

Part Two: Deities and Sovereigns

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By William_Jumper
Special Thanks to Herculanon (Creator of Coiling Dragon: Part One)

Welcome back, Jumper.

Your time on the Yulan continent has come to an end (or perhaps you've bypassed time there entirely and come straight here) and now the vast array of Planes are available to you. Only those who are of the level of a Saint may ascend beyond the Material Planes to the Elemental Planes and the Overgod Realms, depending on where you feel you would have the most skill at survival.

But where you are treading, such things as a Magus and Warrior no longer exist- the lines are blurred between them as now all rests on your interpretation of the Laws that you follow. If you had talent within a particular magical discipline, you now will find that such translates into your understanding of a particular Law. This will be covered in more detail below.

The Four Overgods created enormous tracts of land for an uncountable number of people across their four Realms, and similarly, so too did the High Elemental Sovereigns for their own element. The Overgods are unreachable, and exist only as the guiding aspects of their Edicts, but the Sovereigns exist among the lands. They rarely interfere with Deity concerns, but should you anger one, you may wish to make yourself scarce.

Each of the Planes has their own civilizations, their own races, their own rules. Each of these is a thriving mass of trillions, if not more, individuals. Any of them could be home to you, Jumper, or perhaps you have yet refused to leave, staying within the safety of a Material Plane?

There are many billions of others at or above your skill level in these Planes and Realms, but you can surely gain the strength you need in order to climb the ranks to the top, can't you, Jumper? All the same, take **1000 CP** to ensure that you can survive in this wild new set of worlds you've stumbled into.

Age and Gender

Both men and women have the capacity for unlimited growth and as such, you may choose either at the start of this Jump. Additionally, at the Deity level, age becomes meaningless. Due to this you will not choose an 'age' and may appear as old or as young as you wish in your Divine Body.

Starting Location*

You may roll 1d12 to determine your starting location and gain 100CP, or choose your location from the 12 options below and forego it. If you've previously Jumped Coiling Dragon Part One, you may instead choose among the Plane(s) you have a magical affinity for, and gain 50CP.

1- Fire Plane	A Plane created by the Prime Sovereign of Fire. Arid and dry, the relentless sun beats down upon the deserts and volcanic rifts.	7- Darkness Plane	A Plane created by the Prime Sovereign of Darkness. A deep, wooded land with a heavy canopy- barely any light reaches the ground.
2- Water Plane	A Plane created by the Prime Sovereign of Water. Vast oceans leave little room for land, leading to many floating cities and seafarers.	8- Infernal Realm	Created by the Overgod of Destruction, this vast land has several continents, all wartorn and ravaged with constant conflict.
3- Earth Plane	A Plane created by the Prime Sovereign of Earth. Mountainous and rocky terrain makes it difficult for any unfamiliar to traverse it.	9- Celestial Realm	Created by the Overgod of Fate, these lands are plain and basic, but hold a sense of contentment as if all is going as it should.
4- Wind Plane	A Plane created by the Prime Sovereign of Wind. Wide open plains lead to powerful, constant windstorms and tornadoes	10- Life Realm	Created by the Overgod of Life, this Realm is full of flora and fauna, growing in all directions. Many magical beasts call this land home.
5- Lightning Plane	A Plane created by the Prime Sovereign of Lightning. An endless storm booms overhead as bolts of electricity arc from the heavens.	11- Netherworld	Created by the Overgod of Death, this land collects all of the dead souls. Those strong enough can regain their mind but not memories.
6- Light Plane	A Plane created by the Prime Sovereign of Light. Endlessly bright, everything is pristine as far as the eye can see.	12- Free Pick	You may choose any of these listed locations, or any material plane, to start in.

* (Note that we see little of these Planes beyond the Infernal Realm and Netherworld, and a brief glimpse at the Divine Planes of Wind and Light. Should you wish to start in the lands where there is little known, you will be able to assume similarities to the Infernal Realm and Netherworld, but the specifics are ultimately up to you)

Origin

Origins do not cost any CP, but each will shape your destiny within the Elemental and Higher Planes. An Origin will grant its 100CP Perk and Item for Free, and discount the rest of your items and perks by 50%. Origins do not cost CP to take.

Wanderer

You don't have the funds to purchase a home, or perhaps you simply don't wish to be tied down. You either lack the discipline or the care to work for the regional sect of the Mercenaries, and you don't wish to be tied down to a clan. You're either a brave soul, or perhaps one who is comfortably confident in their abilities. You might be trying to find your way in the world, or in search of power. No one seems to know quite where you've come from, and neither do you, as you've simply appeared with little more than identification on your person. As you've no home to call your own, you may begin anywhere within the Plane of your Starting Location.

Clansperson

Going it alone in the planes is rarely worth it. It can work for some people, but more often than not, the only way to keep yourself from being picked off and killed for the contents of your pockets and interspatial rings are to have a clan to guard your back. You may have some work to do, or some tithe to present, but in exchange you'll have allies to call upon. You may be part of a bandit clan, or something more scrupulous, based outside of any of the major cities in the Plane of your Starting Location.

Planar Mercenary

You have become integrated in the workings of the Planes, often such as Fiends in the Infernal Realm or Specters in the Netherworld. They number from One to Seven Stars, with Seven Stars being the pinnacle, able to take on and complete nearly any mission. Higher ranking Fiends often become those who run the cities themselves, or even the prefectures to ensure that everything continues to unfold smoothly within the Planes. You will begin in one of the capital cities in the Plane of your Starting Location.

Hermit

There are many paths to strength, and for you, one of those paths is simply to quiet yourself away where there are no others to bother you and quietly gain that power. You might lack the experience of dealing with others, but there are very few things to stand in your way to gain the power that you seek. There may be others that serve you, but unless you have a dire need, it is rare that you will come into contact with others. You may begin anywhere outside the major cities in the Plane of your Starting Location.

Race

There are a variety of races within the Planes, and each with their own benefits and drawbacks. A race will grant its 100CP Perk for Free, and discount the rest by 50%.

Humanoid

By far the most common appearance in the Planes, if only due to the fact that upon reaching the Deity level, that any of the other races can adopt a humanoid form. But having horns, a fox tail, green-tinged skin, or even appearing as if a whale were attempting to take a humanoid form are all viable appearances, allowing you to customize your appearance as you wish. Generally Humans and other Humanoid races begin on Material Planes and the strongest find their way into the Higher Planes, but some start their lives here as well.

Magical Beast

Far more common on the Material Planes than the Higher Planes, nonetheless Magical Beasts are a potent force that find their skills growing far faster than a human on average, arriving at the Saint Level without really needing to put in that much work, provided that they are a magical beast that will get to that point. Once they reach the Deity level, they are able to take on a humanoid form should they choose, but they find that while they're less skilled with the Elemental Laws, many have an Divine Ability which can give them an edge.

Undead

Native to the Netherworld, an Undead is the soul of a Saint-level, or lesser, being that has been slain. The soul will be transported to the Netherworld, where it will likely engage in nonstop conflict until it has absorbed enough soul energy to grow into a Deity-level undead, whereupon it regains its memories of life… or is devoured by another undead. Generally mindless, they slowly gain rudimentary intelligence, but even with the ability to absorbed souls, they cannot climb higher without Insight into the Elemental Laws.

Inanimates

While the vast majority of those who gain insight are living, breathing creatures, occasionally there is also a situation in which sapience is gained over an exceedingly long period of time to something that normally would not have such. For example, a mountain that has existed since time immemorial, had gained enough Insight into the Earth Laws that it had become a Deity, and with that, was able to take a humanoid form. These tend to be rare, and exceptionally skilled in one area, but traditionally lacking in others.

General Perks

Soul of the Cultivator (Free All)

Ascending into the level of the Deity, you've gained enough insight to know how important the Soul is to both your training and your battle. Your Soul will naturally grow in strength over time, albeit at a slow rate, but allow you to utilize your Soul to assist with your Training. When cultivating to gain Insight into the Elemental Laws, the stronger your Soul is, the faster you will make progress, and the easier you will break through bottlenecks. Additionally, the stronger your Soul, the more powerful both your Soul Attacks (Techniques that target an opponent's Soul, rather than their Material body), will be, as well as your Soul Defense against such attacks.

The Elemental Laws (One Free All; 100 CP Each Following; Special)

The crux of power in this world grows from the understanding of the Elemental Laws- mastering the Laws is the only way to proceed forward, and one's understanding of those Laws is paramount. With this Perk, you will gain [Exceptional Affinity] with one Element of your choice, from the following: **Fire, Water, Earth, Air, Lightning, Light, or Darkness**. [Exceptional Affinity] will allow you to make (relatively) rapid progress in your training, whether that be Mastering or Fusing the Laws. Everyone gains a single Elemental Law for free, but further Laws will cost you 100 CP.

Special: Any Elements chosen from Coiling Dragon Part One (if done before this) will gain [High Affinity] in all Elements chosen for Free. This allows you to make (relatively) decent progress, but not as fast as [Exceptional Affinity]. You may pay 50CP *per element* to upgrade them to [Exceptional Affinity].

