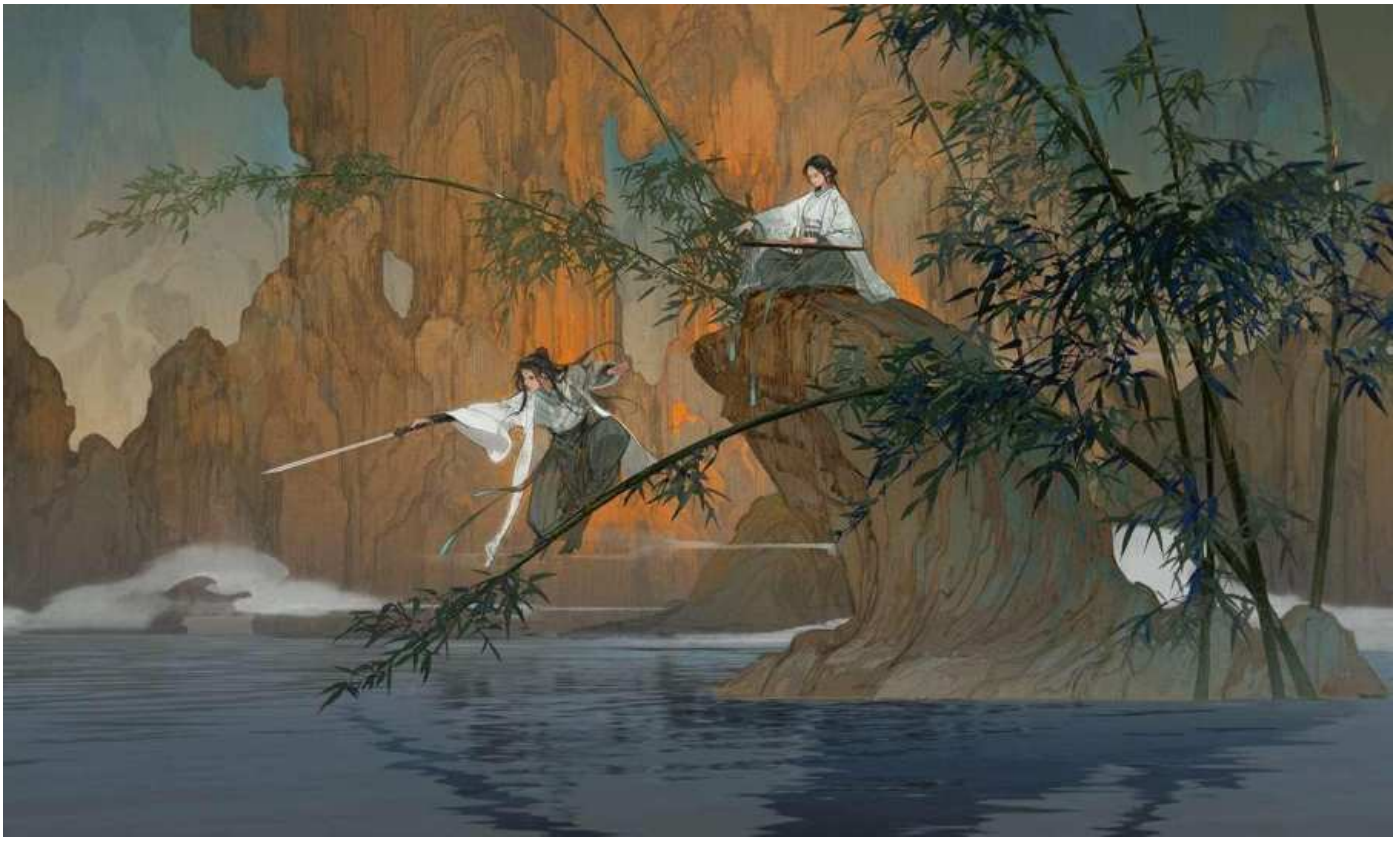
Generic Murim Jump



Welcome to the Jianghu, the world of murim and martial arts, a world of spiritual cultivation and bodily excellence where young men and women train themselves as parts of great clans or sects to defend those they care about and themselves. Where adventure abounds and young heroes wander the world, where great supernatural beasts roam the wilds, and where supernatural forces grow fat on the greed and cruelty of man.

This world largely centers around a backdrop similar to ancient China usually with great sects and clans controlling vast regions of land who themselves report to an emperor as the de facto law within a region. The stories of such a grand realm largely center upon the lives and battles of martial artists, these youths train their body and mind to such a degree that they touch upon the supernatural. Cultivating their qi into a dantian of power they can produce amazing results such as slowing the aging process and remaining strong far longer than a normal person or producing effects such as cutting through an iron ball as large as a man is tall or striking with their palm with force enough to destroy a building.

Rarely more esoteric forms may be seen, dabbling in magics of the Tao or feng shui or even darker rituals to produce effects not possible normally or concocting great medicines and elixirs capable of imparting various effects and powers upon those who imbibe them.

For the next decade at least, you will spend your time here engaging in the murim world. As a bit of extra help you are granted a bit of heavens blessing to smooth your entry in the form of 1000 CP

Location and age.

The various locations in the Jianghu are largely split between 8 to 10 different great sects. As such your location is decided by which region of influence you show up in. Roll 1d8 for a general idea of where you show up. Roll 1d8+6 to find your starting age, martial artists tend to start young though it's all a matter of taste, perhaps you have already put in your years of training? If so you may choose an age between 16 and 30 to be at the start if the jump. You may choose your gender at the start of the jump for free but cannot change after this choice short of some manner of outside power or miraculous technique or spell. As for your location you may choose to insert yourself into any relevant village or city in the murim world you have chosen. This is a world which often resembles ancient China so go wild within those bounds. If you choose to purchase a property you may start there first. Alternatively you may roll for a general idea of your starting location below using 1d8.

