


The Middle Kingdom is in a period of great strife. Though the harmonious empire is one of great prosperity and peace, its emperor has fallen out of grace with the heavens. Laowai foreigners with muskets and ambition threaten to encroach upon the people's livelihood and lead the emperor away from the righteous path. With regional governors taking a blind eye to these injustices many have taken to banditry and rebellion in these desperate times.
Yet, hope still remains, for the Monks of the Order of The Peach Tree strive to preserve peace and order. Soon a pair of their rising stars, Lu Jin and their rival will set out to handle an incursion of bandits.
Not only that, but soon the Dragon Sage, who only approaches the earth every one hundred years, will descend from the Heavens, to answer the question of a worthy monk. These are interesting times my friend, and you will need this.

+ 1000 CP

## Origins

Whether you're a current member of the Order of the Peach Tree, a former member that joined the malcontents of The Middle Kingdom, or simply dropped out of the sky, you are a monk, skilled in martial and mental arts.

## Location

The Middle Kingdom is a vast and wide place, with a great variety of locales and vistas. You may freely start this jump anywhere within its confines, from the sleepy village of Kuei Xian to the bustling Imperial capital of Xiaonanhai. Perhaps you'll find yourself training in the mountain monastery that houses the Order of the Peach tree or under the tutelage of a hidden master's hermitage in the Yellow Mountains.

## Age and Gender

These may be freely chosen, for both young students and wizened old masters are known as skilled practitioners of kung fu.

## Perks

### Free

Driving Question

If you so choose, you may find yourself motivated to find the answer to a singular question. From something as ubiquitous as “How can I become the greatest warrior in the world?" to more selfless concerns like "How can the Empire return to Heaven's Favor?", a philosophical inquiry like “What is the first question” or even something as whimsical as “Why do kites fly?”, you’ll find yourself more easily driven to tasks that would aid in answering that question.

Basic Forms

It would be no good if you were a mewling neophyte or untrained peasant-turned-bandit in this world of martial arts. You are familiar with the many ways to engage in hand to hand combat with a particular speciality in one of the various styles of kung fu that bases itself upon the movements of an animal.

### 100 CP - Two are Free

Basic Magic

Manipulation of your own body and the world around you through an extensive knowledge of the energy that permeates the universe known as ki may seem like magic… because yeah, it basically is. While your skill in ki manipulation is at a novice level at best, you can still pull off quite a few impressive feats, from pumping ki into others to disrupt the flow of their energies, rendering them unconscious or using it to enhance your jumps and slow your falls and even infusing it into your weapons to guide their trajectory. Knowledge of ki also bestows upon you the ability to detect the life forces of others and thus awareness of their pressure points.

Weapon Skills

Not every warrior fights with their bare hands and feet alone. From simple fare like polearms and short swords to more complicated things like whipchains and hidden throwing daggers, you are well versed with a variety of weapons. Even mounted combat is something you’re familiar with, whether it’s striking down foes from the back of a horse or dismounting an enemy with a guan dao. It’s not just “proper” weapons you’re experienced with, as your ability to swiftly make and use improvised weapons is uncanny, whether you’re tearing up the woods to create a collection of throwing spears or using the movement of crowds to your advantage. Finally, your skill with weaponry goes beyond just using them directly in combat, whether it’s using a whipchain to recover from a fall or finding the location of a hidden scroll by sending ranged attacks at its vicinity.

Mountain Climber

The beautiful view isn't the only reason why monks often put their dwellings in high mountains. Your body is well acclimated to steep mountain trails and low oxygen environments, with both the strength and endurance to show for it. Besides the obvious advantages in combat this grants, you are also well versed in traversing rough terrain, whether it’s chasing bandits into a swamp, climbing up slippery water soaked rock walls or simply walking through rugged terrain.

An Enlightened Viewpoint
It is not solely the strength of muscle and endurance of the body that is trained in those secluded mountains. A mind that is open to the wisdom of the world and can see things others overlook is something you have honed through lengthy meditation and other exercises of the mind.
Beyond letting you puzzle through koans and other philosophical conundrums more easily than others, you find your mindset making it easier to convince and persuade others, whether they're down to earth peasants, fellow ascetics or even brutish foreigners.

**200 CP - Two are Discounted**
Imperial Grace
You are one that accumulates the favour of heaven with ease.  You hold an instinctive knowledge of what is and what is not desired by heaven and the best way to fly under the radar of any corrupt authorities who would see your attempts to right the natural order as a threat to their power. If you continue to act in ways that move the world closer to Tianxia's proper order, others who are willing to fight for the common good of the world, like the Blue Turbans, will recognise your efforts and nature, becoming your natural allies.
With enough time and effort, you could find yourself holding enough esteem with the heavens that they would allow you to depose the currently ruling Emperor, the divinely ordained Son of Heaven who was chosen to be their terrestrial conveyor of actions, and replace the current ruling dynasty with yours.

