

Generic Xianxia Cyoa (Jumpchain Compliant) v 1.2

This world is unlike many you have traveled to before. Or maybe not. In fact, one might call this one a generic mishmash of all worlds of a particular type. Of course that is quite silly within the context of a multiverse, as all potential worlds are capable of existing within this structure no matter how similar or disparate they may appear to be from one another. This world seems to function on a romanticized ideal concerning martial arts in a world that is all too reminiscent of certain features of Chinese literature. The language, dress and architecture, even the culture all seem to bear striking similarities to those historically found in China and Korea.

There is a strong stratification in class and the seeming overwhelming belief that being more powerful than someone makes you better than them. In fact there seems to have emerged a very particular "warrior class" that has through a combination of enlightened meditation, harsh physical training and the consumption of strange elixirs, achieved a level of power and ability that can only be described as supernatural. Seemingly insane feats such as splitting boulders, jumping hundreds of feet in the air or projecting visible auras of pure energy from the body are but the first peak you will see in this world. The warriors of this world continue to train constantly, building up their bodies through physical exertion, increasing their fighting skill by practicing secret techniques passed down within their sect and cultivating the power of their soul itself with intense meditation.

Of course, these impressive acts and constant training is not without reason. In the untamed corners of this land are wild beasts, ferocious and powerful. The caste of warriors is amongst the few things keeping them at bay, and whilst the warriors fight with each other as much as with the beasts, it is known by all that without them, everyone would perish. In particular, the reagents that may be gathered from the habitats and deceased bodies of the beasts are invaluable. Potions, pills, weapons, and armor may all be crafted from these materials by those skilled and intelligent enough to do so. You will also soon learn that the prices of both the raw materials and finished products can fetch exorbitant and quite simply ludicrous prices. For those willing to brave the danger and take the time, this process can be most rewarding indeed.

Whether you decide to seek out vast wealth and comforts, earn prestige and status, or simply train to be the most powerful, you will invariably find that the path you seek is much longer than it first appeared, with the scale and threat of those you find increasing as you struggle further up this seemingly endless ladder of self-perfection. Good luck.

Locations

Roll 1d8, take your origins starting option or pay 50 CP to select your location

1. **Sleepy Village:** There are many villages like this one. Rural communities who work the land, pay their tithes to whatever government claims to protect them, and exist in relatively quiet seclusion. It is a hard but comparatively simple life only occasionally interrupted by famine, plague or governmental conscription. Cultivators are rare here as most people are more concerned with the next harvest or taking care of their children then they are of the occasional incursion by wild beasts. Still, there are a few dedicated practitioners for every village, meant to fight off the monsters that descend from the mountains.

   They tend to be physically stronger than most other early cultivators, their bodies constantly strained from hard labor. However they also tend to be spiritually weaker as they have less time for meditation and traditional cultivation practices. Cultivating is usually taught either to the previous warriors children or to a suitable young candidate. In recent years, banditry has begun to increase in this area. Worse yet, it is rumored that there are martial artists amongst them. It is believed that the villages will soon enter dark times, unless someone can stop the ever mounting bandit incursions.

2. **Bustling City:** One of a few. This city is near the capital and has a relatively strong civil order. It sits at the intersection of trade routes coming both from the mountainous tribes and the rural villages. Merchants, craftsmen and service industry members make up the majority of its population, but all know that it is the martial artists who own this city. A series of martial arts sects took control over different boroughs of the city long ago, taking tithes from its population in exchange for "protection" from the rival sects. This ownership is so ingrained that the government essentially uses these various sects as both tax collectors and police force.

   Still as its rulers are martial artists they tend to treat many problems as if they were ones that could be solved with violence; engaging in "shows of strength" to the detriment of those who fail to pay what is owed to them. The warriors tend to have strong cultivation, having plenty of time to train their spirits and enhance them with the myriad of elixirs that are available for purchase in this city, but they tend to be physically weaker than others as they spend more of their time enjoying the fruits of their labor rather than training their bodies. At present, the sects are growing reckless and it appears that one of them may make a move and attempt to gain control over another’s territory. As

such they are seeking to hoard resources and obtain manpower quickly for this inevitable confrontation. Perhaps one could even be ingratiated into the sect of their choice and rise quickly through the ranks if they were to perform well in the coming battle.

3. **Walled City:** Located at the heart of the empire, the walled city is the seat of government. All who live here are either servants to the elite, or the elite themselves. It is here that the lands alchemists are trained and licensed. By regulating the alchemists practice, the government controls the flow of elixirs and pills that aid in cultivation. This in turn allows them to moderate the violent cultivators with the threat of their rivals being empowered should they lapse in their service to the empire. These alchemists are also invaluable in moderating the schemes of the innumerable eunuchs, nobles, courtesans, and assassins who line the walled city (all of whom enjoy poison as their favored weapon).

   The cultivators who work here are almost all bodyguards, selected from those who were already supremely skilled or talented and charged with protecting various court officials. They are given the best elixirs their masters can afford, and made to undergo the harshest of training to bring out the best results. Ultimately the cultivators here are strong, spiritually powerful, and incredibly well disciplined but have very limited freedom, their fate eternally tied to that of their masters. Those who fail to protect their masters and live up to the strict expectations of court tend to not last long in this city-wide game of intrigue.

   There are rumors of a special dignitary who will be coming from the "hidden temple." It is believed that they will share spiritual insights far beyond what the current martial artists possess and so all are eager to find them and ensure that THEY are the ones to make the best first impression. It is likely that a great deal of hijinks will soon ensue in this city. Hijinks are the new “fun” word the kids are using for assassinations.

4. **Remote Mountains:** Ever present in the distance of the bustling city and the sleepy village are the remote mountains. Frequently snow-covered, few if any people live here. The ones that do are either hunters seeking their fortunes, or hermits that seek enlightenment. At the base of the mountains are a series of decrepit mines, long abandoned after the miners dug too deep and unleashed the monsters that had slept beneath them. Now the monsters have grown, and dot the mountain range, fighting and killing each other and whatever unlucky traveler passes by. The beasts could eviscerate a normal man as easily as one breathes, and the deeper into the mountains one travels, the more powerful the beasts seem to grow. Occasionally a powerful beast will emerge, sending the lesser ones scattering and fleeing towards the human settlements to wreak yet more havoc.

   Yet the blessings the mountains yield are in many ways equal to their curses. Within the forgotten mines are rare gemstones and ores that may be used to craft fantastic weapons. The remains of the beasts are valuable as both ingredients in elixirs and luxury items. And most of all, the sheer strength of the beasts makes them ideal sparring partners for those who wish to train themselves at life or death stakes. By overcoming beasts through martial might, and then meditating amidst the dangerous yet spiritually charged glens of the mountains, cultivators will find greater advancement here in months than they would with years of training in the city. The threat of monsters remains high however, and it is rumored that a beast stronger than any seen in a generation has just awakened.

5. **Windy Plains:** The result of the Remote Mountains rain shadow. A rather arid area which while barren at first, eventually stretches out into a vast and windswept grasslands. The people here are usually either merchants passing through or the beast-bound nomads who regularly raid these merchants caravans. These nomadic tribes long ago domesticated powerful beasts, forming a strong spiritual bond with them. It is common practice for the tribes members to pair a newborn human with a newborn beast, allowing their souls to bond together at birth and continue for life. The nomads follow their beasts and war with other nomadic tribes whose ancestors had the audacity to choose a different kind of beast to bond with. The tribes powers tends to be linked to the strength of their beasts, and the strength of their beasts depends on who and what they eat.

   As such they regularly make forays towards the Remote Mountains, hunting whatever beast is foolish enough to try and escape into the short desert, and maintain a tense relationship with the magical forest. It is rumored that an anomaly has occurred. A warlord is seeking to unite the various beast masters of the nomad tribes together, forming them under a single banner for a purpose that no one can seem to agree on. Whatever this upstart believes they are doing, it seems that the nomads culture will face a great many challenges and changes in the coming years.

