

Martial World

Jumpchain Version 0.1
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In the realm of the gods, countless legends fought over a mysterious cube, after the battle it disappeared into the void, Lin Ming stumbles upon this mystery object and begins his journey to become a hero of the land.

You would begin at the day Lin Ming obtained the divine crystal magic cube and would stay here for a decade.

+1000cp

Age and Gender

Roll 1d8+10 to determine your age and your gender is the same as it was previously. Either of these may be changed for 50cp a piece

Backgrounds

Drop-In - Free
Starts as one of the unimportant resident at your staring location with no new memories to either help or hinder you in your journey and no one would question your sudden appearance in the area.

Rouge Cultivator – 100cp
A wondering rouge cultivator hailing from a common family, and experienced a lucky chance that allowed you to start the road to cultivation, you would start as one of the common families living on the kingdom that you chose.

Veteran Elder – 200cp
As an elder of a clan, one of the many medium rank clans spread out on the kingdom you would choose, respected as one of the older generations that keep your clan afloat and protected, allowing you to have much say and influence inside of the clan.

Young Master – 300cp
An heir and future leader of a high ranked clan of your chosen kingdom, groomed since to since birth to excel at everything needed to become a powerful leader and cultivator allowing you to have much head start in cultivation compared to your peers.

Location

Roll 1d4 to determine your starting location on the sky spill continent or pay 50cp to choose, you would start in the capital of your kingdom.

1. Nine Furnace Divine Kingdom
The nine furnace divine kingdom was famed for its alchemy techniques and the entire country was rich in wood spirit jade and all sorts of heavenly materials that were useful for alchemy, it wasn't an exaggeration to say that nearly every martial artist within the nine furnace divine kingdom was familiar with alchemy, even if they weren't an alchemist they would still have some superficial knowledge of alchemy.

2. Sublime Smelting Divine Kingdom
The sublime smelting divine kingdom, they were famous for their refining techniques and their lands held all sort of deposits of precious metals and minerals, within the sublime smelting divine kingdom, nine out of ten martial artists were refining masters, nearly every inherited heaven-step treasure of the sky spill continent that didn't originate from ancient times came from the sublime smelting divine kingdom.

3. Seven Star Divine Kingdom
The seven star divine kingdom, they too didn't have any special resources, causing the development of their divine kingdom to be greatly limited., the seven star divine kingdom was well known for their array formations, but no matter how strong array formations were, they were still auxiliary skills, in terms of enhancing a martial artist's cultivation, they were naturally inferior to the mass production capabilities of alchemical techniques.

4. Asura Divine Kingdom
The asura divine kingdom, they were a relatively isolated and independent divine kingdom, although they were far weaker than the nine furnace divine kingdom and the sublime smelting divine kingdom, this was mainly due to the fact that there weren't any special resources located within their borders, the asura divine kingdom was a land of mostly demonic path martial artists and the social customs within were considered quite barbaric, in fact, publicly killing someone on the streets couldn't be considered uncommon or exciting.

Perks

All 100cp perks for their respective origin are free and the rest are at 50% discount except the general perks where it's undiscounted.

General

Cultivation – Free

You gained the ability cultivate the three cultivation system of this universe along with the talent equal to a empyrean level talent, the essence gathering, body transformation and soul forging systems, people use the art of cultivation to increase their powers, each systems has their own advantages and disadvantages, other cultivators supplements this disadvantages with artifacts and techniques but to truly remove them it would be better to cultivate the two or three cultivation systems, for drop-in and rouge cultivator your starting cultivation realm is pulse condensation realm in body transformation system, early houtian realm in essence gathering system with a soul forging realm equivalent. For veteran elder and young master your starting cultivation realm is twenty percent of tempering marrow realm in body transformation system, early xiantian realm in essence gathering system with a soul forging realm equivalent.

Required Secondary Abilities - Free

The laws of this universe are very different from those you are used to, and things such as moving faster than sound are possible for even the basest rank and file yet they find themselves lacking things such as sonic booms, in this universe and the ones you will travel to in the future, such protections will thusly continue to exist.

Eyes of Analysis – 100cp

Normally by becoming familiar with their cultivation realms that they achieved would allow a cultivator to instinctively know the cultivation realm of their enemy or everyone in their view, unlike them you have the innate ability to instantly know the exact cultivation realm of a cultivator just by seeing them passing or just a glance from you no matter how high their realm compared to you, and you can also distinguish which cultivation system they practice, post-jump this would also apply to other cultivation system, magic systems and powers on how high their attainments are and how big their energy pools compared to you.

Battle Spirit – 100cp

The manifestation of a person's will, capable of enhancing all aspects of combat strength, perseverance and also the offensive and defensive capabilities of one's soul, Can be attached to inanimate objects and move it to ones liking, sometimes, a battle spirit is used as tracking marks and is also capable of controlling a corpse, battle spirits can last for millions of years without the need of the caster supplementing it and even if the caster died, they can still maintain their memories corresponding to the time when they were placed, as a bonus you would start as elementary stage of bronze realm.