Unfoxable
When it comes to dealing with supernatural tricksters, you're always at the top of your game. No sultry damsel in distress or seductive grey fox is going to throw you off the scent with their wiles and you have a keen eye for inconsistencies and odd details, enough to let you find and tug on the loose strings of an illusion to unravel it.
Surprisingly, the deceivers you best in battles of wit will only grow to respect you and your intellect as you continue to see past their lies. Whether this respect turns into a long lasting friendship or even a romantic relationship is up to you, but it is highly probable if you choose to pursue such a thing.
Furthermore, your aptitude for not being fooled makes you pretty good at fooling people yourself. Scattering a group of bandits with nothing but a flair for dramatic dialogue and a good fog would be a piece of cake for you, as would smuggling poisoned weapons past imperial inspectors or setting up wire traps in the middle of heated combat with a peer opponent.

Poet
There is wisdom, not just in endless meditation and introspection, but in putting brush to paper and thoughts to ink. You are a skilled composer of words, capable of keeping up with legends like Li Pai in an impromptu contest of poetry. Beyond simply letting you write poems as if you have been doing such a thing all your life, you can easily weave in hidden messages in your

communiques, woo those you find romantic interest with ease and make a venerable name for yourself in polite society.
Furthermore, as you hold your brush and turn strokes of ink into fine art, you find yourself able to apply your experiences with poetry to other things. Whether it's applying calligraphy techniques to improve your close quarters combat or using your insights into the forms of nature to improve the flow of your ki, you'll find that the hours spent with a quill in your hand will only refine your strength as a warrior rather than atrophying it.

Of Fine Breeding
While there are many monks who grew up in cloistered temple walls or are of otherwise low stock, some come from renowned noble families or even the imperial dynasty. You may count yourself amongst their number and the benefits of this status, regardless of how inconsequential they may seem to a proper ascetic, are quite real. The good name of your family will engender trust from all rungs of society, with farmers willing to marry off their sons and daughters to you and regional governors making a good effort to earn your favour.
And of course, being a part of the royal family, no matter how minor, does give you a claim to stake on the imperial throne, even if it may be very weak.

**400 CP - Two are Discounted**
Dashanmen Destroyer
The Dashanmen is a trial of continuous combat, requiring the challenger to get past a veritable horde of warriors in an enclosed space and in total darkness. Yet this challenge, which separates the merely promising monks from true excellent warriors, is something that you would be able to overcome with ease.
Whether it's because of your sheer fighting prowess and combat instinct or a mind that can come up with clever strategies and utilise the Eight Trigrams to guide your movements, your opponents will find that numbers, the cover of dark and other underhanded advantages become meaningless against you.

Master Strategist
While not quite on the level of the Veiled Dragon and their peers, you are an accomplished tactician in your own right, capable of leading poorly armed and green militias to victory against foes with numerical and overwhelming technological advantages thanks to your impressive skills with improvisation. Even against other famed generals that would ordinarily crush lesser generals, you find yourself able to break through their legendary stratagems via psychological warfare, goading and distracting them to break their focus.
Finally, you find that the lessons of the Weiqi board apply just as well to the field of battle, your skill with games like Go having a positive correlation with your strategic mind.

Mind over Matter
Having delved into deeper knowledge of Ki, you now find yourself able to project yourself into the minds of others simply via eye contact. From inside, you and your opponent can engage in mental combat. Battling in a mental landscape abides by different rules than that of physical

combat: sheer force of will is capable of shifting the very “terrain” the fight takes place in and the “bodies” that clash against each other do not grow tired or exhausted, nor are either sides physical bodies at any risk of injury. Still, both skill in arms and ki manipulation remain the same as they would be in the physical world thus meaning that an opponent defeated in the mental realm would understand and accept that they would be defeated in a “real fight” as well.
Still, the true value of this technique is the ability to test, perform and execute a myriad of different styles, forms and moves with a sparring partner in a span of time equivalent to a few minutes.

Of Hermitages and Disciples
Without the wizened warriors willing to wind down their careers as wanderers following the wind from one wild encounter to the next, the world would remain without the fonts of wisdom that train and nurture the next generation of monks. There are few who could be your match as both a teacher and a recruiter of students if you were to take up the role.
Your mind is well suited at distinguishing between the students that have potential and those who do not, with your own specialities and strengths in the martial world contributing to your ability to handle your apprentices. For example, if your endurance and durability are the stuff of legends, then having prospective pupils perform gruelling and physically taxing activities before they’re allowed to have your tutelage will earn you more apprentices than if you had given them a more lenient entrance exam. But if you are one known for their kindness and enlightenment, you’ll find only the most dedicated of students will join your classes, even if you make your standards as lax as possible. And if you are a cunning strategist, then requiring those who wish to learn from you to solve a riddle will result in a student body that is both more numerous and of greater intellect than the norm.
This applies to teaching your students as well. If you are well versed in philosophical thinking and meditating on the beauty of nature, you’ll find it simple to impart knowledge of combat forms and other things via roundabout practices, like assigning them to menial tasks with hidden meanings.
Lastly, you find that training your followers and imparting your wisdom upon them, whether it’s simply teaching them the basics of arts that you have mastered or something that you have less knowledge of, you find yourself also being trained in turn, gaining sizable experience as you teach.

**600 CP - Two are Discounted**
Wandering Warrior
Your martial ability has reached the point where it would normally be relegated to folk legends and tavern tall tales. Whether you have cultivated a reputation as an immortal that wanders the earth, challenging and crushing dojos in search of a worthy foe or not, there’s no doubt that both your skills and physique are pushing the limits of human capabilities. The strength of your blows can go toe to toe with the inhuman physicality of the Yaoguai, monsters that are usually disgraced celestial beings or malicious animal spirits, with powerful chimeric bodies to match.

