Stellar Transformations

Part 1 [Mortals]

Jumpchain compliant CYOA

By Velk

Introduction

In a galaxy far away, there is a kid without the innate inability to practice internal techniques. So, in order to gain the respect of his father, he resolutely chooses to follow the more difficult and painful path of practicing external techniques.

Welcome to the universe of Stellar Transformations Jumper! You start a week before Qin Yu is judged incapable of becoming a good ruler and unable to use Internal Energy Techniques and you'll be staying here for the next fifteen Standard-Earth years. Have fun and try not to become something or someone's lunch.

Origins

Peasant [Drop In]: Huh, it seems that you appeared out of the ether. At least to the perspective to the other Cultivators. Maybe you're a Peasant that got lucky and found a powerful but simple cultivation technique mixed in with your family's purchases or you are simply a interdimensional traveler who ultimately got lucky with a awesome benefactor who took pity on them.

Noble: Ah, a member of the ruling class. Your family has reached a high station in or near your starting location: this has allowed them (and you) to leverage this position into powerful cultivation techniques.

Warrior: The working class. Unhappy with your lot in life as a peasant, you joined either the army or a bandit group. Your superiors, impressed with your loyalty and skills, have invested in you a powerful cultivation technique and have stationed you near your starting location.

Locations

Roll a 1d5 for your starting location or choose if you have a preference on your starting location.

Yan City - This city is the seat of power for the ‘East Vanishing Prince’ Qin De, Qin Yu’s father. You start somewhere safe within this city that could hold millions.

Mount Dong Lan - A very tall and heavily wooded mountain, you begin at its base. In time, Qin Yu will come here and it will be his training grounds for the next few years while he trains and bathes in the healing waters of the Misty Villa not that far away.

Qingshi City - While merely a small city that borders the Immense Wilderness, this is the last bastion of civilization before Qin De will face his 4-in-9 Tribulation in about eleven years. There’s nothing truly special about this city beyond being the city furthest east on the Qian Long continent but it does give you quick access to the Immense Wilderness and it attracts a number of merchants due to the materials the independent Cultivators bring from it to sell.

Black Water Mountain Range - Welcome to that number one place of bandits on this planet. There live approximately 200,000 bandits within the mountain range and they are checked by the 200,000 soldiers stationed around it by Qin De. You are blessed by yours truly by being able to choose anywhere in and around the Black Water Mountain Range instead of just within the mountain range.

Immense Wilderness - Covered in thick forests that are filled with demonic beasts and mountain ranges with even more demonic beasts are what awaits to the east beyond Qin De’s domain. Even the honorably styled Shangxian on the Qian Long continent do not dare travel deep into the wilderness. You may start anywhere within the wilderness.

Perks

Perks in each section are discounted to their appropriate origin and the 100cp perk is free for the corresponding origin.

General

Cultivation (Free) [You are capable of Inner and External Martial Arts. You could, with significant effort, become a Mid-Level Xiantian in either but not both with this perk alone.]

The Stellar Transformation Technique (400cp) [Grants knowledge the forms that allow you to train up to the peak of the the Stellar Transformations technique itself. Assuming you can reach the Xiantian level, this perk will guide you up to the level of Star in the technique. After, you will need to progress on your own.]

Drop In Perks

Intuitive Enlightenment (100cp) [Due to your otherworldly nature you are more in tune with the natural way of Heaven. Revelations and insight into the nature of things will come more easily to you, allowing you to achieve twice the result in half the time.]

They are Mine! (200cp) [You have an innate sense for when your friends and family are attacked, and where they are when they are being attacked. In the event you are too late and the unthinkable happens, there will be clues to the attacker's identity.]

Nine-in-Nine Chance (400cp) [Jumper... for one such as you, who will proceed to go to many worlds, it would be ignoble to die to mere ill luck or circumstance. For

this reason, impersonal forces will always fail to kill you. It's impossible for you to die without the deliberate effort of another person... tribulations are survived, you'll survive falling from orbit and perhaps even a direct hit from a nuke as long as you're not personally being targeted.]