Gifted Intents – 200cp

Comprehension of martial intents are rare, the intents has many application and enhancements depending on what type of marital intents a cultivator masters that would help them from increasing their combat strength to increasing their cultivation speed, this perk greatly increase your comprehension towards martial intents allowing you to sense and comprehend them much easier than others, seeing someone martial intents for several dozen times would allow you to replicate it, choose one of the known canon martial intents or create one of your own and you would start as completely comprehending it, for additional 100cp each purchase you can choose another martial intent you want to completely comprehend, see notes for more info.

Scion of Laws – 200cp
The laws are the building blocks of the universe by comprehending it a cultivator could manipulate and use the laws for many things especially for combat, each law has ten concepts, and this concept represents the application and composition of the laws, choose one of the many laws of the universe that you would excel and you would gain a potential to reach the tenth level concept and start as completely comprehending the first level concept of your chosen law, as a bonus any concept that you comprehended from the laws bought here or not will be automatically deeply inscribe into your bones and burned into your marrow, and become a part of your body allowing you freely manipulate the law and concepts, with simple bodily movements would invoke the corresponding law and concepts, for additional 100cp each purchase you can choose another law that you want to excel with.

Martial Innovator – 400cp
Normally a cultivator would just follow the footsteps of the predecessors, only learning and mastering existing techniques without any innovation, and only those that reach the high levels of cultivation only creates new ones, but you're not one of this you can create several innovations, ideas, variations and applications from existing techniques and laws of this universe as well merging two or more techniques into one unique techniques, this also applies to fusing two or more elements, laws and concepts into one, and all of them have their advantages and devoid of their weaknesses and drawbacks, this also allows you to upgrade or improve existing cultivation techniques as well re-creating missing and incomplete techniques are also possible, and with the help of this perk making transcendent divine might techniques or higher would be a lot easier than lin ming did and creating cultivation methods appropriate to your cultivation realm are also possible, post-jump it would apply to all of your powers, skills and techniques.

Luck of a Chosen One – 400cp
The universe of the cultivators are scarce of treasures and materials due the millions upon of millions of years harvesting and looting the cultivators did and can't keep up with the demand or being found, thus the remaining treasures and materials would be very hard to find and someone needs luck and destiny on their side to find those and sometimes you need to fight someone for those treasures and materials, but you're in luck as you have those two the material wealth simply comes to you of its own accord, you would find artifacts one suited to you that would greatly increase your combat potentials which would happen once every major realm, also bad luck and unfortunate things seems to almost never happens to you, ancient traps malfunctions and the trials of a legacy of a long dead famous cultivators seems to be in line with you strength and advantages or reinforcing your weaknesses, also having great luck in games of chances that would allow you to win ten out of ten in games.

Peerless Genius – 600cp
For a peerless genius, their combat strength amongst others of their realm was far, far more important than their cultivation speed, if one's cultivation was low but they could jump ranks to fight, this indicated that they had tremendous potential, like them you have the ability and talent to use your cultivation realm, attainments in laws and concepts and mastery techniques beyond their original capabilities without overdrawing or receiving significant damage to yourself, this would allow you to become invincible to those of the same realm, and capable of fighting and winning against those peerless geniuses that have one realm above you, become equal to those that have two realms higher, as a bonus this also greatly increase your cunning, wits and combat awareness especially in battle

allowing you to outmaneuver and use the environment to the fullest to emerged victorious even fighting a groups of peerless geniuses of one realm higher than you.

Perfect Foundation – 600cp
A solid foundation is one of the pillars that support cultivators on advancing, an unstable and shallow foundation would often lead to a failed breakthrough and at worst death, and with his you have a perfect and regenerating foundation, your foundation automatically corrects any imperfect and defects on your cultivation done by using external materials like pills, treasures and wrong cultivation techniques and many more, another is should your cultivation base be crippled be it one or all three cultivation system you can recover it with a month's worth of waiting and faster if you actively trying to fix it, any conflicts with using two or more cultivation system would be gone like allowing you to train at the body transformation up to your current realm even you're at the true divinity realm, even though it's not possible after reaching the life-destruction realm, and any result of your breakthrough would always have the highest results and you would never experience any bottlenecks that would prevent you from reaching the next realm, as a bonus this also prevents the laws and shackles of the universe from preventing you to reach the nine stars of dao palace of the body transformation system, and it also prevents you from failing in advancing your cultivation realm especially in the life-destruction realm, post-jump it would apply to other cultivation system or powers.

Drop-In

Path Seeking – 100cp
You got a good sense or instinct for adventure, allowing you to know where the interesting things are happening or where are the important information and things that you are seeking, no matter what you do you would always find something to do or a goal to reach, this also gives you incredible talent in path finding and surviving of the land, air and sea even on outer space, you also have a good sense of instincts at venturing dungeons and ancient ruins, along with finding hidden doors, room and areas.