It isn't just your strength that has been honed, your reflexes and speed are also off the charts. You can dodge musket fire with ease and closing the gap between you and the gunman who just fired that shot before they can react would be no trouble either.
Finally, your mind is filled with a vast array of lethal techniques and killer moves, with the corresponding muscle memory. Put simply, anyone who is within striking distance of your limbs has quite likely forfeited their own lives, for your blows land with enough precision to instantly kill a man.

Mastery of Chi
Elegant controlled flight and the ability to run across the top of a bamboo forest or the length of a war lance as if they were paved roads. Waves of energy projected from your hands that even a kung fu master would find pressed to avoid and throwing solid balls of ki that can neutralise armoured opponents with upon contact. Your proficiency with Ki has reached the point where these supernatural techniques can be used without any particular effort, becoming a part of your standard repertoire of moves.
While that by itself is an accomplishment few others have achieved, it is not the limit of your ability to harness the energies of the universe. Your ability to read omens and divine knowledge from oracle bones has reached its zenith, it is practically impossible to miss opportunities now. Finally, with the aid of highly elaborate ritual preparation and lesser practitioners of ki, you may bring to heel the very forces of nature themselves, unleashing mighty gales and turning campfires into blazing infernos capable of consuming forests. This control of the elements means you could easily rout an army in a single day.

Iron Will
To compare yourself to tempered steel would be underselling your qualities. Your body and mind have been hardened to a truly absurd point and you are a master of defensive techniques and forms. Even if the ground below you violently shifts and gives way or your foe unleashes a truly frightful flurry of blows, you will not be moved from your position unless you choose to. And those who persist in their futile attacks will find their strength falling to attrition, leaving you with a slow but sure road to victory. This doesn't merely apply to just physical matters, for if you were to be placed in a contest of wills, your sheer stubbornness could overcome the technique of a master.
Even when facing blows that no man could reasonably survive head on, you have an impeccable knack to roll with the punches. From turning normally deadly gunshot wounds into ineffectual grazes or twisting your body mid-air to completely negate the damage of a fall, this ability to seemingly shrug off all sorts of mortal wounds and continue to steadily advance towards them is sure to unnerve even the most steeled of opponents.
This unending tenacity is not limited to yourself, for your mere presence in a besieged fortress could mean the difference between it falling to sustained cannon fire and successfully repelling an invading army.

Supreme Excellence
… is not the ability to succeed in every conflict in your path. Instead it is to win without fighting. Whether you act as a diplomat defusing violence through soft words or a trickster that can bluff strength when weak and feign weakness when strong, you are a master of the subtle art of manipulation and deception.
Even if conflict can not be entirely avoided, you find yourself more easily coming up with and executing “efficient solutions”. From leading a small contingent of troops to poison your enemy’s water supply and sabotaging their weapons before facing them on the field of combat or envenoming weapons in a way that outside observers will find impossible to detect, these actions will not exactly be well regarded by anyone who values honour, but even the most uptight monk will be unable to deny their effectiveness.
This knack for thinking up and performing these clever manoeuvres applies to personal combat too, you may not be as physically or magically capable as your peers, but being able to slip into their blindspots or reflect their more powerful blows among other things means that you’re certainly not any worse off.

**800 CP - Only one can be chosen**
Unparalleled Warrior
To call you the greatest warrior to walk the Earth would be no exaggeration. The doors of the universe have been opened for you and now your body now subsists on the very energies of the cosmos, meaning you have become ageless and no longer require sleep or sustenance. Ýour mind now hold knowledge of both ki manipulation and martial arts that lie far beyond mortal ken, and it continues to expand and learn more, creating new techniques and refining your already existing ones.
Through your sheer fighting prowess; you could single-handedly defeat all the foreigners plaguing the Middle Kingdom or even take the throne for yourself through sheer force of will. Even if you aren’t a member of the imperial dynasty, you could single handedly plunge the land into an era of warring states, use the violence as a crucible to reforge the country stronger than before and expand its borders to the point that the sun will not set on it anymore.

Tianxia Restored
You are truly heaven’s favoured child. With every decision you make, every action you take, the world and its denizens moves closer to heaven’s favour. Whatever path you may pursue in your life, you’ll find yourself automatically restoring the good and proper order of the universe. And as a form of repaying your deeds in upholding the harmony of heaven, you’ll find yourself blessed by them in turn.
You may choose a role to play in the world, a job or profession that grants you great sway in the society of mortals, whether it is as simple as being the liaison between the order of monks and the emperor, a general in the ranks of the imperial army or something more sophisticated, like a scholar respected enough to be sought out by the emperor for counsel or even the foremost imperial advisor. Whatever the role is, you find yourself aided by the heavens themselves as they improve and strengthen you, making it so that you are obviously the best pick for what your

job is. This mandate of heaven could even make it so that you rule as the Emperor of the MIddle Kingdom, even if you were of a lowborn family.

Overflowing Wisdom
You have persevered greatly in the search of knowledge and in doing so, have made a great revelation. Much wisdom can be gathered in not only receiving answers but in the simple act of asking questions. This paradigm shift in how you gather information has turned you into a font of wisdom that is not merely bursting at the seams but overrunning with the truths of the universe. From the knowledge of secret martial techniques, to an instinctual awareness of how the natural order of reality enforces the concept of Tianxia or methods of harnessing Ki in ways human practitioners could only dream of, the intelligence you could accumulate would be able to match the Dragon Sage in time.