Equipment Infusion (100 CP)

The equipment you use is certainly important, and the more powerful the equipment is, the more it will aid you in combat. Generally speaking, most items are mundane, without any particular benefit. There are some that are treated at the Deity level, infused with their owner's ability. Above that are Sovereign-level, and even above that are Overgod level. A Sovereign-level weapon all-but ignores a Deity-level armor, and the same goes for Sovereign-level armor against a Deity-level weapon. Normally, over several hundred years these armaments slowly absorb your soul energy, upgrading accordingly. But with this, the process is performed in a fraction of the time, allowing you to rapidly create equipment up to your rank in a short period of time- and beyond that, with some time and effort, you can upgrade your equipment to one rank above your own.

Soul Mutate (200 CP; Special)

A Soul Mutate is an exceptionally rare condition that is caused by severe trauma to the Material Body, the Soul, or more than likely, both simultaneously. Affinity in the Elemental Laws is often separate- one could have an [Exceptional Affinity] in Fire, and [High Affinity] in Lightning, allowing them to cultivate each Elemental Law separately, with Fire faster than Lightning. With a Soul Mutate, they would have a Fire-Lightning Elemental Affinity at higher than even [Exceptional Affinity], and if they previously had Divine Clones, these would fuse with the Main Body, multiplying the power of the Main Body several times. This may even Mutate Elemental Laws with Edicts, providing odd and often unpredictable combinations.

Special: This perk stacks with the Wanderer Perk as well as the Coiling Dragon Part One Perk of the same name, allowing for a three-way or even four-way Soul Mutation.

The Four Edicts (300 CP Each; Special)

The Seven Elemental Laws represent the natural world, and the powers that lay within. The Four Edicts, however, stand above these, harboring incredible power over **Life, Death, Fate or Destruction**. Unlike the Elemental Laws, in which you must Master and Fuse the Profound Laws, the Four Edicts simply exist, and their strength is a mirror of your understanding of them. The four Overgods govern these Edicts, and sudden insight and understanding may increase your power exponentially. There is no discernable transition from 'God' to 'Highgod' aside from the strength borne of the Edict. Taking these perks will grant [High Affinity] and allow (relatively) rapid progress in gaining understanding in the fundamentals of your Edict.

Special: Any Edicts chosen from Coiling Dragon Part One (if done before this) will carry over into this. Additionally, the previous perk will discount that Edict here. Lastly, having the Edict from both Part One and Part Two will vastly improve the speed at which your Understanding grows for the Edict chosen, counting as [Exceptional Affinity].

Origin Perks

Wanderer

Single-Minded Focus (100 CP)

There are many things which stand in the path of a cultivator. From such things as growing bored with it, to drink, women (or men), or even just needing a break to grab some food. Not that you need to eat with the Laws sustaining you, but all the same. This perk will help you eliminate all mental barriers and distractions that would get in the way of your goal. Training is among it's main use, but this perk effectively puts you 'in the zone' for any situation, allowing you to ignore everything but the single objective you are trying for.

Silk tongue (200 CP)

While many different Deities often settle disputes with their fists and weapons, it is not uncommon for one to be well-versed in the art of discussion. Of course, you take that to an even further level, able to smoothly speak to others in such a way that they tend to find your words and even your actions worthy of a generally positive disposition. Beyond that, this gains more efficacy when used against those with better combat ability than you, allowing you to potentially avoid getting turned into paste against monstrously more powerful foes.

Soul Mutate (400 CP)

A Soul Mutate is an exceptionally rare condition that is caused by severe trauma to the Material Body, the Soul, or more than likely, both simultaneously. Affinity in the Elemental Laws is often separate- one could have an [Exceptional Affinity] in Fire, and [High Affinity] in Lightning, allowing them to cultivate each Elemental Law separately, with Fire faster than Lightning. With a Soul Mutate, they would have a Fire-Lightning Elemental Affinity at higher than even [Exceptional Affinity], and if they previously had Divine Clones, these would fuse with the Main Body, multiplying the power of the Main Body several times. This may even Mutate Elemental Laws with Edicts, providing odd and often unpredictable combinations.

Special: This perk stacks with the General Perk as well as the Coiling Dragon Part One Perk of the same name, allowing for a three-way or even four-way Soul Mutation.

Destiny Defying Luck (600 CP)

There are those who catch a lucky break, and can gain something of high value without needing to put in much effort. On the other hand, there are those like you, where everything just always seems to fall into place. Even if you're outmatched, you will discover a trump card you didn't realize you had, such as a hidden storage of power or a sudden new way to utilize one of your existing abilities. Being put into dangerous, high-lethality environments seems to enhance this further, as even those who have the capacity to ignore your luck and kill you just so happen to not want to at that time.

Clansperson

Danger Sense (100 CP)

Among the clans, there are often those out on the front lines. For bandit clans, these are the ones to find marks and help their brothers have food on the table for another night. For more disciplined sects, these are the guards and the ones to fight battles against the enemies. All the same, the key to a long life is knowing to pick your battles. With this, you will instinctively know when looking at someone what your chances are of defeating them from combat to other forms of competition. This can be toggled off if you so choose.

Lead by Example (200 CP)

In the clans, there are those who often work as the vanguard, rather than from the shadows. Whether in combat or the master smith or storyteller, there are always those that stand above the rest, inspiring others to take up the same mantle. You have this gift as well, and when you are leading those in your clan or sect, (including Companions and other followers,) as long as they are following your lead and instruction, they are considered to be as skilled as you in whatever way you happen to be leading them. Your apprentice blacksmiths will emulate your technique flawlessly as long as you are leading them, but they will be unable to reproduce this skill on their own.

Four Divine Beasts Clan (400 CP; Special)

The Four Divine Beast Clan was a powerful, borderline unstoppable Clan that had spread out over many planes over the years. However, an incident long ago killed the four Sovereign heads of the Clan, leading them to withdrawing their people to the Infernal Plane. You are one of those descendants, and their power flows through you. You have considerable physical talents over one not descended from them, plus you gain additional benefits when undergoing the Ancestral Baptism of your Clan. Choose from one of the following:

Dragon- Your soul defense grows considerably stronger, you gain [Exceptional Affinity] in Water, and you gain the Dragon's Roar- an Innate Power that affects the Soul of your target, causing them to perceive time much more slowly, making everyone else seem to move far faster.

Phoenix- Your soul offense grows considerably stronger, you gain [Exceptional Affinity] in Fire, and you gain the Phoenix Feathers- an Innate Power that targets the Soul, but the damage it deals is to their material body, allowing you to bypass strong defenses by targeting their Soul instead.

Tiger- Your material offense grows considerably stronger, you gain [Exceptional Affinity] in Wind, and you gain Tiger's Bite- an Innate Power with incredible offensive might. A material attack, the danger from it comes that it damages the core of the material body- limbs severed will not regrow without outside help.

Turtle- Your material defense grows considerably stronger, you gain [Exceptional Affinity] in Earth, and you gain Tortoise Shell- An Innate Power with incredible defensive utility. When active, it stores all damage that you take, even if regenerated, before releasing it as a single burst of material and soul attack both.

Special: If you have the 'Four Supreme Warrior's Clan' Perk from Coiling Dragon Part One, this is Discounted even if you do not have the Clansperson Origin. If you have both, this perk is Free.

Training Hivemind (600 CP)

The thing that binds a Clan or a Sect together is often the use of a particular style of combat, or even just a single focus that is shared throughout. The higher one's talent in that skill, oftentimes the higher they will rise within that clan. A clan dedicated to a skill or talent is far more practised than one who does not have their clan unity to fall back upon, as years of experience, trial and error, and the best practices shared with one another over that time frame come into play. To that end, this perk simulates this but does not require the long time investment- quite simply put, the more of your clan or sect that train or practice together, the faster all of them, including you and your Companions, will grow in that skill.

If several skilled individuals train with an unskilled, the unskilled will grow much faster than under a single master. But if a single skilled individual trains with many unskilled, the skilled will grow slightly faster than working on their own, but not as much as they would as working with several of their own talent.

Planar Mercenary

Reputation (100 CP)

You come with a reputation that people know simply by your name. Even if it may not necessarily be true, there is still a certain level of understanding that your very name conveys. The reputation is established once you've done something of renown, but once there are others talking about you, you can then change or adjust your reputation and what people know about you with ease. It's not instant and will still need to spread, but you can perform acts without anyone around and yet people will still know of them, or perhaps spread misinformation about you and what you can do for those unlucky enough to want your blood.

Nothing Ventured Nothing Gained (200 CP)

While to be certain there is a certain adrenaline rush in taking large risks which may or may not pay off, largely the hope is that the gamble is something that you can profit from. However, it's never easy to tell whether or not this will be worth the risk involved, and if it's something where you're simply wasting your time and possible resources for something that won't pan out. But now, when you decide to make such a gamble, whatever reward you would receive is increased proportionally to the risk it poses to you. Things that might result in some minor harm will have barely noticeable increase, whereas a risk that might very well cost you your life will provide far more reward than should have been there normally. Perhaps you thought you were getting a Highgod artifact and it turns out to be a Sovereign-level one. Or a deathtrap dungeon supposedly housing a Highgod spark instead holds a trove of them. Your reward will always be worth the risk.