Heightened Instincts – 200cp
Your instincts is improved and strengthened equal to precognition allowing you to sense and predict any incoming attacks or danger no matter how exotic it is to yourself, along with the ability to instinctively know the exact location of the attacker, where the dangerous places around you and if someone has ill intent for you, you also gained the ability to instinctively evade any attacks that can harm you and minimize it should the attack is too fast for your body to evade, the radius of this ability starts at one kilometer but it scales with your cultivation realm and increase as you age.

Innate Divine Strength – 400cp
Unlike the original that only gives advantage at early stages of cultivation, this innate ability scales with your cultivation realm, it shows its brilliance when you cultivate in body transformation system, this multiplies your striking or punching strength by ten times along with the ability to lift things hundred times your striking or punching strength, your bodies durability which scales enough so that your it won't break under the strain of using your new found strength and force.

Three as One – 600cp
As one of the cultivators that cultivates the three cultivation systems you body, energy and soul attainments and realms will always be equal to each other, any conflicts and restrictions doesn't exist which would allow you to cultivate without problem, and any negative effect, technique or powers that is harmful to you that only affect one attribute or cultivation system won't take effect unless it targets all other attributes or cultivation system, post-jump this links all of your body, mind and soul attributes as one attribute increase all other attributes increase as well as sharing their resistance to damage, powers and effects.

Rouge Cultivator

Unbreakable Will – 100cp
A normal person without an enormous amount of determination and will would not survive this dangerous world, with this you would gain an unbreakable will and determination that would allow you to ignore pain and wounds, become unmoved by temptations and face despair head on along with allowing you to push the limits of your mind and body with willpower alone, this also gives you immunity to powers or techniques that has negative or harmful effects on your mind.

Concealing Trances – 200cp
Normally it's nearly impossible to hide from cultivators is several realms higher than you, but with this you can hide your energy signature, presence, scent and many more to the point that they can't find you even your under feet, so long you're not intending to attack them you can hide from those cultivators with several realms higher than you very easily without problem even if their actively trying to find you, this also allows you to hide and conceal others only if you have physical contact with them.

Boundless Freedom – 400cp
Cultivators travel to dangerous places to seek treasures and legacy, sometimes they would die and others would be unable to escape be trapped there for an indefinite period of time, while this won't change the former but it has great effect on the latter, no prison is impossible to escape, no magic, techniques and powers can bind you and no dimensions can seal you, you always find a way to escape no matter how helpless the situation is and it would only be a matter of time not how for you.

The Master – 600cp
You gained enough understanding, knowledge and experience to start the path of an inscription, array and alchemy, with this you can create new recipes and method to substitute rare, extinct ingredients and materials with common ones but has same effect and effectiveness, you can also understand any pills, array or inscription that you see instantly and replicate it with less time and materials used, this also allows to invent pills, array and inscription from scratch when facing a difficult situation that a pills, array and inscription can help like breaking through the nine stars of dao palace, post-jump this applies to potions, seals, runes, barriers as well.

Veteran Elder

Patience of a Saint – 100cp
A cultivator has enormous amount of patients when they cultivate, sitting for years or decades in a cultivation stance would be no problem to them but it will test the will and determination of any normal man, and such with this would allow you to sit and cultivate without moving for centuries with no problem, addition to this, spending countless years on a single task, or just on living a normal life after spending years in a bloody battle would also don't seem to be a problem for you anymore.

Perfect Memory – 200cp
You possess perfect technical retention and execution, meaning that your skills and knowledge never degrade from lack of use, you'll be able to take that one obscure skill you learned hundreds of years ago, has engraved itself on your body so greatly that all of your skills remain within it, ready as muscle memory, eternally honed and readily usable at anytime, you also gained a perfect memory that allows you to remember everything's that happened and the ability to selectively seal memories that you don't want to remember.

Thousands of Steps – 400cp
The older they get the more patient a person is especially in planning, you gained the ability to plan thousands upon thousands of steps ahead and capable of predicting thousands of unknown factors be it in combat to economics up to managing galaxy spanning empires, the longer and far reaching the plan the more solid and better it is, and once the plan is started someone cannot stop it with brute force alone unless they know everything about your plans or have strength to makes you helpless, along with the ability to recognize plots and schemes that involved you unknowingly and instinctively know how to escape or ruin this plots and schemes.

Master and Disciples – 600cp
Anyone you take as a disciple and personally train would reach a level below your cultivation realm, mastery of techniques and comprehension of laws, martial intents and battle spirit, in a accelerated learning rate under you and reach that level within years even those without talent, any disciples you have has an innate sense of loyalty to you enough that they won't betray you for their own gains, and you gain the ability to accurately gauge persons level of talent and how far they can reach, post-jump, this gives you the ability give someone the ability to use magic system that you have or any powers that can be acquired in a setting that you have and train others with it.

Young Master

Divine Beauty – 100cp
Almost all cultivators of this universe are either handsome or beautiful that can topple a city or country, as the cultivators grow in power and reach higher realms they become even more handsome or beautiful, this applies to you as well, for males it would you more handsome and manly, while for females it would make them more beautiful and sexy, you also instinctively move in a way that you maximize the effect of you own assets making you more graceful, flawless and eye catching to the eyes of other people.