Heavenly Kite
While the true reason why these wavy pieces of silk and paper reach into the sky may remain a mystery for the world, you are a devoted master of kite making. With intricate calligraphy on both sides, the kites you fly present a message to both heavens above and the terrestrial world below, one that is heard by both planes of existence, making it possible for you to restore tianxia simply by sending up kites with symbols of unity into the air.
While others may deem you a fool for wasting your time and energy with such seemingly trivial pursuits, you have stumbled upon a piece of enlightenment from this effort. Your body is now infused with divine energy and with its aid you can fly above the world, no longer bound by the laws of heaven and earth and capable of traversing the starry void that lies beyond the gates of heaven.
The true boon of your kite fixation is not the ability to achieve spaceflight solely with the body of a human, but the knowledge that there is no such thing as a wasted pursuit. Pursue other such “minor arts” with the same dogged dedication and other ways of harnessing the divine energy that permeates your body will come to you.

**Items - You have a 300 CP stipend to spend on items only. One 50 CP item is free.**
Trinkets of the Celestial Throne - 50 CP
Coins holding the imperial seal, small ornamental daggers of the finest make and perhaps even a masterwork blade, designed to be used alongside the Celestial Sword Style of the Imperial Family, you’ve plundered quite the pile from the Imperial Treasury. Whether this is simply your allowance as a member of the imperial family or something you acquired through more illicit means, few will question how you acquired all these goods and most will instead simply accept the status and legitimacy these provide you. Simply raising the ornate yet battle ready blade will inspire warriors who are loyal to the Emperor and gifting away the various other baubles and accessories present in this treasury will simultaneously present you as having wealth and good intention.

Red Hare - 50 CP
This is a fine mount, a mighty warhorse bred for combat. The sheer pedigree of your mount makes it so that, even if you aren't actually a part of a renowned noble family with a dedicated style of martial arts for horseback combat, you project an aura of honour and respectability. Were you to ride to reinforce allies already engaged in a prolonged melee, all but the most unflappable warriors would be filled with resolve and have their morale be lifted. Furthermore, your mount is fitted with some of the finest horse equipment available to the Middle Kingdom and comes with a mighty fine cavalry sabre for you to cut down your foes with or a Ji polearm to fight other mounted soldiers with.

Wanderer's Armaments - 50 CP
A worn yet still sturdy polearm, drab robes that still remain comfortable after years of wear and tear and a veritable arsenal of other weapons. This set of equipment is proof of a long journey as a travelling warrior, and those who gaze upon your garb will see an experienced warrior, a visage that reassures allies and strikes fear into your foes.

Kites! - 50 CP
An infinite supply of kites. Beyond being endlessly fun to let into the air and making you very popular whenever a festival rolls around, they are excellent for improving your knowledge of magic and other spiritual matters. Whether the way they soar in the sky inspires you to improve your own ki-powered flight or you use them to aid your efforts in divination by seeing which way the wind blows, they act as excellent aids for anyone on the quest to improve their understanding of the universe.

Simple Clay - 50 CP
Moulded into the shape of a bowl, it is most useful when empty, no? Beyond illustrating a philosophical point of Taoism, this bowl is surprisingly attuned to aiding and improving your growth physically and with martial arts skill. Food and drink that is held in the bowl becomes more nourishing and palatable, when it is filled with weights for the sake of strength training it becomes heavier than it should be. Finally, when it is filled with clear water, martial forms and moves become easier to visualise and focus upon, improving your ability to master and remember these techniques.

Arena - 200 CP
Located near the Imperial Capital or another place with access to the public masses, this venue of combat holds a grand appearance and is large enough for mounted combat to be held in its confines. Well stocked for all sorts of combat and able to host a large audience, this arena provides an air of legitimacy to the conflicts fought in it. Whether the contestants are fighting for their freedom as prisoners or to push a political agenda, the results of any trial by combat that occurs here will become easier for the general populace as well as any important spectators to accept.

Place of Learning - 200 CP
It is the destiny of many monks to settle down from their wanderings and begin teaching the ways of martial arts to the masses. You join the ranks of these teachers and have found your own little school to pass your knowledge on from.
See the School Builder segment for more details.

Turbanned Rebellion - 400 CP
It is in times of turmoil like this, where the government is impotent and the injustice is great, that the people gather in number and form a righteous army. This congregation of people, though poorly trained and ill-equipped, has both great numbers and zeal in their purpose. Furthermore, they are skilled at laying low and not being rooted out by the government. Beyond an endless devotion to drive out the foreigners (or whatever other purpose you choose for them to have), they are excellent disciples for martial arts.

Personal Fief - 400 CP
Most auspicious congratulations upon you Jumper, you're now officially a governor of an entire province. Beyond the privilege of being in charge of scores of citizenry and practically unchallenged legal authority over all of them, you hold a sizably prestigious position in the Imperial Court, allowing you to more easily curry and access favours with the institution. In future worlds, this position will grant you similarly high status.

**School Builder**
While there are more than a few monks who go around teaching their ways, no two schools are the same. Define your own with these.