Information Network (400 CP)

Being part of the Planar Government has its benefits, and one of them is the fact that your group has eyes everywhere, and virtually any time. Being part of them will give you access to the vast information network, allowing you to pull up information not only on your subject, but also the powers he or she has available, any equipment they have, the history of that equipment, and so forth. Everything is detailed down to a staggering degree, allowing you the information needed to get one up on your opponent(s). Even in future jumps, the information network remains available to you, able to get information on just about everything, no matter what it might be, and it's always accurate.

Plan Inertia (600 CP)

Some plans are hatched overnight and resolved within minutes, and possibly hours. Some are a bit more of a longer con, going for days and possibly into weeks or even months. But your plans are a bit different, almost taking on a living presence of their own. While it's not quite so much that you can foresee everything that could and would go wrong with a plan to avoid the pitfalls, it's more that the very threads of fate seem to adjust for the planning you're putting into motion.

The longer a plan goes without a payoff, the more on-track it becomes and the greater the results from it. A few years may result in a noticeable improvement and resistance to interference, whereas hundreds or thousands of years will multiply the intended results severalfold, or in the event of an exceedingly unlikely (albeit powerful) payoff, it will rapidly increase the chance of this event occurring. Obscure and ambiguous plans without a definitive end (such as you storing several Sovereign sparks, just in case your descendant befriends one who has magical talent in multiple Elements, who also just so happens to be the descendant of a Four Divine Beasts clan to gain a fourth elemental talent which then leads him to becoming a Universe Creator...for example) may take several millennia to complete, but the plan *will* come to fruition.

Hermit

Utter Seclusion (100 CP)

The hallmark of a Hermit is seclusion, and keeping themselves away from the world at large, interfering only when absolutely necessary, and potentially not even then. Normally if you tell those close to you that you are going into that reclusive state to focus on something, they will know that it is unwise to bother you. However, they still may, and so too may those outside of your circle. Now with this perk, should you choose, people will be *unable* to bother you while you are in seclusion, as long as you are on a property that you own. You can be out in the open and none will come close enough to disturb you in the slightest. Note that this does not prevent hostile attacks, simply anyone from interrupting the work you're doing.

Servants and Guards (200 CP)

Speaking of hostile attacks, one who secrets oneself away from the world to reach enlightenment or perfection may have those who seek out what they know. Due to that, you now have a retinue of servants and guards to protect whatever property you have, including the Warehouse to help keep you safe when you can't defend things on your own due to your focus on your training or your experiments, or whatever else you may be getting up to. The servants anticipate your every need (when you aren't in Seclusion) and never need to be told instructions on what to do, and the Guards are always highly skilled, (roughly 30% as effective as the strongest things in the setting) adjusting to whatever setting you find yourself in. Their skill may increase if you go to a more dangerous location, but it will never decrease. However, they cannot leave your property, and will never be an aggressor unless under attack.

Supreme Elemental Law (400 CP)

While it is of no surprise that all Deities utilize the Elemental Laws differently, there are some that gain an understanding in one of their laws that defies what is normally understood to be the power that such a Law can obtain. If a Darkness Highgod utilizes the Shadow Doppleganger Law, even if Mastered, there's an understanding of just how powerful it can become, as many others have seen this technique used at its apex for many years. This perk causes that understanding to be shattered, allowing one of your Laws to reach a height that seems impossible. This could, for instance, allow your Profound Mystery of Gravitational Space to not only pull people down, but also along any of the six axes, and with enough power to completely shut down mobility in anyone of your strength or lower, as opposed to merely being an obstacle to slow them down.

Blood Alchemy (600 CP)

Hiding away from the world and mastering a specific talent has its benefits to be certain, but there also comes with the fact that you may reach a plateau that you cannot cross without assistance. And in coming forth from your exile, you may find yourself interested in the new types of Divine Beast and other such creatures that now roam the environs, and even more so, their Innate Powers, or the heavily modified natural techniques of some others, or even the bloodline skills of a new breed of Deity afoot. You cannot, at least not on your own, replicate these, but you no longer need to.

A vial of blood from a creature, sapient or otherwise, will allow you to unlock the magical components that make up any Innate Power they may have, and given some time to study these components, you can break them down into the very Elemental Laws that govern everything. At that point, you can find suitable alternatives within your own Laws (or perhaps, replace them directly if you use the Laws they originate from) and you can then permanently learn any Innate Power to use on your own as you wish.

Racial Perks

Humanoid

Conformity (100 CP)

Despite the fact that, as a humanoid, you may not always share the same physical traits as those that you might visit in your adventures, you'll not feel any need to disguise yourself among them. In fact, once non-humanoids start to note what you can do in the form you're in, and the ability to utilize strength, magic, soul, weapon armor and so forth, they will actually begin to emulate you. Those with the ability to change the shape of their mortal forms will gravitate toward a humanoid one, and while those without won't do anything to harm themselves to adjust, they will low-key wish they *could* have a form that is humanoid.

The Law of Strength (200 CP)

There are Elemental Laws, and the study of these allow the application of the laws to augment your own abilities. However, one's own physical, or material, strength is of its own importance, to the point where the line becomes so blurred between the two that it is impossible to tell the difference. Your physical and magical strength have coalesced into a singular thing, and both feed off of the other. It's not a recursive loop per se, but moreso that they are combined into a new power based on the Elemental Laws, and any effect which boosts one will now boost the other, providing a great boost of power as your Soul and understanding into the Laws continues to improve.

Bula Race (400 CP)

Rather than simply be a human, you're a rare race of humanoids known as a Bula. While fundamentally you are no different in your understanding of the Laws and your abilities, you do have a single key difference that brings you apart from others. You have the ability to fully separate yourself into two halves, and allocate personality traits as you see fit between them. If you'd like to learn a new language, you can separate out only the parts of you that are fully interested in learning one, as well as the aptitude, leaving everything else in your main body, allowing this new pure entity of a linguist to learn it before returning (with all of its learned skills and memories) into your main body. A normal Bula can only split once, but you may split as many times as divine clones you have available.

Magical Beast

It's Element-ary (100 CP)

Power in the Elemental Laws requires a constant understanding to make large, sudden leaps in power, but for more incremental, steady gains of strength, you no longer need to train or do anything that would keep you from losing your power. Your body will naturally grow stronger as it absorbs the Elemental energy from the world around you. You will also naturally know which areas are more dense with what types of energy, so you can find areas that are more suited to the Element(s) that you are naturally associated with. This allows you to gain strength as if you were training your body and magic diligently every day, as long as there is enough elemental essence to support you.

Beast Hide (200 CP)

The durability of Magical Beasts is not to be underestimated, and that goes just as much for you. No matter what type of Magical Beast you are, your hide is as incredibly defensive as a God Eater Rat, making your material defense almost impenetrable by opponents of the same relative strength as yourself. While you are not impregnable, you are incredibly hard to harm and harder to kill unless someone has a definite advantage in strength over you. If you are a God Eater Rat, your defense is even more formidable, able to stand against material attacks from those even a rank higher than you without any negative effects. Note that this does not increase your Soul Defense, so be wary of such attacks!

Divine Ability (400 CP)

While Magical Beasts are formidable in their own right, those who reach the Deity level, ascending into Divine Beasts tend to have the most dangerous powers. For most Divine Beasts, that tends to manifest itself as an Innate Ability, something of incredible power that they can use a limited number of times before rest is needed, but nonetheless gives them an incredible edge. These are often abilities that can instantly change the course of a battle, causing a great deal of damage or debilitating effects, or in some cases, instantly killing a foe who isn't strong enough to resist this technique. If you are a race from canon, you will receive the Divine Ability given to your race. Should you choose a different type of Magical Beast, you may create a Divine Ability, but it should not exceed the power of the Godeater Rat. Additionally, this perk will greatly reduce the amount of divine power needed to use your Ability, allowing its use far more often.

Undead

Soul Absorbing (100 CP)

As an undead, you grow constantly through the devouring of Souls. Generally speaking, these will be the Souls of your victims in combat, but should you find another way to gain this Soul energy, you can still absorb it through this method. This is the most potent way to gain more power. For most, strengthening their Soul will increase their ability to perceive and understand the Elemental Laws, as well as their Soul Defense and Offense. But yours takes it a step further in that Soul energy will also enhance your Material Defense and Offense as it directly strengthens your body and your ability. Upon defeating a foe, you can devour their Soul energy, and doing so will increase your power based on the strength of the foe defeated. Normally an all-or-nothing racial property, you may instead choose to take only a portion of a defeated opponent's soul, should you wish to leave them alive, but crippled in their Cultivation.

Precious Memories (200 CP)

Memory is something that comes fleetingly to an Undead. All undead begin as mindless brutes, as a destroyed Deity does not have their soul taken to the Netherworld. Due to this, even Saint-level undead have a mostly mindless approach to devouring souls to break into the Deity-level, driven by some instinct to do so. Once there, they will recover their memories of life, and it is at that point that many of them decide on their path in life. Of course, the same applies to you, with your memories returning in full as a Deity-level Undead. The difference being that you have full control over your own memory, able to recall things with a stunning, vivid clarity, and should you so choose, either remove or reject those which you no longer wish to hold. This is not quite the same as a perfect memory, as it only registers with those things that you've focused on and sought to remember, but those memories will never fade with time. Those memories removed you can simply allow to fade into the Elements, or you can store them if you wish to have them be recalled at a later time.