Leaders Charisma – 200cp
You possess significant charisma and social skills, allowing you to easily seduce women, making them fall incredibly deep in love with you, enough to ignore your faults and pursue you unresistingly, befriending and persuade anyone that isn't actively hostile to you, and have the ability to make anyone you have a conversation with lower their guard around you allowing you to worm your way into their heart, and make them less likely to betray you unless you're the one initiated the betrayal.

Complete Inheritance – 400cp
Sometimes descendants don't inherit or the bloodline is too thin for them to gain or reach their progenitor's level, powers, talents and potential but not anymore, any of your descendants gains all your powers, talents, potential and perks no matter how many generations they are away from you, this also applies to your adopted children's when to inject your blood with them, they also have innate sense of loyalty and respect to you and making them unlikely to betray you for their own gains.

A True Genius – 600cp
As the cultivator's realm increase the harder and slower they would advance some would even stagnant in the same realm for thousands upon thousands of years, but with this you would gain centuries worth of results in a year's worth of training, cultivation, mastery of techniques and comprehension of laws, intents and battle spirits, along with removing the diminishing returns at advancing your cultivation realm at higher realms and always advance and improve no matter how little, and you would never stagnant in anything that you do, post-jump this would also apply to any cultivation systems, laws, dao's, knowledge skills, attributes and energy pools.

Items

All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, you get discount according to the following scheme, one 100cp items as freebies, and may take discounts on one on each 200cp, 400cp, 600cp, 800cp items.

General

Cultivation Techniques – Free / 100cp / 300cp / 500cp
The cultivation technique is one the backbone of every cultivator, a technique that explains the way and how would a cultivator needed to meditate and cultivate to advance and achieve greater heights of cultivation realms, for free you would gain a cultivation technique which would have enough layers that would allow you to reach the peak of revolving core realm or gate of pain realm, for 100cp each purchase you could upgrade the previous cultivation technique or gain a new cultivation technique that has enough layers that would allow you to reach the peak of divine transformation realm or gate of death realm, for additional 200cp or total of 300cp each purchase you could upgrade the previous cultivation technique or gain a new cultivation technique that has enough layers that would allow you to reach the peak of world king realm or heavens eye dao palace, for additional 200cp or total of 500cp each purchase you could upgrade the previous cultivation technique or gain a new cultivation technique that has enough layers that would allow you to reach the peak of true divinity or gemini dao palace, the cultivation technique that you would gain here are composed of three parts and each part is compatible with the three cultivation systems even if you don't want to cultivate in that

cultivation system and all cultivation techniques bought here have layers for the starting realms for each cultivation system until to the realm that you bought, all cultivation techniques bought are the highest quality with the corresponding element or law of your choosing and any of the purchased cultivation techniques by default are engraved in your mind but it can also be stored in a jade slip.

Martial Techniques – Free / 100cp / 300cp / 500cp
The martial techniques is one the backbone of every cultivator, a technique that allows a cultivator to increase their combat strength, movements speeds and versatility, by using astral essence, true essence and spiritual essence of each cultivation system, for free you would gain a martial technique which would have enough layers that it would be considered peak of human-step martial technique, for 100cp each purchase you could upgrade the previous martial technique or gain a new martial technique that has enough layers that it would be considered peak of earth-step martial technique, for additional 200cp or total of 300cp each purchase you could upgrade the previous martial technique or gain a new martial technique that has enough layers that it would be considered peak of heaven-step martial technique, for additional 200cp or total of 500cp each purchase you could upgrade the previous martial technique or gain a new martial technique that has enough layers that it would be considered peak of transcendent divine might martial technique, martial techniques bought here are compatible to all cultivation systems and all martial techniques bought here have layers starting from human-step martial technique until to the step that you bought except for the free ones, all martial techniques bought are the highest quality with the corresponding element or law of your choosing and any of the purchased martial techniques by default are engraved in your mind but it can also be stored in a jade slip.

Cultivators Artifacts – Free / 100cp / 300cp / 500cp
Aside from cultivation and martial techniques a weapon are the extension of a cultivator's limbs and body, which greatly enhance their combat strength and killing ability in battle, an armor would enhance the cultivators ability to survive attacks that would normally kill them, for free you would gain a top-grade earth-step weapon or armor of your choosing, for 100cp per purchase you could upgrade the previous artifact or gain a new top-grade heaven-step weapon or armor of your choosing, for additional 200cp or 300cp per purchase you could upgrade the previous artifact or gain a new top-grade saint-step weapon or armor of your choosing, for additional 200cp or 500cp per purchase you could upgrade the previous artifact or gain a new top-grade spirit-step weapon or armor of your choosing, you could also import existing weapon or armor which would be upgraded appropriate to the amount you bought.

Spiritual Feast – 100cp
A meal enough to satisfy nine people for breakfast, lunch, dinner and its freshly cooked and delicious food that it be those you picked up from the various jumps you've been to, or favorite dishes of yours and companions, that is full of energy that can help consolidate one's true essence and give a miraculous strengthening effect on the meridians without side effects, and eating this every day would allow one to break through to the pulse condensation realm without training or cultivating.

