

I'm Actually A Cultivation Bigshot

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Synopsis

Li Nianfan, proud transmigrator from a modern Earth, found himself in a world of Immortal Cultivation. As a generic protagonist of this genre of literature, he is bound to a System on arrival. The Saint System, the path to immortality and godhood, the Gold Finger, the amazing, incredible, awesome, ***Supreme-***

[The test result showed the Cultivator is now perfect, the System has no other teaching to offer, thus System disarmed. Goodbye.]

-eh? (;° ロ°)

Five years after his arrival in this new world, the quests and tests of the Saint System came to an abrupt end as its purpose was fulfilled: creating a Saint. Five measly years, and Li Nianfan had Saint level skills in language, math, chemistry, physics, poem writing, drawing, art, architecture, chess, farming, engineering, and many more fields besides.

However, he never spent any time Cultivating.

Thus, convinced of his own mediocrity in this world of immortal cultivation, dreading the moment he would have to fight off overpowered psychopaths with his musical or medical skills, and fearing for his ability to survive in this world, Li Nianfan hid himself away and became a hermit on a mountain. Thankfully, the quest rewards from the system made his life easy and comfortable as he lacked nothing from food to a home. He expected to have the chance to live his days out peacefully in his own little slice of heaven… until one day, the Cultivators came to him.

Hey! These guys really aren't that bad after all, they're so friendly and generous!

Summary

Of course, the reality is that this is all a big misunderstanding. Li Nianfan is not aware that there are far more paths to godhood in this world than Immortal Cultivation, becoming a Saint being one of many. However, unlike Qi, Sainthood cannot so easily be felt by others.

As such, due to his impossibly good skills in just about all mundane fields that do not involve combat, Li Nianfan appears to the strong of this world as a perfectly normal human capable of miracles. He casually cultivates godly herbs, his tap water is full of immortal Qi, he can reattach lost limbs with sutures, his food causes enlightenment, he warms his house with immortal tree wood, and gods pretend to be garden pests in his backyard just for the chance to live near him and benefit from the scraps!

Suffice to say, the people of the world do not want to piss off Li Nianfan. In fact, they would much rather give him their godly artifacts as gifts for the chance to gain his blessings and earn his wisdom, all the while misinterpreting his every word in the most amusing yet effective ways.

In the meantime, Li Nianfan is happy to have transmigrated in a Cultivation world where the people are so generous, polite, and respectful. He lives his life leisurely, one unexplainable miracle at a time, creating more and more misunderstandings… until one day, ***he finds out***.

This is your story now, Jumper. Take these **1000 Cultivation Points (CP)**, and prepare yourself for this world. After all, humorous story or not, this is still a World of Cultivation. There you will stay for **10 years**.

Background

You will find no Origin here. Feel free to decide on your own background, but be warned: just this once, the Heavens will be fair. The more natural advantages your chosen background brings you, the more it will restrict you in some way.

Of course, a drop-in would be completely free of obligations.

Age and Sex

There is no age limit to being murdered by beasts, being turned into alchemical ingredients by Demonic Cultivators, or being preyed on by young masters, dear Jumper. In fact, when a talented teenager can bring down buildings with a wave of a hand, you could say that most people will not care what your age or sex is.

…At least, no one important. Most mortals probably ascribe to medieval standards, while the Saint Li Nianfan still has some modern sensibilities, but no one with an ounce of Qi will care what your physical appearance is like. Only if you can pose a threat to them or not.

As such, feel free to mold the perfect body for yourself, Jumper. Age, sex, height, the color of your skin, hair, and eye, the length of your ears… Why, if you have some demonic beast ancestry, why not add in a few scales and some fur while you're at it?

Location

Choose your location freely. Each one comes with caveats.

Under The Heavens - Mortal Realm

The Mortal Realm. The most populated land in this setting. It is where our story starts, and where it will remain for quite a while.

The whole realm is permeated by a dense cloud of Qi, an energy that can be taken in by the locals and used to elevate themselves further, ascending higher on the Path to Immortality.

…Unfortunately, that Path has long since been closed. The truth is, all of the Qi in this world comes from the Immortal realm, being spread out and diluted on arrival.

As the Mortal Realm is not the source of it and the Bridge is broken, Qi is a finite resource constantly dwindling in quantity. The more years go by, the more powerful old monsters grow, the more Cultivators are born, the more Qi thins out in the Mortal Realm.

Soon, the Bridge will be repaired through the unconscious actions of a certain Saint, and plenty of immortals will be born once again as Qi throughout the world sees a massive surge in density and quantity.

Until that happens though, you will live here under the Heavens' watchful eye, alongside mortals, demonic beasts, and the one local anomaly. Still, this is a big, wide world, dear Jumper, full of wondrous natural artifacts and hidden ancient inheritances. Perhaps you should set off and explore a bit?

Beyond The Bridge - Immortal Realm

You have taken a step beyond the Bridge, something no mortal has done in thousands of years. Or perhaps you always were there, on the other side?

Regardless, you stand in the Immortal Realm. Fantastical beings and equally fantastical wonders of nature litter this fantastical place. Everyone, every*thing*, is a Cultivator here. This is a consequence of the omnipresent Immortal Qi, its quality and power far greater than mortal Qi can ever hope to achieve, blanketing the entire realm.

This is not all sunshine and rainbows, however. After all, this is a land full of Cultivators. Cows can crush mountains, birds can set forests on fire by their mere presence, and Immortal Ancestors who might have been beings of absolute power in the mortal realm are numbered in the thousands.

As expected, even in the ‘strongest world’ there are weak people. Sects were formed, much like in the mortal realm. Inheritances and artifacts are highly prized and worth murdering for, much like in the mortal realm. The strong can do whatever they want… much like in the mortal realm.

There once was a Bridge to the mortal realm, you know? Not an actual, physical bridge, but more like a connection those in the mortal and immortal realms could use to communicate, one that allowed mortals to become immortals, and let immortal Qi into the mortal realm. That Bridge was deliberately shattered, to ensure that descendants of the immortals on this side of the Bridge would have the most resources and chances to become immortals themselves. Nepotism at its finest.