Pure Soul (400 CP)

As an Undead, given the aspect of eating Souls for power, you find that you have a remarkably pure Soul, as your hunger is only sated by that pure Soul essence- all other impurities are simply ignored. While a low-level Undead may not notice any real difference, in the aspect of growing steadily over the course of time and reaching the Deity level, you have consumed an enormous amount of pure Soul essence, which has purified your own Soul to a remarkable degree.

Due to this, your Soul Offense and Defense are greatly increased, allowing you to deal with attacks that would have otherwise left you broken and confused. Beyond that, your pure Soul also resonates with the Edicts of Death, and should you wish to pursue them, you will find your power utilizing those Edicts to be far stronger than they would be otherwise.

Inanimates

Boundless Endurance (100 CP)

As an Inanimate, you had been something that was little more than an innocuous (or perhaps grandiose) object for quite some time, and recently have been given the gift of sapience. Despite your mind acclimating to being something more than just a mountain or a tree, your body recalls its original form. You have a freakish, supernatural endurance that will lead you to almost never needing to rest from physical exertion, unless you push yourself to your extreme physical limits for an extended period of time, and even then it will not take you long to recover. You don't necessarily have more resistance to attacks, but when it comes to pursuing a target (or fleeing from one!) you have the ability to do so nearly endlessly.

Simple-Minded (200 CP)

While you might not be quite as quick on the draw as some others, due to the fact that you were not formed to be a living, thinking creature, that simplistic mind actually acts as a boon rather than any sort of negative. While mind-affecting techniques are not common, with most of them focusing on the Material Body or the Soul, there are some that do exist, and your seemingly simple-minded ways are just the surface of a vast mind that is struggling to relate in ways that the other Deities do on a normal basis. As deep as your roots or as tall as your highest peaks, your mental resistance is exceptional, making it exceedingly difficult for anyone to attempt to read your thoughts, take over your mind and so forth. While you might acclimate yourself to understanding others easier over time, your seemingly alien mindscape will keep others out, unless they are significantly powerful.

Natural Attributes (400 CP)

Being borne from an inanimate object, you have a great deal of talent in one area based on what sort of thing you were originally. For example, being a mountain that has been given life over time would have incredible strength, far beyond what one could achieve compared to an opponent at the same level in their cultivation. Likewise, the wind becoming a living, breathing creature at the Deity level would have incredible speed, outstripping even other Deities that specialize in Light or Wind, due to your natural skill.

Depending on what type of Inanimate you were prior to getting a humanoid form, you'll have an [Incredibly Potent] attribute of your choice, or two that are [Very Powerful] when compared to another with an equivalent level of cultivation.

For example, if you are at the Demigod Level, and you have an [Incredibly Potent] attribute in your Material Strength, you can easily overpower others at the God Level, and only reach a stalemate if they're at the Highgod Level. If you choose two [Very Powerful] attributes, then you will easily overpower others at your own level, and stalemate those who are at a higher level of cultivation.

Alternatively, you may use one of your own items to serve as your 'Base.' You will have all the properties of that item inherent to you natively. They cannot be suppressed or taken away as they are no longer a magical effect or any such thing. For all intents and purposes, those are now considered Innate Powers, and will always be with you going forward. You will have traits of the item used, so a long thin rapier would equate to you having long, lithe limbs, whereas a suit of power armor would leave you stockier and likely quite tall.

Items

General items are not discounted, but there will be some freebies given in general, and also based on your Race. The Origin-specific items will have their 100 CP item given for free, and each item under the Origin-Specific list will be discounted at 50% of its normal price.

General

Currency (1 Free for all; 50 CP each)

Whether it's gold, Inkstones, Netherstones, or some other currency altogether, you will need some to make your way across the Planes. With this, you'll find that you gain 100,000 of the local currency each year, more than enough to get lodging, as well as extra expenditures. The first is free, and this perk may be taken multiple times, each one doubling the previous amount.

These funds do follow you into future Jumps as well, acclimating to the local currency.

Interspatial Ring (1 Free for all; 50 CP each)

It is very common for a Deity to amass a large number of weapons, armor, items and other artifacts through their path to perfecting their combat skill, and while one can have a home large enough to hold them all, having them at hand is much easier. An interspatial ring has a subspace hidden within that allows you to store an enormous amount of space. Living things cannot be put inside, but you also needn't touch something to add it into the ring. When activated, it responds to your will, any unattended inanimate items you choose within roughly a two-foot radius can be added into your interspatial ring. These may be stored or retrieved instantaneously.

The first one is given for free to all Origins, although additional ones can be purchased for 50 CP each.

God-Level Artifact (50 CP)

Artifacts come in three distinct styles: Weapon, Armor, and Soul-Protecting. Weapons tend to power your Material Attacks, allowing you to strike harder or faster to overwhelm an opponent's guard, whereas Armors defend against such things. Soul-Protecting artifacts work like armor, but generally only defend against Soul-type Attacks, allowing you to more easily survive against those types of attacks. A God-Level Artifact will (usually) fully overwhelm artifacts from the Demigod-Level or below, so a God-Level Armor will (usually) be impervious to damage from a Demigod-Level weapon, and a God-Level Soul-Protecting Artifact will (usually) negate Soul-based attacks from a Demi-God or lower level. This purchase will allow you to choose one of the three and (see Artifact Appendix).

Soul Amethyst x5 (50 CP)

There are numerous ways to increase the strength of one's soul to help both fortify it against Soul Attacks, and to empower your own. One of the cheaper, albeit less-efficient methods (without certain benefits) are the Soul Amethysts. They are small, violet rocks that hold a great deal of Soul Essence within. Normal refining will take a great deal of time, as well as only gaining about twenty percent of the Soul Energy within. Those following the Death Edicts will find their ability to draw out the Soul Essence much easier. Once an Amethyst is drained, it will restore its Soul Essence on its own over the course of a year.

Soulsilk Poison (50 CP)

A jar of Soulsilk poison, which is an exceedingly deadly substance. Created by those who follow the Edicts of Death, this substance directly attacks the Soul of its target. The poison must be ingested or otherwise introduced to the bloodstream (such as a poisoned weapon) to take effect. This particular jar was created by a Highgod, and a single arrow laced with its poison would cripple one at the God level, and several doses would do the same to a Highgod. The jar refills slowly on its own, from empty to full in a decade.

Spiritual Medicine (50 CP)

Medicine created by the followers of the Edicts of Life. In the event that the Divine Body has taken so much damage that their divine essence cannot reconstruct it, medicines like this come into play. As long as the recipient has not been killed, the medicine will restore the body and soul steadily over time, allowing them to recover to their full strength in a day's time. The medicine refills if used in a year. It is rarely needed by the Cultivators but it may help in a pinch.

God Sparks (50 CP)

There are many of those that unfortunately stall out at the Demigod level. They either lack the talent or dedication to reach the higher levels. Or perhaps they took a Demigod Spark to reach their current point, meaning that they can no longer interpret the Laws on their own. In any case, their only path forward is with a God Spark, which contains Mastery of two (or three if it is a Wind God's Spark) Laws. After ingesting it, they will slowly ascertain the Understanding of the Elemental Laws through the God who previously Mastered them. This purchase gives you seven- one of each Element, or you may give up two in order to gain one in an Edict. You may give up all seven to gain one in each Edict instead.

Deathgod Golem (100 CP Each)

A unique Highgod-level Artifact that is not Weapon, Armor, or Soul-Protecting. It is an incredibly durable automata that is controlled by the user after it has been bound with blood. The user doesn't need to focus solely on it, but they will need to impart some focus to allow it to fight. The Deathgod Golem cannot use Soul attacks, but conversely, it also cannot be damaged by them, as it is a non-living thing. A Highgod specialized in Material Attacks may be able to damage it, but it is generally considered unbreakable, and targeting the owner is the quickest way to shut one down. This one is unique and is capable of self-repair over time, even if damaged or broken, it will restore itself to full function in a year.

Metallic Lifeform (1 Free for Humanoid; 150 CP Each)

Metallic Lifeforms are the main mode of travel in the Higher Planes, as the distances of each continent can be millions of miles long, and Metallic Lifeforms can take any shape its owner wishes, as well as fly faster than even a Highgod, as it never needs to rest. They vary in size and speed, but this one is large enough to hold five hundred people comfortably (although you may choose to make it smaller) and can travel up to a million miles in a single day. Metallic Lifeforms can be destroyed and must be purchased anew if so. Yours, however, will reconstruct itself over time if damage, returning to full function in a year's time.

Godspark Artifact (1 Free for Magical Beast; 150 CP Each)

Godspark Artifacts are incredibly powerful, and also exceedingly rare. Currently only God Eater Rats are able to create these Artifacts. Unlike a Highgod or Sovereign Artifact, these tend to lack special abilities in exchange for being exceedingly durable, even moreso than a Highgod Artifact (and nearly as much as a Sovereign Artifact). In addition, as they are made from Godsparks, they are attuned to the Elemental Laws, and can naturally increase the potency of their wielder's Laws. (See Artifact Appendix)

Abyssal Fruit Tree (1 Free for Undead; 150 CP Each)

While technically a Magical Beast on its own, the Abyssal Fruit Tree is very rare. Due to the fact that it is a tree, they rarely gain enough power to ascend into the Deity level of the Demigod, but once it has, it can manipulate itself to speak. Additionally, at that time, it can create an Abyssal Fruit, which can grant whoever eats it an incredible amount of power. As the Fruit Tree increases its Cultivation, so too does the power of its Abyssal Fruit. It can maximize the potential of anyone who eats it, as long as they are below the Level of the Abyssal Fruit Tree. Yours starts at the God Level, and over time may progress to the Highgod Level.