1. A small village - A small village in the middle of nowhere, you wake up in the local version of an inn. It's safe enough and you don't really need to worry about being anywhere at the moment right? Still you are a ways away from anything interesting.

2. A Bustling City - You awaken in a lavish room of one of the most respected brothels in the area, a courtesan (of your desired persuasion) resting on your arm. Maybe they can clue you in on more relevant topics like where you are and what you did last night?

3. Deep Wilds - You wake up in a camp with a fire a short distance away, the sky is clear and the weather is nice. You may want to get packed so you can find a real bed somewhere soon.

4. A Hidden Temple - You find yourself on the steps of an ancient and well-hidden Buddhist temple, the people are kind and understanding and are more than willing to help a person in need, perhaps you can make some new connections here?

5. A Daoist Sect - You find yourself in front of the gates of a rather impressive Daoist Sect, The walls are quite impressive and the view from the top of this mountain is rather breathtaking. Is this the place you study at or maybe you just came to speak to and learn from a master of Taoist philosophy?

6. A Rather Dank Cave - It's kind of smelly and rather wet, it looks like animals may have once used this as a den and left bones strewn about the place. Better get a move on, there's a nearby river you could probably follow to find civilization close by. Might want to get on that.

7. A Prison - You awaken to find yourself on a rather uncomfortable wooden bed in a smelly and dark cell. Light trickles in sluggishly from your one barred window, the guard is already yelling at you to get out if you are sober enough to walk. At least you're in a town yeah?

8. Free choice



Backgrounds

Your background upon entry giving you a place to fit in, memories, and maybe some help you can call upon for help? You may choose one background and all backgrounds may be entered as a drop-in to gain general knowledge without a personal history (or personal ties) if you wish. Being from a background does not necessarily mean you are in a sect yourself but it does tend to color your techniques and general outlook. That said your choices and decisions are your own and nothing stops a lone demonic sect member from being righteous or an orthodox sect member from being the worst evil imaginable.

Orthodox

Upright of nature, moral of deed, and with a long lineage those of the orthodox sects are looked at with great respect from those of the murim world. Their techniques are truly something to behold and they hold a place of high regard with all those who seek a right and virtuous life.

Unorthodox

While not seen as virtuous or as established as an orthodox sect those who hail from an unorthodox sect practice methods and techniques no less impressive, the unorthodox sects are often made up of merchants, beggars, or wanderers and those from the lower rungs of society. Beware who you disrespect for that beggar you kick may be a master of the fabled dog beating stick technique or be willing to sell your location to your enemies.

Dark

Those of the dark sects find themselves straddling the line between unorthodox and demonic. Though not quite illegal their practices are heavily discouraged. Poison masters, corpse puppetry, and sometimes even the practice of gu production are all examples of the dark sects techniques. While their practices may not be illegal by the letter of the law they sway very close to stepping upon the spirit of the law and as such are often looked down upon. That said none can say their strange powers do not have merit.

Demonic

Often considered the worst of the worst in the murim world. Demonic sect members practice illegal and often extremely brutal arts to quickly advance their own spiritual cultivation. Torture, blood sacrifices, cannibalism. The techniques of demonic cultivation are able to quickly gain their users power though often at some heavy cost such as madness and insanity. Those of the demonic sects often face a very deserved and well-earned scorn from those in the murim world.



General Perks

Basic Literacy (free) - though by no means common you have basic literacy of the most commonly spoken and written language in this jump.

Spiritual Cultivation (free or 100 cp) - everyone here may cultivate their spirit in some form using breathing and body movements to aid in their meditations. Doing such helps to reinforce the body and mind as well as has quite a few uses in techniques or magic. Everyone receives their own qi gong style breathing technique for free as well as set of body movements. While they are grand in their own way the free version is also nothing special in the long run and allows the cultivation of spiritual energy within your dantian at a rate of 1:1 for the time spent in meditation. Earning you a year of cultivated spirituality for year spent in meditation. For 100 cp however you may gain something truly grand in a set of breathing techniques and meditations of your own design that allow for the spiritual cultivation at a rate of 5:1 for time spent in meditation granting you more than twice the power for half the effort. This set of techniques may be purchased multiple times for a different set of breathing arts at the cost of 50 cp for the free version or another 100 cp for the upgraded version. May be purchased multiple times. You may determine the specifics of your breathing and movement techniques, maybe your method can enhance the longevity of a person and allow them to easily detoxify their flesh slightly or make you immune to many poisons, or perhaps your upgraded version allows one who masters it to live for 300 years even if they do not reach a high level of cultivation simply through additional health benefits. The specifics are up to you.

Martial arts (100 cp+) - Everyone has a chance to be a crouching tiger or a hidden dragon in the Jianghu though not everyone is. Thus you are given a set of martial arts to protect yourself in a style of your choosing. Training and using them will allow you to protect yourself but are over all nothing special, generally this would be the level one would train too as a member of the entry level in the army. However if you pay 100 cp you may get something bordering on the supernatural, using a musical instrument to send waves of qi at your enemies, flaming palm technique styles, swordsmanship so profound it can make plants bloom, or maybe a spear style that strikes multiple times per stab are all possible examples. Note that all styles scale with the amount of qi one has to use them, a palm strike using qi is many times more powerful than one without and it shall only be stronger the more chi one has to use it with, these are only examples and more exotic styles are possible as long as one has a will to create them. This is a set of foundational techniques forming a complete martial style and may be purchased multiple times for different arts at the cost of 50 cp for the free version or another 100 cp for the upgraded version. May be purchased multiple timed.