6. **Magical Forest:** This forest lies far at the end of the Windy Plains rain shadow, becoming a lush fertile forest filled with a menagerie of creatures and succulent fruits. Herbs and plants that are so rare in the civilized lands populate the Magical forest in abundance. The beasts within are strong, but docile and rarely do more than hunt one another. Clean water flows freely and there are myriad hot springs, waterfalls and rivers that overflow with spiritual power. It is believed that what would take years of training to do amidst the remote mountains may be accomplished here in a few months. This phrase is deceptive however as there is not a single human who has managed to survive more than a few months in this place. The forest itself seems to possess a will of its own. While it is willing to accept guests for a time, even part with some of its plants or allow some of its animals to succumb to hunters, its patience is ultimately finite.

   The more humans that enter, and the longer they stay, the shorter the forests patience becomes before it seeks to "evict" them. This eviction is usually gentle at first, a clear path that leads out of the forest just happening to be exactly where a human treads, an animal that evades its hunter drawing closer and closer to the edge, a river that splashes them playfully. Soon however the playfulness and gentle reminders are used up as more and more signs become obvious; before the forest begins attacking. Once nutritious plants will ripen or purify becoming deadly poisons. Bodies of water will become stagnant and fetid. Calm rivers will become hurtling rapids. Docile beasts will become enraged at the slightest provocation, and should any of this fail, the forests wrath will only increase from there. Few who stay beyond their welcome live to tell the tale, for after all, what man can stand against nature incarnate.

7. **Hidden Temple:** More a rumor. Or perhaps a legend. Or maybe a whispered secret. The Hidden Temple is believed to lie at the heart of the Magical forest. A secret hideaway where only the greatest of cultivators, the most knowledgeable of alchemists and the wisest of sages congregate to commune with beings that stand far above our current reality. It is said that at this place, heaven and earth meet, as beings that come from a truer, more real place extend their hands and impart those gathered here with knowledge far beyond the comprehension of anyone that dwells in this country. Or at least, so the whispers say. The temple is ultimately a monastery, and the only structure that stands amidst the magical forest. The temple's abbot reached an… understanding with the forest, allowing the monasteries construction and continued function.

The people who live and train here are at their heart, monks and nuns. They commune with the world opening their spirits to it, allowing them to know its will, and in turn it grants them a small dominion over its form. While their physical skills and fighting techniques are perhaps weaker than any cultivator, their manipulation of spiritual energy and its flow through the surrounding world grants them unparalleled control over the world's fundamental elemental forces. Some even call the people trained here "wizards" but that is of course silly. It is merely the channeling of the soul through the world itself rather than the body.

The abbot has decided that it is time that they pay a visit to the unenlightened who do not commune with the higher spiritual beings. They are preparing for a pilgrimage to the Walled City. How the Temple will handle their absence and who will be chosen to accompany them on this treacherous journey will be a matter of much debate and intrigue.

8. **Free pick of the above:** Of course you may also choose some place completely different or anywhere else in this world. Indeed, the starting locations are but the first in what will soon become an ever-widening world or perhaps even universe that the martial artists of this world are barely on the cusp of discovering. Still, no matter where you go, you will likely find similar patterns repeating. There will almost always be "places of great spiritual power" and "petty governments" and "source of both dangers and resources" and "even more petty guilds of martial artists" only that their scale and power has increased.

Origins

Wanderer: You are a wandering traveler in this land of uncertainty and powerful beings. You arrive in this place with no new memories of this world you find yourself in, but this does not stop you from being able to survive and perhaps thrive in this place, for you are very good at going with the flow of chance and battle. You are dropped in as you were and nobody knows of you... for now.

You may choose to start in the Sleepy Village or Windy Plains for Free.

Young Master: You were born into great privilege and opportunity, among members of an old and influential clan or family. As an heir to some position of importance, you have been taught the ways of society and have access to resources and instructors who can all help you get ahead of your peers if used wisely, though you will need more than what they can offer should you wish to see what is truly out there beyond the land you know…

You may choose to start in the Bustling City or Walled City for free.

Ancient Mentor: You have lived for thousands of years, and it shows in your knowledge, ability, and skill. You have been the teacher of a great many warriors, most of whom are still alive, and you probably are in the employ, or are a member of, an established clan or family. Or you could just be sealed in some item by an enemy or jealous peer of yours. Whatever your circumstances, one thing is for certain: no one is to take you lightly, even those who possess several times your power, and your power is truly something to behold.

You may choose to start in the Remote Mountains or Hidden Temple for Free

Mystical Being: You are not human, or at least, not anymore. Humans would call you fantastic, humbling, beautiful even, and you are well aware why they are right. You are a creature found only in myth and legends; giants, fairies, demons, magical beasts, elemental embodiments, celestial law made manifest, a servant of a higher power, or some unfathomable thing from beyond the stars are just some of the species you could be.

As such, you have innate powers special to you and your kin, and humans can only have a poor imitation if they can emulate your ability at all. You are naturally strong in some way, and you can grow to be quite terrifying in your own right. If you are strong enough, it is highly likely you can take on a human form, if you do not already appear as a human, while losing none of your natural benefits aside from those that would logically be sealed while in human form (such as no longer having claws or wings). Naturally you can switch back to your non-human form (if you have one) as desired.

You may choose to start in the Remote Mountains or the Windy Plains for Free

Perks

All perks under their origin are discounted to that origin. The 100 CP perks are free to their origin.

Wanderer

Resourcefulness (100): You instinctively know how to make the best with what you have. You know that a rope can be burned as well as tied, that water can drown as well as cleanse, and that spiritual power can be used to do much more than simply destroy. You also have a very good idea of what an ability or skill can do, even out of context - a punch can shake fruit off of their branches, a technique that generates fire can be used to cook and cauterize, and dangerous wild beasts can be goaded into attacking your adversaries. In short, you understand how to use your abilities and resources at hand in creative ways that many would not have considered, potentially giving you an advantage against more rigid or less creative opponents.

A Dangerous Road (200): The difficulties that terrain can bring may stymie those not used to such. Not you. You can navigate harsh lands as though they were little more than friendly grasslands. Deep snow and sand, swamps, mountains, canyons, ruins, lush jungles, and even great bodies of water are no challenge to you.

As you encounter the more exotic kinds of terrain, you will learn how to best move through them without danger. Expanses of living flesh, rooms where space is twisted, minefields, and the domains of powerful beings will become easier and safer the more time you spend traversing them. Of course, you can only benefit from this perk if you can survive the terrain, so heading into flowing magma may not be the wisest decision you could make. If you desire you may allow yourself to ‘travel where the wind blows’, often times leading you to places of unexpected beauty, significance, or power. That such hidden locations often have hidden dangers, of course, goes without saying. At least you’re unlikely to go without adventure, if you desire to travel where the wind takes you.

Live Another Day (300): It seems that there is some sort of force out there twisting the strings of fate to keep you alive, whole, and safe. Blades are turned aside at the last moment, arrows barely miss you, the foe doesn't press his advantage as often you'd think he should, and you can't recall the last time your

drink was poisoned or assassins tried to kill you in your sleep. Any accidents or runs of bad luck never seem to cause you significant injury let alone threaten your life, and region-ravaging disasters and wars only start after you have left the area. In short, you are much more fortunate than most when it comes to matters of life and death. Do not assume this protects you from foolishness, however, and an enemy can still kill you given enough advantage or determination.

A Cave Filled With Wonders (600): There are places laden with riches, resources, and the artifacts of legend. There are forgotten boxes in attics and cellars containing items of history and strength. There are old nobles out there who have some secret or heirloom they do not wish to fall into the wrong hands, and would like to entrust them to someone who they are comfortable with having them before they pass away. There are beings with hidden techniques, who could be persuaded to share them for the right favour or to a friend.

You are now capable of finding and obtaining all of that with very little effort or time on your part. That which was hidden can be coaxed into your lap like a river flowing into a lake. The treasures of the world may not hide themselves from you for much longer. Combined with the perk 'A Dangerous Road' it seems almost as if you were destined to be guided to such things, and they to you. You need only to grasp the opportunities extended.

Vagabond of Worlds (800): It seems that no matter how far you travel or how long you go, there is always another road to walk down, another mountain to climb and another story to listen to. As your journey continues you find yourself in stranger and stranger places, until you realize that you'd long ago left your old realm behind. You are able to freely traverse through the various realms of existence, traveling through the local multiversal cosmology by simply "knowing" how to get there.

Some places may be more difficult to reach than others, and all will likely require preparation of "tools" and "traveling supplies" to get where you need to go, but if you plan your trip accordingly you might even be able to reach the various afterlives, or maybe even the domain of the creator-gods themselves. Just note that while you may eventually reach these places, there is no guarantee that you will be safe or even welcome in them.