Do not let the magic of this place fool you. The more things change, dear Jumper, the more they stay the same.

Races

Choose a race freely.

Human

I doubt I need to explain humans to you by this point.

Monster

Monsters, demonic beasts, animals… They have plenty of names. Essentially, they are animals who have Cultivated their way into sophonce, some of them even achieving a human form.

You can start off as any common animal of your choice, with all of your mental faculties intact. Should you buy a higher Cultivation level, then you can diversify a bit. As an immortal chicken, feel free to call yourself a phoenix.

Though Monsters are generally stronger than your average human, keep in mind that there is no end to the number of people hunting them for materials or domesticating them to make use of their abilities.

Demon

The line is a little blurry between Demons and Monsters it seems. Regardless, there is such a thing as the Demon Realm attached to the Mortal Realm, although sealed off. Demons, as a general rule, are evil. They can receive worship and create connections to corrupt others through it, and they are generally hated by all and destroyed on sight.

Of course, some powerful humanoid Monsters are also called Demons sometimes, causing much confusion. Oh well, whatever this species means to you just know that you'll be stronger than your average human at the cost of being hunted by humans and beasts alike.

Perks

*Take **one discount for each price Tier** from 100CP to 600CP. Discounts cannot be accumulated in any way, and they are not applicable to the two Cultivation styles. Discounts are 50% off, and discounted 100CP Perks are free.*

Qi Cultivation (Free / 400 / 1000)

The shared power of this world, the ability to 'Cultivate'. It is quite simple in how it works, really: absorb Qi energy from the world, and use it to refine, or 'Cultivate', your existence to greater heights.

Of course, it is not quite so easy. First, there are a great many ways to use Qi for your Cultivation, and without a good and stable method you are nearly guaranteed to take the wrong path and start Cultivating your inner demons or some such instead. Additionally, the greater your realm of Cultivation, the more absurd the quantity of Qi needed to take the next step. And Qi is a finite resource here.

On the more positive side, there is very little you cannot accomplish using enough Qi, so long as you find the right method. Cultivators like to gather together as Sects to share and further develop such methods and techniques, making Sects the common path for anyone who wishes to become immortal.

Because that is the ultimate goal of Cultivation: to become immortal. More specifically, Qi Cultivation is about going against the Heavens. A Qi Cultivator is quite literally robbing the world of its energy and attempting to grow strong enough to take its place. Of course, the Heavens do not stay idle against such an insult, ensuring that most Qi Cultivators will constantly live in interesting times, encountering danger after danger, and being actively targeted by Heavenly Tribulation Lightning at specific points of breakthrough during their Cultivation journey.

Well, for now none of this is your concern. While you gain an **average talent for Qi Cultivation for Free** that you may develop in your own time, there is not a single drop of Qi in your body as you are now.

…Unless, of course, you would like to pay for it. As Cultivation is not the main focus of this setting, it is actually quite difficult to put a number on specific levels, so how about this instead?

For merely 400CP, you may arrive in this world with a formed **Qi Foundation**, something that would normally take the average person a decade or two to attain. Though this is only one of

the starting levels, you are now a proper Cultivator and it would take at least a few dozen mortals attacking you together to take you down.

The reason this costs so much is because it comes with a **Fiat-Backed Cultivation method** downloaded straight into your mind, guaranteed to work without fail no matter your level. You won't find one more suited for you or safer to Cultivate. The only downside? This method offers no particularly special ability beyond Cultivating to a higher level. Still, it doesn't prevent you from Cultivating another method in parallel either due to its perfect stability and compatibility with your existence..

For an additional 600CP, a total of 1000CP, you start out as an **Immortal**. You hold Immortal Qi in your Dantian, something far purer, denser, and stronger than mortal Qi, as well as the key to immortality. If you start out in the Mortal Realm, you are probably the second most powerful being living there. In the Immortal Realm, you are quite strong though many still surpass you. Your power is such that you could casually destroy an entire city with a wave of your hand and a burst of your Qi.

At your level, it will be a while until you can grow any further. Still, in the meantime you are capable of flying under your own power and you are knowledgeable in many basic combat **Qi Techniques**. You know one that makes you faster, one that makes you tougher, one that hides your presence, and one that causes an immense amount of damage to a single target at a great cost. The specifics are up to you, but they are all **Fiat-Backed** techniques much like your Cultivation method.

Finally, with this cost comes the benefit of time. Time spent developing your skills in an area of Cultivation, such as alchemy, Qi formations, artifact forging, or even music. Choose any Qi-enhanced skill or field of knowledge, you are now a master of it. Or, well, the *average* among masters. This is still enough knowledge and skills to form a Sect around this mastery of yours.

Keep in mind that, despite the title, you are not truly immortal, not even biologically. You can still be killed, and your lifespan is merely measured in the hundreds of thousands of years.

Dao Cultivation (Free / 400 / 1000)

The second source of power attainable by all in this setting, although it is also the most unknown and difficult to progress in. In truth, Qi Cultivation and Dao Cultivation are one and the same and can support each other, but there are enough differences in style and results to warrant two different Perks.

Whereas Qi Cultivation is the art of going against the Heavens and stealing power from them, Dao Cultivation is all about understanding and respecting the Heavens, about learning something to the point that you become capable of manipulating it to your whims.

The Dao is the Path, *your* Path, of which there are many. Dao of the Sword, Dao of Chess, Dao of Mathematics, Dao of Medicine, Dao of Cow-Raising, or even the Dao of Buddhism. The path is yours to choose and follow.

For free, you gain a natural ability to walk along your Path, to understand your own Dao in time. This is Fiat-Backed and you will keep this ability even in worlds where there is no such thing as the Heavens.

Just keep in mind that developing along this Path on your own will not be easy. The Dao is developed by learning, and also by *understanding*. It is common sense that to learn something, you need to find a teacher for it. In other words, to understand your Dao steadily you must find someone who has mastered the Dao so that they may teach you in turn. That, right there, is the reason why there are so few Dao practitioners in this world. No one knows any Dao, therefore no one can teach. Only the truly talented can understand the world on their own and teach themselves.