Magical Methods (50+) - Many though not all cultivators of martial arts in the murim world have studied the magical and mystical properties of qi, some have even made great breakthroughs and created supernatural techniques that one would be hard pressed to say have any connection to martial arts. Examples may include such methods as making paper dolls that you can see and hear through, cycling a tiny amount of your qi through another person's body to heal them, sealing a person's mouth shut at range so they cannot speak, or raising a corpse to fight for you as a zombie soldier. These are basically spells that are less for direct martial affects and more esoteric techniques you may have learned. Everyone gets one of these methods for free as most established sects will have at least one magical method and you may purchase more techniques for 50 cp. As with other martial techniques these techniques start small but will grow as you do, gaining power or utility with mastery and your own personal power however unlike the martial techniques above these are a single potentially powerful spell. May be purchased multiple times.

The Scholarly Arts (100) - Being a scholar is something many dream of as scholars have training in many areas and have received an education in a great variety of classic arts. You have received training in the scholarly arts and could be said to be quite impressive in this regard. You are able to create and recite poetry, know the analects of Confucius like the back of your hand, can do impressive sums of math in your head quickly, are a wiz at calligraphy, can read and wright, and play a musical instrument of your choice like a pro. Basically everything you need to make a living as a scholar.

A More Common Profession (50+ cp) - Martial artists often are encouraged to learn a second profession, something more mundane that can help make money for their clan or sect or be used as a fallback in the event they aren't cut out for the martial world. Due to that you have received training in one form of mortal profession such as blacksmithing, tanning, winemaking, herbalism, or being a physician. These are the kinds of professions you can achieve at the 50 cp tier, for 100 cp your profession can reach levels bordering on the supernatural such that you can incorporate qi into it allowing you to brew potions as a physician to cure qi related illnesses or craft talismans that can ward a location from bad luck. This works best when used in conjunction with other purchases such as spells from magical methods or martial arts to create fully unique methods normally unknown to others. May be purchased multiple times.

Cheat like Existence (200) - Your life here is extremely blessed, you have been given some form of cheat. Whether it is mystical, mechanical, or spiritual in nature is up for you to decide. This grants you access to the Cheats section of this jump to purchase one or more special cheats to aid in your time here.



Background Perks

Orthodox Sect

Upright and Brave (100) - One thing the orthodox sects do boast is great PR, just looking upon their members is often enough to inspire hope and pride in those who see them. You are no exception to this and it shows as people just seem to have a higher than average opinion of you, thinking the best where you are concerned more often than not. This won't prevent them from thinking ill of you if you actually do something wrong but at the very least it ensures you can always make a great first impression.

As Pure as an Immortal (200) - a martial artist cultivating their qi must inspire others with their very presence. Their appearance must scream grace and poise beyond reproach. To help with that you now give off a slight aura of purity, it's not much but this aura is enough to keep you cool on a warm day, warm on a cool day, keep small stinging insects such as mosquitos away, and keep your clothes as clean and pressed as if they just came from a wash. It is not enough to stop the heat from a desert or the cold from a tundra without supplies but it is enough to guarantee your comfort most common situations.

An Inspiration to His Peers (400) - A sect is only as good as its worst member and only as strong as the newest apprentice. Everyone must start somewhere but if they have no role model to look up too, no pillar to gaze upon and say "I want to be like that" they will not get far. You are that pillar, you are the stick by which others are measured, the harder you work the more those around you are inspired to work and the better their results. As long as you are putting in the effort those around you will receive greatly increased returns in any training they take part in by using you as an example. It's possible to bring those who had not seen gains in years up to increasing daily and allow them to recover from any harsh training they may do in a fraction of the time.

Grinding and Polishing (600) - The steady improvement of ones skills and by extension one's self is never ending. The will to understand the dao is to devote oneself to an ideal of moral and physical perfection, to this effort you have pushed yourself to extreme measures. Putting your body through torments most would say are insane and you have been rewarded. Your body is amazingly capable of acclimating to any stress you put it through, so long as said stress doesn't do major irrecoverable damage. You could lift boulders half the size of a man and as long as you did not cause any permanent harm you would find yourself growing to the point that you can do so with ease, if you decide to devote yourself to non-combat skills they will also see explosive growth as you push yourself without pity for your own comfort. This also goes for martial techniques, push yourself to perfect a technique by working yourself to exhaustion and you will see explosive near impossible results in a fraction of the time others would take to learn such a technique. The best part of all this is that by refining your body you also refine your spirit and by doing such intense physical training your body follows your spirit enhancing any spiritual meditation or training in supernatural arts as well. Practice hard and you will find your Taoist spells or inner qi growing at an astounding rate as well. As they say, the more you sweat the less you bleed.



Unorthodox Sect

Thank You Benefactor! (100) - Being a beggar isn't exactly sunshine and rainbows, going hungry is a very real problem. Though that is more a problem for other people as something about you is rather endearing to strangers. Should you try you could sit on a corner and make a rather nice livable wage panhandling. You also know how to find food in most situations allowing you to find sustenance in any situation from the streets of a city to the depths of a forest. Sure it may not be the tastiest but you will never go hungry.