You may take with you any companions or fellow travelers along these hidden paths as you desire, allowing them to circumvent any 'cost' that might naturally be required in order to traverse between these different realms. (Cannot be used to travel to realms beyond a local multiverse until post-spark. Afterlives, if they exist, may take years to reach depending on the world.)

Young Master

The Other Cheek (100): Face is a curious concept for those not of this realm. It is such that many would risk their lives and their future over "regaining" perceived injury to their pride, feelings, or reputation. Those you deal with, however, will make a decent effort to not anger you or soil your name. Note that this only affects those who are at least neutral to you, your enemies will have no scruples attacking your Face, whether they became your enemy of their own accord or your actions made them your enemy. Do not expect to benefit from this perk if you make someone hostile.

Good Breeding (200): You possess significant charisma, beauty, and social skills. Those who interact with you in an amicable manner find it a joy to continue their relationship with you, whatever it may be. You know your way around society, and society will gladly accommodate you. In addition, you find it

easier to learn the ways of foreign civilizations, and foreigners will tend to treat you better than they would have without this perk.

Groomed (300): Organizations are capable of much more than an individual all other things being equal. You can now harness the potential of any group, company, or country that you lead. You know what your organization can do very well, and you have little problems molding your organization over time into what you wish it to be or persuading members to do things. You are the heir, after all, and you are expected to lead people to greatness - and you can and usually will.

Teach Me, Master (600): You have the uncanny ability to have anyone you meet teach you the knowledge and skills that they possess without any great difficulty or time spent on your part. They will end up teaching you such that you skyrocket in competency, and relative to your mentor you will learn what they know at a meteoric pace. Skills that took them hundreds of years to develop and master could be learnt in mere months, while skills that took only decades to master could be learnt in days. While you will not be precisely at your masters level by the time they deign your training “complete” you will have a much easier time than the typical disciple. Of course all of this is entirely dependent on having the master in the first place and convincing them to train you. This also assumes that the master provides you instruction with a learnable skill, and so any innate abilities of the master cannot be obtained in this way.

Newgenics (600): Family is one of the most important groupings in the world. The reason monarchies and family businesses function stems from the basic assumption that what a parent is good at, their child will be good at as well. It is for this reason that clans of martial artists tend to wed their heirs to each other, cementing alliances of course, but also with the understanding that any child produced between skilled warriors should have the same qualities and powers of their parents. You and your line now embody this ideal as your offspring inherit their parents potential.

Your offspring are capable of inheriting all of their parents physical traits, mystical powers and supernatural abilities. The caveat to this is that it will still take them just as long to train these mystical traits as it took you to acquire them. (Powers granted by engaging in research would take just as long for them to unlock as it took you to research and build the components to acquire them. Supernatural powers granted by the benefactor would require nearly a decade to unlock). They will require even more time training after unlocking these powers to get them even close to your level.

With direct intervention and supervision by their parents, the offsprings training time to reach these heritable powers may instead be cut in half. When the child is conceived, you may choose to withhold certain powers and gifts, making certain traits non-heritable or even denying them to the offspring outright, forcing them to focus on certain power-sets to the exclusion of others or simply preventing them from rising up against you.

Ancient Mentor

The Basics (100): Mastering the basics is what makes you advanced, and you have learned the arts of combat a long time ago. As such, your fighting ability has improved. The effects are noticeable compared to a neophyte; you deal more damage, you hit more often, you evade and parry more, you hit where it hurts and it hurts less when you're hit. Ultimately you are better at finding or creating advantages when fighting. This applies whether the battle is a physical, mental, or spiritual one. Additionally you find you have an easier time grasping the basics of any new technique, skill, or ability you learn, though progression beyond the basics will be entirely up to your own time and effort.

Tempered Blade (200): Your training is exceptional, honed over years and years of trial and error, and often great pain. Your training 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 could spend centuries meditating in a cave devoid of thought and emerge ready to use your skills just as easily as the day you entered.

Rock of Ages (300): You have managed to unlock the secret of agelessness and youth. But what is the benefit to immortality if you cannot share it with others? You may bestow this longevity with others though this is not without cost to yourself. You must expend enough magical or spiritual energy to essentially blow up a mountain each time you use this technique. As such, you will likely require time and meditation in between each use of this ability and may be unable to utilize it altogether if you lack sufficient spiritual or magical strength. When you do succeed however the targets body is returned or accelerated to their physical peak and will remain as such forever unless external forces seek to rob them of their youth and vigour. You do not have to use energy from your own stores; energy siphoned from items, or other beings will work just as well.

You Do Your Master Proud (600): Many kinds of power in the world can be shared and taught to others, and most don't require any sort of special gift to be made good use of. Even if they don't have much talent, a person who invests the time and effort into learning something can be passable, then able, and then even excel at it. Even magic and the soul can be trained. You, however, you are something else entirely.

You are able to teach any learnable skill you possess, even those that may be supernatural in nature, so long as they can be learned and taught rather than innate. Your students advance in their learning by leaps and bounds in their studies under your personal tutelage, acquiring in months what would take others years to obtain. Your students may as well be legends in the making, such is their progress and the results of their training. By the time they have completed their training, they will be just as competent as you are in these skills and will never forget what you have imparted. Your students do not have to be human to benefit, they just have to be capable of learning.

Living Saint (800): You have walked down many roads and experienced many things, and while some would pass this off as unimportant or behind you, you are capable of recognizing how these experiences shape and ultimately improve you. It seems that by simply experiencing more and living your life, you continue to grow in power, both physically and spiritually.

This is not to say you grow stronger by simply aging, or that by sequestering yourself in a cave and “experiencing” the flow of time that you grow. Rather by living your life, by making mistakes, false starts, having joys and sorrows and triumphs and simply living like a (relatively) normal person, your power will grow along with you.

If you are particularly long lived and are able to remain grounded in the lives of humans or other like minded peers, your power could become… quite substantial. Living like this for a few hundred millennia might even let you reach the power level of beings who could forge stars or birth planets.

Mystical Being

A Special Trait (100): Your race is known for what it can do and the world, being what it is, has made this trait helpful in battle in some way. Choose any ability that allows you to manipulate an element (Platonic or Scientific), concept such as space, time, or biology, or allows you to feed and grow strong on something other than normal food, such as blood, emotions, light, magical or spiritual energy, or even the physical age of something or someone. You and all members of your race may now do this thing.

Manipulation of an element or concept is as strong as the energy you put into it and the skill you have at doing it. A newborn member of your race may only be able to have the power be as strong as a candle and just as versatile, but you can at least affect an area as large as a mature tree and may as well be a roaring bonfire in relative terms. It will continue to grow in power as you give it more power, and grow in versatility the more you use it and the more skilled you are at using it.

Feeding on something will be like eating food and drinking water, and you draw strength from it. Eating fire or lightning, for example, will nourish you, quench any thirst you may have, and make your spirit stronger. Do take care not to bite off more than you can chew, so to speak.

Another Special Trait (300): Just one fantastic ability isn't enough for some species. Your race may now have another special trait, as of the above perk, gaining another power that can help in battle. (This may be purchased more than once)

Born a King (300): You personally are the one your kin would point to and say that you are what all aspiring warriors should be like. Among your peers, you are the strongest, fastest, most beautiful, most talented, and the most able in combat with both your innate powers and without. You're basically the Captain America of your species, and have won the genetic lottery so to speak.

Apex Consumer (600): There are realms beyond what the common man thinks. Realms filled with very dangerous beings that would swat even their legendary champions like gnats, and don't even concern themselves with the weaklings in the lower planes.

Your race has originated from one of these "higher realms", and they thrive in this place that the so-called "normal people" would not last a second in. As such, you and your kin are vastly more powerful than any race that dwells in the less dangerous worlds. Your power is increased to match. Feeding benefits are far greater than they have any right to be, and any manipulation of elements or concepts is less combat technique and more force of nature. In fact, your species could very well be a force of nature.

General Perks

Martial Arts (Free): Everybody knows kung fu fighting, and now so do you! Punches, kicks, throws, dodges, blocks, grapples are all things you are proficient at. Similarly you are aware of the forms and practiced motions you must repeat should you wish to maintain and improve your skills in isolation.