\+ 1000 SP

SP transfer - 50 CP per 50 SP
CP may be transferred to SP at a 1:1 ratio but not vice versa.

Size - Choose one of the following options.
Minuscule + 200 SP
Yours is a place of learning that is capable of only holding a handful of people, akin to a small cabin suited for solitary dwelling. Teaching more than one student will be a struggle.

Moderate - Free
Your place of learning, while modest in size, certainly isn't cramped. Equivalent to a luxury villa, it is capable of hosting a double digit number of students.

Large - 200 SP
A grand monastery is what you now preside over. Comparable to a fortress, it is able to hold a host of hundreds with ease.

Devotion - Choose one of the following options.
Without Honour + 200 SP
Your student body consists of depraved bandits, the dregs of society and even foreigners. Though they are by no means unmotivated students, they will undoubtedly bring shame to you in front of others and will be lacking in loyalty and discipline.

Unwritten Page - Free
What you see is what you get. Your disciples are extraordinarily average, showing you the appropriate respect for their instructor but nothing more. To incite truly dramatic action from them will require your own charisma or strength of character to be used.

Your Own Beloved Children - 200 SP
Your pupils truly revere you, holding exceptional loyalty. This shared fidelity binds them together, mending over rifts caused by rivalries and differences, effectively forming a found family. Every single one of them would be willing to march into deadly battles at your command.

Reputation - Choose one of the following options
House of Ill-Repute + 200 SP
While you have not yet officially been stripped of your position as a teacher in a challenge of skill, you and your school have a reputation, well deserved or not, of defeat and failure. Only the desperate or foolish will willingly send their children to train here, and wandering challengers will consider you an easy mark to humiliate in battle.

Blank Slate - Free
With neither any grace nor dishonour to its name, your school is neither weighed down nor elevated by expectation. This school's name will depend on your own merit as a teacher and a promoter.

Exalted in Name and History - 300 SP
Yours is an academy that is held in high esteem, with an impressive legacy behind it. Such is its name that even a decadent and ineffectual imperial court may intervene in your favour if your school is under threat. Other schools and masters of kung fu will know yours as a place to hold in high regard, even sending some of their most promising students your way.

Knowledge of Styles
While you may certainly teach and learn styles from outside this section, purchasing them here will determine what your students (and fellow teachers) will intrinsically understand from the start.

Shorinji - Free
The fundamental, perhaps most ubiquitous style known to monkind. Shorinji is a balanced mix of strikes, joint locks and grappling, combined with a repertoire of mental techniques and practices to aid in the pursuit of enlightenment.

In summary, it is an excellent foundational base to expand upon.

The Six Fundamentals - Free
Tiger, Leopard, Crane, Snake, Dragon Styles and Buddha nature, some of the most quintessential forms of Kung Fu, are all known and taught within your school.
Tiger Style is filled with strength and aggression like the animal it is named after, utilising slashing claws and palm heel strikes. A brutal direct style, it leaves little room for the use of complex stratagems.
Leopard Style's pounces and rapid strikes draw upon its user's tenacity, overwhelming foes with neither particularly strong technique or power but unrelenting attacks that connect even as the user suffers blows themself.
Crane Style, focuses on footwork, kicks and graceful wing strikes, granting its users the same agility as its namesake waterfowl.
Snake Style, mystic and conniving, uses hypnotic movements, dodges and knowledge of pressure points combined with precise finger strikes. Of the styles here, it provides the user the greatest knowledge of Ki.
Dragon Style is deceptive, making use of flashy feints and distractions, alongside sweeps and eye strikes putting its user on the path to victory with least resistance. A good head for tactics and clever tricks is more important than strength of body or knowledge of technique when using this style.
Finally, while Buddha style is one that is least suited to combat, focusing on redirection of oncoming attacks and gentle sleeper holds, practitioners of the style find themselves achieving greater levels of enlightenment compared to other styles.
Most monks will usually either focus on a mastery of a single style, or have one as a primary and another as a secondary, though this generalisation does not account for overachievers and geniuses alike.

Wuxia - 200 SP
There is more to combat than what can be learned in the hallowed halls of temples, something a good deal of your students are aware of. Many of them are now wandering youxia that have settled down to learn, bringing with them their own experiences and skills to the table, providing your student body with a practical edge when it comes to combat with weapons, encompassing a veritable gauntlet of variety.

Noble Inheritances - 200 SP
The aristocracy of the Middle Kingdom may seem detached from the pursuit of improving their kung fu, but many noble houses have developed their own unique style.
These styles are not ceremonial and are more effective than you may think. though they often specialise in armed combat, and the expensive denominations at that, like horseback warfare.
Furthermore, the fact that a decent portion of your students are, if not scions, members of respected highborn clans is sure to bring a degree of class and distinction to your school..

Xian - 300 SP
The ways of the Xian are poorly understood and often misnamed as “magic”. Yet in spite of the stigma surrounding their ways, many of your disciples have become experts in the fine art of ki manipulation, providing them with an excellent foundation for more intellectual means of fighting.

Imperial Styles - 300 SP
As noble houses have their own codified and exclusive styles of fighting, so too does the Imperial dynasty. While these styles may not be the best in terms of actual combat, any denizen of the Middle Kingdom would find their morale buoying at the sight of one of the imperial family fighting alongside them. Plus, the presence of a plurality of imperial progeny will potentially provide powerful opportunities for you, or at least plentiful prestige.