Natural-Borne King (600cp) [Rather than a normal person, you are the Captain America of this world. Your lineage, if it is applicable, and innate talent are top-notch and you're pretty much guaranteed to be able to hit above whichever weight class you're in. You'll also be greatly respected by others, who have no choice but to acknowledge the real deal, you. In later Jumps, your body will also count as noble and as top-notch for the purposes of any sort of progress in magic or ki system that's dependent on those factors.]

Noble Perks

Stubborn as a Qin (100cp) [Verily, few have a will as strong as yours. Time and circumstance will not change your mind once you have made it up.]

The Lineage of Plotters (200cp) [If there is one thing you and your esteemed bloodline are good at, it's making plans and plotting. Even if it takes several hundred years, you or those you involved with your plan will somehow manage to get everything together make it work. You/They will still need the necessary information and materials and to do the leg work but you will have a good idea what needs to be done to achieve whatever goal you place for yourself or dynasty.]

Ancient and Noble Line (400cp) [A Noble without friends or personal influence is either really strong, has relatives that are really strong or is skilled at diplomacy. Since you might not have any of the three, you, of course, have to make many friends and learn diplomacy. This perk helps with that making you much easier to befriend and much more charming to other people boosting your charisma and gives you almost supernatural skill at diplomacy.]

In the Blood (600cp) [When many Nobles have children, they almost always end up being spoiled brats who can't back up what they say and quickly end up getting wrecked by a person they offend. By buying this perk any and all of your children that are born to you are born with your personal level of strength when they were conceived and awaken to full power at the age of 20. This works to a lesser extent to children that you adopt.]

Warrior Perks

Natural Born Strength (100cp) [Perhaps the most important quality of an External Warrior is their raw physical power and the most important quality of Internal Warrior is their dantian. For you both are very good: you are as strong as an average soldier in an army and your use of Internal Energies is one-and-a-half times more efficient than the average Internal Warrior, allowing you to use more techniques.]

This and That (200cp) [You are able to figure out what is best in the way of training. Given the choice of ten different teachers, you would be able figure out which of them is the best for you, or for another, with minimal information about each teacher. You also would be able to figure out how to use any technique no matter how poor your instruction, provided you are able to learn it to begin with.]

Limit Training (400cp) […is to break through the body's limits time after time. You have taken this into your very being and have learned how to surpass any limits that you have, be they physical, mental, or spiritual.]

Grand Meridians (600cp) [Ordinarily, Internal and External Martial Arts are separate and trying to do both would result in doing poorly in both. With this perk however, training one will help advance you in the other of this land's Martial Arts. Beyond this jump, this perk allows you to increase your mana reserves and other reserves as you improve your body and improves your body as you grow the depth/breadth of your various reserves.]

Gear/Items

Items in each section are discounted to their appropriate origin and the 100cp item is free for the corresponding origin.

General Gear

First-Class Martial Art Technique (Free One All, 50cp for more) [You have free range of any techniques that is displayed in the Canon Mortal Realm and that is shown to be found in the range of Mortal Cultivators. If the technique is not First-Class, you receive the equivalent instead. If there are no canon techniques that you find to your liking, feel free to make your own. If you wish for more than one technique, you may buy more for 50cp for each additional technique. You can not take Stellar Transformations as a technique whatsoever.]

Bag of Red Flourishing Pills (400cp) [Mid-Grade Holy Pill that will help advance your cultivation up to Late Yuanying Level. After which, you will receive diminishing returns in terms of additional advancement. Refills once a month.]

Black Weapon (400cp) [A weapon crafted from a branch of an Ancient Ironwood Tree. For all practical intents and purposes indestructible for a Cultivator in the Mortal category, it also grants its user the ability to more closely in-tune with nature and gain insights much faster, achieving twice the result in roughly half the time. However, at high levels it does not amplify the strength of your attacks as much as a proper weapon would with this world's cultivation techniques. You may freely import another weapon in your possession as the Black Weapon, giving it the properties listed here.]

