 200,000 soldiers stationed around it by the Blue Wind Empire. **You may choose to begin anywhere in and around the Black Water Mountain Range.**

Skyswallow Mountains [+400 CP]:

A truly fantastical landscape, the Skyswallow Mountains are a mountain range of floating islands, hovering over the south of the White Tiger continent. Its gravity-defying nature is made possible by its much higher than average density of spiritual energies, making it highly coveted by cultivators both for its atmosphere and the resources that can be found within. Expect any territory to be firmly held by powerful groups or be highly contended and perpetually fought over.

Jade Forest Spiritlands [+400 CP]:

Covered in thick forests that are filled with spirit beasts and mountain ranges with even more spirit beasts, the Jade Forest Spiritlands lie to the east beyond the Blue Wind Empire's domain. Even the more powerful of the Empire's cultivators do not dare travel deep into this wilderness. **You may start anywhere within.**

Heaven Basin Secret Realm [+400 CP]:

This is a pocket realm that was created in a bygone age. It is full of great dangers and treasures, such as some of the richest and finest herbs and plants, which are, in turn, protected by some of the most vicious and powerful beasts out there. At least there's no politics, except when it opens up every three years. Expect a number of uncomfortable questions if you are discovered here when that happens.

Sea of Devils [+600 CP]:

There used to be an ocean between the Blue Wind and White Tiger continents, a vast and beautiful thing. Then a conflict between powerful cultivators in years gone by evaporated the entire thing, leaving behind a foggy basin filled with demonic cultivators and powerful spirit beasts. This place is lawless, even more so than the rest of the world, and far more dangerous than the world outside. There's a lot of treasure and fortune to be found, however, if you know where to look. The ancient Divine realm cultivator Tu Si's dead body and inheritance resides within a pocket dimension inside the Chaotic Broken Stars, deep within the Sea

Location Modifiers

Here you may choose alterations to how and where your journey will start. While some will grant benefits, others will reward you with additional power in payment for harsher conditions.

Safe Space [100 CP]:

You appear somewhere in your chosen location that is safe for the time being, though not necessarily for long. You don't get to choose the specifics.

Cultivation Sect [+200 CP]:

You begin as a member of a powerful cultivation sect, set in or near the previously chosen location. It possesses numerous resources and is capable of guiding and training new cultivators to rise to power. **This is free and basically mandatory for Elders and Young Masters.**

An Inescapable Prison [+200 CP]:

It appears that you arrive not in an open area but in the middle of a prison cell. You will find yourself chained to the wall, isolated in a cell at the heart of the massive complex. The guards are ruthless and highly skilled, the inmates worse and intent on making the entire place a misery for all inside it. The hallways are lined with secret traps, pitfalls and checkpoints that may stymie even the most stalwart of heroes and to date, not a single cultivator has ever managed to escape from this place.

However, your appearance inside is not a consequence of legal sentencing, and should you manage to withstand the next six months, you will be freed, with a monetary reparation. **Your reward depends on if you possess the Boundless Freedom Perk and are capable of escaping before you receive your reparation.**

An Active Volcano [+400 CP]:

Why did you feel the need to climb this mountain? It doesn't really matter, for this mountain will soon spew forth liquid fire, clouds of ash, and fiery rocks. Yes, this volcano will erupt, and you are a witness to its power and destruction.

If you cannot escape from the pyroclastic flows, then you had better hope you can deal with the magma and ash.

A Cursed Battleground [+400 CP]:

Long ago, there was a great battle between mighty factions that claimed many, many lives. You can still clearly see the scars in the land and the remains of a multitude of warriors in varying states of decay. The air is thick with the palpable sensations of rage, pain, fear, and sadness.

No one yet living can stay here for long, as the dead regularly rise and recreate their great battle, throwing themselves into the fray as they did long ago. Be careful not to get caught up in the careening clash of massive armies, lest you join them in their eternal war.

A Noxious Location [+600 CP]:

Well, this is a fine mess you've gotten yourself into. It appears that you have managed to find yourself in the heart of an area that is so fetid with decay and stagnant spiritual flow that it has turned toxic.

Even now it releases a terrible miasma that sickens the body and poisons the soul. The more one inhales this miasma, the worse its effects until the lungs themselves disintegrate from the noxious fumes. **It is best you find your way out soon, lest you too add to the stagnant miasma.**

Intruder Alert [+400 CP]:

You appear inside the home or base of people who will assume you to be an enemy. They will move to capture or kill you, though you will be guaranteed the chance to escape. Whether you succeed is up to you.

Ally [Required: Drop-In, Spiritual Beast] [200 CP]:

You appear before someone who will move to aid you in your new life, and will be a good ally. They will be loyal to you, though you can still push them away, even if you don't do it intentionally.

PERKS

While you will have an inherent edge over other cultivators, you will still need more if you wish to truly succeed in the path of cultivation. Perks are beneficial abilities and traits that are inherent to a person, and generally cannot be learned. Origin perks and items are 50% off with 100 CP purchases being free.

General perks

Monolingual

It's not uncommon for cultivators to travel tens of thousands of kilometers between major cities in this world, but despite those great distances, everyone seems to use the same language, even down to the idioms. You're no exception: you gain the ability to read, write, and speak this universal language, and you may choose to have any unfamiliar concepts or imagery you want to express automatically translated into something comprehensible by those around you. This is free for everyone.

They are Mine! [100 CP]:

You have an innate sense for when your friends and family are attacked, and where the attack is taking place. In the event you are too late and the unthinkable happens, there will be clues to the attacker's identity

Self Sanctity [100 CP]:

The refinement process that cultivators undergo isn't confined to just the body and the soul, but also the mind. This world is indifferent at best, cruel at worst. To survive in it, you need to conform to its rules. Something is typically lost in the process, something precious.

You won't lose anything though, not to this world, nor to the monsters that inhabit it. No matter what you experience, no matter how far you travel from home, you will continue to grow into the person that you truly want to be.

Even if you become a god so far beyond mortality that you can't even remember how long you've been alive and no matter what you had to do to climb that high, you will not lose the parts of yourself that you consider important.

Perfect Memory [100 CP]:

You possess perfect technical retention and execution, meaning that your skills and knowledge never degrade from lack of use. You'll be able to take that one obscure skill you learned hundreds of years ago, and perfectly execute it, as if you had been practicing it devoutly the entire time.

You also gain a perfect memory that allows you to remember everything that's happened, as well as the ability to selectively seal memories that you don't want to remember.

Common Knowledge [100 CP]:

Cultivators travel mind-boggling distances, even to other dimensions, but no matter where they go, they seem to know the lay of the land despite apparently not spending any time studying geography, ancient history, and so on. Now you gain this same benefit.

When you enter unfamiliar territory, you know the sort of basic knowledge about it that a visitor might have picked up after living there for a couple of years. You still may need to encounter something to jog your memory and realize what you know.

Boundless Freedom [200 CP]:

Cultivators travel to dangerous places to seek treasures and legacies. Sometimes they would die, while others would be unable to escape and be trapped there for an indefinite period of time. While this won't change the former, it will aid in the latter.

No prison is impossible to escape, no formation, technique, or power can bind you, and no dimensions can seal you. You always find a way to escape no matter how helpless the situation is. It would only be a matter of time for you.

How Did He Get Here? [200 CP]:

When seeking something or trying to get into a place or past something, your ability to find it, get through barriers and obstacles that should stand in your way, and your luck leading you there grows in proportion to the difficulty it presents.

You will still need to bring your A game, and perhaps steel yourself to the consequences. But for you, the impossible is just really hard.

Tribulation Taker [200 CP]:

Tribulations are the one thing that strikes fear into the hearts of cultivators everywhere. The fear of utter annihilation with no chance of survival is enough to make the hearts of countless cultivators go numb. Not for you, however, because you have conquered possibly the greatest hurdle that blocks your cultivation.

Tribulations never actually exceed what you could deal with, and before the advent of your tribulations you always get clear, if not completely prophetic feelings, nudging you towards the exact date of its occurrence.