Looks to make a Virgin Weep (200) - One thing that never changes is that people judge others on their looks. A dirty and ugly beggar will always be treated worse than someone perceived as a beauty down on their luck. This is not a problem for you though, you have what others would call heart stopping good looks. The kind of looks that turn heads even when covered in dirt and blood. It would be no stretch to say you are the most attractive person in any room most of the time. The best part though is you know exactly how to hide these amazing looks, able to pass as just a normal nobody if the situation requires with a few well-placed smudges and possibly a scarf or hood.

Only to the 5th rank... (400) - Talent is not limited to the orthodox sects. You are a rare talent as well, you can easily make amazing strides in anything you put your mind too but talent can only go so far. This allows you to have great initial results when training a new technique, achieving at the very least middling levels of mastery in only a few months of training. What does this mean? Basically if a technique has 10 levels you can quickly reach the 5th level with very little effort before you really need to start trying.

Like a jackdaws Nest (600) - Some people are blessed to have complete methods to learn from, curated techniques of incredible power and grace. Chances are you are not one of those people. You have to make do with whatever you can scavenge or scrounge, luckily necessity is a wonderful motivator, and you have learned how to improvise; by taking parts from multiple martial arts methods you can create something superior to the sum of its parts. Have a bunch if partial martial manuals? This one talks about a breathing method and that one about a movement technique? Well hey maybe you can plug the missing parts of one with the other. This allows you to extract information from disparate and often fragmented sources to build a larger picture that is better than any one source would be. The best part is this doesn't just apply to martial arts, you could listen to a dozen rumors and find the truth behind them or parse out what really happened at a crime scene just as easily. Others may have a golden finger or a thigh to grasp and carry them to the heavens but you have a mind built to find connections and it does so with amazing ease.

Dark Sect

Dark Not Evil (100) - There are some methods that can be looked upon that inspire hope, other methods inspire disgust, and some that inspire deep primal fear in the hearts of those who see them. Chances are you will find yourself in the last camp at some point if you are a member of the dark sects. That's not such a huge issue though, many dark sects interact with those of the orthodox sects and fill a valuable grey area between them and the unorthodox sects. Due to this you have managed to forge a working relationship with those in power seeing you as a sort of potential asset. They may not agree with your methods but as long as you are not provably making moves against them the common folk and powers that be will look past your distasteful background and practices.

Dirty Deeds (Done Dirt Cheap) (200) - Working in the dark isn't exactly glamorous and you know a lot of less than legal things sometimes have to be done in order for the greater good to be upheld. Sometimes you need to source some less than legal substances, other times you may need test subjects nobody will miss, and yet other times you may just need to be sure certain evidence never sees the light of day. Good for you then that you have a great amount of training in exactly how to go about building networks and sourcing less than legal goods and services from people without getting caught. You know exactly how to build what could ungenerously be called a criminal underground from the ground up if you need too with you being completely insulated from any of the more incriminating activities. I mean sure maybe Someone had to die to get your some of this stuff into your hands, but you're sure it was nobody important and its not like you killed them yourself. Right?

Legacy of the Poison Clan (400) - while many may overlook the potential of machines you are not one of them. From simple explosives to needle throwers and even hidden blades or steel cables fine as a hair attached to poison blade launchers. These are just a few of the fine clockwork tools you can make and in time you may even be able to forge puppets that move and fight as if alive and traps that could confound an army of martial artists using nothing but cleverly designed clockwork. You also have knowledge of many ways in which you may raise and grow many Deadly and venomous creatures safely and can quickly deduce ways in which other creatures and plants can be raised and put to use creating poisons and antivenoms from basically any creature or plant you come across. This allows you to have a steady supply of materials that can be used to put an end to enemies whatever form they may take as well as deduce cures for even the most deadly of toxins given time.

A body Accepting Of the Darkness (600) - while not a demonic cultivator you are one who has seen the world as it truly is and decided that it is a much darker place than what the idealists in the orthodox sects would believe. Some paths to power are too valuable to just let languish untapped, because of this you have managed to do something no other person has and developed a way to cultivate safely from the foul and impure energies of the world that normally would be seen as useless. You can tap into the energy created from corruption, resentment, pain, and evil for energy and use them to fuel your own energy cultivation or even use the energy to empower your techniques making them even more powerful than they otherwise would be. Normally doing so would gradually drive one mad but you have somehow developed a method of absorbing and using these dark forces and corruption that leaves your mind and body untouched so that you may freely use these corruptive and some may say evil forces without worry. This does not allow you to use conflicting cultivations or martial methods but what it does do is allow you to absorb energy and grow from corruptive and evil sources such as miasma, pollution, death, and cursed locations and use that energy to great effect safely.



Demonic Sect

Bloody Handed Demon (100) - You are intimidating, so intimidating that your very name is enough to make others shiver in their boots. Your deeds also seem to have a habit of being exaggerated in the retelling as your infamy spreads. In time you may be able to rob entire caravans just by telling them your name. Don't have a title? Make one up, just telling someone you are the Bloody Handed Demon will often be enough for that to become a well-known moniker.

Demonic Mutation (200) - demonic methods allow for great power but many are known to warp the body. Though it may come as no surprise this is not always a good thing, as such its not unheard of for members of demonic sects to hide their true face and you now know one such method. You now have the ability to toggle off any inhuman features without diminishing your power as well as generally just looking better when they are not being hidden. This means if you want to be normal you can, but if you don't care for that you can be assured that all physical signs of mutations or corruption manifest in aesthetically pleasing ways.