Features
Verdancy - 50 SP
Your place of learning is filled with the bounty and beauty of nature, both serving as a means to improve its aesthetic qualities and provide practical benefits too, whether the plants can be harvested for medical ointment or picked for nutritious fruit. After all, even the mere act of maintaining a garden can serve as training for initiates.
Furthemore, as the prestige and legend surrounding you and your teachings grows, so too will the stature of your flora, both literally and metaphorically. Indeed, The Order of the Peach Tree is named after the seemingly immortal peach tree that it keeps in its monastery, with both its peaches and cuttings acting as prestigious gifts.

Tea Room - 50 SP
Martial arts entails more than mere training of the body and rote memorisation of forms and techniques. This simple yet elegant room is filled with a nigh endless set of ceramics, perfectly suited for the act of brewing, mixing and drinking tea. Beyond providing a preternatural sense of serenity to almost every action taken in this room, the pots within it never seem to run out of your favourite brew of tea.

Pools of Reflection - 100 SP
Present throughout your school are these bodies of water. Exceptionally reflective, acting as practically perfect mirrors, they are well suited as aides for those who seek to meditate and contemplate, aiding in improving both wisdom and the strength of Ki.
Furthermore, your school will never lack water in general.

Chambers of Dark and Silence - 100 SP
Rendering oneself intentionally insensate may seem like an odd thing to do but much enlightenment may be gleaned in a room without sound nor light nor any other distractions. Furthermore, it is within this room that one may truly learn to fight blind, the pitch black darkness within combined with its size permitting for a truly challenging Dashamen.

Armoury - 200/300 SP
Not every monk fights with an open palm or clenched fist. And you have provided well for those who would take arms to achieve martial excellence, this room is filled with enough armaments to ensure that every single one of your students has their need for a weapon fulfilled, whether it's a simple wooden staff or a sturdy pole arm or an intricate pair of deer daggers. Not only that, but both the necessary tools for maintenance, along with dulled practice versions of the weapons present in this arsenal are
For an additional 100 SP, the Armoury will acquire a dedicated space for bows and arrows only, with enough storage room to keep a stockpile that's certain to last long enough for your school to withstand a siege.

Library - 200/300 SP
Filled with scrolls of all sorts, containing vast depths of knowledge of martial arts, enlightenment and whatever else you deem necessary to teach your students this place will be a fine addition to your school.
For an additional 100 SP, the library will come with a Golden Scroll. Held in a rather durable waterproof bamboo casing, its ancient appearance holds a great deal of mystique, making it an excellent tool to impart philosophical lessons about self-worth and the absence of secret techniques when the scroll is blank.
Yet, the scroll is also capable of being incredibly information dense as its billowing length could hold generations worth of martials technique, both in image and written instruction. Were you to say, have the scroll hidden behind a test only the discerning could pass, you could accumulate an ever growing list of curated moves and techniques, held in one singular scroll. The scroll case even has a hidden compartment containing a brush and replenishing supply of ink.
Or you could have it do both by leaving it partially empty.

Servants Quarter - 200 SP
It takes much manpower to handle the maintenance and upkeep of any sufficiently prestigious academy of kung fu, and at some point, simply having the rookie students handle those jobs becomes impractical. This is where this sub-residence, located on the outskirts of your school proper will come to play. Filled with a sizable number of servants and other menial workers, they will tirelessly work in various capacities, letting your monks to focus solely on their studies.

Attendant Medicants - 200 SP Requires Servants Quarters.
There are many ways for an aspiring learner of kung fu to find themselves with great bodily harm done to their personage. From sparring gone wrong, to failure to overcome a test or even simple overexertion may inflict wounds and damage on people, whether they be student or master.
These healers, dressed in cleanly robes, are well armed with both medical knowledge and tools, alleviating the wounds of those you wish to be healed. Furthermore, their mere presence, one that holds a certain degree of grace and elegance, is capable of the soothing wounded prides and discordant hearts that lead to needless fights and rivalries just as well as they can heal physical injuries.

Assistant Teachers - 200 SP - Free with Large Size
As mighty and knowledgeable a kung fu warrior you may be, there are times where you may be unable to teach your students or are simply unable to cope with the number of students you need to pay attention to. Thus, this cohort of masters and adepts, well versed in the ways purchased in the Knowledge of Styles section, is present to teach your students, act as sparring partners and perform other necessary duties. Though they may not quite be on your level of skill, they are excellent teachers nonetheless, capable of both swiftly bringing neophytes to acceptable degrees of proficiency and handling large classes alike.

Peasant Connections - 200 SP Discounted with Farmer's Child
Your school is well connected with members of the lower classes. Peasant farmers may entrust their children to your monastery, carrying with them earnest hearts and hard working bodies. Spare grain may be donated to your school's stores and in general, you'll find that your school is well integrated and beloved by rural communities, wherever you go.

Rebel Connections - 300 SP Free with Turbanned Rebellion, Discounted with Rebel Prince(ss)
Your school has much sway with the dispossessed and downright insurgent elements of society. Whether they're known as righteous armies, resistance groups or bandits, these groups will consider your school allies, providing you with a steady stream of roguish yet resilient students. Willing to come to your aid in times of need, their forces are skilled in asymmetric, guerilla warfare against technologically superior foes, capable of miring your foes in marshes and forests with devious traps.