Spatial Ring – 100cp
a storage ring that is very common items for cultivators to have allowing them to carry enormous amount of on their person, normally it would have a capacity of tens or hundreds

cubic meters, but this spatial ring has an ever growing space allowing you to store infinite amount of items inside, along with the ring being unbreakable, can last for eternity and cannot be stolen or used by others without your permission, you could also connect the spatial ring to your warehouse if you want to and always know what's inside of the spatial ring allowing you to draw things that you wanted to get, can be bought multiple times.

Essence Stones – 100cp
The most common currency that cultivators use and the backbone for essence gathering system, it also helps a cultivator making breakthroughs in cultivation, you would gain a ten thousand top grade true essence stone and one top grade spirit essence stones monthly; it would be stored into your spatial ring or warehouse, for 50cp each purchase would increase the essence stone gained by ten times, should you ascend to the divine realm you would gain violet sun stones equal to your true essence stone and violet sun crystal equal to your spirit essence stones, post-jump you would gain the most common currency of the location you are in.

Spirit Ship – 200cp
Cultivators employ these kinds of ships when traveling to a long distance locations on the divine realm especially if they have other companions that isn't on their level allowing them to reach their destination in a record time, this spirit ship base speed scales to the average speed of your cultivation level and it also doesn't need any energy to fly but infusing any of your energy would increase the speed by ten to hundred times of your realms average speed depending on how much energy you infuse it, the spirit ship is durable as a spirit-step artifact and its appearance as default is up to you, you could also import existing vehicles that you have which would be upgraded, can be bought multiple times for 200cp.

Thousand Mile Heartlink – 200cp
A top sixth grade divine runic symbol attached to a necklace, its function is to use the necklace to remember a person's soul aura, and then the master of this necklace could use it to communicate with that person, as long as are were in the same universe, even if they are separated by ten quadrillion miles the necklace with the heart spirit symbol will still be able to send a message, it can also remember up to a hundred soul aura's of a person, can be bought multiple times for 200cp.

Divine Jade Slip – 200cp
Engraving cultivation methods and martial techniques in jade slips are usually done by cultivators to pass it to their disciples and descendants, but it has an inherited weakness that they have to comprehend and experience it on their own since they don't have the attainments and experience of the engraver, unlike the other jade slips the divine jade slips allows the user to engrave their cultivation methods, martial techniques and laws along with their attainments and experience on practicing and using their cultivation methods, martial techniques and laws, this guaranties those who use the divine jade slips to reach a level below the cultivation realm, mastery of techniques and comprehension of laws of the engraver at breakneck speeds in training and practicing the cultivation methods, martial techniques and laws recorded in the divine jade slips and if they follow the steps according to the divine jade slip would guaranteed that they would reach that level even if they don't have the talent for it, post-jump this would also allow you to engrave attainments and experience in magic or powers, for additional 200cp undiscounted per purchase you would gain an another divine jade slip.

Heretical God Force - 400cp
Makes possible to greatly enhance one's strength for a short time, and true essence would also increase, at first layer could enhance one's strength and true essence force by fifty percent, the second layer could enhance by one hundred percent, the third layer by one hundred fifty percent, and so on until the sixth layer, where it could enhance a martial artist's strength and true essence force by three hundred percent, also makes possible to form diverse elemental souls or essences, it allows the user to absorb multiple elemental souls and essences, unlike the original this version this also enhance your astral essence and spiritual essence, for additional 100cp per purchase your heretical god seed would gain an elemental souls or essences from the start, and this elemental souls or essences would start as peak-grade human-step rank, by default it would be engraved in your mind but you could also store in a jade slip doing so you would lose the privilege to gain a elemental souls or essences from the start, see notes for more info.

Illusionary God Combat Array – 400cp
An array only accessible through your warehouse that recorded the countless heroic young elites that had passed through it, then, a simulacrum of these heroic young elites was reproduced through the array formation and energy, forming a killing array, when a trial challenger rushed through the illusionary god combat array they would have to face the onslaught of these numerous geniuses, unlike the original anyone that you would fight here would be upgraded to a peerless genius that would give you life and death battles suitable to the challengers level or realm, and it also records everything about anyone that you killed even you haven't seen everything thing they know and have, and those that you fought would only produce up to those that you know about them, each time you kill an opponent it would gain benefits for your cultivation no matter what realm you are allowing you to advance so long you can kill enough opponents, and should you die inside the illusionary god combat array you would only be thrown out alive with the experience of you dying and can only try again after a year even you forfeit.