Army Defying [300 CP]:

You cannot be overwhelmed by mere numbers. If an enemy would not present a threat to you in a one-on-one battle, then any number of similarly skilled foes are equally useless in the face of your martial prowess.

Body of the Reaction God [300 CP/100 CP for Spiritual Beasts]:

A very important way used to improve one's strength and abilities in this world is the use of herbs and medicines, and certain other substances such as crystals and other supplements. You are especially fortunate in such things, possessing a body and soul that allows you to reap over thrice the normal rewards from any such methods you use. Regardless of whether they affect your body, soul or meridians, the rewards are immense enough to leave even veteran experts mind boggled. At the same time, the harmful effects of any resources that normally would need to be processed to be consumed safely are entirely removed.

Swiftly Advancing [400 CP]:

You are inherently skilled with cultivation. Your training is ten times more effective than before, which by itself would probably put you on the edge of being a “Young Genius”. However, this boost actually doubles when you are learning things for yourself, rather than learning from a mentor, and removes all penalties which you might otherwise experience from the lack of instruction. Any result of your breakthroughs will always have the highest results and you will never experience any bottlenecks that would prevent you from advancing. As a bonus this also prevents you from ever failing in advancing your cultivation systems, no matter the reason.

Heightened Instincts [400 CP/ 200 CP for Spiritual Beast]:

Your instincts are improved and strengthened to near precognition, allowing you to sense and predict any incoming attacks or danger to yourself no matter how exotic it is. You will instinctively know the exact location of the attacker, where the dangerous places around you are, and if someone has ill intent for you. You also gain the ability to instinctively evade any attacks that can harm you and minimize it should the attack be too fast for your body to evade. The range of this ability scales with your cultivation and experience.

Martial Innovator [600 CP]:

Normally a cultivator would just follow the footsteps of the predecessors, only learning and mastering existing techniques without any innovation, with only those that reach the high levels of cultivation creating new ones. But now, you can create new ideas, innovations, variations and applications from existing techniques, as well merging two or more techniques into one unique technique. This also applies to fusing two or more elements, concepts, etc. into one, with the result possessing all of their advantages and none of their weaknesses or drawbacks.

This also allows you to upgrade or improve existing cultivation techniques as well as re-creating missing and incomplete techniques. With the help of this Perk making truly heaven-defying techniques or even greater would be a lot easier and creating cultivation methods appropriate to your cultivation realm are also possible.

Three as One [600 CP]:

As someone that cultivates all three cultivation systems your body, ki and soul progressions will now always be equal to each other. Any conflicts and restrictions this would cause simply won't exist, allowing you to cultivate without problem. Any negative effect, technique or power that is harmful to you that only affects one cultivation system won't take effect unless it targets both the others as well.

Perfect Foundation [600 CP]:

A solid foundation is one of the pillars that support cultivators in advancing. An unstable and shallow foundation would often lead to a failed breakthrough and at worst death. With this you have a perfect and regenerating foundation. Your foundation automatically corrects any imperfections and defects in your cultivation

caused by using external materials like pills, treasures, wrong cultivation techniques and many more.

Additionally, should your cultivation base be crippled, be it one or all three cultivation systems, you can recover it with a month's worth of waiting or faster if you are actively trying to fix it.

Any conflicts with using two or more cultivation systems will be prevented, going so far as to allow you to progress in a system even when it should be impossible due to the nature of your advancements in the others.

Xianxia Protagonist [1200 CP]:

As a protagonist, just about everything will be easier on you. You will benefit more from training, becoming much more potent and advanced than other students. You have a knack for finding long-lost items of great power and mentors of awe-inspiring might that can let you grow more powerful much more quickly. Techniques and training methods that might as well be cheating will practically fall into your lap.

Your enemies will have a hell of a time trying to put you down, any victories they have will be Pyrrhic, and as long as your defeat wasn't far too crushing you can bounce back at least somewhat stronger than before.

You will never be permanently killed by anything so mundane and pathetic as a mere fall down the stairs or choking on your food. Your plot armor is ridiculous, letting you get away scot-free with stuff that would maim or ruin others. You will always find some way to defeat your enemy and will always find a means of gaining more power, skill, and influence so long as there is someone or something out there that can challenge you.

If you are not already, you will even find or get a way to not die of old age, and your life will be easier on you in all ways. **This Perk stacks with similar Perks, enhancing the effects.**

DROP IN PERKS

100 CP perk free for origin, the rest is 50% off.

Resourcefulness [100 CP]:

You instinctively know how to make the best with what you have. You understand how to use your abilities and resources at hand in creative ways that many would not have considered, potentially giving you an advantage against more rigid or less creative opponents.

A Dangerous Road [200 CP]:

You can navigate harsh terrains as though they were little more than friendly grasslands. Deep snow and sand, swamps, mountains, canyons, ruins, lush jungles, and even great bodies of water are no challenge to you.

If you desire you may allow yourself to 'travel where the wind blows', oftentimes leading you to places of unexpected beauty, significance, or power.

Live Another Day [400 CP]:

Blades are turned aside at the last moment, arrows barely miss you, and you can't recall the last time your drink was poisoned, or assassins tried to kill you in your sleep. Any accidents or runs of bad luck never seem to cause you significant injury let alone threaten your life.

In short, you are much more fortunate than most when it comes to matters of life and death.

A Cave Filled with Wonders [600 CP]:

There are places laden with riches, resources, the artifacts of legend, hidden techniques, and heaven-defying cultivation methods. You are now capable of finding and obtaining all of that with very little effort or time on your part. That which was hidden can be coaxed into your lap like a river flowing into a lake. Combined with the A Dangerous Road Perk it almost seems as if you were destined to be guided to such things, and they to you.

WARRIOR

100 CP perk free for origin, the rest is 50% off.

Unbreakable Will [100 CP]:

A normal person without an enormous amount of determination and will would not survive this dangerous world. You gain an unbreakable will and determination that would allow you to ignore pain and wounds, become unmoved by temptations, and face despair head on while allowing you to push the limits of your mind and body with willpower alone.

This also gives you an immunity to powers or techniques that have negative or harmful effects on your mind.

Guiding Instinct [200 CP]:

You are able to figure out what is best in the way of training. Given the choice of ten different teachers, you would be able to figure out which of them is the best for you, or for another, with minimal information about each teacher. You also would be able to figure out how to use any technique no matter how poor your instruction, provided you are able to learn it to begin with.

Wolf Amongst Sheep [400 CP]:

While nearly all cultivators learn various martial techniques, many of them only practice those techniques in sparring matches and demonstrations. You've learned that the only way to bring out the true power of these techniques is to use them in life-and-death struggles. You are capable of using lethal force without hesitation and can unfailingly recognize when others seek to seriously harm or kill you. You can effortlessly target your opponents' weaknesses and exploit them for the maximum in brutality.

Peerless Genius [600 CP]:

Your combat strength is far, far more important than your cultivation speed. You have the ability and talent to use your cultivation realm, combat skills, and techniques beyond their original capabilities without overdrawing or receiving significant damage to yourself. This allows you to become invincible to those of the same level, be capable of fighting and winning against those that have a half-realm above you, and become equal to those that are one realm higher. As a bonus this also greatly increases your cunning, wits and combat awareness in battle, allowing you to outmaneuver and use the environment to the fullest to emerge victorious even fighting a group a half-realm higher than you.

YOUNG MASTER

100 CP perk free for origin, the rest is 50% off.

Good Breeding [100 CP]:

You possess significant beauty, charisma, and social skills. Those who interact with you in an amicable manner find it a joy to continue their relationship with you, whatever it may be. You know your way around society, and society will gladly accommodate you. In addition, you find it easier to learn the ways of foreign civilizations, and foreigners will tend to treat you better than they would have without this perk.

Backing of Oracle Mountain [200 CP]:

You've gained support from Oracle Mountain itself: a clan so powerful that even those who have never even met one of its disciples have heard of it and are unwilling to risk angering it unless greatly provoked. While using its name as a shield too often will lessen the effect, you will always be protected from those more than a realm above you, who are unwilling to attack you directly. If you anger them enough, though, they may start arming their juniors against you.