Noble Connections - 300 SP Free with Personal Fief, Discounted with Noble's Spare
Your school has garnered ties with the upper echelons of society. Families of high birth are very willing to send their children to learn at your school, their patronage allowing for luxuries and skilled servants to make life much easier. Other benefits that may come of this relationship include gifts of truly fine warhorses and in times of trouble, you need only ask, and units of cavalry and shock infantry will arrive to reinforce your position in battle.

Wild Terrain - 300 SP
Mountains to conquer, forests to traverse and rivers to swim in, the Middle Kingdom is filled with a great variety of environments. Your school is located near or perhaps even built upon these features of land.
Not only will this make your position naturally defensible but it will also provide excellent opportunities for training you and your students, whether it's by improving endurance by climbing to the snow capped peak of a mountain, meditation and introspection via a chilly waterfall, teaching your students how to swiftly and silently navigate through a bamboo forest or make their way through a valley obscured entirely to eyesight by a impossibly thick fog.

Trials - 300 SP
Much learning can be conducted through dialogue of words and fist between teacher and student, but sometimes it is necessary to pose them with a wall. A wall they will need to overcome, to break through in order to achieve even greater heights, distinguishing trainees from fully fledged monks.
Whether you have a menagerie of beasts to unleash upon your students, burning coals to overcome or a conundrum that is more philosophical in nature, the challenges these trials pose will only serve to strengthen your disciples.

Size Bending - 300 SP
Time and space seem relative in your school, its internal dimensions being bigger than what should be possible based on the view from the outside. A small mountain hut that barely seems big enough to house a single room may turn out to be large enough to hold multiple, for instance.

Honoured Peers - 300 SP
Roaming across the Middle Kingdom are many wandering warriors, attached to nothing but the ground their feet touch. Yet at times, these seasoned fighters, often considered legends in their own right, may find themselves at your school, both honing and sharing their impressive skills. Though their presence at your school will not be consistent, they are certainly willing to lend a hand outside of just teaching and follow you into battle. Plus, they make for excellent sparring partners.

Spectral Sifus - 300 SP
These apparitions of the past can do very little to affect the physical world, being ghosts after all, but the knowledge they can impart is truly invaluable. Not limited to just martial arts, they all hold truly legendary prowess in whatever their field of expertise may be, which encompasses a truly excellent variety ranging from poetry to military strategy.

## Companions

Import/Create - 50/200 CP
Induct your past friends into the martial world or find new companions. 50 CP for one companion with 700 CP and the usual perk discounts and item stipend, 200 CP for eight companions with the same.

Canon Companion - 100 CP
If you can convince them to come along, then you can bring as many people as you wish along with you.

Farmer’s Child - 50/100 CP
Whether they have the rural beauty only a farmer’s daughter could have, or the broad shoulders of a son, they make for an excellent housekeeper or spouse. Beyond a charming, if rustic sense of humour, the strength they have obtained from long days on the field means that they have a

remarkable amount of potential when it comes to martial arts, especially if you were to teach them.
For an additional 50 CP, they will have achieved an adept's understanding of kung fu, with a particular specialisation in an animal style of your choice.

Rebel Prince(ss) - 100/200 CP
Dedicated and focused on the goal of expelling the foreigners and fighting for the downtrodden peasants of the Middle Kingdom, this young warrior is the child of a rebel group leader.
The scars on their battleworn body only enhance their attractiveness and while they lack the mindset to properly appreciate philosophy, they are a spirited dancer and poet nonetheless, holding a silent strength that can uplift any lonely spirit. Furthermore, they're an extraordinarily pragmatic sort, willing to entertain and adapt to all manner of supernatural tomfoolery if it may help them in the long run.
In future worlds, they will find it easy to find contacts and make ties with rebels and insurgencies.
For an additional 100 CP, they will have learned the basics of Xian style, which coupled together with their guerilla experiences has created the foundations of a variant of the style that is particularly effective against gunpowder wielders.

Noble's Spare - 100/200 CP
This elegant and refined person is the second or perhaps third offspring of a noble of some import. With skin like porcelain and dignified manners, they are beautiful in the ways that the rich can afford to be and make for a model housekeeper or spouse. Still, they're more than just a pretty face, coming with a sizable number of connections to the Imperial Court in Xiaonanhai or similarly prestigious places in future jumps. While sheltered thanks to their upbringing, they aren't without any useful skills, though their education primarily focused on more scholarly pursuits.
For an additional 100 CP, that no longer is the case, as they come with a mastery of their house's martial art's style, the details of which you may decide, along with the resplendent set of equipment needed to put it into use.

Huli Jing - 200 CP
Fox spirits are endemic to the Middle Kingdom, often hiding out in woods and other places of wilderness to trick travellers, their favourite prey being errant monks. To aid in their mischief and schemes, they hold shapeshifting powers that allow them to take on all sorts of forms along with powerful illusory abilities which allow them to send hapless fools into their foxhole, a hallucinatory realm of endless pleasure. They also possess a curious knack that lets them reduce the size of large inanimate objects.
This spirit has found a particular interest in you, and is willing to accompany and support you across your journeys, their schemes and mischief mostly relegated to finding you love. Though they certainly wouldn't pass up the chance to take you for themselves. Regardless, their bevy of skills, particularly in medicine, and cunning wit is sure to serve you well.