A Great World – 600cp
You would gain a planet with the size of a great world on your own; it resides inside a pocket dimension that only you or those you give permission can access even without your input, on the great world has a sea of clouds floated thousands of celestial mountains, and these celestial mountains were covered with all sorts of wonderful treasures of the world, the most inferior of these precious treasures still exuded spiritual auras that were hundreds and thousands of times more intense than the most valuable heavenly materials of the sky spill continent, a mysterious and dazzling immortal palace floated among these celestial mountains, similar to an illusionary mirage that could disappear at any moment. spiritual springs surged, coming down in waterfalls that looked like endless bolts of white silk sprinkling down from the heavens, a single drop of this divine nectar, if dropped onto a field of mortal grass, could turn all of it into spiritual herbs, but now, rivers of this water were sprinkling down into the sea of clouds, vitalizing the heaven and earth origin energy in the surroundings.

Medicinal Garden – 600cp
A pocket dimension with an ever increasing size only accessible through your warehouse, where the soil that adapts itself to grow whatever is planted in it, and an atmosphere that will change itself to meet the demands of each and every plant as needed, transforming some areas into barren, frozen wastelands, and others into fiery hellholes, the garden also

automatically harvests fruits and herbs, while storing them in the spatial ring or warehouse along with replanting seeds, all this plants or tree's would mature at a very fast rate where the lowest rank would mature in days and the highest rank would mature in years, you only need to introduce new seeds or plants for it to be planted and harvested in timely manner, each seed or plants planted would multiply and produce one thousand pieces per harvest, post-jump other seeds or plants from other jumps can be planted here no matter how exotic, rare or one of a kind it is.

Avatar – 600cp

Avatar's had to be formed using one's own blood energy or created using some miraculous treasures of the heavens and earth, the disadvantage of the first option was that it would cause one's blood vitality to drop, after refining an avatar, there would be a long time during which one's cultivation and strength wouldn't rise, but fall instead, as for the disadvantage of the second option, it was far too difficult to find some miraculous treasures of the heavens and earth, you can gain an avatar without using the two methods and the avatar bought here will always be equal to you in cultivation realm and has access to any cultivation system that you practice, the avatar has no difference compared to your real body it might as a well be your second true body, should the avatar be destroyed you would gain an another after ten years it was destroyed, for additional 300cp undiscounted per purchase you would gain an another avatar.

Bloodline Drops – 800cp

A bloodline gives greater training talent and multiple active and passive abilities, for instance phoenix blood can be burned again and again, dragon blood imparts great strength, asura's blood gives you an asura transformation which gives him a huge buff in strength, bloodlines can improve training talent, plain human bloodline is too weak, the only good thing is its ability to improve without any limits, other species like dragons and phoenix just need to grow up to reach empyrean level strength, blood transplant can give a part of this potential to the receiver, you gain a flask full of blood and essence from a highest ranked god beast with the element of your choice, which has enough blood and essence to give the users a pure-bloodline and a peak empyrean level talent along with a potential of reaching true divinity realm while gaining a potential to reach the tenth level concept of the chosen element with accelerated pace without experiencing bottlenecks, there won't be a problem transplanting it into a mortal even in a baby, it replenishes every ten years after use and can only used by the same person once unless you purchase and choose a different god beast or element, for additional 400cp per purchase you would gain an another flask full of blood and essence, see notes for more info.

Divine Crystal Magic Cube – 1,000cp

A heavenly treasure that existed from the beginning of the universe it can protect the user against soul attack of any level or realm, erase soul mark and extract all memories from any soul, has infinite space inside it, can move by ignoring any barrier, can preserve souls for any length of time without any loss to their life force, can consume and erase soul marks along with letting the user absorb a person's complete or fragmented memories without repercussions, while it's only a replica it can do what the original divine crystal magic cube can do, and it doesn't contains the soul fragments that the original divine crystal magic cube have and unlike the original you can freely use the divine crystal magic cube without needed to be reach a high level cultivation realm even as a mortal.

Companions

You, the jumper, may transfer any remaining cp that you have to your companions.

Import – 50cp / 300cp
With each purchase of this option, you may import one of your previous companions, they will gain the same number of discounts and freebies that you do, along with 800cp to spend as they wish, or pay 300cp to import all eight of your previous companions, they cannot take or purchase additional companions but they can purchase origin, perks, items and take drawbacks for additional cp.

Canon Character – 150cp / 300cp
With each purchase of this option, you will be ensured of meeting a cannon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you, for additional 150cp or total of 300cp per purchase Jump-chan would make a clone of them with their personality, skill, knowledge, power and memories by the end of the jump, should you unable to convince them to join you or their dead, if their clones they have jump-fiat loyalty to you, after the jump they would be given 800cp to purchase perks and items in this jump but cannot purchase companions and take drawbacks.

Lifelong Companion – 300cp
A companion of the opposite or same gender of you the two of you would be spending the rest of your lives together, several weeks into the jump the two of you would meet and would fall in love with each other, their love for you is eternal to the point that it won't wane and manipulated by powers and time, they are willing to be at your side even if they have to defy and fight their family, clan or sect, they have the exact appearance, disposition, alignment, and personality of your preference, can be purchased multiple times, if purchased multiple times they would they are willing share and open minded to become part of your harem and work with synergy with each other, they have 1,000cp to purchase origin, perks, items and can take drawbacks for additional cp, but cannot take or purchase additional companions

Drawbacks

There is no cp or drawback limit so take as much drawbacks as you want

The Martial Peak - +0cp
Rather than staying for ten years you would stay in this universe until the series finish or you reach the peak of cultivation, should you die before that time comes you would it would only count as a jump-failure and continue on your chain without the perks and items you gained here.