Teach Me, Master [400 CP]:

You have the uncanny ability to have anyone you meet teach you the knowledge and skills that they possess without any great difficulty or time spent on your part. Skills that took them hundreds of years to develop and master could be learned in mere months, while skills that took only decades to master could be learned in days. Of course, all of this is entirely dependent on finding the master in the first place.

Bewildering Brilliance [600 CP/ Also Discounted for Artisans]:

To succeed in this world, you must be a great genius like no other, even among the luminaries of your generation. With this, you will be. Your rate of learning new things, techniques, ideas, and even entirely new arts is something almost beyond imagining. You are a genius, the kind of person who can master entire martial styles, or new fields of practice, in days, weeks at the most.

This doesn't just affect your mind, either. Your body can keep up perfectly with everything your mind learns, growing at an equal pace with every new insight you gain.

ELDER

100 CP perk free for origin, the rest is 50% off.

Patience of a Saint [100 CP]:

A cultivator has enormous amounts of patience when they cultivate. Sitting for years or decades in a cultivation stance would be no problem to them, but it will test the will and determination of any normal man. Now with this you are able to sit and cultivate without moving for centuries with no problem, while spending countless years on a single task, or just living a normal life after spending years in a bloody battle, would no longer be a problem for you anymore.

Revered Ancestor [200 CP]:

As an elder, you are the rock upon which your clan or sect rests. You are easily capable of inspiring awe and near worship in those weaker or simply less knowledgeable than you. The quantity and quality of people that you can draw in this way will naturally increase as you grow stronger and greater than them. Unlike many elders in this world, however, you are immune to betrayal from beneath by the simple fact that your people simply cannot betray you. The thought will never cross their minds and even supernatural coercion or interrogation cannot force them to betray your secrets or your trust.

Thousands of Steps [400 CP]:

You gain the ability to plan thousands upon thousands of steps ahead, capable of predicting thousands of unknown factors be it in combat to economics up to managing enormous empires. The longer and farther reaching the plan the more solid and better it is, and once the plan is started someone cannot stop it with brute force alone unless they know everything about your plans or have strength enough to make you helpless. You also gain the ability to recognize plots and schemes that involve you unknowingly and instinctively know how to escape or ruin them.

Master and Disciples [600 CP]:

You are able to teach any learnable skill you possess, so long as they can be learned and taught rather than innate. Your students advance in their learning by leaps and bounds in their studies under your personal tutelage, acquiring in months what would take others years to obtain. By the time they have completed their training, they will be just as competent as you are in these skills and will never forget what you have imparted. Your students have an innate sense of loyalty to you and won't betray you for their own gains.

SPIRITUAL BEASTS

100 CP perk free for origin, the rest is 50% off. Perks in this origin require you to be a Spiritual Beast to purchase.

Switchable [100 CP]:

Being a great big beast or exotic creature can be fun or useful a lot of the time, but sometimes being humanoid works better. Now you can transform from your beast forms into human equivalents and back again, with only a few markings that cross between forms to indicate your original race. Such marking may include your hair having a few oddly colored streaks, or long whisker-like cowlicks, or maybe your clothes have certain feathery or scaly patterns on them. While these markings may not be overly obvious, you cannot be rid of them, though with experience you may learn to reduce them.

A Special Trait [200 CP]:

Choose any ability that allows you to manipulate an element or concept such as space, time, or biology, or allows you to feed and grow strong on something other than normal food, such as blood, emotions, light, spiritual energy, etc. You gain this ability. Manipulation of an element or concept is as strong as the energy you put into it and the skill you have at doing it. It will continue to grow in power as you give it more power, and grow in versatility the more you use it and the more skilled you are at using it. Feeding on something will be like eating food and drinking water, and you draw strength from it. Eating fire or lightning, for example, will nourish you, quench any thirst you may have, and make your spirit stronger. Do take care not to bite off more than you can chew, so to speak. **You may take this Perk more than once.**

Monstrous Yet Adorable [400 CP]:

When provoked, you can assume a much larger and stronger form for brief periods of time, leaving you exhausted afterwards. Additionally, you can now take on a smaller, cuter form for an indefinite amount of time which speeds up your rate of recovery. Your enhanced form could up be almost one hundred meters high, with a domineering aura, while your recovery form could fit in the palm of someone's hand, with all your cute features dialed up to eleven.

Apex Consumer [600 CP]:

There are realms beyond what the common man knows. Realms filled with very dangerous beings that would swat even their legendary champions like gnats, and don't even concern themselves with the weaklings in the lower planes. Your race has originated from one of these "higher realms", and they thrive there where the so-called "normal people" would not last a second. As such, you are vastly more powerful than any race that dwells in the lower worlds. Your special traits are increased to match. Feeding benefits are far greater than they have any right to be, and any manipulation of elements or concepts is less combat technique and more force of nature. In fact, you could very well be a force of nature.

SKILLS

Here you will gain the skills needed for the road ahead, including the penultimate skill: cultivation itself. Skills are abilities and professions that theoretically anyone can learn.

Cultivation

You gain the ability to practice the three cultivation systems of this universe, the Essence Gathering, Body Transformation and Soul Forging systems, along with a well-above-average talent and a technically unlimited potential. These systems will allow you to gradually (or not so gradually) become truly superhuman.

Each system has its own advantages and disadvantages. Other cultivators supplement these disadvantages with artifacts and techniques, but to truly remove them it would be better to practice two or three cultivation systems. Fortunately for you, you gain all three.

This is free for everyone and should be considered mandatory.

Basic Cultivation Style

This basic set of cultivation methods, which are tailored to you, will allow you to reach the Xiantian realm, or equivalent, in your three cultivation systems. **This is free for everyone.**

Advanced Cultivation Style [200 CP]:

Required: Basic Cultivation Style

This advanced set of cultivation methods, which are tailored to you, will allow you to reach the Saint realm, or equivalent, in your three cultivation systems. **This is free for Elders and is discounted for Young Masters.**

Masterwork Cultivation Style [200 CP]:

Required: Advanced Cultivation Style

This masterwork set of cultivation methods, which are tailored to you, will allow you to eventually reach the Divine realm, or equivalent, in your three cultivation systems. **This is full price for everyone.**

Basic Martial Techniques

This basic set of Martial Techniques, which are tailored to you, while comprehensive, are too simple to be of use beyond the Houtian realm. **These are free for everyone.**

Advanced Martial Techniques [200 CP]:

Required: Basic Martial Techniques

This advanced set of Martial Techniques, which are tailored to you, are of sufficient complexity to be useful through the Xiantian realm. **These are free for Elders and Warriors and discounted for Young Masters.**

Expert Martial Techniques [200 CP]:

Required: Advanced Martial Techniques

This expert set of Martial Techniques, which are tailored to you, possess sufficient levels of complexity to be useful through the Saint realm. **These are discounted for Elders.**

Masterwork Martial Techniques [200 CP]:

Required: Expert Martial Techniques

This masterwork set of Martial Techniques, which are tailored to you, possess legendary levels of complexity, enough to be useful even for those in the Divine realm. **These are full price for everyone.**

Pill Refiner [200 CP/100 CP for Artisans]:

The plants and animals of the land can be turned into medicines that when eaten allows one to gain strength. With this, you can mix the parts of flora and fauna to create such. While they may have side effects, you will have the knowledge and skill to ensure that they are never permanently harmful, and that they will always make the consumer stronger.

Blacksmith [200 CP/100 CP for Artisans]:

Weapons and armour are not useless in this world. Indeed, one of sufficient talent may create arms and armour that can (and usually do) mean the difference between victory and defeat for those who use them. You are given the knowledge and skill to make equipment with special traits and great power to aid the one who wields and wears them. What the gear is able to do, and its strength, is dependent on your skill, the processes used, and the reagents that go into their creation - for example, if you wanted to make a flaming sword, you would need a source of magical or conceptual fire to infuse into the blade. With sufficient time and skill, the items you make can decide the fate of nations, planets, and even entire dimensions.