## Drawbacks

Well-Rested + 100 CP

Many monks rise at the crack of dawn, ready to condition their body to reach greater heights and face the day ahead of them. But not you. You are one that needs a good sleep, preferably in comfortable beddings. This means that, while your skill in fighting or enlightened knowledge may be truly excellent, the tenacity of your body will be lacking.

Easily Lead Around + 100 CP

While monks do not need to lead a life of total asceticism, they are still expected to uphold a certain degree of chastity. You, on the other hand, have given up any such notions, as you find your resolve constantly tested by any pretty face that comes your way.
The Huli Jing of the Middle Kingdom are bound to have a field day with you.

Middle Aged Housewife Syndrome + 100 CP

I think you might be a bit too invested in romantic drama. As a relentless gossip, you can't help but arrange your acquaintances into relationships, forging letters and inviting them to social gatherings whether they want it or not.
While some may appreciate the mischief and amusement your scheming brings, others will undoubtedly be put off by it, and all these schemes are sure to eat into the time you could spend being productive.

Ostrich Style Enlightenment + 100 CP

Heaven is high and your thoughts are far away. A distinct sense of cloistered apathy, one that many other monks share, has settled upon your mind. More often than not, if given the choice between further "enlightened" seclusion and doing something about the plight of the peasantry, you will continue to be content in blindly believing in the Emperor's infallibility.
It seems the task of restoring Tianxia will have to fall to someone else.

Unbecoming Arrogance + 200 CP

There is a certain image monks possess, of being serene, graceful and enlightened beings that are above the petty rivalries and squabbling the regular folk have. Yours is a personality that utterly shatters this conception. You would soon rather deliver a surprise neck blow to a fellow monk than engage in a reasonable argument with them, and if a surrendered peasant combatant were to find themself in your custody, they would be killed upon the first sight of perceived insolence.

Crane Master + 200 CP

Whenever you find yourself in a fight that's big enough to be called a proper battle, with armed forces on both sides, you will find yourself accompanied by this monk, a master of the Crane Style. Yet their presence might be more of a hindrance than help, for they are utterly incapable of judging the course of an engagement, calling for retreats and withdrawals when the fight seems to be lost. Invariably, their loud calls for retreat will cause your comrades to run away,

disorganised at that too, turning a potentially salvageable situation into a rout. Thankfully, it seems as though you are immune to this effect.
To cap it all off, this so-called master contributes nothing to these fights and is seemingly only good at surviving and running to hamper you another day.

Chains of Duty and Honour + 200 CP
Interesting times are ahead of you, as it seems that you are continually drawn into conflicts, missions and other tasks that are impressed upon you.
Governors thinking you to be their best bet at suppressing banditry, rebels asking for your aid against foreign incursions and even summons from the Imperial Court itself, whether it's your own sense of obligation or simply bad luck, you find yourself unable to turn them down. Beyond plunging you into potentially dangerous situations on a regular basis, you'll find that there will be very little time for you to engage in honing your own craft or enjoying seclusion.

Imbalanced Learning + 200 CP
Gains and losses seem to be two sides of the same coin for you. Whenever you expand your fighting techniques your mastery of chi will be dulled in turn. Pursuing knowledge will atrophy your body far more than it reasonably should. It seems that any attempt to improve in one aspect of yourself will only lead to decay in another, opposed aspect. While you may choose to balance your studies in a way that prevents any degradation, it will mean that your skills will advance slower than they would normally.

Dishonoured + 300 CP
Whether through your actions or your appearance, yours is a personage that is deemed to lack a single ounce of honour, something even the most remote peasant in a farming village would be able to grasp with a single glance of your visage.
While some in the upper strata of The Middle Kingdom may tolerate you if you prove to be sufficiently profitable, know that no one will trust you any further than they can throw you.

Style Defender + 300 CP Requires School
It seems as if your school, no matter how small or well concealed it may be, has a "kick me" note stuck on its back. Challengers will arrive, and they won't stop no matter how many of them you defeat. And these challengers will be some of the most skilled warriors known to the Middle Kingdom, determined to seize your school away from you or otherwise render you permanently incapable of teaching.

True Outlaw + 300 CP
With as ineffectual and detached the Imperial Government is, few would expect them to be able to devote this much effort and political capital to a single person. Yet, here you are, declared a heinous outlaw with the full force of The Middle Kingdom's legitimate society against you. From legions of soldiers mounted on horseback to monks requested to join the manhunt against you, expect to be harried throughout the entire nation by truly skilled foes.

Heaven’s Fall + 300 CP
While the Middle Kingdom was already in ailing condition, it seems your arrival has only accelerated its fall. Rivers begin to unleash catastrophic floods, Yaoguai descend from the heavens in increasingly deadly numbers and the empire teeters on the brink of collapsing into bloody civil war.

**End Choice (of Kung Fu)**

Return (Go Home)

Remain Under Heaven (Stay)

Continue on the Path (Next Jump)

## Notes

The source material of the jump.
https://www.choiceofgames.com/kung-fu
You may decide to have a different role to be boosted by Tianxia Restored in future jumps.

Many thanks to Ricrod and the fine fellows of the IRC for their support.

## Changelog

0.1
Jump released.