The Plot – +0cp
No matter what you do you would likely be drawn towards important events that are going to happen and turning points of the setting, you would face dangers and experience life and death battles, it would be good if you have the ability to change the events, though this is a nice drawback to make yourself have a significant impact to the setting.

Missing Friends – +100cp
Upon entering the setting you and your friends meet some disaster while you arrive in your destination your friends are scattered throughout the continent, though it would be inconvenient to them but you would meet your friends again one way or another if you tried hard enough, if you previously don't have any companions you can't take this drawback.

Crippled Cultivation – +100cp
Pick two out of the three cultivation system and you're unable to cultivate on those cultivation system, no matter what cultivation methods, treasures or materials would not able to help you, in this world where the top cultivators practice two or three cultivation system, you would be always at disadvantage when fighting them.

Xianxia Reincarnation– +200pts
Upon entering this jump you experienced a mishap this erased your memories as a jumper along with knowledge and items about this universe or jump you could only assume that you're like a typical reincarnated xianxia protagonist, the powers you gained from previous jumps are still their along with the one's bought here though the powers before this jump have to be re-learned from the beginning and you would recover your memories after post-jump, you may even replace and self-insert as one of the main characters if you want.

Savior Habits – +200cp
You have a soft spot of the oppressed and good people making you always stick your nose where it doesn't belong, everywhere you go and no matter what time you always pick a fight with those cultivators that are proven evil and would do extreme ways to kill them, though without harming bystanders and civilians along helping those in need especially if they're not wrong and typically good peoples.

Authentic Xianxia Experience - +400cp
All perks, abilities and items that are not purchased here are sealed except for the warehouse and body-mod, this is to allow you to experience a xianxia universe of everything this universe can offer and how those xianxia protagonist rise through their own blood, sweat and tears, though you would have their heaven defying luck to keep you alive, if this is your first jump, you gain no points for this drawback.

Rival Cultivator - +400cp
Years in-jump you would meet a cultivator that you would truly offend, this cultivator would be your equal in cultivation realm, mastery of techniques, laws, martial intents and battle spirit, every time the two of you would meet you would fight in a life and death battles that even outside of context powers would not help much, while his not unreasonable that he would fight you in a place full of civilians or battle restricted place but outside of that it's a fare game to him, and he cannot be killed should you have allies or sect with you when fighting him, he cannot also be killed by other factions or sect that you instigated to kill or harm him, near the end of the jump the two of you should meet for your one last battle, should you win and spare him he would become your companion and gain 1,000cp to purchase perks and items of this jump, you could also choose his gender if you don't like a guy to be your rival, be warned should you be careless when fighting him you would die and this would become a jump-failure but would not end you chain.

Competent Cultivators – +600cp
Every being that you would encounter here would be very competent and smarter like a real person with ability and would abuse their advantage at the best of they can, the villains or beings here aren't the type of noobs that exist solely to make the mc look better or antagonists to the heroines who the mc overcomes to get the heroine to fall in love, they are outright inhumane and cruel to crazy, evil guys who basically just want to watch the world burn in chaos, others just want to conquer and dominate all there is, they have their own fixed agenda, and whether they are at the forefront or in the background, this also applies to other beings as well like, older cultivators are wise and patient doesn't make a move on younger generations unless they did the bottom line of cultivators or they truly offend them, the elders and heads of the clan, sect or kingdoms are politicians that are sly as a snake and knows how to plan ahead and when to backed out for the future of their clan, sect and kingdom, with this drawback expect heaven defying plans and schemes that reach hundreds to trillions of years that accounts you as one of the variables and very hard to disrupt along with expecting life and death battles for every villain cultivators that to fight.

Wrath of a Kingdom – +600cp
While its normal to a xianxia protagonist to offend a rouge cultivator to a kingdom but they do it in sequence from small to big, and unlike them you skipped this time honored tradition of the xianxia protagonists, you completely offended one of the four main kingdoms of the sky pill continent which are the, nine furnace divine kingdom, sublime smelting divine kingdom, seven star divine kingdom and lastly the asura divine kingdom, few years in the jump by some fiat-backed event you would offend this kingdom that they would mobilize their entire kingdom to hunt you down, they won't start from the weakest to the strongest but the strong to the strongest they would make you helpless, and unlike a typical xianxia kingdom waiting for the mc to destroy them, the kingdoms that you choose would become very competent at hunting, fighting and defending sneak attacks from you, for additional 300cp you can choose to one of the remaining three kingdoms to offend, you can only take this drawback four times.

Endings

After ten years of surviving this universe you are finally given three choices to choose from.

Stay Here
Something about this world made you want to stay, maybe it's the friends or comrades that you made in this jump, nevertheless this would be the end of your jumping days.