Formations Expert [400 CP/200 CP for Artisans]:

Formations are the cultivation world's equivalent to magical runes and rituals. With enough knowledge, skill, and resources a master of formations could achieve almost anything. From continent spanning rituals to the formation of immense pocket dimensions, so long as you have the resources, little is beyond possibility. You now possess this knowledge and skill.

Beast Taming [200 CP]:

This world abounds with Spirit Beasts, and not entirely because of their own power. As it happens, these beasts can be useful too. You know how to tame these beasts, whether through bribing them with food, subordinating their will with force, or by other means. You know just how to stimulate them, just what they like, their habitats... and what you don't know, you can learn very quickly. Not just this, but you know how to ensure that once tamed, your tamed beasts almost never rebel, peacefully working your will for as long as you want them to, barring extreme mistreatment.

Discerning Eyes [100 CP/Free for Artisans]:

You have an encyclopedic knowledge of spirit materials, magical treasures, and other things of that nature, and can identify them with only a short glance. Additionally, you're able to accurately determine their fair market value in any market you know of. If such items are auctioned off, they will never go for less than your estimate.

Bullshit Spinning [100 CP]:

You're good at lying. Not just good, but it's more like you are an artist of the lie. You know just what emotions to fake and how to say things that will convince others of your professed sincerity, and can spin almost endless bullshit while knowing just how to keep it believable. Also, and perhaps more importantly, you know how to make it so any supernatural effects aimed to detect your thoughts, emotions or morality will fail, and return generic harmless results.

Secret Retaining [100 CP]:

You have a virtually unmatched skill when it comes to the art and science of information suppression. Be it the methods of rooting out spies, simple disguise or concealment or whatever, if you're trying to hide something, a person, an item or just some news, it's very, very difficult for it to get out.

Concealing Traces [200 CP]:

Normally it's nearly impossible to hide from cultivators who are realms higher than you, but now you know how to hide your energy signature, presence, scent and many more to the point that they can't find you even if you are underfoot. So long you're not intending to attack them you know how to hide from powerful cultivators without problem even if they're actively trying to find you.

ITEMS

While one's personal power is paramount, the existence and impact of powerful items cannot be discounted. With the right tool, even a lowly mook could bring down a powerful cultivator. Here you will purchase items which will aid you on your path. These items are defended against being lost, stolen, or permanently destroyed (barring consumable items). Any item that is, will return to your possession, fully restored, within a week unless otherwise specified. You get a stipend of **+2000 CP** for this Section only.

The Essentials [Free]:

You gain two sets of robes, sandals, and other clothing appropriate to the setting. They will generally resist wear and tear, blood, and damage from martial techniques, though if you fight continuously for weeks on end, they may still end up as little more than junk. You also gain a week's worth of food, two waterskins, and a bedroll. **This is free for everyone.**

Spiritual Feast [100 CP]:

You gain a chest that, three times a day at breakfast, lunch, and dinner, will contain a hearty meal. This meal is whatever food you wish, in enough quantity to fulfill you, guaranteed to be delicious, and filled with spiritual energies that can aid one's cultivation.

Spirit Stones [100 CP per purchase]:

Crystals that contain spiritual energy. You can absorb the power from within them to further your cultivation, refill your reserves of spiritual energy, power formations, or any number of other things, which will destroy them. Or you can use them for their more widely utilized purpose, which is as currency among cultivators. You get enough stones of appropriate quality for your cultivation level to get by if you don't spend them frivolously. Their quality, as well as the quantity of lesser quality stones, will increase as your cultivation does, eventually becoming higher tier spirit stones as your realm increases. They will replenish in a week when used. **This may be taken five times max to increase the number of spirit stones you gain.**

Life Saving Artifact Stash [100 CP]:

You receive a collection of single-use talismans, artifacts and jade slips that can protect against the attacks of cultivators one realm above you, as well as various other environmental concerns, be it through shields or by increasing your endurance. There are also talismans that can increase your speed massively for short bursts or allow you to teleport long distances at higher levels. These replenish every week or a day after they run out, whichever comes sooner. **If purchased again**, you will also receive a mysterious piece of jade that will break whenever you have received fatal damage of any kind or nature, no matter the source. When it breaks it will reverse whatever damage you suffered and teleport you away from the danger. This jade will repair itself after one year.

Sound Transmission Jade [100 CP]:

A phone by any other name. You have a jade of the highest quality, so high that you don't even need imprints to call people. Simply through their name, you can call anyone on the same planet who has a transmission jade of their own, or any other long distance communication device.

Disguise Kit [100 CP]:

You have a box full of disguise-useful materials of the highest quality. You have everything, from colors to fake hair, everything required for you to pretend to be another person is here. This comes with instructions on using them. With practice, no mundane ways of detection will be able to tell if your appearance is fake, let alone detect who you really are. Any consumable material will replenish within a week of use.

Divine Spiritual Plants [100 CP]:

Coming in all manners of shapes and sizes, the plants of the world are useful in a number of things, such as various forms of cultivation, or pill refining. You will gain a box filled with a mix of various spiritual plant seeds, cuttings, and seedlings. It will contain a large number of common plants, several rare plants, and one plant of legendary quality. You may choose to have this box be refilled with a new mixture on a yearly basis, or have it be delivered at the start in one lump sum. Should you choose the second option, the quantity of spiritual plants will be increased by a factor of one hundred.

Power Concealing Talisman [100 CP]:

A small, intricate amulet, this is a powerful spiritual device that you can use to pretend to be weaker than you are. Using this amulet, you can set your cultivation level to any level lower than your actual one, and it will suppress your powers to that level, for all intents and purposes. You can regain all your power simply by willing it, and other people cannot use this item on you against your will.

Spatial Ring [100 CP]:

A storage ring is a very common item for cultivators to have, allowing them to carry enormous amounts of items and resources on their person. Normally it would have a capacity of tens or hundreds cubic meters, but this spatial ring has an ever-growing space allowing you to store an infinite number of items inside, holding what is stored in temporal stasis. The ring is unbreakable, can last for eternity and cannot be used by others without your permission. You always know what's inside of the spatial ring, allowing you to withdraw what you want at any time.

Artificer's Toolbox [200 CP]:

This series of tools is designed to be the perfect accompaniment to any crafter, containing the equipment needed to create whatever you wish, from the distillation of potions, pills, and poisons, to the forging of complex heavenly treasure armor and weapons, to the creation of flags, runes, and inscriptions needed for formations. Anything that you could theoretically make, given enough time and the proper

materials, can be made with this. It cannot do the impossible however, and if you are not skilled enough in the crafting arts then naturally this equipment will not aid you. **This is free with the Pill Refiner, Blacksmith, or Formation Expert Skills.**

High Quality Armor [200 CP]:

This armor is a spiritual treasure of the very highest quality. Its level is always equal to your own cultivation, and looks however you want it to look, but it can block all types of mundane attacks, and also provides significant resistance to magical/supernatural ones. Bound to your soul, you can summon it at will, and dismiss it back to wherever with a thought. It is capable of regeneration, and should it ever be destroyed it will instead retreat to your soul until it recovers.

Mystical Weapon [200 CP]:

This weapon is a spiritual treasure of the very highest quality. Its level is always equal to your own cultivation, and is designed for you personally, but it also amplifies all of your attacks, letting you hit far harder than you otherwise would. Bound to your soul, you can summon it at will, and dismiss it back to wherever with a thought. It is capable of regeneration, and should it ever be destroyed it will instead retreat to your soul until it recovers.

Treasure Heaven Token [200 CP]:

A simple token which, when presented to the right people, gives you top-tier access to the Treasure Houses across the world. It gives similar access to financial markets, “old money” clubs, and things of that nature, and your possession of it or your right to use those markets will never be questioned.

Spirit Ship [200 CP]:

Cultivators employ these kinds of ships when traveling to distant locations, especially if they have other companions that aren’t capable of keeping up. This spirit ship’s base speed scales to the average speed of your cultivation level and it also doesn’t need any energy to fly, though infusing it with any of your energy would increase the speed depending on how much energy is infused. The spirit ship is incredibly durable and its default appearance is up to you.