Drop In Gear

Black Iron Weapon (100cp) [A standard weapon of the armies of this land, it is well-balanced and comfortable in the hand that holds it. Black Iron is both harder and sharper than regular iron and is stronger than the average External Warrior's fist and feet in this land.You may freely import another weapon in your possession as the Black Iron Weapon, giving it the properties listed here.]

In-Rock Flaming Iron (200cp) [This iron is the primary material used by Shangxian/Loose Immortal smiths in the creation of Holy Weapons. Mayhaps, you will find a use for a stockpile stored in a larger-on-the-inside crate that replenishes once a month.]

Meteoric Tear (400cp) [A mysterious, blood-red crystal in the shape of a tear. It fuses with the body, and possesses marvelous healing properties, granting you a healing factor. It holds within it many secrets.]

Noble Gear

Hot Spring (100cp) [A large hot spring is attached to your warehouse. While bathing in it, it soothes your body, mind and soul and grants a minor healing factor that is especially effective for healing injuries typically received during training. It’s also a simply exceptional hot spring. Very relaxing after a long day of work/fighting.]

Black Gold Training Weights (200cp) [An entire set of Training Weights made of Black Gold. The set consists of a pair of Black Gold arm guards, a pair of Black Gold leg guards and an undershirt made of Black Gold threads. Items such as these are only able to be made by expert smiths. In addition to being extremely valuable, with black gold being about a hundred times more valuable than ordinary gold, they will always be somewhat heavier than wearer is use to. You may freely import another set of armor or something equivalent in your possession as the Black Gold Training Weights, giving it the properties listed here.]

Lei Mountain House (400cp) [You have a copy of the villa Lei Wei made while he was alive. This includes all of the things and features that the original has. This house may be located wherever you desire in this jump. After this Jump you may have this House imported into future Jumps or you can have it attached to your Warehouse.]

Warrior Gear

Medicinal Food (100cp) [A chest containing an infinite amount of delicious, nourishing food that also heals minor wounds and training injuries, while aiding the healing of major wounds.]

Medicinal Wine (200cp) [A jar of powerful medicinal wine, this will heal even major wounds, and refills within the day if emptied. It's also simply very fine wine.]

Holy Weapon (400cp) [A top-grade holy weapon. Not only is it extremely durable and bound to you by blood, allowing you to store it within your body, it also amplifies all of your attacks, letting you hit far harder than you otherwise would. Loses efficacy once you surpass the Dacheng stage but it will never fall below 75% amplification. You may freely import another weapon in your possession as the Holy Weapon, giving it the properties listed here.]

Companions

Generic Import/Creation (50cp for 2, 100cp for 4, 150cp for 6 and 200cp for 8) [For the listed amounts you are able import or create a companion or companions with a origin and 800cp to spend.]

Mass Import Option (500cp) (With this option, you may import all of your companions and they will get the same amount of cp as the Generic Import option.)

Canon Companion (200cp) [You took a shine to one of the natives here? Very well, I will allow you to take one alongside you. As long as they are willing of course. May be bought multiple times.]

Increase Companion cp (Variable) (For every point of cp you spend on this option, each companion will receive twice the cp you spent, provided that they get cp.)

Drawbacks

No CP Cap, take at your own risk.

Wheels within Wheels (0cp) [If you'd like, you can stay in this place a bit longer. Anywhere from an extra year to a hundred years, just let me know when you're done after your mandatory fifteen years. Do keep in mind that this also ensures that you will be experiencing your other chosen drawbacks that much longer, that is if you choose any.]

Humiliating Name (100-200) [Your given name for this jump is something you will find mildly humiliating. For 200cp, your name is now something you will find very humiliating. Pray you don't get Man Dong, Hao Tan or something equally… unique.]