A Violent Revolution (400) - Demonic techniques and sects often are exceedingly violent or cruel, this is not without reason. Their methods can often warp the body or mind of their practitioners but it's all in the pursuit of greater power. You have found that implementing a bit of needless cruelty into your methods increases their power, a qi gathering technique that's only slightly above average could increase twice over in power and efficiency and this only goes up with your wanton violence.

Heavenly Demon (600) - This is it, the dream of every demon sect member. To be able to do what you wish without regards to the laws of decency or morality. As the heavenly demon you have found that your body is uniquely accepting of methods that would normally cripple or drive others insane. Any special techniques or methods you decide to use to increase your power that would normally result in detrimental side effects such as corruption, mental instability, or other degradation of yourself no longer have such downsides when applied to you in particular as your body simply accepts the power and filters out such impurities. You may still manifest aesthetic mutations such as burning red eyes or deathly pale skin gained from a blood drinking technique that quickly raises personal power if you wish but you are not required to do so. If you do wish for such manifestations you may also hide them with a thought as if you were a normal, if powerful, human though this is optional and can be turned off at will. The path of the heavenly demon is the strongest of the demon paths for a reason and now that path is open to you.

Cheats

Well now if you weren't special enough it seems you have been granted an extra dollop of special on top. You may only access this section if you purchased the Cheat like Existence Perk and doing so grants you access to this section. Many murim mcs have a golden finger granted to them by the world they reside in and now so do you. Cheats cost cp like a perk however cheats may not be discounted. You may buy more than one cheat if you wish.

Custom (Varies) - If you wish for a custom cheat you may create your own using the previously listed cheats as guidelines for pricing. The more powerful and impressive the cheat is the more it should cost in increments of 100 with useful but not "game breaking" cheats costing the least at around 100 cp and gradually scaling with how powerful they are with 400 tier being utterly broken abilities. Please build responsibly and use your best judgement when determining a price point for a cheat.

For Example a cheat that does 1 thing such as creating an illusory training copy of someone or allows you to see someone else's stats as if they were in a videogame are relatively minor single effects costing only 100 cp however if you took those same cheat abilities and made them able to actually alter someone's stats via an xp system or make the illusions actually the soul or a copy of the soul of the person in question then the price would be 200 cp, taken even further if the stat system gave you points you could use to upgrade yours or others stats daily or if the illusory training dummies were also summonable for others to use it would cost 300 cp and finally if your stat system did all that plus allowing you to spend your points to buy items and abilities directly or your training dummy cheat allowed you to fully summon your illusory dummies as physical and aware minions it would be a 400 cp tier cheat. However if you want to simply increase the power of a single aspect of a cheat such as a 100 cp tier cheat that allowed you to summon an illusory training dummy and simply expand it to a 400 tier so that you can summon an illusory copy of anyone in history you could do so. This is not a limit, just an example.

100 tier cheat examples

Shadow Boxing - Your mind is sharp and your skills are sharper, you have the ability to create mental copies of anyone you have fought to fight them again at will, you can control their speed and competency to learn from them in battle or to test yourself making illusory warriors to hone yourself again and again in battle with no true injuries or downsides and while you will never die from such a battle you will feel the pain of every stab and cut as if it truly happened though you may turn this effect off if you truly wish it. These warriors only exist in your mind however and cannot be seen by anyone else.

Relationship tracker system - You can see the relationships between yourself and others, see their likes and dislikes and see how your words and deeds affect them and see how they feel towards you both in the moment and over all via an easy-to-understand system interface. This is great on its own, but you can also use it to tell if they may be under the effects of any out of the norm magic, drug, or illness as a status effect on their screen.

200 tier cheat examples

Regression (200) - Allows you to loop back to the start of the jump, possibly to just shortly after your birth, once per jump while keeping your memories of an entire lifetime as if you lived for 80 years in your current world and died. A second chance to change things for the better. This may also function as a once up once per jump in the event you do not want to use it immediately upon entry to the jump.

Ancestral Keepsake (200) - you have an item bound to your soul that contains a vast space within it. Though you cannot store anything within it the space instead contains the souls of your most impressive ancestors.

You may ask them for information or have them teach you what they specialized in but learning will be up to your own aptitude. You may also have them possess your body for a short time though doing so uses some of their spirit essence and if used too much it can cause them to permanently fade.

300 tier cheat examples

Login system (300) - You have a sort of spiritual system that quantifies your capabilities in the form of stats. You can gain rewards for performing special generated quests and gain points you may allocate toward your stats by defeating enemies or working out. Every day you will receive a small amount of points simply for "logging in" to aid in your growth.

Nanobots (300) - Mysteriously it seems your body has been enhanced by some form of miraculous artifact granting you greatly enhanced physical and mental capabilities as well as the ability to record and study information and abilities you have seen. Your regeneration and spiritual skills are also greatly enhanced to an almost inhuman degree allowing you to heal from damage that would normally put you down for months in merely a few hours and be immune to most poisons. Even if your body were pierced by a sword you would be able to heal given enough time though too much damage in too short of a time still can end you.

400 tier cheat examples

Online shop (400) - You have access to an online shop that sells a variety of common and not so common goods and may purchase directly from the system display that projects into your mind and have your purchases immediately appear beside you. It accepts any form of currency and can transfer money between different forms at a small percentage if you wish to trade in currencies. While there is usually nothing exceedingly rare here the shop has a special selection of daily goods that is randomized that you may purchase from each day with three slots to save daily items for purchase in later that can have truly amazing items such as heavenly pills or martial arts manuals and weapons not seen in hundreds of years. The daily selection is truly random however and you will often get less impressive items in stock such as variety ramen packs or bargain ben camping tents though there's always the chance of something truly amazing showing up.