Cultivator (Free): As you train, your soul grows stronger, and you can use the power of your soul to power techniques if you know how. You also can absorb the spiritual power of what you consume. Mystical beings can do this through the consumption of raw materials but others will likely need to have the spiritual materials they consume refined by an alchemist and then meditate on the newfound spiritual energy to fully

integrate it within themselves. You are able to benefit from the methods the people of the realm use to get stronger and more experienced, and can teach other people how to Cultivate their own souls.

A Good Catch (50, Free with Xianxia Protagonist perk): Perhaps you are a powerful fighter easily able to protect offspring from danger. Perhaps you are rich, and easily able to provide for offspring. Or perhaps there's that certain something in you that makes admirers swoon. Whatever the case may be, you are now viewed as potential excellent spouse material by those who hold you in a favourable light.

A First-Rate is better than three Third-Rates (100): Having multiple spouses can be a nightmare to even the best of people, for as a group grows so does the potential for conflict and negative emotions. You are not most people. When you have multiple spouses and suitors, all of them for some reason seem to come to an understanding quite quickly. Once they get to know you and each other well, the incidents of infighting and backstabbing soon ceases, and they will work together (or at least not hamper each other) far more often.

No Jumper, YOU are the Waifu! (100): Your many spouses will now develop feelings for each other as well as you. It's no longer a pyramid of affection with you at the top and the harem below you, but an intricate spider's web of relationships within the group that stays with you. As a result, they will get along with each other more readily and both the relationships of you and your spouses are richer and more fulfilling - not to mention robust.

Reincarnated (100-200): You are the reincarnation of a powerful and knowledgeable warrior and have been able to retain the knowledge you acquired in your past life. You have nearly a lifetime of skill (roughly 80-100 years) in martial arts and other related disciplines at your disposal, though your body and and spiritual power are not nearly up to your previous incarnations level. Still you possess a lifetime of battle experience using their martial art and techniques, some of which may be entirely unknown in your region or time and granting you a competitive advantage against other less-informed enemies. This may be purchased multiple times with each purchase allowing you to recall the life of another warrior and all of their knowledge/skills that they managed to acquire while alive. For an extra 100 CP, should you die you will reincarnate into a new being with all of the knowledge of your present life (your chain will still end however).

Pharmacist (200): The plants and animals of the land can be turned into medicines and food that when eaten allows one to gain strength. With this perk, you can mix the parts of flora and fauna to create such. While they may have side effects, they are never permanently harmful, and they will always make the consumer stronger, though to what extent and for how long depends on the ingredients, process, and your skill. Furthermore your pills, elixirs, potions, and other similar such things made for the purpose of beneficial effects will be strengthened by almost half-again what they would normally be capable of, and if temporary in nature they will even last half-again as long.

Blacksmith (300): Weapons and armour are not useless in this world. Indeed, one of sufficient talent may create arms and armour that can (and usually do) mean the difference between victory and defeat for those who use them.

You are able to make equipment with special traits and great power to aid the one who wields and wears them. What the gear is able to do and how strong it is is dependent on your skill, the processes used, and the reagents that go into their creation - for example, if you wanted to make a flaming sword, you would need a source of magical or conceptual fire to infuse into the blade. With sufficient time and skill the stuff you make can decide the fate of nations, planets, and even entire dimensions. Furthermore the arms and

armor you can create are nearly half-again as powerful as they would otherwise be, given similar materials, time, and effort in their creation.

Xianxia Protagonist (600): This is it. You're the star of your very own Immortal Hero novel, and you have all the upsides that grants! As such, just about everything will be easier on you. You will benefit more from training, becoming much more potent and advanced than other students. You have a knack for finding long-lost items of great power and mentors of awe-inspiring might that can let you grow more powerful significantly more quickly. Techniques and training methods that are potent, you shall show great talent for.

Fate smiles upon you, for your enemies tend to have a more difficult time dealing with you. You will never be permanently killed by anything so mundane and pathetic as a mere fall down the stairs or choking on your food. Your plot armour is ridiculous, letting you walk away with stuff that would maim or ruin normal people. Lastly, you gain some insight into the nature of your enemies; it will help you when confronting them.

Companions

Companions may not spend their CP on Companions of their own, nor may they use their CP to purchase perks that would come with Companions, such as Xianxia Protagonist. Additionally Companions do not get the free Companion that comes with an origin. You may import already existing companions into the below roles.

A Faithful Beast (50, Xianxia Protagonists get one free): You have attracted the service of a powerful plant, animal, construct, or spirit, and even though it does not have sapience it is still quite intelligent and it will protect you to the best of its ability. This Pet has the Mystical Being origin with the A Special Trait and Another Special Trait perks. You may decide the nature and form of this creature.

Your Student (100, Ancient Mentors get one free): Whether you offered to teach him or her your ways of battle or they had to prove themselves to you, you now have someone who looks to you for tutelage. He or she has the Young Master origin with all the discounts and freebies they are entitled to and 600 CP to spend as they like.

Your Spouse (100, Young Masters get one free): Congratulations on your marriage. Your wife or husband will travel with you wherever you may go. He or she gets any origin from this jump with all the discounts and freebies they are entitled to and 600 CP to spend as they like.

Some Old Geezer (100, Wanderers get one free): Huh. You didn't expect to trip over an old person living somewhere way out of the way, and now they have decided you're too interesting to let you leave their sight. Or maybe they're just lonely. You do know that they can hold their own in a fight - suspiciously well, in fact... He or she gets the Ancient Mentor origin with all the discounts and freebies they are entitled to and 600 CP to spend as they like.

A Mythic Friend (100, One free to Mystical Beings and those with the Xianxia protagonist perk): Of the many, many different nonhuman groups of people out there, one is now with you for reasons of their own. You may not know what reasons those are, but evidently it involves being in your presence. Their powers are sure to compliment your own. This companion gets the Mystical Being origin with all the discounts and freebies they are entitled to and 600 CP to spend as they like.

Band of Brothers (300 for three, 500 for eight): You may import or create three or eight companions with you into this world. All of them get 600 CP to spend as they like and any origin with all the discounts and freebies they grant.

An Entire Country?! (600): Alternatively, you may choose to import ALL of your companions at once. Each and every one of them get the same benefits as Band of Brothers. Deal with this wisely.

More Power! (100 per rank): You may choose to spend an additional 100 CP to give all of your created or imported companions 100 extra CP to spend. You may purchase this up to three times.

Items

All of the following items will replace themselves inside your Warehouse after 1 month if they are destroyed, used up, lost, or stolen save for the money option.
All items under their origin are discounted to that origin. The 100 CP items are free to their origin

Wanderer

Hidden Cache Bag (100): Hidden Caches are areas that can hold a great many valuable secrets... and a great many dangers. This bag is named after that term, for it can hold an infinite amount of anything you can fit through its opening that can stretch as wide as a horse is long. The items in it are stopped in time, and so food will not spoil, wine will not age, and a torch will still be lit even after ten years.

The bag will always remain as light as an ordinary sack regardless of what or how much you put inside it, and the bag cannot be taken from you. If grabbed by someone who is not you, it will reappear in your possession as soon as it is out of your grasp. If moved beyond your reach - someone stopped time and took the bag, for example, or teleported the bag - it will immediately reappear in your Warehouse. You can put the bag down yourself and leave it someplace, and it will stay as long as no one tries to take it in which case it reappears on your person.

Keep the bag safe, for it is no more durable than an ordinary bag, and if it punctures or is destroyed its contents will explode all over the place like a bursting water balloon.

Everstocked Quiver (200): In this quiver lies an infinite amount of mundane, regular, yet high-quality arrows, crossbow quarrels, sling bullets, and throwing weapons of knives, shuriken, axes, darts, and bolos. Meant to aid hunting more than anything else, nonetheless you can still send an endless hail of projectiles down on your enemy - and your shots may still be not entirely mundane if you have such a capability. No more heavy than an empty quiver is.

Hundred-League Boots of Safety (300): These boots are infused with the concept of travel that is safe, fast, and eternal. Extraordinarily rugged, these boots can let you find traction on even the smoothest of ice and the greasiest of oil slicks, and are as the tail of a mermaid when swimming. They will not let you sink in quicksand, ordinary sand, snow, and swampland. Additionally they will not set off traps that rely on someone walking on them such as mines, pits, bear traps, snares, and pressure plates. Furthermore they will help you maintain your balance in precarious situations such as crossing a ravine on a fallen tree or scaling narrow cliff faces. Deserts will not make you even begin to get heatstroke, and winter may as well be a pleasing breeze.

