Wuxia Jumpchain

Welcome to the world of Wuxia. This is no specific story, but a place where all the stories happen. Wuxia is the term for the ancient Chinese "Time of Warriors," when Youxia (or heroes) travelled the world and performed great deeds. Gods and immortals roamed the lands, and there is only one question you must ask yourself: "Is my Kung Fu strong enough to survive?"

Places:

You have your choice. You may choose to appear in a Generic and Randomized Wuxia setting, or may roll to choose between the following settings, appearing in any case 1 year before the action begins:

1. Crouching Tiger Hidden Dragon
2. Romance of the Three Kingdoms
3. The Swordsman
4. Forbidden Kingdom
5. The works of Jin Yong
6. Hero
7. Zu Warriors from the Magic Mountain
8. Free Pick

Backgrounds:

All Youxia must come from somewhere. What is your life story?

Drop-In Free:

You actually don't come from anywhere in particular. You wake up one day in the middle of a rice paddy, with a whole new set of skills.

Warrior: 50 CP

You fight for a living. You might have been a soldier only recently mustered out, or you may be a bandit. In any case, you are trained in lethal maneuvers with your hands and feet, and have a trusty weapon by your side.

Noble: 100 CP

You are one of the elite. The rebellious daughter of a noble house, the heir ready to take control, or a disgraced cousin hoping for a lucky break, you awake in your estate. You are well educated, and have been trained in various arts to fend off kidnappers and for demonstrations at ceremonies.

Monk: 100 CP

You are a monk, of one of hundreds of orders. You are skilled in meditation and have truly unlocked your body's mastery of ki. While the world would of course be best in harmony, everyone knows that it is sometimes the will of the Tao that a few skulls be broken.

Age and Gender

In any case, when you awake your age is 1d8+16. Monks may optionally select to instead have an age of 1d8+55. Your gender is the same as it was wherever you came from. You may instead pay 100 CP to choose both your age and gender, within the ages that could be randomly generated.

Basic Martial Arts
Weapon User 100 CP, Free Warrior:
You are trained in the use of one martial arts weapon. You may be a master of one of the four Great Weapons, the Dao (Sabre), Jian (Longsword), Gun (Staff), or Qiang (Spear), or you may use a less-known weapon such as a halberd, a pair of hook swords, or a meteor hammer.

Aikido 100 CP:
You are a master of Aikido. Your direct attacks are not very skillful, but the style has a plethora of ways to dodge and redirect an opponent's movement, forcing them to make mistakes until they are stuck in a joint lock or they "meet the floor."

Lost Monkey Style 100 CP:
You are an expert at feints in battle, and sudden strikes that begin looking like simple hand gestures. You attack and retreat, like a monkey grabbing food.

Archery 100 CP:
Similar to the Japanese techniques of Kyudo, you are a master archer. You can strike a swallow on the wing, and are capable of firing arrows from horseback with great accuracy.

Drunken Fist 100 CP Free Drop-In:
You are a master of the Drunken Fist style. Your movements in combat appear random and clumsy, but are in fact precise; watchers can never predict your next moves, and trying to find a hole in your defense is like trying to find the pattern in an avalanche. You are also highly resistant to intoxication, and are skilled at using jugs, bottles, and glasses as improvised weapons.

Kyukoshinryu 100 CP Free Warrior:
This simple style is based around the use of many heavy kicks, serving as the origin of kickboxing as a sport. Your leg strikes can stun an ox, and you have excellent balance.

White Crane Style 100 CP:
You are a master of the White Crane style. This style focuses on using the hands as weapons, in quick strikes imitating the pecking bird and elbow slams inspired by flapping wings. This style has inspired many forms of boxing and upper-body forms, including Wing Chun.

Southern Dragon Style 100 CP:
This smooth, flowing style includes very few attacking movements. In fact, it's most effective attribute is the ability to help others attune their Ki for rapid healing, as well as many meditative forms and a number of defensive maneuvers.

Tiger Style 100 CP:

A very aggressive style, masters of the Tiger make broad, sweeping strikes with their hands while constantly advancing. With the hand used as a claw, your blows can even shatter stone when you pounce.