Demiplane (1 Free for Inanimates; 150 CP Each)

A Demiplane's existence is shaped to the Creator's whims, although it will naturally be a Demiplane of one of the Elements that its Creator uses. While Plane Creation is normally limited to Sovereigns, this perk allows you to create a single Demiplane. Creation of one will give you incredible insights into the Elemental Laws you practice, and while travel may require you to go through Chaotic Space, you will unerringly be able to always find your way to the Created Demiplane, and back from where you left. If you are below the Highgod Level it may take considerable time to traverse it, but you will never be fully 'lost' as others are, as long as you're traveling to, or from, your Demiplane.

Wanderer

Highgod Artifact (100 CP each)

Similar to the God-Level Artifacts, Highgod Artifacts are simply more powerful. A Highgod Weapon can (usually) overcome God-Level Armor, and Highgod Armor is (usually) impervious to harm from a God-Level weapon. A Highgod-Level Soul-Protecting artifact will make one's soul resistant to Soul Attacks from other Highgods, and mostly immune to them from anything lower. (See Artifact Appendix)

Highgod Spark (200 CP each)

These function as the Godsparks, but in this instance, they are from a Highgod. This means, of course, that they contain Mastery of all of the Elemental Laws of a single Element, or a similar amount of power of the Edicts. One who has used a Godspark to attain the God Level can only use a Highgod Spark in order to increase their rank. These allow one to achieve great power even if they are lacking in talent.

Overgod Mission Instructions (400 CP)

Extremely rarely, the four Overgods, of Life, Death, Destruction or Fate may offer a Mission to those of the Higher Planes. Three items are sent into these Planes, and a set of Instructions comes along with it. Collecting all three items allows one to make a wish of the Overgod, and said wish can be within the utmost limits of their ability, including the Creation of an Overgod Artifact. The Overgods can do anything within their domain, so long as it does not go against their Edicts. You receive the instructions, but there is also a built-in dowsing function to the instructions, allowing you to more easily locate the three items. But beware, should anyone find that you have these, it will no doubt make its way to a Sovereign's ears, and if you lack the ability to deal with said Sovereign, they will not hesitate to kill you to get at the instructions and items.

Clansperson

Clan Grounds (100 CP)

While the others may have small locales to call their home, if they have any at all, you and your clan have an enormous area to call home. The initial purchase will give you a location which will house you and your clan, if any. This location is a hundred thousand square miles of space, and may be in an environment as you wish, such as oceanic, or mountainous, on a plains, etc. Regardless, it will always have enough resources to keep everyone fed and sated, without need of any such things. This can be purchased multiple times, each time doubling the size of the space allotted to you. This land will follow you into future jumps as well, and you may import any existing civilization or land you own into this area.

Clanmates (200 CP)

A clan wouldn't be complete without the people needed to fill it. This grants you enough people to have a thriving community on the land you have, which may be up to hundreds of thousands of people all living in the same area. The clan will have its share of experts in various crafts, Elemental Laws, with varying degrees of wisdom. The vast majority of the Clan will match your Race, but there may be others here as well, either as family of the Clanmates, or perhaps some who were picked up. Everyone in the Clan is loyal to it, and therefore, to you, with immunity to any mind-affecting magic or skill that would cause that loyalty to be questioned. They will fiercely defend their home against any attackers, but they will not leave their home to attack others of their own volition. They can be led or directed to do so by you, but they will not make that decision without your guidance.

Sovereign Artifact (400 CP each)

Similar to the Highgod Artifacts, Sovereign Artifacts are even more powerful. A Sovereign Weapon can (usually) overcome Highgod Armor, and Sovereign Armor is (usually) impervious to harm from a Highgod weapon. A Sovereign-Level Soul-Protecting artifact will make one's soul resistant to Soul Attacks from other Sovereigns, and mostly immune to them from anything lower. (See Artifact Appendix)

Planar Mercenary

City House (100 CP)

While the Clans have large, empty lands for their own, you instead have your home in the middle of a thriving civilization, affording you the urban comforts of the city without need worry of anyone taking your land or your things. The building is ten thousand square feet, not including the acre of land it is on which includes a courtyard and a training area. This house is immaculately constructed of the finest materials, and even cleans itself, cooking meals for you should choose (or you may have a maid and butler if you prefer). This house will follow you into future jumps, and you may import existing homes into this, adding to the size and benefits.

Market Castle (200 CP)

The trade of artifacts, items, sparks and all such things is something that is in the heart of every city in the Higher Planes. In the Infernal Realm, these are often referred to as Fiend Castles, as they are run by the Infernal Realm's mercenary force, the Fiends. Generally any sort of artifact or spark can be bought and sold here, including some rather rare items. With this purchase, the Market Castle is now under your control, allowing you to dictate what types of things can be bought and sold, and earning you a small additional profit on top of other funds you may be earning. Additionally, you may purchase many different types of Artifacts and other items at these locations. Lastly, this Market will follow you into future Jumps, always at the heart of a City or a property that you own, and will have incredibly rare items relevant to the world it is now in.

Prefecture (400 CP)

While the Clans have their secluded lands that keep them away from others, there are also the Prefectures, which are large, sprawling areas with one, and sometimes more, major cities upon their area. You are now in charge of one of these Prefectures, giving you a landmass of hundreds of million square miles. This landmass will have one sprawling city with billions of inhabitants. The citizens and guards of the city are autonomous, going about their own daily lives and doing what needs to be done, allowing you to find and locate just about any service needed without difficulty and you will always be treated to the very best as the Prefecture Lord, as well as earn money from the people here. This landmass can have any towns, countries, civilizations, etc you've had previously imported into it, and this landmass will (somehow) follow you forward into future Jumps, although some creative thought may be needed to ensure the massive size fits.

Hermit

Soul Pearl (100 CP each)

Similar to the Soul Amethyst, the Soul Pearl houses an incredible amount of Soul Essence available for those who wish to harvest it. Generally created by the users of the Edicts of Death who specialize in Soul Essence, they are quite rare and valuable both as they remain one of the few ways to quickly boost one's Soul. While the Soul Amethysts take a considerable amount of time to be absorbed, this is untrue of the Soul Pearls, and the purified Soul Essence can be absorbed within a few days' time from it.

This particular Soul Pearl continues to draw in latent Soul Essence, refilling once each year.

10 Drops of Sovereign's Might (200 CP Each)

A drop of Sovereign's Might is a very rare and coveted thing. It allows one to temporarily gain power, possibly up to a Sovereign's, which can allow them to escape a life-or-death situation which has gone poorly, or even turn the tables completely if an opponent doesn't have some of their own. The lower your Cultivation, the more of the energy will leak out, creating an 'aura' around you at the lower levels. At the highest levels, a Highgod Paragon, you will be able to make full use of its power, and have no excess power leak out from you, allowing you to come very near the power of a Sovereign with its use. A drop comes in the Element of the Sovereign who has bequeathed it, and it has its strongest effect if your primary Element(s) match the Element of the Sovereign's Might. You may decide which Element or Edict the drops are when this is purchased.

They regenerate at a rate of one drop per month, and when they do, you may choose which Element or Edict upon its return.

Soulstone (400 CP)

A very rare item that can only be granted by one of the Sovereigns of Destruction, the Soulstone appears to be a black rock that is mostly rather basic to look at. It isn't adorned with anything special, nor does it seem to have any directly noticeable effects. However, there is something distinctly unique about it. When the Soulstone is fused in with your Soul, it provides a constant stream of Soul replenishment throughout your body, allowing you to weather attacks that might have otherwise destroyed your Soul through virtue of an exceedingly fast and powerful regeneration. It will indirectly amplify your own abilities, as you can now freely use your Soul to increase your Material Offense and Defense without worrying about using up what Soul you have, as it will be constantly replenished. Even if used in this manner, the Soulstone never seems to run out of energy, allowing it to continually strengthen your Soul with no end.

Artifact Appendix

Artifacts have a wild variety of options available to them, and due to that, I present to you the Artifact Appendix, which will allow you to determine exactly what attributes and effects any Artifacts (from the God Level to the Sovereign Level) you may have. You will choose parts from both sections in order to 'build' the Artifact and its abilities, allowing you to fully customize the Artifacts you receive. God-Level Artifacts may choose One, Highgod Artifacts may choose Two, and Sovereign Artifacts may choose Three. If you acquire an Overgod Artifact, you may use this to design it and choose Four

Section A: Choose the Artifact Type		
Weapon While a great deal of those who perceive the Elemental Laws tend to wield swords, there is no such requirement for your Divine Artifact. Axes, spears, hammers, even bows are all eligible to be a weapon-type divine artifact.	**Armor** Similar to weaponry, armor doesn't really require it to be a full armament, as it is a showing of the divine power, thus robes or even something a bit more form-fitting are all allowed to be an armor-type divine artifact.	**Soul-Protecting** Soul-Protecting Divine Artifacts tend to be in the form of an accessory. Rings, Amulets, bracers and so forth. These protect the wearer's soul from attacks, and thus aren't required to be something obvious.