Spirit Convergence Array [400 CP]:

Cultivation using the spiritual energy of the world can be slow. There is only so much spiritual energy in an area, and this can be the limiting factor in someone’s cultivation, when they could be taking in more at once. Those who have been taking it slow to shore up the foundation of their cultivation may at times find it appropriate to take in truly vast amounts of spiritual power at once in order to increase in strength quickly. A great way to do this is to cultivate in a Spirit Convergence Array, which increases the ambient levels of heaven and earth energies in the immediate vicinity. The higher the rank of the array, the more the ambient levels are increased. You will gain an array that is designed to match its user’s cultivation level, thus growing in power as you do. If you have the skill in formations, you may be able to uncover its secrets and learn how to reverse engineer it, greatly increasing your knowledge and capability in formation creation.

Nine Elements Cauldron [400 CP]:

A cauldron that is typically used to melt down treasures for their spiritual essence, so that someone can then repurpose them into forging a new treasure that is even stronger than the many that were melted down. Unlike others, however, this one seems to be able to melt down items of any level and can remember the traits of any treasures it melts down and apply them to other items. **This cannot melt down items purchased here.**

Crimson Herb Box [400 CP]:

Pills, spiritual herbs, and spirit stones are a cornerstone of cultivation. Even one or two powerful pills can redefine the fates of entire clans or sects. You have something completely amazing, in that regard. This is a box, about the size of a shoebox, though it can grow bigger as required. You can put any biological substance in it, like flowers, grass, animal parts or fruits, it takes them all. Once placed here, the item is replicated over and over, until you have exactly nine hundred and ninety-nine extra ones, and the original. This works on any and all items drawn from any living beings, but no other. Also, no item that has been replicated once, or has been created with this box in the first place, may be replicated.

Illusionary Combat Array [400 CP]:

An array that records everything about anyone that you kill, even if you didn't see everything they knew and had. These records are used to create a simulacrum, forming a killing array. When you challenge the array, you will have to face the onslaught of these simulacrums. Anyone that you would fight here is upgraded to a peerless genius capable of giving you life and death battles suitable to your level and realm of cultivation. Each time you kill an opponent you gain benefits for your cultivation, no matter what realm you are, allowing you to advance so long you can kill enough opponents. Should you die inside the illusionary combat array you are instead thrown out alive, with the experience of having died, and can only try again after a month.

Secret Realm Discovering Pearl [600 CP]:

This tiny pearl is a treasure in its own right, but more than that, it is a path to greater treasures. A cultivator carrying this pearl can detect hidden areas (including pocket dimensions) within 1000 kilometers, and reflexively know whether they contain anything which he or she would consider valuable. Additionally, if any of the hidden areas are sealed off, circulating Ki through the pearl allows it to act as a skeleton key, although some seals may require more Ki to bypass than the bearer possesses.

Portable House [600 CP]:

This appears as a small gray ball with a button on it. When the button is pressed and thrown on the ground, however, it turns into a beautiful abode that any self-respecting noble would love to have. This mansion is a sanctuary in any environment; it will protect you from all but those that would melt, dissolve, or destroy solid tungsten. It will not sink into swampland, snow, or sand, and if deployed on water it will float. Deploy it underwater and it will stay where it is, not allowing itself to be flooded as long as it is

not destroyed. This mansion has everything a group on the open road could desire. Luxurious bedrooms, wide open spaces for recreation and the entertainment of guests, a dining hall, a kitchen that has a self-replenishing supply of various quality food enough to feed 20 people per day, a cellar with a bar that has enough restocking quality alcohol to last an all-night party, and bathrooms that could be mistaken as personal spas. When there is nobody in the house, there is a switch next to the main entrance that when pressed reverts the house back to its ball form. This house can accept and remember upgrades and furnishings, meaning you could put in defense systems and mystical appliances, and it would still have them later.

Bloodline Drops [800 CP]:

A bloodline gives one an increased cultivation talent and multiple active and passive abilities. As such, bloodlines are highly prized by cultivators. For instance, phoenix blood can be burned again and again, dragon blood imparts great power, and asura's blood gives you an asura transformation which gives a huge increase in strength. You gain a flask full of blood and essence from a highest-ranked spirit beast with the element of your choice, which has enough blood and essence to give the user a pure-bloodline and a peak level talent and the potential of reaching the Divine realm without experiencing bottlenecks. To gain this bloodline, you merely have to press and hold the stopper of the vial against your flesh and cultivate.

Qian Yuan's Treasure Vault [800 CP]:

The Vault is a pocket dimension containing 4,096 doors, and behind each door is a space containing a particular item: medicinal pills suitable to aid in cultivation or to recharge Essence during battle, piles of rare materials like White Refined Gold, Water Netherstone, Six-Yang Crimson Iron, Azure Heart Wood, suitable for equipment refinement and alchemy, gardens filled with varieties of spirit herbs and flowers...in effect, if it's a material used to craft something, it can probably be found here. The materials slowly replenish themselves so long as they aren't completely used up (and there is no material which is singular - you cannot completely use up a material unless you are in a hurry to craft something big).

Heavengaze Tower [1000 CP]:

Some of the rarest treasures in legend are treasures that bend time. This particular one, under the name of Heavengaze Tower, allows its user to manipulate time so it flows up to a thousand times faster while they are inside its world-sized pocket dimension, allowing for lightning-quick training. Normally, a treasure like this would require an amount of power that increases exponentially compared to what degree the flow of time is manipulated, but this one seems to be outfitted with formations that draw from the energy of the Primordial Chaos itself, and as such the owner needn't concern themselves with any energy requirements, allowing them to concentrate completely on their training.

Time-Accelerated Spirit Garden [1000 CP]:

This is an ever-increasing pocket dimension filled with acres of sunny, watered, fertile farmland that is tended by helpful nature spirits. The land will adapt itself to grow

whatever is planted in it, with an atmosphere that will change itself to meet the demands of each and every plant as needed, transforming some areas into barren, frozen wastelands, and others into fiery hellholes. The garden also automatically harvests its produce, storing them in the spatial ring, or a special warehouse inside if you didn't purchase one, while replanting new seeds if desired. As long as there is a sapient being inside, time moves at the same inside as it does outside. When unoccupied, however, time inside moves at a rate of one thousand years inside to one day outside. In short, the plants here will grow very old, very fast. Rare ingredients that would take thousands of years to mature or millions to grow can now be cultivated within a reasonable timeframe.

COMPANIONS

If an OC companion is not purchased then they are not available in the world. You can also switch the gender of an OC companion if you want.

Allies[50-400 CP]:

While it is very possible to go it alone, it would be best to have allies with you. This option allows you to create or import up to 8 people to assist you on your journey. They receive 1600 CP and 800 CP for items. They may have as many drawbacks as you. If you take the extended stay drawback they can only pick that and match your jump duration.

Clan [400 CP]:

This option is similar to the allies option, however this simply creates a clan for yourself numbering in the hundreds(100-300). This is your family and will receive half the CP you gain for perks and items. This comes with a clan compound and the resources needed to support them. **They may not purchase 600 CP items and above and may only purchase one 400 CP item.** This is a high-end clan due to resources they are capable of purchasing.

Lan Meiyun, the Jade Flame Phoenix [100 CP]:

Lan Meiyun is your destined cultivation partner, an elegant, powerful, and unwaveringly loyal woman born with the rare **Blessed Phoenix Physique** and **the Heavenly Yin Furnace Body**. The former grants her incredible talent with fire and regeneration, while the latter makes her the perfect dual cultivation partner, greatly enhancing both your growth when you cultivate together. Once heir to a fallen clan, Meiyun walks the Path of Jade Flame, blending phoenix fire with frost lotus swordsmanship. Graceful yet deadly, she holds herself with calm dignity and rarely opens up to others but her devotion to you is absolute. She's protective, quietly affectionate, and more dangerous than she looks. Though her bloodline makes her a target of jealousy and ambition, she never strays from your side. Whether in battle, cultivation, or life, she stands as your equal—your flame, your frost, your forever.