Due to their understanding and respect of the World, Dao Cultivators are loved by the Heavens. They tend to be slightly luckier than usual and receive help from all beings tied to nature when possible.

For 400CP, you may choose to begin your adventure with a rather deep understanding of a Dao of your choice. It is hard to quantify or describe what exactly you can do, but be assured that it will allow you to stand on par with a Qi Cultivator with an established Foundation. This level of mastery of your Dao comes with the **Fiat-Backed knowledge and understanding** that should have been required to make it possible in the first place. Very few people know more than you do about your Dao of choice, even fewer have integrated that knowledge to the point that it is instinctive like yours. If your Dao is Medicine, do not be surprised when you start accurately diagnosing people with a look and discovering the medicinal properties and medical uses of plants through taste alone.

Finally, **for an additional 600CP, a total of 1000CP**, you become a Saint. A Saint is a being who has truly mastered every facet of a Dao. It comes with a fancy title such as ‘Saint of Medicine’ or ‘Saint of Architecture’.

Of course, simply spending 1000CP for complete mastery of a Dao is far too little. So in your case, ‘Sainthood’ represents the mastery of a Dao **to the point of standing on par with an Immortal Qi Cultivator** through sheer reality-warping skill level. You can still go up from there and achieve actual Sainthood someday, but you still get to enjoy the fancy title in the meantime.

The Fiat-Backed knowledge and understanding you gain from this Perk are increased to such a level. Forget on-sight diagnoses, a Saint of Medicine could reattach someone’s cut-off arm with a needle and some thread within minutes, and then nurse them back to perfect health in days. A Saint of Severing? They could cut through Qi-enhanced steel with a blade of grass.

The point is, a Saint is called a Saint because that is what they are, dear Jumper. They do not need Qi to do what they do (though it does enhance the results by quite a bit), they achieve what others see as miracles with every mundane action they take, and they are the beloved children of the Heavens.

Storyteller (100)

You are a talented storyteller, dear Jumper. Words flow out of your mouth with a suaveness that begets the surrounding people to listen, your tone shifts in just the right ways to incite the feelings you want them to feel, and your imagination can improvise and spin stories that are as fantastical as they are believable on the spot.

Polished Jade (100)

You are quite the catch, dear Jumper. Your smooth skin, your resplendent hair, your perfectly shaped face… Cultivation does good for a Cultivator's appearance, but you stand in a category of your own when it comes to sheer beauty. It would not be an exaggeration to claim that you are as gorgeous as a divinity, and nothing will ever mar or taint your appearance again.

This is a boon as much as it is a curse. You will need to be strong to protect yourself from the consequences of simply existing with such a pretty face, yet strength will only enhance your beauty further…

Just A Small Trick (100)

It's incredible the amount of unexplainable absurdity people will let you get away with. If it isn't actively threatening them or of great personal importance, just tell them that "it's just a small trick" and they won't bother asking for an explanation again, no matter how shocking or impossible what you just did is. In fact, this works for anything you don't feel like explaining: just say so and your wishes will be respected outside of some specific and extreme cases.

Of course, that they won't ask you directly does not mean that they won't do their own research someplace else, should they let curiosity guide their actions. Beware of stalkers, dear Jumper.

Greeting Gifts (200)

Give someone something, *anything*, and they will feel the urge to repay you with something else of equal value. Of course, value is subjective in many cases. Perhaps you'll wish to stick to more concrete and objective exchanges until you figure out what kind of person you are dealing with.

Things like knowledge, services, and even time are included under this effect. All in all, you can expect a fair trade in everything you do.

Boot Licking Competition! (200)

It's fascinating, you know? The way people react to what they see as greater than themselves. Most would assume fear. It is, after all, easy to recognize such things as threats to be destroyed for your own safety. Well, not in this world, and certainly not for Li Nianfan.

Like Li Nianfan, you have a way of making people suck up to you when they really should have a different reaction. If you can prove yourself better than someone else in a way that matters to them, you can expect them to become your fan instead of making them feel jealous or insulted. They won't act like your servant or similar, no, but if they find an opportunity to 'enter your good graces', you can expect them to take it.

Was It A Coincidence? (200)

Fortune smiles upon you, dear Jumper! You will find that, when you truly have a need for something, you'll quickly encounter someone who can provide it to you.

Items, knowledge, advice, companionship… it matters not what you seek. If you desire it and it can be granted, you will stumble upon someone who can grant it, often for a price.

Oh, It's Voice Activated (400)

Is it respect? Is it fear? Or is it some kind of divine right granted to you by the Heavens? In reality, the cause matters little and we will probably never know. What we do know is that intelligent items have a way of making things easy for you.

Whatever it is, if it is recognized as an 'item' but it is capable of at least some degree of sentience, of thoughts, you can expect it to follow your orders to the letter immediately. You could even change its very nature that way. Arrogant ruby holding the soul of a phoenix? It will spit fire at your command. Stingy trinket that creates magical eternal ice? Just ask and it won't stop producing it. Evil Blade of Darkness? You must mean the Buddhist Sword of Enlightenment. Weapons bound by destiny? It will be like you were the Chosen One all along.

Don't be fooled by these limited descriptions. For now, you stand in a world of Immortal Cultivation and smart magical items are the norm, yes, but this power would be far more terrifying in a more modern setting filled with smart technological devices.

And don't worry, whatever it is you are doing, neither language nor hearing is a barrier.

Doing Three Things At Once (400)

The Chess Fanatic was a Cultivator of great power and wisdom. He actually relied on Cultivating the Dao of Chess to enhance his Qi Cultivation… right up until he met the Expert Li Nianfan, who promptly 'offered him advice' and 'told him' that he could not continue down that

path, that one of those things alone takes full dedication so he'd never reach the summit while doing both.

…Yes, this was yet another misunderstanding. Still, the point stood and Chess Fanatic quit his Cultivation journey to focus entirely on the Dao of Chess.