Section B: Choose the Options

All Divine Artifacts hold their rank, and as mentioned above, a higher Rank (tends to) completely overpower a weaker one. Highgod and Godspark Artifacts are roughly the same Rank, although the durability of the Godspark Artifacts will generally allow them to win out in a contest of brute force. A [W] tag on an Option means it is for Weapons only, and similarly [A] is for Armor and [S] for Soul-Protecting.

A [G] tag is for Godspark Artifacts and are the *only* options one of these may have.

Special Ranged Attack [W]

While the weapon itself is potent in its abilities for combat, you can also use it to attack at range. The style is up to you, but often this is seen on a spear, where a thrust forward will emit a spectral version. While not quite as strong as the actual weapon being used, it can still land a powerful surprise blow.

Flexibility [W]

Most weapons are stiff and rigid, or have a small level of flexibility, but your weapon now is exceedingly so. It can respond to your Divine or Elemental energy, writhing and twisting around to your will.

Exceptionally Durable [W] [A] [S] [G]

Your Divine Artifact is incredibly resilient to damage. In fact even against an opposing artifact of a higher rank, it will be able to survive with minimal damage.

Exceptionally Dense [W] [A]

Whatever material this is made from, the Divine Artifact has multiplied its mass several times over without increasing it's size. Your weapons can knock aside other weapons, armor and Deities easily, and your armors similarly prevent such knockback performed on you.

Soul Refining [W][A][S]

Your Artifact has a unique, unforeseen benefit. When you are in the presence of unattached Souls, be it from being gathered by a Death Edict follower, or even from a Soul Amethyst, you can easily draw out the full power of the Soul Essence instantly and without any loss of quality of the Souls gathered within.

Elementally Aligned [W] [A] [S] [G]

Your Divine Artifact has a preference for a particular Elemental Law or Edict, and performs better than normal in combat or with any of these listed traits as long as you practice those Laws or Edicts. A Godspark Artifact also enhances your own relevant Law, allowing your Profound Truths to be even more powerful than normal.

Kinetic Absorption [A]

Material attacks are a danger in any fight, and against physically stronger opponents they can be even more so. Your Armor has the unique ability to absorb the kinetic energy from those material attacks and unleash it in a sphere of force around you. At maximum power, it is strong enough to send a foe at the same rank as the artifact flying away from you. It won't inflict tremendous damage but it will put distance between if you're trying to flee from a fight.

Invisible [W] [A] [S] [G]

Your artifact is visible to you, but only you. Anyone else who looks upon you will not see it. A weapon will leave distortions in the air, but if held still it cannot be seen. It cannot be sensed with Divine Sense but keen common senses can detect it if they have reason to suspect.
Note: This is optional for Godspark Artifacts

Soulstriking [W]

Despite your weapon having a physical form, it is unique in the fact that its attacks directly target its opponent's Soul. If the opponent has a Soul-Protecting Artifact, then your weapon functions as it would against an Armor-type Divine Artifact. Significant power would be required to break through a Soul-Protecting Artifact of the same Rank although it is possible.

Shifting [W]

A Divine Artifact Weapon with this feature is not consigned to a single weapon type, but instead can change at the wielder's choice. Weapons cannot be complex (so no firearms) but are otherwise not limited, save for the amount of material of the weapon, as that will not change. Making the weapon into an exceedingly large option will spread the material thin. The limits of the skill for this particular Option relies solely on the wielder.

Sovereign's Might Storage [W] [A] [S]

While there are some storage options that occur among divine artifacts- namely the interspatial rings- it is not common for Weapons, Armor and Soul-Protecting to have them. However, your Artifact comes with drops of Sovereign's Might. A God-Level has one, a Highgod-Level has two, and a Sovereign-Level has three. These can be used without needing to withdraw them, allowing instant and convenient use. The drops of Sovereign's might can later be replenished from your own stock, if needed.

Powerful Aura [W] [A] [S]

This particular Option is often found within Artifacts that are exceedingly close to their wielder, so much so that they begin to feed off of the wielder's own personal aura. You may unleash the aura from within the Artifact, which will spread outward, directly affecting anyone within a large radius. For example, a baleful aura can cause those caught unaware to be temporarily frozen in fear. A calming aura can bring someone from aggressive to a more rational state.

Bloodlust [W] [A]

Not often found in armors, and more often in weapons, nonetheless the 'Bloodlust' Artifacts are able to put their wielder into a wild rage. The main benefit of this, beyond the fearlessness, is the fact that it will make your soul mostly immune to Soul Attacks from opponents at or under your Artifact's Level, but it does prevent you from also *making* Soul Attacks while in the Bloodlust state.

Storage [W] [A] [S]

Similar to the Interpatial Rings, these Artifacts have the ability to store other things within them. Interspatial Rings, while convenient, have a limited amount of storage space available. While it is enough for some Experts, there are some that require even more Space. These Artifacts allow for a virtually unlimited space, and also conveniently (for you and your companions) also connect directly to your Warehouse.

Restoration [W] [A] [S]

Some Artifacts have a vital life force of their own and refuse to be broken down. Whether it is a chipped blade, an acidic burn on the armor, or anything else that would deface or damage the Artifact, including wear and tear from not being cleaned or such things, the Artifact will self-clean and self-repair, taking a minute amount of Soul from the owner of the Artifact to do so. The stronger the owner's Soul, the faster this process is. A standard Highgod who had a weapon broken in half would take roughly ten years to fully recover, but a Death Paragon might see this restoration in a year or even less.

Recovery [W] [A] [S]

Often seen as working in tandem with Restoration, Artifacts with the power of Recovery help their owner to, as the name states, Recover from damage to the Soul. While the Restoration Artifacts use the Soul energy absorbed to repair themselves, Recovery Artifacts store it for later use, and if the Wielder's Soul becomes damaged, they can can immediately absorb the Soul Energy to help recover their own Soul.

Profound Truths of the Elemental Laws

Each of the Elements has certain 'Truths' to it, allowing you to learn the exact properties of how it behaves in order to learn the best ways to utilize it for attack and for defense, or anything else that you may choose to do. The various Elements and their Profound Truths are listed below, and will allow you to customize exactly how you wish your Truths to be.

For those unfamiliar, a quick reference guide is as follows (and the next section may suit better than this):

- Each of the Seven Elemental Laws has six Profound Truths (except Wind, which has nine)
- Mastery of a single Profound Truth will place your Soul's power at the Demigod Level
- Mastery of two Profound Truths (or three from Wind) will place your Soul's power at the God Level
- Mastery of all Profound Truths for an Element will place your Soul's power at the Highgod Level
- Once Mastered, Profound Truths can be Fused together, one at a time, into a single Truth. Fusing all Truths for an Element will place your Soul's power at the Highgod Paragon Level
- A Highgod Paragon is the highest power one can achieve without a Sovereign Spark, of which there are only 77 Sovereigns (1 Prime, 2 Major and 4 Minor of each Element/Edict) among the Planes.

General Information - Profound Truths and Fusing

If you have [Exceptional Affinity] in an Element, you will automatically start with two of its laws (of your choice) mastered. If you have [High Affinity] in an Element, you will start with one of its laws (of your choice) mastered. All Masteries cost 50 CP.

Similarly, if you have [High Affinity] or [Exceptional Affinity] in an Element, you will automatically Fuse two of its Laws when you have two of them Mastered (whether through CP or hard work). [Exceptional Affinity] discounts further Fusing of Profound Truths by 50%. All Fusions are a base of 100 CP.

Note: If you do not have an Affinity for an Element, you cannot discern its Profound Truths.

Note: Wind has 9 total Profound Truths as opposed to the 6 of the others. Due to this, the last three CP purchases of Mastery or Fusing each gain a bonus Mastery/Fusion. For example, an [Exceptional Affinity] for Wind starts with two Profound Truths Mastered. You purchase one more for 50 CP to have three Mastered. The next three CP will each give you *two* Masteries per purchase, ending with 9 for a total cost of 200 CP.

List of Profound Truths of the Elemental Laws:

Note: Any Truths with an * are Original Content. The source material did not cover all Profound Truths. If you would like to use a Profound Truth of your own design, as long as it matches the Element, feel free to do so.

Fire	
Essence of Fire	The basics of Fire, able to understand it down to its fundamental level
Heat	The use of Heat, rather than flames themselves
Explosions	Use fire to create large and small-scale explosions
Flamebody	Become immune to your own flames and the fires of others
Mirages*	Create illusions from fire and the heat it gives off
Cauterize*	Cleansing and healing wounds through use of flame

Water	
Essence of Water	The basics of Water, able to understand down to its fundamental level
Ice	The manipulation of ice as easily as you would water
Ice Edge	Bringing water or ice to an edge that can slice through nearly anything
Fog	Using water in vapor form for illusory and sneaky purposes
Waterbody	Your own body is like water, allowing you to move and defend easily.
Circular Softness	Water is constantly in motion, even when contained. This Profound Truth allows you to apply that to your attacks, defenses, and more.