Lastly, jumping, walking and running with these on will not tire you out nor will it damage or wear out your feet. While wearing these you can cross entire countries without having to stop and rest.

Portable House (600): This is a building that at first only resembles a small gray ball with a button on it. When the button is pressed and thrown on the ground, however, it turns into a beautiful abode that any self-respecting noble would love to have. This mansion is a sanctuary in any environment; it will protect you from all but those that would melt, dissolve, or destroy solid tungsten. It will not sink into swampland, snow, or sand, and if deployed on water it will float. Deploy it underwater and it will stay where it is, not allowing itself to be flooded as long as it is not destroyed.

This mansion has everything a group on the open road could desire. Luxurious bedrooms, wide open spaces for recreation and the entertainment of guests, a dining hall, a kitchen that has a self-replenishing supply of various quality food enough to feed 20 people per day, a cellar with a bar that has enough restocking quality alcohol to last an all-night party, and bathrooms that could be mistaken as personal spas.

When there is nobody in the house, there is a switch next to the main entrance that when pressed reverts the house back to its ball form. This house can accept and remember upgrades and furnishings, meaning you could put in defense systems and modern appliances and it would still have them three jumps later, even if the house gets destroyed.

Young Master

Bottle of Nutrients (100): A bottle containing everything a growing martial artist heir needs to grow nice and strong. Aside from being able to cure nutrient deficiencies, this bottle allows one's body to recover faster after harsh training and noticeably enhances the growth of one's soul. You get five of them per day.

Ring of Adornment (200): This is a valuable-looking ring that by just looking at it imparts a sense of importance to the viewer. When you wear it, people will be more likely to treat you with respect and dignity, and all of your social interactions are made easier on yourself. Anything that would make someone lose Face is greatly blunted, turning what would otherwise be a death warrant into a string of insults at your person, though this does not prevent someone from retaliating should you try to inflict physical harm or *beyond extreme* loss of Face. In short, this ring gives you an aura of authority that is hard to challenge.

Little Black Book (300): Once you meet someone while having this book in your possession, his or her name will be written down, and right next to that name is the state of his or her emotions regarding you as of this moment. Your spouse could have love next to his or her name, your rival could have anger or envy, that shopkeeper you just met could have neutral calmness or avariciousness. These are subject to change, of course, as defeating your rival soundly could have his emotional state change to despair. Beings that have no emotions or have their emotions hidden will have nothing next to their entry.

Cultivation Store (600): There are many shops in your state that sell various items useful for Cultivation and weapons and armour for fighting men. You now have possession of one of them, and you will get the profits from the business' sales.

This store is staffed with locals but will carry the same product line regardless of what setting you are in. It starts out selling the more common items, but if you provide the means of making new items and getting their required materials - or acceptable substitutes - then you may see them selling those new items.

Be careful about what you allow into the store, however, for the gold of your enemy is just as good as the gold of your citizens.

This store will follow you from jump to jump, and will seamlessly insert themselves into the setting with no butterfly effects. You may buy from your own store, of course, and they will accept the local legal tender.

Ancient Mentor

Reading Glasses (100): No, your eyes have not dulled with time. These spectacles allow the one who wears it to read and process the written word at a staggering, mind-boggling speed of twenty-five times their normal reading speed. Flipping the pages will take more time than reading the book and digesting the information. Anything read in this way you will perfectly remember.

First Aid Kit (200): A set of potions, salves, antidotes, remedies, and bandages suitable for treatment of a very wide variety of injuries and common mundane diseases and poisons. It is more potent than you think, as it is able to purge poison with no side effects, seal up wounds and remove arrows within minutes, stop excessive bleeding, and even reattach severed limbs and restore function to broken spines with no loss of ability or function.

Old Reliable (300): This is a weapon that has seen you through a multitude of battles. You owe your life to it, and it fits in your hands/claws/tentacles like it was forged there.

You are able to use this weapon like it was second nature. It has never broken in the heat of battle and never will. Even better, it has been imbued with a sizable portion of your spiritual power after you have used it for so long, enhancing any and all aspects of its form and powers, and it will only continue to get more powerful as you keep using it and feeding it more power. Exposing it to more spiritual power will accelerate its power growth, and this old weapon will become even more deadly.

You may import a weapon as this and give it the above benefits.

Haunted Printing Press (600): Well this is a rather interesting contraption. This ancient screw-press, table and collection of movable type appears to be possessed by the ghost of its creator, a thousand year old inventor who was executed for his “heretical invention”. Now he haunts it eternally, begging for it to be used. Its true use only becomes viable when provided with paper, ink and a manuscript. When these are assembled before the press, the spirit of its inventor will immediately begin working, consuming the manuscript in the process and begin working nonstop to produce as many copies of the manuscript until it has run out of materials.

The Printer however is rather particular and will only create scrolls that have the intention of teaching something to the reader. As such, the manuscript must be written by someone who has extensive knowledge on a given topic, and must be of sufficient length to impart this knowledge.

Should the manuscript be of sufficient length and detail, the printer will edit it in such a way as to maximize its effectiveness when used for training purposes. Anyone who reads the subsequently printed text will receive the equivalent of two years of dedicated, earnest one-on-one training with the manuscripts author, almost as though reading the book substituted for all of the training and repetition that must have been undertaken in those first two years. The printer is an excellent editor and will keep all of your best

material unchanged (thus allowing the reader of any text printed herein to gain the benefit of any teaching perks you yourself might possess). Any student may only gain this benefit from any single book that is written once, but the book may be reread to keep the student sharp.

Beware, however, for these benefits apply to ANYONE who reads the book. You could end up handing your enemy the seeds of your own destruction, so use it wisely.

Mystical Being

Concealing Cloak (100): This cloak is light and will cover even a very tall person, and when you wear it it becomes much easier to get lost in a crowd and not draw attention to yourself. It contains a "this is not important" effect, meaning that unless you prove otherwise you'll be ignored.

Note that being seen in a high-security area counts as proving otherwise, as this item is no substitute for true stealth. It does make it easier, though.

Idealistic Icon (200): This is some sort of token that your race has decided represents what they as a whole should strive for. When you have this in your possession, your Special Traits are significantly more powerful, and require less resources to use (if it's a manipulation power). Alternatively this may allow you to absorb sustenance and power much more quickly and efficiently than before (if it's a feeding power). It might be a good idea to have this on you at all times.

A Second Skin (300): You have managed to acquire some armour that will always fit over your form and offer protection no matter what your shape is or what you are made of. Your body will not destroy it inadvertently, and even stranger still it benefits from your spiritual power, growing tougher and empowering any abilities it has (but not restricting at all) as you wear it more and give it more power.

You may import a set of armour as this and gain the above benefits.

Font of Power (600): You aren't quite sure what this is supposed to be exactly, but this altar-ish looking Warehouse attachment seems to give off vast amounts of the *stuff* you can manipulate or feed upon. You'd never go hungry, and you could fight a great battle using just the *stuff* from this and not have to fuel any of it yourself. In fact, unless you were trying to fight a galaxy-destroyer or something you wouldn't have cause to draw on more *stuff* than this thing can provide. Maybe this is some relic of your elders?

General Items

Spiritual Transfer Stone (50): This intricately carved worn stone glows softly in dim areas. It acts as a battery for spiritual power, with the capacity for a vast amount of such power held indefinitely with no bleed off over time. It is charged by touch and your will, channeling spiritual power into it, and can be discharged by the same. You may also transfer power to and from items this way, only it is the item touching the stone and not you. The rub, however, is that this stone does not produce any spiritual power on its own - you must provide it yourself.

A Faithful Blade (50): A simple steel dagger, that when thrown always immediately reappears back in your hand after it hits something. If lost or stolen it reappears in your Warehouse right away.

You may import a weapon as this and have it gain the above benefit.

Money (50): You have currency valued at about $300,000 USD. What form this currency takes depends on the region you start in, and could be paper, metal, gems, clam shells, or even crystallized space-time. You may have additional purchases of 'money' for 50cp per extra purchase.