Unlike him, you won't have to do that. Whatever work, or training, or skill, or whatever else supposedly takes your 'full focus, determination, and attention', it turns out, not so much. Somehow, you can focus on doing up to three things at once without experiencing troubles, loss, or strain due to your divided attention.

A Chess Piece (400)

"The world is the chessboard and the beings in it are the chess pieces. With my lack of talent, I'm willing to become a chess piece in the hands of the expert." - Qin Mayun.

You, dear Jumper, are sometimes just too weak to achieve what you want. But there exist people powerful enough to achieve it for you if you would just show them a little loyalty. So, take this Perks and become the chess piece you were always meant to be!

Whenever you act as a chess piece on someone else's board, presenting yourself as a servant under them or something equivalent, your 'master' will never doubt your loyalty and will be loyal to you in turn. On top of the ensured loyalty, you gain a guarantee that your chosen master will give you as much benefits as they can afford granting someone in your position, as well as help you fulfill your goals and desires to the best of their ability, so long as they do not clash with their own.

You will benefit from this Perk's effects for as long as you truly work to sell the chess piece act to your master. It could be real loyalty that you feel, you could be playing as a pawn temporarily for some reason, it does not matter. So long as your master would recognize you as their pawn in all actions you take while under their rule, including the ones they cannot see, this Perk will take effect.

Which means that when playing the double agent, spy, or traitor, you will not benefit from this Perk's effects.

Human Sovereign (600)

You have been blessed with greatness, dear Jumper. Though a Human Sovereign should be human, it does not matter to this Perk if you are or not, because one of its effects is the ability to let you count as 'Human' in the eyes of anything and everything whenever it suits you. This is both an alteration of physical makeup and perception, so it will grant you a human form when you lack one and let others recognize you as human regardless of what you actually are.

The second and primary advantage of being a Human Sovereign is simply luck. You'll find that all acts of leadership you undertake, and all actions taken in your name, will be blessed with extremely good luck. Anyone who sees themselves as a part of your group will find their lives to be much easier and fulfilling. For others, saying 'Praise the Jumper' or 'Jumper Bless', or equivalent prayers in your name will actually have a tangible effect on their good fortune.

Of course, this luck will turn the opposite way for anyone who would dare use your name for something you do not approve of. You are in complete control of this Perk's individual effects, but it is applied unilaterally and according to your subconscious moral lines by default.

Source Of Wisdom (600)

There is a little *something* about you, dear Jumper. Perhaps it is a special state of mind, perhaps it is simply talent… perhaps a spark of something *more*.

Regardless, it's like the Dao eagerly reveals itself to you as you look over this world, peeling off the surface of reality with your eyes and understanding the foundation that lays behind. This shows itself as an increased ability to learn and to *understand*. This increase is not extreme on its own, allowing you to learn any skill or field, as well as understand and integrate that knowledge, twice as fast as you normally would. But it truly shines when you are being taught by another.

Simply put, your learning speed is increased so that you may pose a small challenge to your teacher after merely a couple of months under their wing. No matter how skilled your teacher is, this boost remains proportional to their level, although it lowers as you reach the 'final stretch' and finally catch up to them. Of course, this is assuming that you spend at least half of every day learning from your teacher, and the effect will be diminished accordingly if that is not the case. Regardless, this is applicable to every skill or field, ever.

Now, keep in mind that this is an increased ability to *learn*. Understanding will come much faster as well, but not nearly as fast, as this boost will too be limited by your teacher's level of understanding. If you were to learn chess from an immortal-level Saint of Chess as described in the 1000CP version of the ***Dao Cultivation*** Perk, you could develop the Dao of Chess to a usable level in only a year, and become a Saint of that same level yourself in ten.

Strangely, it seems as if your own students share these same benefits whenever they learn from you, as if you were radiating Insights or Basics of Wisdom…

Is The Expert Hinting At Us? (600)

You truly are a being of wonder, dear Jumper. A walking miracle, a peerless expert, a divine among mortals… Or at least, that's what it feels like to the people you interact with.

It starts subtly enough: a mysterious comment here, a chess move there, and suddenly your chess partner will end up using that very same move to save their own life just a few days later. At that point, they start taking a more serious look at your future interactions. And somehow, the more seriously they reflect upon your seemingly innocuous words and actions, the more they benefit from them.

That's the effect of this Perk, dear Jumper. Your words and actions affect the lives of people around you in an almost prophetic manner, as if you were weaving destiny into a beautifully designed tapestry around them. This is an entirely passive effect that radiates from you, benefitting your allies and undermining your enemies. Life-saving prophecies, pieces of wisdom that lead one to breakthrough and enlightenment, stories that end up helping someone develop special techniques, a wave of a hand that leads another to a cave full of gold, a smile that makes them hesitate just at the wrong moment… There are no limits to what you might inadvertently end up blessing or cursing the world with.

Interestingly enough, the more others respect you and study your words and actions, the more impact these 'prophecies', 'blessings', and 'curses' will have upon them, further cementing your reputation as an omnipotent and omniscient expert.

Items

*Take **one discount for each price Tier** from 100CP to 600CP. Discounts cannot be accumulated in any way. Discounts are 50% off, and discounted 100CP Items are free.*

Items can be imported into similar ones. Lost or destroyed Items will find their way back to you unscathed after a day.

The Saint Lunchbox (100)

This, uh, well…

Ahem, what you have here, dear Jumper, is a lunchbox. It seems to be a standard modern plastic container, with a volume of about a liter. It's empty for now but feel free to put anything in there.

Because that's the true purpose of this lunchbox. It is completely, absolutely sealed. As far as the outside world is concerned, anything within the container simply does not exist. As far as anything within the container is concerned, there is no 'outside world' to escape to.

Suffice to say, this could end up being quite useful. Oh, I forgot to mention, your new lunchbox is completely indestructible and comes in the color of your choice.

Ice Jello (100)

The Thousand-Year Black Ice is a piece of ice full of Black Ice Essence, a substance of great power but dangerous to whoever would dare to eat it directly… This is not what you have. What you gain here is what Li Nianfan believes the Thousand-Year Black Ice to be: a jello dispenser.