Mei of a Hundred Faces, Master of Disguise [100 CP]:

Mei, a mysterious figure rumored to be a ghost or legend, is drawn to you and remains by your side. A master of illusion, disguise, forgery, and infiltration, she seamlessly alters identities and manipulates information and influence for your benefit. Though her flirtations are transactional, she's a reliable ally in crises, offering disguises and escape. She'll help you navigate factions, gather intel, impersonate enemies, and

improve your image, counteracting your low status in political and sect intrigue. Despite her deceptions of others, her loyalty to you is absolute.

Master Gong, The Retired Heavenly Craftsman [100 CP]:

Master Gong, once the revered "Flame That Tempered Stars" and a peerless forgemaster, vanished after a Divine-ranked artifact crippled his hands. Now bitter and reclusive, he's drawn to your unique spirit. Though he can no longer craft, his sharp mind guides you, breaking you down to rebuild your skills. Earn his respect, and he'll share lost techniques and schematics in forging, alchemy, talisman creation, and invention, granting access to powerful blueprint ideas and opening doors in crafting circles. His endorsement alone commands awe and dread.

Ember, The Alchemical Fire Spirit [100 CP]:

Born of a dying Fire Realm, Phoenix's last breath, and a screaming star, Ember was accidentally summoned during your unstable pill refinement. Now she's bound to you "until you die, or until you give me enough rare metals to bribe the Dao into releasing me." Ember is a sarcastic, hyperactive, childlike elemental flame. She loves alchemy and food (metal), belches spiritual smoke, and sets things on fire when bored. Ember, though chaotic, is immensely powerful, connected to heat, essence, and elemental purity. She functions as a mobile furnace, spiritual flame, and qi stabilizer, allowing battlefield alchemy. She harmonizes with techniques, adjusting flame, reacting to volatility, and correcting ratios. She grows stronger by consuming quality materials, potentially gaining elemental spells or transforming into a fire phoenix eventually. Ember is an invaluable ally for Artisans, offering mobility, adaptability, and aid in pill refinement and weapon forging in volatile environments. She provides alchemical bonuses, heat resistance, and qi-based energy manipulation support. Though exceptional, she is also vexing.

Xin Yu, Trader of Strange Materials [100 CP]:

Xin Yu, a traveling merchant, is found in a chaotic market. He specializes in strange, forbidden, and forgotten items, stored in a mobile pocket-realm warehouse. He trades these mysterious, unlabeled items, many with unpredictable effects, seeing an opportunity in your artisan skills to identify, repurpose, and use them. In exchange for fair trades, help with bounty hunters, or moral flexibility, he grants access to his warehouse. Xin Yu is an expert in identifying rare materials, negotiating with ancient spirits, and finding secret markets. He knows valuable ruins, lucrative sects, and the location of rare items in dangerous places. He avoids fighting, preferring to flee, but his ability to acquire the impossible makes him invaluable.

Ruo Lan, The Peerless Blade Maiden [100 CP]:

Ruo Lan, "the Sword Left Lonely," is a formidable, solitary warrior known for her unmatched skill and cold demeanor. Unaffiliated with any sect, she defeats five cultivators on a bridge at twilight, then offers to train you, sensing your untapped potential. She ruthlessly demands discipline and dedication, believing emotion and attachments are weaknesses. Yet, she respects those who challenge her while growing strong. She constantly seeks worthy opponents, despises stagnation, and is often found meditating with or polishing her blade, even beside a defeated challenger.

Li Ming, The Silent Blade Beneath Your Shadow [100 CP]:

Li Ming, your humble childhood companion, silently observed the clan compound, its corrupt elders, and lax guards. While you learned formally, he self-educated, using your discarded lessons and mimicking your sword forms from the shadows. Li Ming secretly trained under assassins, poisoners, and outcast cultivators to better serve your clan. He rescued you in the dead of night when your family faced ruin. During your darkest hour, he was always one step ahead, neutralizing threats before you even perceived them. He never calls you "master" anymore, but there's no mistaking the quiet devotion in his gaze. Li Ming exists not to be seen—but to ensure you remain seen.

Zhang Feiyan, The Ruthless Sect Strategist [100 CP]:

Zhang Feiyan: A pragmatic, cold, and cunning former general, Feiyan ascended to the peak of Nascent Soul during wartime. She forged a sect from the ashes of rebellion and ruled with an iron decree for five centuries. When faced with a united enemy, she chose to burn her empire rather than surrender. Feiyan is the embodiment of what an Elder might fear, yet she is invaluable when internal betrayals, external invasions, or divine wrath threaten your rise. She ensures your house stands strong, treating your disciples as pawns on a chessboard and your sect alliances as an empire-in-waiting. She is demanding, but once you earn her respect, she will bleed for you without hesitation. Feiyan will serve as your political right hand, military commander, and disciple-trainer. Her sole focus is your survival long enough to leave a legacy. She will challenge a soft approach and temper an overly harsh one, serving as both a perfect test and an unwavering protector on your long path.

Little Soot, The Time-Frozen Phoenix Chick [100 CP]:

She calls you "Big Flame," perhaps because your aura reminds her of someone she once knew. When you find her—buried in the heart of an ancient ruin, trapped inside a broken stasis talisman she is no taller than your knee, glowing faintly, barely breathing. Little Soot is a phoenix hatchling whose timeline fractured during her soul rebirth cycle. Her power is immense, but locked behind temporal scars. She grows not with age, but with your cultivation. When you advance, she awakens a little more. When you break

through, so does she. Her past may contain divine lineage, mythic secrets, or even insight into the Reincarnation Dao but for now, she is a bright-eyed ball of feathers with a voice like tinkling bells and a tendency to nap in your beard. Soot is innocent but perceptive, picking up truths hidden from even your oldest disciples. As she grows, she becomes more than a pet. Her flames can purify curses. Her voice can calm souls. Her memories—fragmented but returning—may hold the secret to ascending beyond the Heavenly Realms.

Elder Shell, The Turtle Sage of the Deep [100 CP]:

Elder Shell is older than kingdoms, older than most stars overhead. A titanic turtle beast once worshiped as a god by coastal sects, he has since withdrawn from the world's noise, burying himself in the deepest trenches of the Spirit Sea. When you find him, he is meditating beneath the crushing pressure of a thousand years of stillness, algae growing on his back, ancient glyphs carved into his shell by long-dead civilizations.

His words, deep and slow, precede golden eyes that recognize you, perhaps as a past mentee or a memory of his lost path. Elder Shell is not here to fight. He is not fast. He does not teach flashy arts. What he offers is continuity: memory of a world before human sects, a worldview shaped by eras, not decades. He understands how to tame the beast within without abandoning what makes you a beast. He sees no shame in claws or fangs, only the need to harmonize them with the heavens. He teaches slow, unshakable cultivation methods rooted in endurance, patience, and bloodline refinement. He knows where ancient beast techniques were buried and how to access ancestral memories sealed in bone and qi.

Fangling, The Moonlit Fox Trickster [100 CP]:

You don't meet Fangling; she finds you usually after you've wandered into a spirit-saturated forest and started seeing illusions of old enemies or loved ones calling your name. She is a silver-furred, many-tailed fox spirit, elegant and always smiling like she knows something you don't. Her voice is soft, playful, and just on the edge of being smug. Fangling is the chaos you didn't know you needed. A master of illusions, mirage spells, and spiritual mimicry, she thrives in disrupting sect rituals, stealing treasures, and playing tricks on those too proud to understand the wild. She adores culture, plays instruments, quotes poetry, and dresses in silk when she walks in human form but beneath it all is a wild heart and a survivalist mind. She joins you out of curiosity, maybe amusement. Or maybe she sees in you something rare: a beast with the chance to bridge two worlds. In time, she might come to trust you, even love you.

Ironjaw, The Packless Alpha [100 CP]:

Ironjaw walks alone but not because he wants to. Towering and scarred, this direwolf-like beast cultivator once led a pack strong enough to challenge sect armies.