Xianxia Novel (50 Xianxia Protagonists get one free): This novel will be written in the traditional style of an immortal hero story. It tells the story of your journey, past, present and (when the author gets around to updating it) the future. You will receive additional volumes for worlds you have already traveled to and subsequent volumes after you have finished your stay in a given world. If you so choose, you may select a specific author of the Xianxia genre to write this story for you.

Metal Knuckles (100): Good ol' brass for good ol' fisticuffs. You can easily channel spiritual power through these, allowing you to concentrate the force of your fists into a smaller area for a greater penetrative effect. Ironically this concentration and smaller area results in... a bigger punch.

Boundless Ale (100): Some days you wish to celebrate. On others you may wish to forget. And still on others, simply because. This large barrel is composed of a strange red wood, inlaid with strange runes and gold-leaf lining its seams. A set of thick ropes wind around it, forming straps that would allow a powerful oxen or strong cultivator to carry it. No matter how much is poured from the barrel, there always seems to be more ale within. Indeed, if allowed to pour unending for a thousand years, it is possible that this barrel could fill an entire ocean with ale. Now if it only tasted better. Perhaps you might find a way to improve the taste on your journey.

Golden Godgrass Seeds (200): These are the seeds of the common Golden Godgrass, a regular ingredient of Cultivation concoctions that spread like weeds and contain more and more spiritual power as it ages. As it is edible however it is frequently eaten by wild beasts before it can reach a ripe age. Very old Godgrass is a rarity, but if you could somehow manage to get to ancient Golden Godgrass, the power boosts it would offer when eaten would be immensely staggering.

Alchemist's Refining Equipment (200, Free with Pharmacist perk): A necessity for anyone looking to get in on the ground floor of esoteric and/or mystical reagents. This series of tools is perfect for the refinement and distillation of potions, pills, poisons and mystical elixirs of all kinds. Whatever your chemical or alchemical needs, this equipment will always be perfectly matched to your skill level. Anything that you could theoretically brew given enough time and the proper equipment, can be brewed with this equipment. It cannot do the impossible however and if you are not skilled enough in the esoteric sciences of pharmacology then naturally, so will this equipment.

Boulder of Weight (300): This indestructible boulder stands nearly two meters high, a meter around, is slightly rounded, with small indentations near the bottom that seem good for gaining a grip on. The symbol for "weight" is engraved into its surface. Presently, it weighs as much as a boulder of this size would weigh, but the more it is lifted, the heavier it will become, its weight increasing linearly with the amount of time it remains without touching the ground. It is heavy beyond all measure and it is said that even dangerous beasts struggle to lift it. This is simply because every time someone manages to lift it, it becomes heavier, requiring even more force to be lifted. It is said that if one were to keep it aloft for a full year, a miracle would happen. Though in truth, being able to hold up a weight that gets heavier the longer it is held aloft is a miracle in itself. (Note: The Weight will reset to its base each time someone new tries to lift it)

Wheel of Dharma (300): In the land of Xianxia, reincarnation is not a belief, but rather a fact of life. Indeed, it is said that many great heroes and kings were granted the mysterious fortune of not having their memories and ego expunged when their soul entered a new body, and thus gained the benefit of knowledge and skills acquired from a previous life, and some say, another world. This golden wheel displays the various realms of reincarnation and it is said that when one places their hand on it and charges it with spiritual energy, the wheel will read the user's Soul and forecast into which realm and what form one will reincarnate into next. There is even legend of one particular man who used this wheel as a guide, acting in concert with its morals of charity, good will, and no-harm such that when he did expire, he reincarnated into the body of a royal lioness.

The wheel acts as a measure of the soul, balancing actions of righteous behavior and the saving of innocent lives against the inherent evils of excessive consumption, gaining at the expense of others, and inflicting needless pain. Its primary use is that it allows one to determine how "enlightened" ones soul is, as good actions improve the moral character of the soul, whilst wicked actions debase and putrefy it. If one believes the legend, it will also inform one of exactly what their soul is destined to become should they die, along with what and whom they are destined to reincarnate into.

Secret Technique Scroll (400, Xianxia Protagonists get one free): There are many hidden combat arts throughout the long and storied history of the realm, and this scroll is but one of them. With successful study of the scroll, training in line with its instructions, and meditation on its deeper meaning, you will obtain a unique skill, one that will likely aid you in future training and provide you with unique options in combat.

What the effect is is ultimately up to you but below are certain examples; Increasing the weight of an object the more spiritual energy you put into it. Being able to separate your spirit from your body. Concentrating all of your spiritual energy into a single point. Granting you control of all parts of your body, even your sweat and hair. Or maybe even making your skin become as hard as metal when you flow your spiritual energy through it. Or maybe cutting your enemy with your blade the instant before it actually connects.

Ultimately, what this technique is and how it manifests is up to the buyer, but two things will almost always be true of it. The first is that it will always be limited to what a highly advanced practitioner of martial arts could do (or at least what they claimed they would be able to do in the distant past). And secondly, that it will improve and become more effective the longer and harder that you train with it.

Draught of Unleashed Potential (400): It has long been known that the human body possesses severe limits. Muscles can only strain so hard before they tear from their ligaments, bones will snap and dislocate under so much pressure, internal organs such as the brain will bruise and bleed if the body is moved too quickly and even the mind itself is limited in just how much it can store and retrieve fluidly. This elixir was meant to resolve these weaknesses, using the unlimited power of the soul to shore up the body's weaknesses. But humans cannot be improved all at once, and even after taking this rare and powerful elixir, there is still work to be done.

By drinking it, the limitations on human growth, both physical and mental are removed. The more you train your body physically, the stronger it will become, the more strain it will be able to take and the faster it will be able to move. The same benefit applies to one's mental abilities as well, the more the drinker studies and acts upon the knowledge they have acquired, the easier it is for them to retrieve and use that information in novel and useful ways. Its sole weakness is that humans are not naturally meant to last

forever so these abilities will degrade from disuse, requiring the person to train nearly constantly to both improve and maintain these qualities.

Time-Accelerated Spirit Garden (600): This is a Warehouse attachment that is a separate room with a door connecting the two. Inside this room is fifty square acres of sunny, watered, fertile farmland that is tended by helpful nature spirits. The atmosphere in the room is filled with spiritual energy making it conducive to the raising of plantlife, increasing its nutritional value tenfold. Mundane plants grown here that are consumed have a small chance of increasing their spiritual power slightly. While this benefit is almost infinitesimally negligible to cultivators, it is possible that non-cultivators who eat it will become aware of the spiritual energy as it flows into them, allowing them to begin to learn how to cultivate.

As long as the door is open and/or if there is a sapient being inside the room, time moves the same inside as it does outside. When closed with nobody inside, however, time in the room moves at a rate of one thousand years inside to one day outside. In short, the plants in here will grow very old, very fast. Rare ingredients that would take thousands of years to mature or millions to grow can now be cultivated within a reasonable timeframe.

Pills of Spirit Link (600): These two pills come in an intricately designed box and rest evenly on soft velvet pillows. The pills themselves are small spheres, each possessing softly undulating pastel patterns which flow over their surface. When held up to the light it almost appears as though there is a being inside of them, desperately reaching out in the direction of the other pill.

Should two people consume the pills together and meditate in close proximity to each other, their souls may bridge the ineffable gap that separates all living creatures. From that point on, the souls of both people are eternally linked through a nigh-unbreakable spiritual tether. Any spiritual power or energy that is generated by one of them may be used by the other and vice versa. Any spiritual growth gained by one will be shared with the other and growth rates may be improved through acts of mutual intimacy, understanding and meditation. As a result of the link, the consumers also gain an empathic link and general sense of the other person's whereabout/status/emotional state at all times.

Scenarios

Scenario's are optional missions that you may choose to undertake while within the jump. If you choose to take a scenario, you do not leave after the standard ten years, but must successfully complete your scenario before you are able to leave and then survive for another decade afterwards. If you take the "longer stay" drawback, then you must stay the additional length after completing the scenario. You may only take one scenario.

Found the Transcending Heavenly Designed Union for the Ethical Practice of Sports Sect: There are many sects in this world. Dojo's, clans, gangs, religions, whatever you wish to call them they are those who gather together to train with each other in the martial arts and come to the aid of one another when threatened by an outside force. You must first gather willing followers, those who will be loyal to you and enact your will without hesitation. Then you must first instill in them a code or creed of some kind. This creed can be a detailed document of ethical precepts, or something as simple as "protect the weak from aggressors no matter what" or "accumulate wealth and prestige and all costs." Whatever it is, it must be ingrained into the very identity of your sect members without deviation.