Wherever you ask, this black ice cube will give you some jello. It is cold, it is sweet, it is absolutely delicious, and it can be safely eaten by anything and anyone in any quantity. Feel free to share, it's not like you'll run out of it, ever.

Woodchopper (100)

This- no, this isn't, well… Hah~ how do you keep running into these things, dear Jumper?

Don't let the name fool you, this is a sword. A rather common sword, at that. Sure, it will always repair itself to pristine conditions within minutes, but there is very little differentiating it from a well-forged steel sword.

…Aside from the spirit within, that is. This is indeed a living blade. What they are like is for you to find out, but you can be certain of one thing: they are very, *very* righteous.

As such, your new sword is completely incapable of wounding people if you attack them with no good reason, while doubly as effective against evil targets. The perfect blade for a righteous Cultivator, one could say.

For some reason, it cuts through wood *really* easily, far more easily than it should be able to…

The Rod That Will Pierce The Heavens (200)

Or at least its more common and less advanced cousin, the kite! While this contraption may seem like an intriguing toy at first sight, make no mistake dear Jumper: this is a lightning rod. A very old-school lightning rod, you could say.

The principle is simple: the masterfully-done metal fuselage will actively attract all manners of lightning bolts and electrical strikes while it is flying high up in the atmosphere… Well, really only a couple dozen meters in height will do, but it can go up to a few hundreds if you really let go of the cable and practice your flying technique often.

The interesting thing about this metal kite, aside from its incredibly low weight, is that it will attract all forms of lighting that travel anywhere close to it, no matter how exotic or supernatural said lighting may be.

Of course, more powerful forms of lighting will certainly have the ability to escape the kite's pull and redirect themselves rather quickly towards their intended destination if they stray too far

away from it… Which is where the second ability comes in! Just hold onto the kite, Jumper. So long as you remain grounded and keep holding onto the kite, the overall power of all lightning bolts striking at you will be cut in half! This makes your kite a very useful tool to have during a Heavenly Tribulation or other events filled with unavoidable lightning strikes…

Of course, nothing is stopping you from using it for the benefit of others. Have fun playing with lightning, Jumper. It's only fair, given how many times lightning is liable to play with you during your stay here.

Back To The Roots (200)

This is less of an item and more of a bunch of them… as well as a building? And tools. And some money, and cutlery, and seeds, and…

Anyway, imagine any mortal profession, dear Jumper. You could be a fisherman, perhaps a soldier, a pharmacist, maybe a farmer, or even a blacksmith… Any local profession will do.

What this gives you is essentially the 'starter kit' for your profession. The basic tools, enough materials for a month of work where applicable, a small piece of land in a relevant location if any, basic social contacts if truly necessary… You get the idea.

This 'job' of yours can be decided upon among all 'mortal' jobs (jobs without supernatural elements) which are available in your local setting. You gain every basic thing you would need to perform this job for about a month at the beginning of every Jump, including legal documentation if required, and the rest is up to you. Never forget your mortal roots, Jumper!

…Plus, you could really use a little something to help integrate yourself and, you know, earn enough money to live.

Aside from this, at the beginning of every Jump you also gain a small, lower-middle class house or equivalent and enough local currency to live (on basic and required expenses only) for a month in the local society.

Journey To The West (200)

One of Li Nianfan's favorite tales, and soon to be the most well-known recount of the history of this world in the entirety of the Mortal Realm. Indeed, though Li Nianfan may not have been aware of it, *Journey To The West* is the factual history of this world.

What you have here is the complete book of *Journey To The West*, which will soon be written down by a scholar compiling Li Nianfan's words. In future Jumps, you will gain an additional book describing the true story of your local setting as if it was a fantastical adventure in a fairytale. It will always contain lost and very important knowledge, if you look deeply enough.

Television (400)

The expert's most prized possession, keeping him from being bored day after day by his lack of entertainment- *Heh*.

Jokes aside, what you have here is none other than the Preaching Pearl, dear Jumper. This is a big pearl that one could generously call a crystal ball. Its purpose? To register videos and play them back at a later date.

It was originally used by a Sect to save scenes of their strongest Cultivators using their most powerful techniques, so as to help others learn from them in the future. The depiction would be so lifelike that insights and enlightenments could be earned from watching.

Since it came into the possession of Li Nianfan however, it was used to project his memories of movies he remembered into reality, to enjoy them with his friends.

This Pearl of yours is blank, you can do with it as you wish. However, it has a special effect: should you happen to imagine fantastical scenes for the Pearl to remember, it will actively fill the scenes with insights that will allow you to reproduce anything shown by it in real life by studying it long enough… So long as it is possible at all.

First-Aid Kit (400)

No one should go out into the wild without a fully stocked first-aid kit, dear Jumper. In this box, you'll find gauze, bandages, needles and thread to stitch, a small box of healing paste, a pallet of ten antibacterial pills, as well as a bottle of nutritional water.

…All up to Li Nianfan's standards, of course.

So, these bandages and gauze will soak up an unlimited amount of fluids while remaining completely fresh, dry, and sealed off to infections. The needles and thread can be used by even an amateur to perfectly reattach a separated limb with perfect recovery of all sensations and motor functions. The healing paste will seal and heal even the worst wounds and tears within half an hour, while acting as a perfect seal to keep blood where it should be. The pills will, despite what their name might suggest, completely destroy all infections in a living body, be they bacterial, viral, or parasitic in nature. As for the bottle of water, it will keep any living being fully satiated and hydrated for an entire day, all while refilling their missing energies; which includes everything from stamina to Qi, and even lifeforce and mental strength.

Ultimately, this is the first-aid kit that will keep anyone not yet dead, alive. Satisfied by your purchase, dear Jumper? Did I mention that the kit will be completely refilled once a day?

Lucky Lantern (400)

This wooden lantern filled with fireflies may seem like a common item. I assure you dear Jumper, it is anything but.

The fireflies are none other than firefly demons, the lantern was carved by a Saint of Woodworking and is shaped like a good luck charm, while the wood itself stems from an immortal tree that has been grown on Immortal Qi.