But betrayal from within shattered that unity, and he's been wandering the wilderness ever since, looking for purpose in fang and flame. You meet him during a hunt, when your paths cross and your instincts clash. He sizes you up not as prey, but as a rival, and then perhaps something more. He challenges your strength, tests your leadership, and ultimately decides whether you're worthy to stand beside him... or above him. Ironjaw speaks little, but commands presence. He respects strength, loyalty, and resolve. He isn't interested in subtlety or prophecy, only the raw truth of the path walked by beasts who refuse to kneel. But once he decides you're worth following, he follows you without hesitation. He fights at your side, trains you in bestial qi harmonization, and helps you forge your own "pack," whether that's a warband, spirit tribe, or sect of beast-cultivators.

DRAWBACKS

Extended Stay [+100 CP]:

Congratulations! You're stuck in this world one hundred years longer than your normal jump duration. You cannot leave early. Each time you take this you add one hundred more years to your stay.

Heaven's Jealousy [+100 CP]:

The heavens recognize your talent—and hate you for it. You suffer frequent Heavenly Tribulations even when you haven't broken through a realm. Random bolts of lightning or disasters will occasionally strike you, regardless of your location. You can prepare for them, but they'll never come at a convenient time.

Bound by Sect Oaths [+100 CP]:

You swore oaths to a powerful sect—or worse, had them branded into your soul. You cannot betray or harm your sect or its leadership without suffering catastrophic spiritual backlash, which grows worse the stronger you become.

Cursed Physique [+100 CP]:

Your body is a rare and powerful one... but cursed. You are targeted by ghosts, resentful spirits, or demonic cultivators. These beings are drawn to your presence, and will attempt to possess, devour, or torment you whenever possible.

Ridiculously Long Names [+100 CP]:

For reasons unknown this reality has developed a highly intricate and recursive nomenclature for nearly all things related to martial arts, cultivation, spiritual health and locations of mystical importance. Even the simplest of practices seem to be at least three words long while more complex processes will have sentence length titles. Expect to spend a LOT of time pronouncing overwrought names if you want to have a conversation or lesson in cultivation.

Oh No, Not the Bees! [+100 CP]:

Stinging insects in the area will go after you every chance they get! They're not the monstrous "wipe out towns" type, but nasty all the same. Invest in ointment.

Obliviousness [+100 CP]:

Most of the time, you're pretty good at picking up on social cues. Well, ok, the social cues which indicate that someone is about to try to kill you. This romance stuff? Totally alien to you. Two women could be flirting with you at the same time, and it would just

leave you confused as to why they seem to not be getting along with one another. The only way you could tell that someone is attracted to you is if he or she directly stated it.

Say My Name! [+100 CP]:

People always seem to get your name wrong. While this is mainly a social malus, it can cause other problems when using techniques that work with names, or when people want to contact you, or any other time people need to know who they're talking about or to.

Accomplished Slacker [+100 CP]:

You don't seem to want to do anything. Actually, it's more accurate to say that you want to do nothing. Forget living the slacker life: you make "lazy" into a work of art. You are willing to put in a great deal of effort so that you don't have to do anything at all. Unfortunately, circumstances will conspire so that other people will keep you from being as restful as what you would like.

Pebbles in Your Shoes [+100 CP]:

Your footwear has this annoying tendency to get small bits of rock and sand in them no matter what you are doing. You'll need to keep cleaning them out if you wish for temporary respite from the cruel sensation of walking on them. If you fly or are barefoot, they stick to your feet instead.

Bad Translations [+100 CP]:

You can't really talk well. When you say something, it comes out strangely stilted and awkward, as if it was inexpertly translated from a different language. Even your thoughts are like this. This doesn't hamper you all that much, but it is really, really annoying.

Reincarnation Amnesia [+100 CP]:

You were reincarnated with power... but not your memories. Any prior-life advantages are locked behind mysterious dreams, cryptic encounters, or traumatic events. You must rediscover your past bit by bit, with no guarantee of recovering everything.

Spirit Beast Rivalry [+100 CP]:

If you're a Spirit Beast or take a beast form, another ancient beast considers you a pretender or usurper. This rival tracks you, sabotages your plans, and challenges your authority at every step. They're every bit as cunning and powerful as you.

Unstable Core [+100 CP]:

Your dantian is unstable. Breakthroughs are unpredictable, and techniques sometimes backfire or fluctuate in power. There's a small but real risk of qi deviation every time you cultivate.

Slowed Cultivation [+100 CP]:

You suffer a mysterious bottleneck that slows your progress in all cultivation. You must train twice as hard, meditate twice as long, and gather twice the resources to progress at a normal pace. Other cultivators will easily outpace you unless you find clever workarounds.

Karma Debt [+100 or +200 CP]

You inherit a massive karmic debt from a past life. Spirits, sects, and even heaven itself will attempt to make you repay what was taken. This may be social, physical, or cosmic. At 100 CP, it's inconvenient. At 200 CP, it's life-ruining unless resolved.

Fragmented Soul [+200 CP]:

A portion of your soul has been shattered or stolen. Your spiritual defense, memory retention, and control over soul-based techniques are drastically weakened. Until you recover the fragments (a long and dangerous quest), your cultivation is permanently slower and unstable.

Dying World [+200 CP]:

Your starting region is under the threat of spiritual decay. The Qi is thinning, natural treasures are scarce, and spiritual beasts are going extinct. Cultivation is harder, and resources are rarer and more contested. This makes your progress incredibly difficult unless you leave—but escaping will be a journey in itself.

Demonic Influence [+200 CP]:

A sliver of an ancient demonic will has lodged itself in your mind. It whispers to you, tempts you, and occasionally takes over if your will falters. You gain minor boons when acting selfishly or cruelly, but risk permanent corruption if you lean into its power too often.

In Your Face! [+200 CP]:

Insults to your person and events which can cause your public humiliation occur with almost frightening regularity. Hope you aren't the immensely self-centered sort or have allies that listen to rumors.

Coward [+200 CP]:

You're just not very brave. Faced with seriously heavy auras like those of the higher realms, let alone genuinely dangerous situations, you start feeling skittish and sweaty, and the chances of intestinal accidents start climbing.

The Good, The Bad, and The Ugly [+200 CP]:

You're not a pretty sight. Like, at all. You are ugly in a world where most cultivators are either beautiful or evil. Good luck avoiding misconceptions, or just getting a date.

Malodorous [+200 CP]:

Why are all those people vomiting when you come near them? Ah, that's a powerful stench. What, did you get digested by a spirit beast or something? Just be thankful you can't smell it, I guess.

Sudden Arrival of the Tribulation [+200 CP]:

You thought you had a pretty good handle on how this cultivation stuff worked. You've been increasing to the peak stage of your realm, but what's this? Heaven is trying to strike you down?! You forget all about tribulations until you've experienced one for yourself, and future ones come at the least opportune times.

I'm Not a Scammer! [+200 CP]:

You keep ending up in situations where other people falsely think the worst of you, especially when you try to do the right thing. You could be trying to return someone's money, and he would think that you were trying to rob him. This has a greater effect on strangers and people who don't know you very well, though even friends may make jokes about you being a little shady.

Trickster Mentor [+200 CP]:

Your teachers have an unfortunate tendency to be of an alignment that runs against yours. This wouldn't be so bad if the things they had to teach you weren't very useful at solving your problems in an expedient manner, and they weren't genuinely likeable people who are actually looking out for you. As it is though, there'll be a lot of temptation to stray from your path.

Loneliness [+200 CP]:

The road of cultivation is a solitary one, for you anyway. Your time in this world will be one of devastating loneliness. You will not be able to keep any meaningful acquaintance near you for any real length of time. This won't affect your relationships with others, merely make it so that you never get to stay with them for long.

Hopeless Students [+200 CP]:

Any students you have will be... odd. They will behave in strange and embarrassing ways, even in serious situations. They may cause you to become something of a laughingstock by association. Should you be a student, your teachers will be equally strange in behavior.

Dead Broke [+200 CP]:

Money makes the world go round. Sadly for you however, keeping the money you gain seems to be a serious issue. Either it gets stolen, or something you really need requires you to blow all your money. Either way, don't expect to save money for emergencies.