Earth	
Essence of Earth	The basics of Earth, able to understand down to its fundamental level
Strength	The strength of the Earth is now your own, allowing powerful attacks
World Walking	The ability to travel through the Earth to your destination, allowing you to seemingly instantly teleport short distances.
Vitality	Incredible resilience and durability of the Earth is now your own
Gravitational Space	Create fields of high gravity, allowing you to slow down your opponents, or to improve your own strength or speed training
Throbbing Pulse of the World	Control over vibrational forces, allowing a strike that can bypass most standard defenses, often targeting the target's Soul.

Lightning	
Essence of Lightning	The basics of Lightning, understanding down to a fundamental level
Judgment	Determining guilt and allowing your powers to not harm the innocent
Movement	Moving at incredible speed, as fast as lightning
Lightning Form	Charge your own body with electricity, letting you unleash raw electricity with your attacks and movements
Thunder*	Allow your actions to have an 'after effect' that target the Soul
Lightning Strike*	Attack and defend from rest instantly, not requiring you to keep your guard up to reach full velocity

Wind	
Essence of Wind	The basics of Wind, to understand down to a fundamental level
Doppleganger	Able to create clones out of Wind due to incredible speed
Sound Waves	Unleash sound waves with the movements of your weapons
Music	Hard-to-use, music-oriented attacks that damage the Soul
Wind Walking	Move fluidly like the wind, with unparalleled agility
Spatial Wind	Adjust the flow of space, restricting movement immensely
Dimensional	Allow your attacks to have an impossibly thin edge
Fast	The understanding of how to maximize speed for attacks
Slow	Make your attacks seem to be moving slower than they are

Darkness	
Essence of Darkness	The basics of Darkness, able to understand it down to a fundamental level
Shadow Doppleganger	Create clones out of darkness, allowing for a plethora of attacks
Evil	Unleash an incredible killing intent, catching foes unaware
Devour	Your attacks take the essence of your opponents, healing you
Blind*	Disguise your movements through shadows, making you hard to follow
Shadow Manipulation*	Utilize shadows of yourself and others for attack and defense

Light	
Essence of Light	The basics of Light, able to understand it down to a fundamental level
Light Speed	The understanding of movement, moving as fast as light
Light Doppleganger	Create clones out of light, allowing for bolstered soul defense
Illusion	Form illusions to confuse and disorient your opponents
Brilliance*	Unleash incredible bursts of light, for a variety of effects
Searing Sun*	Use the power of the sun and sunlight for devastating Soul attacks

Understanding of the Edicts

The Edicts differ from the Elemental Laws in that they do not hold Profound Truths. Instead, you simply further your general understanding of them, and as that understanding reaches new heights, you will grow in strength by leaps and bounds. As they do not have Profound Truths, you may follow the next Section of Rank to determine your relative strength with the Edicts, using [High Affinity] or [Exceptional Affinity] as appropriate.

Rank

Your rank determines exactly where you fall in the hierarchy of power within the planes. Saint-level, the bottom rank, are rather common in the Planes, and those who are in the middle at the Deity-level are more common than that- and often ground underfoot. Explanations are given for each level, but by taking the associated Rank for CP, you will have already attained the listed requirements, rather than need to attain them.

This section is for those who do not wish to pick out each and every Profound Truth and wish an easier (but no more costly) method for choosing. You may also Mix and Match between the Profound Truths section and this one.

Note: There are two numbers at each level- these are for [High Affinity], and [Exceptional Affinity], respectively.

Saint-Level - +50 CP / +100 CP

You've reached the top of what you thought possible, but come to find out that this is but the bottom rung in a new ladder. Your insights into the use of magic, your mageforce, and so forth, you now realize is just a small part of a greater whole. There are aspects to the element(s) you follow that you now understand are the Profound Truths, and as you begin to understand those, you will find your power growing.

Demigod - 0 CP / +50 CP

Unlike the Saint-Level, you've found now that you've mastered a single one of the Elemental Laws (More information below for those unfamiliar). Due to this, your power has increased to the point where you've attained a Divine Spark. This allows you to fuse it with your body, gaining a Divine Body which is far more powerful and resilient than your Mortal Body, but will limit you to only further train in the Laws that created the Spark. Alternatively, you may split your soul to create a Divine Clone of that Element. You can borrow power from it to strengthen your body, but it won't be as strong as directly fusing it. However, this allows your Main Body to continue training with other Laws aside from the one which granted you the Divine Spark.

God - 50 CP / 0 CP

Once you've mastered a second of the Elemental Laws (or three, if you follow the Element of Wind), your soul will have undergone a change. Your Soul (or the Soul of your Divine Clone associated with the Element) grows far more powerful than it was at the Demigod level. Of course, if you have a Divine Clone achieve this, your main body will still receive power from it, able to borrow power much as it had before.

Highgod - 250 CP / 200 CP

The penultimate step in the god level is what is often referred to as a Highgod. As a Highgod, you will have mastered all six Elemental Laws (or nine, if you follow the Element of Wind) your soul (or the Soul of your Divine Clone) once more will undergo a change, growing exponentially more powerful than it was previously as a God. You will now have access the full powers of the Elemental Laws, allowing you to use all of the laws to their fullest abilities. Of course, you can now start to Fuse the Laws, combining them in new, powerful ways.

Highgod Paragon - 650 CP / 400 CP

The highest that a Deity can attain is the fabled Highgod Paragon. The only way to reach this stage is to fuse all of the Elemental Laws together into a single Law. Each fusion of a Law adds complexity to the final, as each must be fused with every other one, meaning by the sixth (or ninth, in the case of Wind) you are fusing one Law with five (or eight) others at a single time, which can cause the process to take an exceedingly long time. Highgod Paragons are also gifted with a small portion of Will, allowing you to exert it upon the very world around you. This makes you immensely more powerful than other Highgods.

Lesser Sovereign - 1000 CP

Lesser Sovereigns are, despite being the least-powerful of the Sovereigns, exceptionally powerful. Like a Highgod Paragon they have the power of Will, save in far higher quantity, allowing them to wipe those below the Paragon level from existence with little more than a thought. However, they rarely interfere with Deities in general, instead using Emissaries (generally Highgods and Paragons) to carry their will to the Deities.

As there are a limited number of Sovereigns, by taking this, you will replace a Lesser Sovereign, for all intents and purposes *becoming* that Sovereign for the duration of your stay.

Companions

There are virtually endless numbers of Deities who are seeking to stand at the pinnacle, and due to this, finding companions is as easy as finding grains of sand in the desert.

From the Material Planes - 50 CP

These are those who had come with you in your first step to the Higher Planes. You may Import Companions for 50 CP each, or you may pay 200 CP to Import 8. Imported Companions are given an Origin and a race such as yourself, with 600 CP to spend. Any Companions who also went to *Coiling Dragon - Part One* gain an additional 150 CP to spend, for a total of 750 CP.

A Staunch Ally - 50 CP

In the Higher Planes, the sheer number of Deities makes it easy to find a companion. This allows you to make an OC companion from within the world itself. They function as an Imported Companion, gaining an Origin, a Race, and 600 CP to spend. Additionally, they get one additional Free [Exceptional Affinity] matching the Location you started in (with a free choice if you have the Free Pick option).

I've Brought an Army - 200 CP

For those who have a large quantity of allies to bring along. This counts as a Mass Import option. You may bring in as many companions as you wish, each getting an Origin and Race, but only 200 CP to spend.

Coexistence - 100 CP

Even further, the heroes of Coiling Dragon can be made your allies as well, should you wish. You will have a fateful encounter with the Canon of your choice, and their destiny will be inexorably linked with yours, allowing you to cultivate a friendship, and have them come along with you once the duration of your stay has ended, provided you've been able to convince them to accompany you on grander adventures.

Adjustments and Drawbacks

Ten Thousand Years - +0 CP

Even with his exceptional talents, Linley Baruch took ten thousand years to reach the upper limits of his potential with the Sovereign Sparks. With this, you may set the time of your stay here from ten years up to ten thousand years, should you so choose.

The Wrong Way - +100/+300 CP

Whether your face, your appearance, your manner of bearing or perhaps the words you use, you find that you tend to rub people the wrong way. As long as you are more powerful than they are, they will have to swallow their pride and deal with it, but be wary- some of them have powerful friends they can call upon if you actually do try to antagonize them! For an additional 200 CP, you can also disable your Charisma-based perks.

Easy Pickings - +100 CP [Special]

For whatever reason, Bandits seem to keep finding you whenever you travel outside of the major cities. They tend to come after you or your companions at any opportunity, seeking whatever riches you have.
Special: If you took the **Bandits!** Drawback in *Coiling Dragon - Part One*, you may gain an additional 100 CP to have all those bandits upgraded to the Deity level and create even *more* problems for you.

Poor Sense of Direction - +100 CP

These planes are *massive* and it's very easy to get turned around and lost. Unfortunately, it's even worse for you, and even walks around the city can turn into multi-day adventures.

Swindled - +100 CP

No matter how much you make sure that you're getting a good deal on something, you'll always find that you've overpaid. And not just by a small margin either. You'll end up paying severalfold for items that you feel it's a good price, no matter what bartering or charisma perks you have, and always find out later that you could have gotten it for much cheaper.