Advanced Martial Arts
Monkey Style 200 CP:
You fight like an enraged monkey, with great strength and ferocity. You attack repeatedly, in great waves of rage, using your hands like claws and even biting an unwary foe. You tend to squat during fights, taking a low stance and using many acrobatic techniques.

Kong-San Style 200 CP:
You are a lethal weapon with, well, no lethal weapon. You have just the right skills to use ANYTHING as a tool in a fight, from boxes, sticks, and fans to pieces of paper, feathers, and yes, stepladders.

Aromatherapy 200 CP free Noble:
You are trained in the mystic arts of aromatherapy. You can use incense and powders to do simple things, like make a headache recede or enhance someone's meditative state. Beyond that, however, you have a number of more advanced skills; you can create incense that banishes demons, make poison gasses that force others to cough and choke, and can even make rudimentary flash-bombs out of incense sticks.

Buddha's Palm 200 CP:
You can infuse ki into your strikes, granting them great power. Though it may take a moment to gather the necessary concentration, your attack, be it unarmed or with a weapon, will be more than twice as strong, and may even (should you have great reserves of ki, or exceptional training) have other unusual effects, such as creating "bow shockwave" or striking with great heat as well as force.

Clothspear Style 200 CP:
You can infuse your very clothing with ki, and use it as a weapon. Simple uses of this skill include tying up an enemy's weapon with your sash, while more advanced practitioners infuse their sleeves with energy to strike people with but fabric as though they had punched them, or using a scarf or removed jacket as a slashing weapon able to cut through armor.

Ki Accumulation 200 CP, Free Monk:
You are skilled at meditating and gathering your ki. You can use ki (or chi, or qi, or spirit energy) to strengthen your body and mind, and to use many higher-level martial arts to their highest potential. All Youxia can use Ki, but only you have the purity of focus to gather your energies and restore them even during the fury of battle.

Qinggong Lightfoot Style 200 CP:

You are extraordinarily light on your feet. You can run on walls briefly, and jump much farther than you should. When supplemented with Ki, you can perform more extraordinary feats, such as balancing on single leave or, briefly, running on air.

Weapon Master 300 CP:
You are a trained expert in every martial arts weapon under the sun. From spears and other polearms to swords and daggers, and including odd devices like the monk's spade or deer-antler knives, you are a master of all contemporary weapons. If it can be picked up and used to kill someone, you are a master with it.

Pressure Points 300 CP:
You have knowledge of what pressure points there are on the human body, and how to use them. Assuming you are accurate enough, you can strike pressure points to cause nausea, debilitating pain, unconsciousness, or paralysis. You can also use these points to heal. Advanced practitioners can even cause death with a series of precise strikes, or save a person from a heart attack. Either way, you usually must be using your bare hands or a set of specialized needles (gloves and other weapons aren't precise enough to hit specific points). Don't expect pressure points to be useful on nonhumans without special training, or a chance to examine their anatomy carefully!

The Art of Yun-Woo 300 CP:
Your reactions and dexterity is incredible, and you're excellent at dodging and returning fire with thrown weapons. You position yourself just so in fights, moving between daggers. It's just a shame that there aren't any really powerful things that you could use to return fire at range…

Ghost Cutter 400 CP:
You can harden your Ki and let it flow into your hands or weapons. You can then strike even those foes that are not truly in your realm. Your strikes can harm even ghosts and spirits, and other creatures such as demons are more vulnerable to you. You are even free, as long as you maintain sufficient focus, to block strikes by creatures that can phase through matter.

Mystical Martial Arts:
Tsubame Gaeshi 500 CP:
You can strike with the famed Turning Swallow Blow. Learned from a Japanese master, you can use either a weapon or your own limbs to strike with four blows in the space of one, quadrisecting a target if lucky, or simply hitting them from all sides if attacking a tougher foe.

Adaptability 800 CP Discount Drop-In:
Most martial arts are designed for a very specific circumstance; standard humans facing standard humans. You, however, have the ability to adapt to when that situation is not true. You can continue to use your forms despite being encased in inches of powered armor, or being shaped like a dragon, or being a dragon in power armor. Further, you can

adapt joint locks, nerve strikes, and other attacks that target a human anatomy to beings with a very different structure. You also are incredibly quick to adapt to new styles of martial arts; within a few hours, you can pick up the basics of a new school, and just a few days of hard training can make you a master.