Go Home
Deciding that you miss your family, making this jump your last, maybe is it due to you lounging for your family.

Continue
Onwards to the next jump leaving behind your friends and comrades you made for more power.

Notes

- *Post-Jump*
  - *No matter what realm you reach you can infuse astral essence, true essence or spiritual essence to others and it would allow them to cultivate the system that you're using.*
- *Cultivation*
  - *There are three cultivation systems in The Martial World, the Body Transformation System, Essence Gathering System and Soul Forging (Temporary Name).*
- *Martial Intents*
  - *It is possible to buy empyrean primordius martial intent but you have to buy the Heavenly Demon Martial Intent, Heavenly God Martial Intent and Heavenly Mortal Martial Intent separately, after buying this three they would automatically merged to become the Empyrean Primordius Martial Intent.*
  - *About self-created martial intents, you can go wild and fanwank it on how much utility and effects it can have but if it's comparable to a transcendent divine might like primordius martial intent you must pay 300cp to create it.*
  - *Examples of Cannon Martial Intents*
    - *Ethereal – Allow to the user to enter in state optimal for the cultivation and hastens the essence cultivation.*
    - *Lesser Samsara – Strengthen and protects the users soul when used*

        - *Heavenly Demon Martial Intent - A fusion of three secondary martial intents, each secondary intent must be obtained and can then be fused, based on individual perception and chance, sub force field of the Primordius martial intent.*
            - *Asura of the Heavenly Demon - Create a force field that can suppress any cultivator within the range of the force field.*
            - *Death God of the Heavenly Demon - Create a force field that can stimulate the primal fear within the soul itself, affecting the control that the soul had over the body.*
            - *Prime Emperor Lotus Flower - Create a force field based on grandmist energy, also called grandmist space which suppresses all laws and techniques (including will force) as long as the user is strong enough.*
        - *Empyrean Primordius Martial Intent - The transcendent divine might martial intent that is created by empyrean primordius composed of heavenly demon martial intent, heavenly god martial intent and heavenly mortal martial intent.*
- *Perks and Items*
    - *Heretical God Force by default in the setting you can only gain elemental soul or essence, but this version can gain soul and essence outside the common elements, it is possible to gain soul and essence from grandmist, genesis or spiritual energy or essence which can be nurtured to increase their rank via your astral essence, true essence and spiritual essence that the three cultivation system uses.*
        - *And what can the grandmist, genesis or spiritual soul or essence do? Fanwank it.*
    - *Bloodline Drops item, would increase your talent to peak true divinity level, and using two would increase it to beyond true divinity level.*
    - *Bloodline Drops item, you can choose outside of the elements like time, space, yin, yang, grandmist, genesis or spiritual.*
- *Talents*
    - *Talent is measured by strength, dexterity, fighting capabilities, and added 'destiny' on oneself, take note that in the 'martial world' universe, they're scope of young powerhouses and prodigies in-general are only those who had, at least, a great start and aptitude for cultivation, impressive determination, potential, and of course in their youth to have had the so-called 'life of an emperor' as stated at one point in the novel. meaning that everything that they did was flawless, extraordinary and the novel even entails that they were 'destined' to be an emperor and no matter what happens they would never die, rather, it would be their enemies that would die a pitiful death and pave the road for their legend, of course, until they had exhausted they're potential.*
    - *Levels of Talent - I have nothing beyond true divinity since the mc is not there yet, and the years are your age and assuming started at the age of 12 and have no help from pills when cultivating*
        - *1st Grade = Altering Muscle before 30 years*
        - *2nd Grade = Bone Forging before 30 years*
        - *3rd Grade = Pulse Condensation before 30 years*
        - *Human Grade = Houtian before 30 years*
        - *Earth Grade = Xiantian before 30 years*
        - *Heaven Grade = Revolving Core before 50 years*

        - *Saint Grade = Life-Destruction before 50 years*
        - *Emperor Grade = Late Life-Destruction before 100 years*
        - *Hallowed Lord Grade (Divine Sea Talent) = Divine Sea before 100 years*
            - *Looks practically the same if you ask me*
        - *Divine Transformation Talent = Divine Transformation before 120 years*
        - *Divine Lord Talent = Divine Lord before 120 years*
        - *Holy Lord Talent = Holy Lord before 1,000 years*
        - *World King Talent = World King before 10,000 years*
        - *Great World King Talent = World King before 10,000 years*
        - *Empyrean Talent = Empyrean before 10,000 years*
        - *True Divinity Talent = True Divinity before 100,000 years*
        - *Beyond True Divinity = No Information*
- *Laws*
    - *Examples of Laws*
        - *Grandmist*
        - *Genesis*
        - *Spiritual*
        - *Space*
        - *Time*
        - *Fire*
        - *Thunder*
        - *Wind*
        - *Darkness*
        - *Water*
        - *Earth*
        - *Metal*
        - *Wood*
        - *Yin&Yang*
        - *Slaughter*
        - *Asura Heavenly Dao*
- *Future Perks*
    - *Perks*
        - *Bloodline Suppression*
    - *Items*