Haer...who? - +100 CP

For some reason, you're almost never in the forefront of anyone's mind when it's something that could be useful to you. If there's a special mission that you could make use of, no one bothers to tell you about it. If there's a Divine Artifact that would augment your powers? Someone else will lay claim to it without considering you for it. If you are doing something worthy of notice and claiming negative attention, this drawback will not prevent them from thinking of you- in fact, you tend to be the first person in mind.

Complacency - +200 CP

You don't need to train- heck, you're already as good as you're going to get, right? Well, you certainly feel that way. Taking the time to train feels like such a chore that the actual thought of it makes you ill, and while you can do so for a short time, you'll find that you simply *cannot* bear to do so any longer. Anything else would be better, as far as you're concerned.

Brittle Soul - +200 CP

Your Soul is unfortunately rather weak, and there's not much that can be done to strengthen it. It just doesn't seem to hold much power, and even forcing its growth through things like Golden Soul Pearls will have a negligible effect. A Soul-Protecting Artifact is needed, but you'll find that even they will fail, with Soul attacks wearing a small hole that you'll need to constantly patch- but it will never be as good as the original.

This is the Only Path - +200 CP

Did you believe that there were multiple paths to power? Not anymore, not for you. All other methods of cultivation from previous jumps and all martial arts skills are capped at the equivalent of 'Saint Level' while you remain in this Jump. Should you wish to proceed, you'll need to learn the ways of this world.

Highgod's Ire - +300/+600 CP

Either by accident or on purpose, you've offended a powerful Highgod Paragon. But as they do not wish to lose face by lowering themselves to attack you directly, they will do everything in their power to come at you from the shadows with hired mercenaries and powerful Fiends. If they fail, the Highgod Paragon will attack you themselves, and he brings an array of abilities that you've not seen nor heard of before, all which perfectly cancel out many of your own tricks, making him always a match for you.

For an additional **+300 CP**, this Highgod directly serves a Chief Sovereign, and they have taken their protege's words against you, and will take action if they are able to take notice of you. If you are not at the Sovereign Level, you can simply be removed from existence but with a thought. If you are, the Chief Sovereign is equipped with three Overgod Artifacts- and is fully capable of handling whatever talents you have.

High Aptitude, Low Progression - +300 CP

Despite your aptitude within the elements that you perceive, you find that for whatever reason, your training with them is exceptionally slow. Your bottlenecks could take dozens of centuries to get through before you finally break through, and that's just for Mastering one of the Profound Truths. Training will be agonizingly slow, and Fusing will be even more difficult.

The Godeater Rat - +400 CP

While most know of Beirut as the Godeater Rat, and there are some who know of Bebe, his grandson, none know that a third stalks the Planes. Beirut's ancestor seeks your Spark. He is incredibly powerful, so much so that most Sovereigns leave him alone for fear that he will devour their Spark. But he can tell there's something different about you, and so he will hunt you, seeking the Spark that you hold.

Orloff, Chief Sovereign of Fate - +400 CP

While the Chief Sovereign of Fate doesn't necessarily fear you, he is quite interested in all of the many techniques that you bring, and he wishes to extract, forcibly if necessary, those techniques from your blood and bone. Be wary- if you give him even a drop, he will learn what you know, and he will come after you again and again for more each time and given enough time, he *will* grow more powerful than you.

Scenarios

The following scenarios are challenges that you can undertake. They will surely test your skills to the limits, but you will gain grand rewards from the challenges that you've overcome.

Scenario One: Becoming an Asura

The Planar Mercenary groups hold the occasional recruitment mission in order to determine one's worth as a fighter. You have been tasked with climbing the ladder of the Fiend Organization (or Specter if in the Underworld, or a similarly-named group on the other Planes). The missions will be difficult and arduous, with the first, which should be a basic mission turning into something requiring the skills of a Three-Star Fiend. But with great determination and effort, you will best the others and claim your place at the top as a Seven-Star. Once there, the only place up is to defeat one of the 108 Asuras, and claim your place as one of the strongest in the Planes.

Reward: A capital city, with billions of people living within. Should you have already purchased a Prefecture, you may include the city in your Prefecture. This city will follow you in future jumps, importing as well as it can.

Scenario Two: The Four Supreme Divine Beasts

The four Supreme Divine Beasts- The Azure Dragon, the Vermillion Bird, the White Tiger and the Black Tortoise have long since been lost to this world. But you find a rift in the Chaotic Space that seems to defy time as well as space, and should you step in, you will find yourself on what seems to be a battlefield that stretches for eternity in all directions. Despite their death at the hands of the Chief Sovereign of Light, the Will of the four has lived on and coalesced here in this space, giving them new bodies. They have grown even stronger in the time since their death, and seek you as a new challenge and an exciting change in this endless battlescape. You will be challenged by each one individually, but you will find that even if you kill one, they are simply returned to life shortly thereafter as they have a bonded life force with the other three.

Once you have sparred with each one of them individually, they will attack as a group. Their strength as a unit far exceeds the sum of their parts, and their Divine Abilities combine into a single strike that can now destroy even Orloff- how will you survive?

Reward: A lesser Sovereign Spark of Fire, Earth, Water and Air. Note that you must be a Highgod of each of these Elements before you can fuse with the Sovereign Spark, and you must have gotten there under your own power- you could not have used a Highgod Spark to achieve that power.

Scenario Three: The Planar Battlefield

The Planar Wars happen once every trillion years, and you've happened to step into one. Two sides will send their Experts, from Gods and Highgods to even Paragons in order to achieve Victory. Commanders may move freely, but Soldiers are forced to follow the orders of the Commanders. If you've completed Scenario One, you may enter as a Commander, otherwise you will enter in as a Soldier. You will enter from one of the Higher Planes, and face off against another (roll on the Starting Location, above, for the type of foes you will engage with, rerolling if you roll your own Plane or the Life Realm).

The Wars last for one thousand years. You cannot enter once it starts, nor can you leave. You are bound to fight in it until it ends. Each Commander and Soldier as a badge bound to them, which determines which side you fight on. Each side will be Gold and White or Red and Black (for Commanders and Soldiers, respectively). At the end of the Planar War, with the Commanders having done their best to thin the numbers of the opposite sides, the final battle begins. Each side is originally split by Chaotic Space, which makes moving from one side to the other very difficult. The final battle opens two sets of bridges, and a slaughter of Soldiers and Commanders begins. Killing the opposite side will yield an aforementioned badge, and the number of badges from your opponents are tallied, which will determine your rewards.

Reward: A hundred Soldier badges will yield a single Drop of Sovereign's Might. Ten Commander badges will yield a Sovereign's Artifact. You may earn a maximum of one Sovereign's Artifact and ten Drops of Sovereign's Might.

Scenario Four: The Overgod's Mission

Extremely rarely, the Overgods will release a mission unto the Higher Planes. With this Mission, each will be required to gather three artifacts of immense power and when all three are gathered, they will be granted a single wish within the limits of the Overgod. It is most common that the completer of said task will ask for an Overgod Artifact, but there are other options as well, depending on which of the Four Overgods have granted the mission.

This is an incredibly dangerous thing to undertake, as all Sovereigns are hunting for the artifacts as well, and should you get in their way, they will often work together and connive to destroy you and take the artifacts for themselves. It is not for the faint of heart to attempt this, although the rewards can be very worth it.

Reward: An Overgod Artifact, or another wish of great power that the Overgod would be able to grant.

Scenario Five: Grandmist Controller

Less a scenario and more of a very strict set of requirements in order to achieve this state, this will nonetheless grant the one who manages it incredible power. Of course, achieving such a state is all-but impossible, but should you undertake the task then a powerful reward may await you.

To become a Grand Mist controller, one must train in the four key elements: Earth, Wind, Water, Fire. When you have achieved the Deity Level with one of these elements, rather than pursuing that singular element with your Material Body, you must split your Soul and create a Divine Clone. With each of these elements, you must continue the process three more times, creating a Divine Clone of each of these four elements at the Deity level.

And if you've survived this long comes the hard part- you must obtain a Sovereign Spark of each of the four key elements, and allow each one of your clones to become a Sovereign. If you do so, the four elements will mix together into a grey energy that far surpasses anything in the Coiling Dragon Universe.

Reward: Grandmist Energy, allowing you the power to Create universes.

The End

Go Home:

There is much to be learned in the Planes, and you will now take that knowledge with you back to your home. Time will resume where you had last left, and with enough power to reduce the planet to rubble in an instant, what will you do in your old home?

Stay Here:

There is more than one adventure in the Higher Planes to have. Endless opponents and new challenges, with the ability to gain power and insight without end. Surely none will seek to challenge you, allowing you to gain all the power you've ever needed through the understanding of the Profound Truths.

Move On:

You've found that this world holds little else for you, no matter how vast and how powerful the foes here might be. So you choose to move on, taking the powers you've gained into future worlds. Although the strength you've gained here is immeasurable, surely there are other, more dangerous foes to fight?

Changelog

v0.1a -
Basic, Jumpable doc completed.

v0.2a -
Updated the Artifact Options with some more effects.
Added the ‘Four Supreme Warrior Clans’ name to the ‘Four Divine Beast Clans’ perk as the requirement for the cost reduction.
Added the option to Import as one of your items for the Inanimate Origin.
Added a Scenario for the Grandmist Controller.