Ancestral Warriors (400) - Everyone has someone famous in their lineage and every kingdom has some hero or devil from their past, with this you have the ability to summon the shadows and souls of ancient warriors through items or people connected to them, in doing so you temporarily summon their spirit to fight or aid you as if they were alive once more. You may also communicate with them via this connection without summoning them in order to form a sort of binding contract so you may more easily call upon their aid when in a time of need.

Son of Heaven (400) - Lucky may as well be your middle name, should you trip into a ditch you will probably find an ancient treasure buried in the mud, if you gamble you will win 9 times out of 10, in the event where you had to choose which direction to go you could reliably choose the right path by tossing a stick and following which way it points to reach your goal. Put simply your luck is outrageous, truly you are blessed by Heaven.



Items

Everyone may take 2 items per price tier at a discount with items at the 50 and 100 cp tier being free if discounted. All Items may be purchased multiple times if you wish though only the first purchase receives the effect of a discount used unless used with a second discount. Discounts from a higher tier may be applied to a lower tier discount (for example using a 600 tier discount on a 400 cp item for half off). As is tradition any item that's destroyed or stolen will inexplicably return to you in a week or so after it is lost as good as new, this does not apply if traded or sold. Multiple properties may be combined into one property if purchased here. For the purpose of multi-level purchases discounts should be applied to the final price. Properties carry changes to the next jump and may be placed in a location of your choices once per jump or may become warehouse additions if you so choose. All items may be used to import a suitably similar item when purchased.

Money (50) - Ten Gold Taels, enough to set you up with a expensive house and live well for a couple years if you were frugal, you could start a business if you really wanted too. (For reference a peasant family can live for a month on one silver tael and a gold tael ranges anywhere between 10 and 15 silver taels.) May be purchased multiple times with the number doubling each time (2nd purchase 20 gold, third purchase 40, fourth purchase 80 etc.)

Clothes (50) - A nice set of clothes that would not stand out in this place. They are strong enough to stand any weather and comfortable enough that you may never want to take them off. You get a set of work clothes (sturdy and comfortable) a set of fine clothes (Fancy enough to meet a city lord) and a set of workout clothes (to be used when training or when your other clothes are in the wash).

Food (50) - A wonderful spread of meat, wine, and vegetables packaged in baskets warm and ready to eat whenever and wherever you wish. They will stay warm and fresh (or cold in the case of some wines and desserts) until you decide to eat them and will restock once a week. Enough to feed 3 people for an extravagant meal.

A common weapon (50) - A well-made but otherwise not especially fancy weapon, this can be any form of weapon you would use with martial arts including blades, bows, spears, and clubs of any kind. While it is well made it isn't exactly what one would call ornate, that said you never have to worry about it breaking unless you truly do something extreme with it like trying to cut a wall in half.

A Home (50) - You have a deed to a small but comfortable home fully furnished with all the comforts one could wish, including a small bath, a kitchen, and a bedroom with actually comfortable bed. It's nothing truly fancy but it is warm in the cold and cool when its hot out and will never leak in inclement weather.

Medicines (100) - A selection of common folk medicines and pills that can cure many common illnesses of the mortal body, though they cannot aid in spiritual deviation or other such illnesses these medicines would be enough to see a village of non-qi using humans has a long and healthy life. Roughly enough to treat ten people of common illnesses if used correctly with a few pills to help aid in swift healing of injuries, bandages, and common poultices. This medicine bag will restock once a week with more supplies.

Martial manuals (100) - A set of manuals explaining in excruciating detail how to properly perform your martial arts methods and techniques. If used they can easily teach a normal person how to use the same techniques you yourself have purchased here though they will only be at the first levels to start. These may take the form of basically anything though the most common are found as scrolls, books, or even tablets of stone. So long as the item is portable, small enough to be held in a normal human hand and can contain written words it works.

A Mine (100) - A deed to a small but potentially prosperous mine rich in raw materials just waiting to be exploited. Should you put in the effort its completely possible that you could pull up a few thousand taels of common metals like iron or copper a year. Easily enough to be amazingly profitable each year if you had the manpower to mine it and it never runs dry. You may choose where it appears at the start of each jump.

Mine+ (100, requires mine) - Your mine now also produces rare minerals such as Silver, Gold, and gemstones in appreciable amounts giving it even wider ranges of profitability.

Mine++ (100 requires mine and mine+) - Your mine now will very rarely produce small amounts of spiritual metal, metals that contain small amounts of qi inside them natively making them amazingly sought after for the crafting of artifacts. Even a small amount of this is enough to make it so that you would never need to worry about money again if sold.

Farm (100) - You own the deed to a couple hundred acres worth of good arable farmland complete with small river to draw water from and a pond stocked with fish ready for the taking. The land is ripe for planting and any crops grown here are sure to grow well barring any outside interference or damage from people. Changes made to this farm will persist through jumps and you may determine where it appears once per jump.

Farm+ (100, requires farm) - Your farm now is even larger, nearly a thousand acres of amazing quality farmland, already set up with its own stocked pond of fish and a nearby river and system of water sluices that allow even a single person to easily water their fields. You never need worry about soil quality either as it seems your soil is just jam packed with nutrients allowing your plants to grow quickly to sizes not normally seen. It would be harder to not grow any plant you have here as the soil seems to perfectly mimic the needs of anything you plant here.