Your sect must then rise to prominence in your land. You will be beset on all sides by numerous other sects with vastly different philosophies and fighting styles. You must carve out a niche amongst them using your Sect, making all other existing sects acknowledge its greatness without peer. While they do not necessarily need to promulgate your superiority, they must still at least believe that their own sect is weaker/not as superior as yours, at least in private. Should this universal acknowledgement occur you will have accomplished your task. (Note: You do not have to call your Sect the above name.)

Reward: Aware of your imminent departure, and aware that not all of them will join you, your sect enacts a ritual, pouring all of their knowledge and skill into a singular entity and form for you, a new companion. Transforming their spiritual auras and mystical might into raw flesh, an avatar is born, possessed of all the skill, talent and power of its contributors. This avatar of your sect is largely a blank slate, save that it holds the edicts you established for the sect as the core of its being. Given its ritualized birth, it may take the form of any member of your sect who contributed to its creation.

Slay the Forever-Fallen-Demon-God-Emperor-Omega-Satan-Lord: The *Redacted* Lord is the undeniable source of all evil and misfortune in the world at the moment. Their strength is said to eclipse that of the sun and moon, able to casually annihilate entire worlds with a wave of their hands, unleash hordes of monstrous beasts with a nod of their heads, and slay entire armies of masterful cultivators simply by exhaling. Your goal is simple, become strong enough to overcome this being, annihilating the monsters and terrifying sycophants that flock to their side, working your way up the ever more powerful line of minions, until you finally uncover their true location, and slay them. Be wary, for you are not the first such dimensional traveling entity that sought to slay them, and if you are not exceedingly careful and prepared, you will most certainly not be the last.

And perhaps even worse, if you DO manage to slay them, then for the remainder of your stay you will need to contend with the other would be *Redacted* Lords who the previous *Redacted* Lord was keeping in check. Good luck.

Reward: Upon slaying the *Redacted* Lord, you felt something flow from them and into you. You couldn't quite place it and did not realise what it was until the end of your stay here. It took years to mature within you but you now recognize it, the Demon-Lord's crest. Whenever a wicked person died in the vicinity of the *Redacted* Lord, its soul entered the crest, divulging its secrets, confessing its sins and paying a tithe of its spiritual power before leaving. You have inherited this power and may use the crest to store the power of wicked souls who die near you. Furthermore you may also sequester them in the crest temporarily, questioning them and obtaining any knowledge they held at the cost of releasing their soul to the afterlife after it satisfies your curiosity.

The Crest judges others objectively, whether they believed themselves to be wicked or not is irrelevant. In this world, such a revelation of objective wickedness would likely be quite staggering to a great many individuals who falsely believed themselves to be just or virtuous. As a final bonus you are also granted an objective understanding of your own wickedness, or lack thereof. The spiritual power and knowledge tithed from the souls you collect is not a wicked act, as it is instead merely the first act of penance of those entities as they hopefully go on to be reincarnated as better, more virtuous, people.

Brew the Elixir of Infinitely Ascending Dragon Wave Particle Spiritual Transcendence: This Elixir is by far the most difficult alchemical item to ever be conceived of let alone

created. Many of the ingredients for it haven't even been discovered, and those that have all stem from rare and difficult to find places. From the gallbladder of a 1,000 year old chimera, to a flower that blooms only when the cosmos align, to rare minerals that dwell in the depths of forgotten mountains. These are but the simplest of the seemingly ever expanding list of ingredients that must be sought out and refined by a skilled alchemist or masterful sage. Their rarity is only matched by their danger and some are as of yet only hypothetical, requiring experimentation and vast amounts of other resources to even begin to uncover what the rest might be.

If you cannot find a sage of worthy skill and masterful control to create this potion, perhaps you could learn the dedicated art-science of alchemy yourself, though it would undoubtedly take years or perhaps even an entire lifetime to reach such a state of precision. What's more, once all the ingredients are combined, it will take at least ten years to mature (possibly longer if you chose a longer stay). You must hush rumors and throw off the trail of other alchemists and cultivators, lest they try to rend the brew from your hands and take it for themselves. Indeed, some men would go through armies or even entire nations of men if it meant gaining even a sip of this draught.

Reward: As the maturation process completes, you know the elixir is ready as it begins releasing a golden glowing aura. While it could be used to cure any illness, restore youth and *drastically* increase one's spiritual powers, these are trifling uses compared to its more practical function. Its true power comes when it is diluted with another potion, pill, drug or ointment. When this occurs, the benefits granted by the added drug become permanent, and all of their drawbacks are nullified.

For example, adding a medicine that would alleviate pain would result in the drinker never feeling pain again, though they would still be aware of and be able to respond to it accordingly. Furthermore, there is no limit to the number of potions which may be added, allowing you to combine as many potions as you desire into one, making their durations permanent and removing all unwanted side-effects of their use. The only limitation is that the drinker must be able to consume the entire mixture of amalgamated potions at once for it to take full effect.

Drawbacks

There is no CP limit, as adversity is infinite in the land of Xianxia. You must choose wisely however as even the greatest of warriors may be felled by their own poor decisions.

Horrible Location (+50 to +300): It turns out that your starting location above isn't actually your starting location. Instead you begin in one of the dangerous locations listed below. You may take this drawback multiple times. Each time you take this drawback another one of the drawback locations is applied, having the general properties of both locations.

**An Inescapable Prison*: It appears that you arrive not in an open area but in the middle of a prison cell. You will find yourself chained to the wall, isolated in a cell at the heart of the massive complex. The guards are ruthless and highly skilled, the inmates worse and intent on making the entire place a misery for all inside it. The hallways are lined with secret traps, pitfalls and checkpoints that may stymie even the most stalwart of heroes and to date, not a single cultivator has ever managed to escape from this place.

**An Active Volcano*: Why did you feel the need to climb this mountain? It doesn't really matter, for this mountain will soon spew forth liquid fire, clouds of ash, and fiery rocks. Yes, this volcano will erupt, and you are a witness to its power and destruction. If you cannot escape from the pyroclastic flows, then you had better hope you can deal with the magma and ash.

**A Cursed Battleground*: Long ago, there was a great battle between mighty factions that claimed many, many lives. You can still clearly see the scars in the land and the remains of a multitude of warriors in varying states of decay. The air is thick with the palpable sensations of rage, pain, fear, and sadness. No one yet living can stay here for long, as the dead regularly rise and recreate their great battle, throwing themselves into the fray as they did long ago. Be careful not to get caught up in the careening clash of massive armies, lest you join them in their eternal war.

**A Noxious Swamp*: Well this is a fine mess you've gotten yourself into. It appears that you have managed to find yourself in the heart of a swamp that is so fetid with decay and stagnant spiritual flow that it has turned toxic. Even now it releases a terrible miasma that sickens the body and poisons the soul. The more one inhales this miasma, the worse its effects until the lungs themselves disintegrate from the noxious fumes. It is best you find your way out soon, lest you too add to the swamps stagnant miasma.

**The Legendary Monster's Lair*: What looked like an innocent cave housed something potent and horrifying. You can hear it coming closer, smell the blood and viscera from its last meal, and the ground rumbles with its steps. If you act now, you could manage to flee - but it will not be easy or short.

Taking this drawback the maximum number of times will grant you 300 CP instead. This means you will arrive in a near inescapable prison, suspended over an active volcano, run by the souls of insane powerful undead warriors, with a terrifying nigh-unstoppable beast already hunting you, all the while breathing in a noxious and deadly miasma.

Note: Any dimensional shifting, teleportation, phase shifting, flight or otherwise rapid transit perks are disabled until you manage to leave the Horrible Location.

Ridiculously Long Names (+50): For reasons unknown this reality has developed a highly intricate and recursive nomenclature for nearly all things related to martial arts, cultivation, spiritual health and locations of mystical importance. Even the simplest of practices seem to be at least three word strings while more complex processes will take sentence length titles. Heaven help you if you make it to the divine realms where everything seems to have at least a paragraph worth of adjectives attached to it. Expect to spend a LOT of time pronouncing overwrought names if you want to have a conversation or lesson in cultivation.