All of this gives the lantern *power*, Jumper. Firstly, it will never go out. Secondly, it will light your path in every way you care to interpret that statement. Pitch-black darkness? Brandish the lantern and it will fall away before you. Uncertainty about your future? Keep the lantern with you and sheer luck will guide you to a position you feel more comfortable in. Bored out of your mind? The lantern's light will show you interesting times. Bound to a fate you disagree with? Follow the fireflies, and they will lead you down formerly impossible paths as an escape.

The lantern is not all-powerful, dear Jumper. But it is a *very* powerful tool indeed where luck and fate are concerned.

Immortal Garden (600)

This lush backyard, really more like a gigantic greenhouse, is full of immortal herbs of all kinds. There are medicinal ones, poisonous ones, ones that help cultivation, edible ones, and ones which are merely very pretty. Don't worry, everything is perfectly labeled and it takes care of itself and grows quite fast. In merely a year, the full garden would be right back to its starting state. Feel free to add new herbs to it if you have the time.

At the very center of the garden stands a large tree, a beehive held in its branches. The Golden Bees are powerful insects, their honey is full of Qi and delicious. According to all known laws of aviation, these bees are all perfectly safe for you and your Companions to play with. Although they can be used as a defense system for the backyard if need be(e).

Modern Appliances (600)

This gadget? Oh, this is an air conditioner. And that? It's a water purifier. What's wrong? Have you never seen modern appliances before?

Heh, definitely not any like these, dear Jumper, for they are very special. Though they may look like a common water purifier as well as an air conditioner, they can function on their own with no fuel! So, so, are you amazed?

…Alright, I'll admit it, I am screwing with you. Somewhat. What you have here are in fact an air conditioner and a water purifier, but they are anything but common. The air conditioner increases the quality of the air, while the water purifier increases that of water.

In a world without Qi, this would mean that they would dispense an unlimited amount of fresh air and pure water for you to enjoy. But in the presence of Qi? Common river water becomes Spiritual water highly charged in Qi, while the air you breathe is transformed in the same way. Increase the quality of the Qi around them some more, and you'll be drinking Immortal Water and breathing Immortal Air. If you brought them straight to the Source of Wisdom? Who knows what absurdly powerful substances they would create.

And yes, they will work with any kind of special energy in the air around them. Just keep in mind that they will pull on that surrounding energy to enhance their products, so feedback loops are simply impossible.

Still, without these supernatural energies, they are just a very reliable air conditioner and water purifier. Honestly a luxury when you are missing all of your modern comfort.

The Heavenly Gate (600)

The Heavenly Gate is summoned when a Mahayala Realm Cultivator attempts to immortalize. It feeds them with Immortal Qi, reconstructs their body, and opens the way past the Bridge and into the Immortal Realm.

This Heavenly Gate is just that. A copy of the true Heavenly Gate that you can summon anywhere. Not only does it function as a passage to all local alternate dimensions and realms attached to your current world, it also constantly produces Immortal Qi.

If you so wished, you could use it to let Cultivators appear in future Jumps and settings. After all, though Immortal Qi is useless and indeed quite dangerous to anyone under the Mahayala Realm, it can easily be broken down into Spiritual Qi which can be used to start one's journey of Cultivation.

Companions

Old friends, new friends, to share a world with.

Import (100/300)

You may import two of your previous Companions for 100CP, or up to eight for 300CP. They all gain 400CP to spend on this document, may take Drawbacks, and you may give them your own CPs in any amount (although not the opposite).

If you so choose, you may use any of these slots you purchased to create yourself entirely new Companions, all of them crafted as you wish in mind and body. They will start as baseline humans, however.

Regardless, you will all meet each other soon after arrival.

Character Collection (Free)

Quite a bit different from the character creation thing you were doing earlier. Have any of the people in this world caught your fancy? New friendships forged under the Heavens? It would be such a shame to leave behind a world of connections and relationships you invested yourself in, wouldn't it?

That is why you won't have to, dear Jumper. Convince your new Companions to follow you on your JumpChain, and they may do so free of charge.

Abrupt Aspiring Apprentice (200)

This young teenager heard you speak out your mind one day. Perhaps it was your philosophy, perhaps your knowledge, or perhaps this sick fantasy story with shapeshifting monkeys throwing mountains around and punching gods in the face…

A-anyway. This youngster has thus decided that they wanted to learn your ways, dear Jumper! They want you to take them as your student and they just. Won't. Give. *Up*. At least, they are as respectful and obedient as can be and a true joy to be around.

They also have an extremely high potential for everything you care to teach them. Yes, yes that does mean that they come with the ***Source Of Wisdom*** Perk. Many people would kill to have such a perfect apprentice, you know?

Lucky you, I guess.

Robot Housekeeper (400)

You have a butler, Jumper, and it's a robot. Well, it could be a maid if you prefer. Regardless, your servant is completely loyal, nearly indestructible, and has skills in all household tasks that reach the level of the ***Dao Cultivation*** Perk at 400CP.

How was it made? Who knows! But what we do know is that with your robot servant around, house chores have never been so easy and satisfying. Plus, they're great at holding a conversation.

Don't even think of ordering it to fight in your stead, however. I'm sure they could learn eventually, but for now 'combat' isn't exactly part of their programming and their Dao abilities are all specifically non-combat ones… Also why fight an army when you can win a war via a Baking Dao-sourced Saint Cheesecake, you know?

Manifested Myth, Living Legend (600)

How incredible. Somehow, you have met a monster of incredible power and lineage. Someway, you have convinced them to follow you.

They could be a phoenix, a nine-tailed fox, a flood dragon, or anything else you can think of. What is absolutely certain is that they are very, very, *very* powerful. On the upper levels of Dao Cultivation, at least. And yes, I do mean that they have the ***Dao Cultivation*** Perk at 1000CP, including the Cultivation method, techniques, and mastery that come with it. In fact, they are so old that they possess hundreds of Qi techniques and **three** masteries instead of one.