Farm++ (100, requires farm+) - Your farm is now perfect for growing spiritual herbs. What kind? Well that's up to you, and spiritual herb planted here will be sure to grow quickly and gain properties far sooner than it normally would, allowing you to grow plants in 1/10 of the time normally required for them to absorb such spirituality. This means you could grow a 100-year-old ginseng root in o ly 10 years, or a 1000-year-old one in only 100! Any herb you plant here will slowly grow and condense their own spirituality becoming great resources to aid in your spiritual cultivation. This doesn't speed up how fast plants actually grow just how fast they develop and increase in spirituality and qi density.

Corpse Valley (100) - A large desolate valley filled with corpses and bodies of those killed but not properly buried, this area oozes a deadly spiritual miasma that slowly sucks the life out of any who try to live here. The corpses have piled up in many places and if you had a use for them you could probably find hundreds in various states of decay. The strange thing is no matter how many corpses you remove they valley always has more and is never truly empty.

Fertile Valley (100) - A beautiful untouched valley, complete with waterfalls and river running along it and a lake at its center. This would make the perfect location for a village or sect it has only two entrances to the valley and each is easily defended if you have a mind for it. The valley has very fertile land and many natural resources but is otherwise untouched by mortal hands. Changes made to it persist through jumps and you may choose a location to place it in a location if your choosing once per jump.

Mountain (100) - a mostly undisturbed mountain, has many natural springs and natural resources yet to be tapped. Lumber and resources are plentiful and it would make for an amazing location for you to build your own sect. Or maybe just to get away from everything. Changes made to it persist through jumps and you may choose a location to place it in a location if your choosing once per jump.

A Hot spring (100) - You now have the deed to a well-furnished natural hot spring bathhouse complete with a dozen large pools of water of varying temperature from just barely bearable to just above room temperature, this water will never run out and is rich in natural minerals that promote healing and relaxation. Great for the person who wants to experience the finer things in life. The Spring has large walls between pools and an area for cleaning up both before and after your soak and keeps changes you make to it between jumps. Once per jump you may choose a location for it to appear.

A Manor (200) - A Lavish manor house complete with courtyard and koi pond, indoor restroom that's always clean, a bathing room heated bathing pools, a massive kitchen, lavish and comfortable bedroom, and well-furnished sitting area to receive guests. This building also has outbuildings for servants and is decorated with beautiful art and carvings suitable to your tastes. All the comforts one would require from the home of a rich noble can be found here and the entire thing is surrounded by a 20 foot high wall to keep undesirables out and a very strong ornately decorated gate to allow passage in. you may choose where it appears once per jump.

A weapon with a spirit (200) - A sword, spear, or other weapon that can be used with your martial arts has taken on a bit of your own qi making it unable to be drawn or used by anyone other than you. This works great for making sure others cannot use your weapon against you and also means that any qi used through it is far more effective than otherwise, this also means that the more qi you can use with it the better the weapon will work and the more durable it will be.

Artifact (200) - A spiritual artifact of some kind has fallen into your hands, you may choose the exact specifics of its shape and form but in general it is enough to boost your abilities many times over. Some examples are an unbreakable metal spear that can cause targets to explode if stabbed with it, an amulet that allows its owner to control a massive amount of demonic energy to power their demonic spells, a sword that can increase the power of any qi attacks by fivefold without an increase in cost, or a whip that can exorcise demons and spirits from a person struck by it, or a set of armor that seems to be flowing silk robes but provide the same protection as a full suit of armor with none of the weight. These are just examples and you are free to design your own spiritual artifact along these lines. This may be purchased again for a different power or you may purchase multiple times to add different powers to the same artifact.

Gu Pot (200) - A fabled Gu Pot, this large ceramic pot is roughly the size of a small child with a strongly latching lid. It has the power of concentrating and refining the poison of any creature placed within it by process of elimination and absorption. Simply place any poisonous or venomous creature or plant within and they will fight to the death or be consumed, the longer this continues the stronger and more venomous the final result will be. Myths tell of a seven colored centipede as long as a man's arm which could melt steel with its venom alone and creating such a creature may well be the least of your potential creations given enough time and creatures to act as fuel.

Restaurant (200) - A large two story restaurant stocked with the best in food and drink is now under your ownership, its staff are some of the best in the business and the food made here is superb, it's quite the draw as people from all around will find their way here for a good time drinking and having a meal fit for royalty. You could easily live off just the profit from this business and somehow its stores of food and fine drink never run dry. The staff may either be followers or be replaced each jump.

Brothel (200) - You are now the proud owner of a quite profitable establishment. A high class brothel replete with talented women who not only love their job but are quite good at it. The women are beautiful and everyone can find something they like here as many of them have received training in both courtly grace and fine manners as wellbeing talented in courtly games such as Go and musical instruments such as the guqin or erhu. The establishment has a few strong men acting as guards and if you wish is a very good place to find gossip as many an official loosens their lips in the bedroom. The workers may be followers or be replaced each jump and this establishment may be placed in an area of your choosing once per jump.

Slaves (200) - A batch of 20 downtrodden and mistreated people who would probably rather be somewhere else, they will work for you and be loyal to you as long as treated well or you could use them in your diabolical experiments to increase your own power. Either way they count as followers and if killed will be replaced by another poor soul soon after. They count as followers not as companions unless imported.