A Longer Stay (+100 each): A mere ten years is not enough for an Immortal Hero. They rise to greatness over thousands of years, growing in power and knowledge, accumulating resources. You may take this drawback more than once with no upper limit, but be aware - the first time you take this, you will stay for an additional ten years, the second extends it to twenty, the third forty, and every time after that doubles the extra years you and your companions will stay. You really should consider fixing that dying of old age problem if you haven't already.

Way of the Drunkard (+100): You have a penchant for spirits of the liquid sort. You want your alcohol and get cranky if you have not had any in the last 24 hours. When you do drink, you'll end up pretty drunk, so be prepared for any consequences.

Randy (+100): A roll in the hay to start the day! Your sex drive gets a big boost (even if you logically can't have any) and getting laid becomes a somewhat perpetual priority.

Oh no, not the bees! (+100): Stinging insects in the area will go after you every chance they get! They're not the monstrous "wipe out towns" type, but nasty all the same. Invest in ointment.

Pebbles in your shoes (+100): Your footwear has this annoying tendency to get small bits of rock and sand in them no matter what you are doing, and you'll need to keep cleaning them out if you wish for temporary respite from the cruel sensation of walking on them - possibly for a very long time. If you fly or are barefoot, they stick to your feet instead.

In your Face! (+100): Insults to your person and events which can cause your public humiliation occur with almost frightening regularity. Hope you aren't the immensely self-centered sort or have allies that listen to rumors.

Animal Aggravation (+200): Wild beasts get very angry around you, and angry animals, especially the deadly ones, aren't very amenable to long-term survival. They will still get angry when you come near even if you change your form or appearance, or if they have not recognized you. Mollifying them is possible but dangerous, and so is hunting them. Your own pets and animal companions are not affected by this drawback.

Enemy Assassin Clan (+200): A clan or family has decided that you are to die, and will send their best to do just that. They are superb infiltrators and will seek to insinuate into your life and comrades before striking at you with sudden devastating attacks to both yourself and the organizations you work with. While only roughly as strong as beings in the starting world, they are dogged, intelligent and patient enough to try and sabotage you when you least expect it. Convincing or "convincing" the clan to stop the attack is possible, though highly unlikely and requires a fair amount of time and effort. Alternatively you could go for the “easier” route of scouring the land for every last hiding spot and branch they might have until you are certain they have been entirely wiped out.

Bandits (+200): Banditry is on the rise, and they all have one quarry: the jumper! Whenever you try to travel for more than a day you will be assaulted by a roving gang of bandits. All of them can fight to various degrees of skill and some use underhanded techniques such as poison, disease or other “unfair” battle tactics. If you continue to mercilessly destroy all of them you may eventually get rid of banditry entirely but this would require you to be traveling for nigh on seven-years with nary a day of pause.

Demon Attacks (+200): Invaders not native to your starting world are coming after you. They are numerous, strong and somewhat cunning, and will accept nothing short of your death. You need to deal with them all, and fortunately they will eventually run out and not able to attack you anymore if you succeed.

No Mook Chivalry (+200): Enemy groups will use their numbers to their advantage, think critically about you as an opponent and plan to overcome the failings or oversights of previous attackers. Perks that negate such advantages or even grant benefits when outnumbered do not work.

Sociopath (+200 or +300): Your empathy is gone. The lives of people only matter if you can get some sort of benefit from them. People can generally sense this and it is very hard to fake sincere emotions or provide emotional support. Expect for people not to like you very much and to not be a very likeable person. Your Companions are normally exempt from your behavior, but for an extra +100cp (300cp total) you feel this way even about them. Needless to say this will likely strain your relationship with them, assuming it doesn’t break it.

Fook Yu (+300): Oh boy, this guy. Fook Yu represents the typical Xianxia Protagonist: shallow, cruel, greedy, disloyal, murderous, brutish, and has enough power and luck to destroy all but the most powerful Cultivators on your starting world, and he has been told that your various body parts could be used

to give him even more power. Whether he is right or not doesn't matter, he will track you down five years after the jump begins and he'll try to kill you with whatever means he has at his disposal. He will not listen to reason or be persuaded to not kill you.

The good news is that Fook Yu is not immune to your out-of-jump powers, nor will he scale to your power level. The bad news is that he cannot be detected with divination magic or powers, so if you want to hunt him down and kill him early you'll have to do it the hard way. Neutralize him however you wish.

Motherfucking T-rex! (+300): BEHOLD, the Tyrant King. Perhaps the strongest of the beasts who lives upon the mountains and most certainly the most feared. Massive in size, the earth shakes where it walks. Its hide is strong enough to withstand the blows of some of the mightiest cultivators. Its bite can tear apart castle walls and crush any known armor. It has caught your scent and will not rest until it has devoured you.

The Broken Wheel (+300): It seems your entry into this world has broken the cycle of reincarnation. Now all of the souls that would have been reborn yet linger as angry spirits and hungry ghosts. Any foe you slay will return within a years time, their power having nearly tripled since your last encounter and with a powerful grudge against you. Beware for slaying them again only ensures that they become even angrier ghosts, again returning within the year and three times as powerful as they were before...you're not really sure how that is possible but it is here. Perhaps you should invest in some non-lethal battle techniques...or uncover a means to restart the cycle of reincarnation. But who knows how long THAT could take.

Cursed Scroll of the Stolen Powers (+300): Great misfortune has befallen you for the powers your benefactor gifted unto you have been stolen by a powerful and malicious entity and sequestered within a cursed scroll. The scroll will be hidden in a forgotten ruin in a far-off land, guarded by powerful beasts, inhospitable terrain and centuries old traps. It may take years for whispers of this lost treasures alleged location to reach you, and it will be a grave and perilous journey to reach it. While you may be content to leave it alone, others will not be and will be spurred on to find it in your stead. Beware, for the first person to read this scroll will be granted your old powers...and if it is not you, then you can be certain that their designs for them will not be benevolent.

Impotent Item (+300): Your soul has been sealed into a small item, likely a ring, gemstone or other small piece of jewelry. You are completely immobile within this object, unable to see and hear or use your supernatural powers on your own. When someone is close enough that they can touch you, you will be able to see the world through their senses, communicate with them telepathically. While they wear you, you may choose to grant or deny them any supernatural power you possess, allowing them to use it as their own. While you control their access to these power, you do not control how they will use them nor their proficiency in utilizing them. For them to truly master your abilities you will need to act as a mentor and train them. While your life is not tied to your wearer, should the item you are in be destroyed then you will die and fail your chain. As a mercy you are placed on a well-trodden path in your starting location where a companion might soon find you...assuming some rube doesn't come along first.

Strike of Unending Forgetfulness (+300): You have forgotten, your old life, your journey, even knowledge of your old skills. Even your companions seem affected by this terrifying amnesia, adopting their own strange new identities within this world. Now all that remains is the identity you posses in this world.

Ending

The Journey Ends: You have had enough. After years of fighting, training, exploring. You have faced insurmountable odds and come out unscathed. However, you are tired. You long for the simplicity of your early days, and unlike so many others, you may return to them. You will be heralded home in a manner that you deem fitting, along with all perks, abilities, powers, items, companions and anything else you have picked up on your travels.

Another Begins: This place has its flaws, as all worlds do. However you find them endearing. The idiosyncrasies and quirks of this place have grown on you. Its people are your people. Its customs are your customs. And its rules just make sense. You find that there is no need to pursue more power and experiences in other worlds for all that you want is right here. You stay in this world forever, becoming one with its people and an eternal part of their world.

The Legend Continues: While the stakes may have been high you have surmounted them. This world was a challenge, but you have passed it. Your wanderlust has not yet subsided however, and you seek ever greener pastures, hurtling onwards into the unknown, with yet greater foes and more power just outside of your grasp. You journey on to the next world of your choice, bidding goodbye to the friends and rivals you made here.

Notes

- The spiritual power referenced in this document is a catchall term for Ki/Qi/Chi/Soul-based powers. There is no hard rule for what the setting will name its energy, so don't feel pigeonholed.

- Xianxia Protagonists are not compelled to be utter monsters. Go on, buck the trend!

- The Printing Press is not limited to subjects thematic to the Xianxia genre.

- The effects of Xianxia protagonist perk and the Mystical being origin stack for determining the number of mythic friends that may be granted.