As a high-level monster, they possess a human form they may shift into at will. What are they like? What do they *look* like? That's up to you to decide, dear Jumper. But you can be certain that you have in them a friend for lifetimes.

Scenario

The Saint System's New Host

Condition - Restricted to Jumper

Congratulations, Jumper! You have been granted the chance to replace the protagonist, Li Nianfan, as the host of the Saint System. Your goal? Do as Li Nianfan did and master everything the Saint System has to teach you in five years or less.

You only have five years and not one day more. These five years will not count towards the total length of your Jump, as you will begin five years earlier, when Li Nianfan would have arrived in this world, in order to start this scenario. Should you fail, then the Saint System will disappear along with everything you gained or learned from it, and the Jump will properly start. Until the end of this scenario is decided, you will be locked in your body mods with no Warehouse access, though you won't yet suffer from your Drawbacks either.

Now, if you were to succeed, you would gain a great many benefits, as described below.

Actually A Cultivation Bigshot (Perk)

There are many possible Saints in this world, Jumper. One for every Dao. You, though? You are the one and only True Saint. You have mastered so many Dao that attempting to list them all is an effort in futility.

As such, you gain **Fiat-Backed Sainthood for all Dao in existence**. This is equivalent to the level of an actual Saint as described at the beginning of the 1000CP version of the ***Dao Cultivation*** Perk, for all skills and fields, ever, updating every time you find a new one.

Lastly, as the One True Saint and the Favored Child of Heaven, **the world listens to you, and you listen to the world**.

Little things you wish for out loud will tend to happen coincidentally, if at all possible; like a bird incidentally dropping a fruit near you when you get hungry, or the clouds above your head going away when you wish for some sunlight. The more difficult your wish is to achieve, the lesser the chances of it actually happening… **but the World *always* listens**.

As for the other part of this power, you simply know everything. There is a sphere centered on you, about a mile in radius. Within that range of influence, you are aware of everything. The presence of others, their position, their thoughts, their emotions, their power… nothing can escape your senses, as **the very World feeds information straight into you**.

With the combination of both powers, you could wish for all things within your range to stay still, and they would. You could wish for them to turn to sand, and they would. No matter how powerful they are.

…Now, that **would** be your potential were you not in the middle of your JumpChain. So instead, we'll do things that way: **Until your JumpChain ends**, you are restricted. Though you may keep all of your Dao, you may not use them to directly fight or manipulate others. Additionally, your power of 'the world listens to you, and you listen to the world' is, though not completely locked out, entirely dependent on your personal power (discounting this Perk) and mostly subconscious in action. Essentially, you are equivalent to Li Nianfan the moment the System left him at the start of the story, although unlike him you are aware of your own potential.

A Slice Of Heaven (Item)

Not so literal, unfortunately, but this is not anything to scoff at either. During your time with the Saint System on your path to mastery of the Dao, you have been given quests, tests, and challenges, all ending with many rewards. For the most part, they are things you could still use for a long, *long* time. As such, they are now Fiat-Backed and can become Warehouse attachments where applicable if you so wish.

Among these things you may keep with you, you will find a large house with courtyard, a backyard with a garden full of beautiful plants, some of which can be eaten, a small forest full of immortal trees inhabited by tree spirits, a small lake inhabited by many fishes and seafood in all forms (including a dragon or ten), a very intelligent robot servant, a fully furnished modern kitchen, bedroom, art room, bathroom, living room… it even has working pipes, running water, and air conditioning somehow!

Yes, this is your own little Slice Of Heaven, and you may bring it along.

Drawbacks

Lacking currency? Greed overtaking your mind?
Feel free to make your life harder. ***There is no limit****, but Drawbacks may only be taken once each unless specified.*

Crossover Mode (Free / Toggleable)

So you are interested in exploring the Cultivation aspect of the setting further, dear Jumper? Well, though the focus of this Jump is closer to a very strange sort of 'Slice of Life', I suppose there is no harm letting you fill in what's missing from other similar settings. Just keep in mind, you might just make things much harder for yourself…

In any case, feel free to pick any other Cultivation-centered setting, or even an entirely different Jumpdoc (it will use its own CP pool, however). Whatever you choose will be combined with the setting of 'I'm Actually A Cultivation Bigshot' in multiple ways. You don't have any say as to *how* this crossover will happen, but you can expect the Cultivation styles, techniques, some characters and places, and a few events to take place here, in this world.

However, the story's focus will remain on the life of Li Nianfan no matter what (unless you take the Scenario, in which you will replace Li Nianfan and there will be no limits to the insanity you may inflict upon this world). Other protagonists and apocalypses will be present in name only, if at all.

Extended Stay (+100 / Variable)

You must stay in this Jump for an additional decade. You may take this as many times as you wish dear Jumper, but beware: at the end of each and every decade, the Heavens will send you a tribulation suited for your power level. Your *actual* power level, not your Cultivation. It means that this tribulation has the power to kill you should you fail to prepare adequately for it.

Not only that, but if you become powerful enough then the resulting lightning storm could easily engulf an entire city as collateral damage. At this point, you won't be the only one affected by far.

You'll only get a single day of advance warning each time.

A Face Jumper Could Love (+100)

There's this thing with Cultivators, it's like they get the best skincare routine available every time they go up in grade. They're just *so pretty*. It has become some sort of trope in these settings that all the boys are handsome and all the girls are beautiful. Power makes pretty and all that.

But you, dear Jumper, you're boringly normal. Not to say that you're bad-looking, just average. On the better side of average, yes, but in a world of supermodels who forever grow more beautiful you might as well be considered ugly.

You will never be able to improve your appearance in any way, no matter what means you use, and all Perks which might have helped you with that will not work either. Thankfully, beauty and charisma are two very different things. You won't need a pretty face to earn some respect around here, though it would have helped a lot.

Blessings From The Heavens (+200)

Unfortunately, the Perks and Items you acquired in this document are in fact blessings from the Heavens.

What does this mean? Well, dear Jumper, it means that you won't see a shadow of them until you succeed in Cultivating, somehow. Just a single strand of Qi within your dantian, that's all you need, and you will gain everything you paid for.