Rakansen 800 CP, Discount Noble:
A rare ranged martial art, this style utilizes coins and small pebbles as thrown weapons. You are a true master; when such items are flicked by you, they can reach velocities of 4000' per second, comparable to high-powered rifles. Your skills with muscle-powered ranged weapons INTENDED to be weapons is similarly godly. Your throwing blades can punch through inches of steel plate, and when armed with a bow you're a credible threat to tanks. Throwing bombs or grenades hundreds of feet is an easy task. You are highly accurate, and can even use such projectiles to strike other projectiles out of the air.

Deja-Fu 800 CP Discount Monk:
Despite not being a wrinkly old man, you are a master of Deja Fu, a martial art in which the user's limbs move in time as well as space, allowing them to go back in time and punch the opponent repeatedly so that the opponent feels the effects of past blows while standing in front of the apparently motionless Déjà Fu practitioner. Similar tricks can be used to render the opponent's attacks ineffective or otherwise incapacitate him. It is best described as "the feeling that you have been kicked in the head this way before."
However, you cannot carry anything through with you in your strikes through time; they must be made with your own uncovered hands, and while whatever strength you have takes full affect other abilities cannot carry through. It is also worth noting that the effects only transfer your strikes a few seconds, like a temporal bow-wave; similarly, if you dodge, you dodged a second too late, but somehow made it just in time.

Sinanju 800 CP Discount Warrior:
You are trained in the ancient Korean art of Sinanju. Your skills and abilities surpass human limits; every part of your body is a lethal weapon. You know how to slit a man's femoral artery with your fingernail, and climb sheer cliffs with your skin's elasticity holding you fast, and you exude pheromones making you attractive. Further, you can utilize a battle technique known as the Ribbon, where even your dodges are deadly; all your opponents find that their strikes at you instead are redirected or dodged so that they impact into their own allies, even as you close for a lethal finishing blow.

Artefacts and Allies:
You do not, however, need to explore this world alone and unarmed. You may choose a few things to use in your voyages. Do note that any unique artifacts are, instead, a duplication created upon your arrival; unless you show it off, Sun Wu Kong is unlikely to begin hunting you down to steal back his Staff.

Basic Weapon 50 CP free Warrior:
You have a well-maintained but simple weapon, such as a spear, an axe, or a jian.

Beautiful Garments 50 CP:

Everyone has a set of normal robes or street clothes, but your garb is far beyond such pedestrian fare. You may wear a beautiful and flowing dress or a set of ornate robes, and they will never get in the way of your strikes. You could have a stylish uniform with extra-long sleeves to conceal your movements, or just a set of basic but nice-looking armor.

Zhong Yi 50 CP:
You have a number of valuable medicines. They can help restore those who are injured and sick, and even aid in some spiritual ailments such as ki misalignment.

Poison 50 CP:
You have 25 doses of an extremely dangerous poison. It may kill people, knock them out, or paralyze them, according to dosage, and is strangely flexible in its delivery, usable both by injection or wound and administered orally. While there is an antidote, you have only 2 doses, and it could be difficult to gather the ingredients to get more.
Advanced Weapon 100 CP free Noble: You have a flashy and sophisticated weapon, such as a bladed fan, a set of emei piercers, a pair of hooked swords, or a staff that fires darts.

Student 100 CP Free Monk:
You have an apprentice who follows you on your journeys. He or she is trained in 200 points of martial arts skills above, with no discounts. He will serve you loyally as long as you continue to deserve his respect, and can even follow you into other worlds as a Companion. You may instead choose to have one of your Companions assume this role, learning several martial arts and Chinese.

Green Dragon Crescent Blade 300 CP:
The ancient blade of the great general and god of war, Guan Yu, this halberd is impressive in both size and power. Though it weighs nearly 40 pounds, you can use it easily, and even make flurries of blows that would be impressive with a rapier. It can easily crush lesser weapons.