Taste your Grandfather's Stick (100cp) [You have difficulty not saying things in a way that can be misinterpreted, one way or another. You can clarify yourself, but that only opens you to further misinterpretations. You can plan exactly what you say in advance to make sure you aren't misunderstood.]

I, Your Jumper (100cp) [You have an extremely archaic way of speaking. This annoys some people, and the undereducated might not understand you at all.]

Jump'er (100cp) [You are extremely informal. You might make some enemies for showing so little Face.]

Decadence (200cp) [You are extremely decadent. You would rather focus on your personal pleasures than on training, though you can focus on training with some mental effort.]

Arrogance (300cp) [You are extremely arrogant, to the point that it would take either extreme aggravation or obvious superiority for you to even consider using your full power against your foes. In addition, running away or surrendering won't even occur to you unless you're already obviously on the ropes, at which point it might be too late.]

Inability to use Internal Techniques (300cp) [You were born with a Dantian that cannot accumulate internal energy or your entry into this realm was flawed in some way. Regardless, any holy energy you attempt to fill your Dantian with will dissipate into the outside world from within your body leaving your Dantian as empty as before you started. With the External Techniques only reaching to Peak Houtian, you will have to persevere pioneer beyond this level on your own without much guidance.]

Wrath of the Protagonist (500cp) [You or your family was in some way involved with the death of Qin Yu's mother, Jing Yi, or at least things seem that way. While the rest of his family may not consider you worth dealing with during your stay, he does and once he finds out the details of his mother's death, he will do everything in his power to end your life. He *will* acquire the Meteoric Tear, and unless you're capable of defeating Jiang Lan, he will ensure that Qin Yu at least acquires Lei's Mountain House and the Stellar Transformations technique. It *might* also be unwise to kill him - Jiang Lan certainly won't take kindly to it. This drawback negates 1-ups **<u>if</u>** Qin Yu is the one who kills you.]

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So have you finished your jump here, eh? Drawbacks are removed as per usual.

Here are your options:

Remain Here. [So something about this world speaks to you? Ok, I'll take care of your affairs over on your home world. Here, have an extra 1000cp to spend as a parting gift from me. Have fun.]

Return Home. [Burnt out already? Ok, fine. I'll send you back home. ...Killjoy.]

Ever Forward! [Let's get to the next arc, buddy-boy! And try to be a bit more relaxed, the odds of something big happening in the next jump are slim to none. ...What do you mean you don't believe me?]

Odds+Ends/Notes

The forms granted by the Stellar Transformations perk are a variant. Though they work equally well and are identical in effect as the originals, Lei's Mountain House will not recognize them. If you wish to become its master in-Jump anyway, that is without spending cp, you will need to find and master the original Trans-Heaven Diagrams.

The Meteoric Tear you can buy here is merely a duplicate, and will not grant you the favor of Jiang Lan. However, he will not really care how you came about it either, as he can tell the differences between the two, beyond perhaps some idle curiosity.

Jiang Lan is a Godking. That is to say, he is effectively two steps below Universe Creator powerwise In-Universe. He can destroy galaxies. Unless you're an elder Jumper or literally invincible, pissing him off is extremely unwise. All the same, he probably won't give a shit about you as long as you don't (try to) kill Qin Yu or Hou Fei, so you don't really need to worry about him coming for you either.

Here's a Link to the cultivation chart and a Link to the Stellar Transformations technique for reference.

The Star Level mastery for the Stellar Transformations technique is comparable in power to a late-Dujie to Dacheng stage cultivator.

If you learn the In-Universe Stellar Transformation technique it can be backed by your Jump-Chan/Benefactor/Kiosk/etc at the author's/QM's discretion.

Gentle reminder that the jump lasts fifteen years

If this ends up on /jc, it's because someone is trying to make trouble. /jc is free to make their own jump of Stellar Transformation and I am in no way trying to prevent them from making their own.

Jump Author/Jump Creator: Velk
Contributors: larslolxz, blackshadow111, Nerx and the entire SB Jumpchain community.