But until then? You'll have to make do with what you have.

Did You Notice What The Expert Said? (+200)

You have this strange habit, dear Jumper, to overthink on what you hear. Like, overthink a *lot*. Seriously, you would definitely spend at least a few seconds considering exactly why specific words and sentences were used instead of others, and attempt to find meanings relating them to you, no matter how inane said meanings may be. This causes misunderstandings quite easily, and in a large number too.

Unlike the people 'led' by Li Nianfan, however, in your case acting on these misunderstandings does not benefit you… Or at least isn't *guaranteed* to benefit you. It could, by sheer coincidence, but most likely not. Welcome to being a conspiracy theorist, dear Jumper. I hope you enjoy your stay.

Amitābha (+400)

Whenever you sleep, you are confronted with a strange wooden sculpture which attempts to convert you to Buddhism. It will keep on preaching and preaching without pause, perhaps even smack you with a mental rod a few times, until you finally wake up.

It will only completely stop when you fully and wholeheartedly devote yourself to Buddhism. At least, you can be certain that the brainwashing won't force you to stay in this Jump. After all, the sculpture would much rather see you spread its teachings to future worlds.

This Is A Test From The Expert! (+400)

No, it really isn't. Well, considering the weirdness of that situation, I couldn't possibly blame you for thinking as such, dear Jumper. Especially with the coincidences you just keep running into…

Whatever happens during this Jump and whoever you are, you have been granted a mission. It was most likely a 'task' from the Expert Li Nianfan, perhaps someone else had a favor to ask of you, perhaps something else entirely. Regardless, you are now on a quest!

Indeed, even if that 'test' was born of misunderstanding, you will somehow be dragged into event after event seemingly slowly leading up to its completion. It will be dangerous, it will be tiring, it will be unexpected yet very predictable from all of the flags and clichés you will keep running into. And most of all, it will put your skills and character to the test, punishing you harshly if it finds you lacking.

It will go on for nine years. Nine years of landing in the middle of fights between powerhouses, beings faced by lethal puzzles and enigmas, exploring harsh lands and secret places, and hunting down animals and items for someone else's use. For nine years this will keep happening regularly, and it will be just as difficult to go through each and every time.

Do try to survive, will you? After all, you can't go and disappoint the expert by failing his tests.

Dead On Arrival (+600)

Congratulations, Jumper! You are an honored guest of the Underworld, of which there are many. Guests, many *guests*, not many Underworlds.

Anyway, that means you're dead. A ghost, a wraith, a spirit, whatever you want to call yourself. The point is: you need to get out and *fast*. Because all spirits in the Underworld are bound to reincarnate at some point, and if you do, your JumpChain will end as your memories fade away and a new life follows your current one.

Sure, you could try to stave off the reincarnation until the end of your Jump somehow, but there's no guarantee you'll succeed. No, your best bet is escaping into the world of the living and becoming an evil spirit. There will be a breakout soon enough if you want to join, just keep in mind that Li Nianfan will be there to help get the escapees back.

As an evil spirit you need to sustain your existence on the souls of others. There's also a chance you might be able to reconstruct yourself a physical body but… To call it a slight chance would be an overstatement. At least you wouldn't have to fear accidentally reincarnating.

"Jumper Disarmed, Goodbye." (+600)

Unfortunately, it seems that your arrival here has taken away all of your previous Perks and Items. What you have bought here is still in your possession, but aside from that… Even your Warehouse seems to have disappeared.

You do have your Companions if any… But somehow, they can't reach any of your things either. How strange.

Ending

With this adventure reaching an end, it is time to make a choice.

Home

And so you choose to forever remain here, in this world. Perhaps you put too much effort in making it a better place to leave it? Perhaps it is simply your home now?

No matter, the choice is yours and yours alone. Goodbye, dear Jumper.

Nostalgia

You'd rather go back, I see. Too many adventures? Enough excitement for lifetimes? Or perhaps it is simply nostalgia calling you back?

No matter. Bring your things along, follow me… and mind the gap. Goodbye, dear Jumper.

Though The Heavenly Gate

As expected.

Gather your things, dear Jumper, and I'll open the way for you. This Heavenly Gate isn't the one you know, but its purpose is essentially the same: to bring you to the next stop on your journey.

Ready? Then, take a step through. This world will be waiting for your return.

Bon voyage!

Notes

Spoilers

Li Nianfan makes a name for himself as a very old and powerful immortal ancestor playing at being a normal man. He becomes friends with the emperor, the royal family, various sect masters, multiple immortals, and quite a few immortal beasts (one of which becomes basically his wife), all due to misunderstanding and his willingness to be kind to others.

This happens because the food he grows and cooks is filled with immortal Qi and insights on Cultivation, his every move and creations help one reach enlightenment, his garden is full of immortal herbs, the dragon god is living in his backyard pond, priceless and legendary artifacts obey him without question, and his every word and ‘lesson’ end up having a great impact on the life of whoever heard them in one way or another.

He eventually gains a suspicion of what is really happening the same day he learns that the story of ‘Journey to the West', which he was telling to entertain children out of nostalgia at first, is actually the true history of this world, including all of the demons, gods, and the Underworld. Said Underworld discovers Li Nianfan’s nature as a Saint, requires his help, and they teach him how to Cultivate as a result. That starting point in Cultivation, along with all the prior realizations, really set off the warning bells in his mind that something may be wrong after all.

Aside from all of this, he accidentally ends up creating multiple superpowered beings as he lives his life, because his Saint Skills just make everything so perfect. A random painting creates an actual Immortal that can be used as a bodyguard, a container for food ends up being the most perfect seal for legendary artifacts, and a lightning rod can actually deflect Tribulation Lightning straight from the Heavens.

In short, the system did its job after all. Though, he only realizes that at the very end of this story, when one of the most powerful people in this world quite literally spells it out for him.

Even more spoilers: one of the System’s rewards, an intelligent robot servant called Xiao Bai, is none other than the true God of this world, hiding and recovering. Li Nianfan is mistaken for him on a few occasions.

Changelog

Version 1.0

- Made a Jump