Riyu Jingu Bang, 300 CP:
The famous Golden Staff of the Monkey King Sun Wukong can change size as much as the wielder wishes, from the size of a tree trunk to a tiny needle to carry behind their ear. While in truth it is immensely heavy, you are fated to use it and can therefore fight with it unimpeded, though be careful not to drop it in the wrong place. The staff is also nigh-indestructible.

Cloud-Stepping Shoes 300 CP:
These Ǒusībùyúnlǚ grant you great acrobatic mastery. You can run on air, so long as you wear them, and can jump great distances with ease. No fall will ever harm you, so long as you can contrive to land on your feet.

Bow of Hou Yi 300 CP:

This famed bow, possibly the first bow ever crafted, is deadly accurate at ranges far beyond anyone would expect. Further, though it has a very light draw, any arrow you fire has enough force to halt (and slay) a charging tiger.

A Book of Secret Techniques 300 CP:
This book contains the secrets of any one martial art worth 300 CP or less. You can use it to train yourself and others in that art, and with a few years of training you will become a master.

Green Destiny Sword 300 CP:
This legendary Tai Chi Jian can cut through almost anything, and is so flexible it will never break. It is perfectly balanced, and will enhance any Ki abilities that you use through it.

Master 600 CP:
Impressively enough, your master is still alive. He is trained in 900 points of the martial arts above, and will be happy to serve as your shifu. He is old, so he may not survive extended combat against the horrors of other worlds, but he is willing to try for his favored student; he will even follow you on future jumps as a Companion.

Drawbacks:
Your time here will, as always, be interesting. But if you want to make it even more interesting, in the context of the ancient curse, you can select up to three drawbacks, totaling no more than 600 CP.

Everybody was Kung Fu Fighting: 0 CP
For some reason, you are not unusual as a trained warrior. In this world, everyone has incredible skill, and all are willing to utilize advanced techniques for daily chores. Expect Ki-Powered Laundry, and beware as courtroom battles turn into actual battles. And NEVER anger a little old lady.

You Look Tired, Wanderer 100 CP:
No matter where you go, you keep running into ill-trained louts who think you'll make easy prey. You can usually dispatch them in a few blows, but they are very annoying, and you may have to deal with the prefects if you keep getting in fights…

Celestial Audit: 100 CP:
Your arrival has been noticed by several low-ranking spirits in the Celestial Bureaucracy. They will have to keep a careful track of this unusual event, and as such will audit you for your whole ten years. Expect to hear a LOT of voices complaining about the way everything you do upsets the Balance, and if you answer back most people will think you're insane.

Rebel Spirit 200 CP:

The current Empire for some reason has your ire. You can barely contain your hate for the status quo. You may stay under the radar for a few years, but soon expect to become a revolutionary figurehead of some kind, or at least an outlaw.

Ascetic: +200 CP
You are a warrior who requires purity in body, mind, and soul. For your time in this world you are limited in diet and activities. You cannot eat meat, enjoy carnal pleasures, use drugs except for those required by your temple, and will probably have a distinctive hairstyle or type of dress.

Self-Taught 200 CP:
You have figured out the basics of your martial arts entirely on your own. You have had no Sifu to awaken your Ki or correct your technique. While you are still skilled, you require far more practice than other martial artists, and cannot reach the top levels of various skills. If you have purchased a Master, you will meet them only a few days into your time in this world, soon enough to train you; you are, however, still behind.

Discordant Soul 300 CP:
You never quite got the hang of meditation. You can barely gather any Ki at all. While you may still be a master of martial arts, you cannot break the bounds of human excellence; all the Ki you can gather must usually be used on low-level enhancements to keep your speed and strength competitive.

Japanese Dogs! 300 CP:
You keep being accosted by Ninja invaders from the land across the sea. They are often dishonorable, using disguise and stealth to attack from hiding. You'd best check every shopkeeper and teacup, lest you be caught unawares.

Dishonor To the School 300 CP:
Another student of your primary martial art has stolen forbidden knowledge from the temple or masters. You may be disinclined to hunt them down, but that's what they believe you're doing anyway, and they will attack you preemptively. They are well trained in your martial arts, and are also the master of a dangerous forbidden technique.