Can't Get Away with Nothing [+200 CP]:

Whenever you are planning on raiding somewhere, or plotting anything even borderline nefarious, it will get leaked somehow. This will always end up giving a warning to the inhabitants/victims as to what is about to happen.

The Wrong Head [+200 CP]:

What can you do, you have needs! You are far too needy of sex and the associated comforts, to your active detriment now and then. You will take time off of cultivation to chase skirts, you will dream over cute people when you really should be fulfilling your duties...it's a hassle for everyone around you, really.

Combat Junkie [+200 CP]:

You are a warrior. You have lived in combat and strife for so long that you revel in it. If you don't fight for about a week, you will begin to shake uncontrollably as you really want to go back to fighting. Hope you don't fight someone that could kill you instantly.

Animal Aggravation [+200 CP]:

Wild beasts get very angry around you, and angry animals, especially the deadly ones, aren't very amenable to long-term survival. They will still get angry when you come near even if you change your form or appearance, or if they have not recognized you. Mollifying them is possible but dangerous, and so is hunting them. Your own pets and animal companions are not affected by this drawback.

Bandits [+200 CP]:

Banditry is on the rise, and they all have one quarry: you! Whenever you try to travel for more than a day you will be assaulted by a roving gang of bandits. All of them can fight to various degrees of skill and some use underhanded techniques such as poison, disease or other "unfair" battle tactics.

If you continue to mercilessly destroy all of them, you may eventually get rid of banditry entirely, but this would require you to be traveling for nigh on seven years with nary a day of pause.

No Mook Chivalry [+200 CP]:

Enemy groups will use their numbers to their advantage, think critically about you as an opponent and plan to overcome the failings or oversights of previous attackers. Expect even the most trivial of opponents to become more dangerous.

Bloody Fights [+300 CP]:

Without fail, you will always get injured in every fight you have, one way or another. If the fight is an absolute curb stomp on your behalf, then you can avoid this, but if there is any degree of uncertainty involved, expect to cough up blood, hear your bones pop or crack and to end the fight as a mess.

Fellow Daoist Dragon God of the Primordial Whatever [+300 CP]:

Dragon God of the Prim-, you know what? Dragon God is a cultivator that can't seem to stop following you around. He's completely incapable of truly fighting to help you out, yet constantly asks for half of everything and if you refuse he'll constantly get in the way. Killing him won't even work because a more annoying version will pop up whenever he dies.

Cursed Luck [+400 CP]:

For every action there is an equal and opposite reaction. This doesn't work in your favor though. Every time you have a windfall of good luck it will be followed closely by an equally bad bit of luck. This won't necessarily negate what you gained, but you will have something happen to you that could be considered equally unlucky. This could even happen at the same time, where you find the special material you wanted but it came in the form of a meteorite that destroyed your home. This Drawback gives extra points if you have purchased a "luck" Perk.

Demon Attacks [+400 CP]:

Invaders not native to your starting world are coming after you. They are strong and somewhat cunning, and will accept nothing short of your death. You need to deal with them all, and fortunately they will eventually run out and not be able to attack you anymore if you succeed.

Heaven-Defying Enemy [+400 CP]:

Someone you've wronged in a previous life—or maybe just someone arrogant—is now your mortal enemy. They have their own plot armor, luck, destiny, and powerful

backers. Worse still, the universe seems to favor them over you. They will appear across your journey repeatedly, and their cultivation will rise at a suspiciously fast rate.

Enemy Assassin Clan [+400 CP]:

A clan or family has decided that you are to die and will send their best to do just that. They are superb infiltrators and will seek to insinuate into your life and comrades before striking at you with sudden devastating attacks to both you and the organizations you work with. While not very strong, they are dogged, intelligent and patient enough to try and sabotage you when you least expect it.

Convincing or "convincing" the clan to stop the attack is possible, though highly unlikely and requires a fair amount of time and effort. On the other hand, you could go for the "easier" route of scouring the land for every last hiding spot and branch they might have until you are certain they have been entirely wiped out.

Unintentional Power Loss [+400 CP]:

You have a recurring issue with being damaged in ways that hinder or destroy your cultivation. You will readily recover from such events somehow, but that period of vulnerability could be deadly in a world as harsh as this one.

Power Lockout [+400 CP/+600 CP]:

This is the standard out of context power lockout drawback. Any powers and/or abilities not from a cultivation jump are locked out and are reduced to your body mod. For an additional +200 CP you may now affect your body mod and lock all not cultivation related powers.

Warehouse Lockout [+400 CP]:

This is the standard warehouse lockout. For the duration of your stay here, you may not have access to your warehouse.

Sociopath [+400 CP]:

Your empathy is gone. The lives of people only matter if you can get some sort of benefit from them. People can generally sense this, and it is very hard to fake sincere emotions or provide emotional support. Expect for people not to like you very much and to not be a very likeable person.

Savior Habits [+400 CP]:

You have a soft spot for the oppressed and good people that makes you always stick your nose where it doesn't belong. Everywhere you go, and no matter what time, you always pick a fight with those cultivators that are proven evil and go to extreme

lengths to kill them, without harming bystanders and civilians. You are also driven to help those in need, especially if they're generally good people.

Volatile Elements [+400 CP]:

The energies of this world are usually pretty calm, but in your hands they are as unstable as nitroglycerin. The tiniest flaws in technique and concentration will threaten to spill the energies you're trying to manipulate into a dangerous backlash. You will have to take cultivation slowly if you want to be safe while you do so.

Interesting Times [+400 CP]:

Your time in this world will be exciting, that's for sure. Without fail, you'll find yourself embroiled in conflict of one sort or another, again and again and again. You can expect breaks between them, certainly, but something will always come down on you once more soon enough.

Profoundly Delicious [+400 CP/600 CP For Spiritual Beasts]:

All kinds of Spiritual Beasts think you're very tasty, and want to kill and eat you. You can't go two steps into a forest or untamed area without getting swarmed, and even tamed beasts try to snap at you if their masters aren't firm enough. Which they rarely will be.

Relentless Apex Predator [+600 CP]:

BEHOLD, the Tyrant King. Perhaps the strongest of the beasts who lives upon the mountains and most certainly the most feared.

Massive in size, the earth shakes where it walks. Its hide is strong enough to withstand the blows of some of the mightiest cultivators. Its bite can tear apart castle walls and crush any known armor. It has caught your scent and will not rest until it has devoured you.

Competent Cultivators [+800 CP]:

Everyone that you would encounter in this world will be competent and intelligent, like a real person. The villains or beings here aren't the type of mooks that exist solely to make the heroes look better. They are outright inhumane and cruel, crazy, and evil people who basically just want to watch the world burn in chaos while others just want to conquer and dominate all there is. This also applies to other beings as well. Older cultivators are wise and patient and don't make a move on younger generations unless they are truly scum or they really offend them. The elders and heads of the clans, sects and kingdoms are politicians that are sly as a snake and know how to plan ahead and when to back out for the future of their organization. With this drawback expect heaven defying plans and schemes that reach hundreds to millions of years that

account for you as one of the variables and are very hard to disrupt, while expecting life and death battles with every cultivator that you fight.

FINAL CHOICES

You have finished, done, and now it's time to pick what comes next.

STAY

If you wish to remain here then you will get double the starting budget and all drawbacks will fade after 10 years or when your extended stay is finished.

GO HOME

Pretty straight forward, go back home and keep your stuff.

MOVE ON

Go to the next jump and continue this wondrous grand adventure possibly alone or with some friends you made along the way. Can you imagine an archer going to the world of naruto or hell even mass effect?

NOTES

This came about because I like this CYOA and wanted to make it a jump because it has some pretty cool stuff. I added some OC companions and drawbacks but aside from that not much has changed from the original CYOA itself because it was well done. Pricing might be off on some things but I am happy with it.

Here is a link to the CYOA: <https://travellers-cyoas.neocities.org/Cultivation>

Hope you enjoy it, all credit to **travellers (as i know them)** who created the original CYOA. I don't know their reddit username or if they are active. This is the best I can do.

This jump conversion is finished.