Clan (400) - You have family! A group of people numbering 100 strong as well as many as 500 secondary family members and their servants are here for you, they all count as followers unless imported and all of them know your families martial arts style. You are something of a young master to these people, being either born to the central pillar family or by marrying into them. Comes with a large compound to house and train your clan as well as all the amenities required for such. Changes made to the property carry offer to the next jump. The clan members may be followers or be replaced each jump and this compound may be placed in an area of your choosing once per jump.

Clan+ (200, requires clan) - Looks like that number was a bit low, your clan is in fact much larger and rivals some of the smaller sects with 500 central family members and as many as 2000 secondary family not including their servants, it wouldn't be a surprise if your clan was able to own a town or two. Your clan compound now is amazingly lavish and has many special buildings specifically to supply you in the event of an emergency a well-equipped wall with guard towers and even has a few revenue streams to make sure you never have to work too hard in the form of escort missions, small shops, and guard missions.

Village (200) - A small but tight knit village of a couple hundred people. These people see you as one of their own and work very hard to make sure they all more or less have a good life. Nobody is rich but they make sure nobody goes hungry. Not especially fancy but they are happy. This village specializes in a type of work of your choosing, maybe they are fishermen or farmers? Maybe they make paper? That's up to you to decide.

The members of this village may be followers or be replaced each jump and this village may be placed in an area of your choosing once per jump.

Town (200, requires village) - Your village is now a town! It has a few thousand members, a small library, even a doctor who practices medicine in the local fashion. This place may actually be a location of interest with a few shops and traders show up every few months to trade.

City (200, requires town and village) - Now your once tiny village is an economic powerhouse all its own drawing merchants and traders from hundreds of miles in any direction. The shops and stalls hold many a rare and unique item to be bought and the red lantern district is nothing to sniff at either. This metropolis of yours is home to hundreds of thousands and you as the city lord employ quite a lot of retainers and guards to keep the peace. Your city has the latest in sanitation as well boasting actual sewage systems, bath houses, and clean water wells and every profession imaginable has some presence here in some way. You are quite powerful just as the head of this monolith If civilization and you should vet used to being called City Lord.

Sect (400) - One part school, one part religious order, one part family a sect is a martial power in this world often at a remove from but still a part of the world. Though you may have already joined or been a part of a sect this one comes with you! You now have a sect where people are taught your personal philosophy and martial arts, it features a courtyard and martial training ground, barracks for the students to live, and a hall for martial and philosophical scrolls to be kept. While not especially lavish it boasts the best of the best will be drawn here to learn from you provided you wish it and often will draw from the local populations downtrodden and orphans to fill out your ranks. It has room for 500 trainees who will all be loyal to the sect as well as uniforms and weapons to arm them. Changes made to the property carry offer to the next jump. The sect members may be followers or be replaced each jump and this compound may be placed in an area of your choosing once per jump.

Sect+ (200 requires sect) - While the earlier sect option may not have been lavish this one definitely is, your sect looks like it has taken hundreds of years to build with massive carved decorations, huge training areas, large hot spring pools for bathing, and koi ponds for cultivation. It even has an area for farming and a wall big enough to hold off a mortal army for a time. It is easily large enough to house and train 2000 sect members without the need to worry about food as the built in farm can provide for them with barely any upkeep and has a small town of mortals nearby ready to supply you with common needed supplies that you cannot get yourself.

Mystical Medicines (600) - A small box containing medicines made by a famed mystical pharmacist, these 20 pills contain enough condensed spirituality to give a person 20 years' worth of qi cultivation and cure any mortal or qi related illness such as qi deviation or a damaged core or just being injured in battle. While they could easily catapult a person to great power growing too fast can be a detriment all on its own and they are most useful as gifts to others or as a way to heal someone in need. Comes with instructions on how to make more if you wish though the process is very difficult for someone who without skills in alchemy. Once used you will receive a new batch once per jump.

Ghost Soldiers (600) - A bit of a misnomer the Ghost soldiers are a group of assassins trained from birth to make no sound, to not breath, and to work in perfect darkness. They work in perfect sync due to the arduous and cruel method of training them having the effect of killing their sense of self, making them closer to living puppets than actual people. They make amazing assassins and they number 200 strong, comes with their own secret training base accessible only to those granted knowledge of its location by them and yourself.

Their skills are such that the least of them could pin a fly to a wall with a thrown knife from 200 yards away and be completely undetectable by spiritual or mundane senses. If one is killed a new one will replace them shortly, being trained in their secret base quickly. They count as followers but will retain any modifications you make to them and their training.

Spirit Beast (600) - You have some form of spirit beast, an animal with supernatural qualities that set it apart from the natural world. A giant centipede the size of 5 horses with strong enough venom to melt a man whole with armored plates that can turn back a sword with ease, a phoenix that can produce spiritual flames hot enough to incinerate stone, or maybe a Queen bee that produces amazing honey and who's sting can paralyze even a martial arts master. These are just examples of what you could choose. If purchased you will receive a breeding pair, do note however that it is entirely possible for these creatures to be close too if not fully as smart as a human. They if fully sapient they count as followers not companions unless otherwise imported.



Companions

You may take up to 2 companion options for free Regardless of Price
All Companions also receive 800 cp to spend as background perks unless otherwise stated

Friendly Faces (50 per or 200) - You may freely create a person to come with you, they receive a background of your choice and 800 cp to spend as they see fit as well as all the discounts such a background awards them. You may do this at a cost of 50 cp per imported/created companion or pay 200 cp to create/import up to 8 companions.

A Talented disciple or a Trusted friend (50 per or 200) - Perhaps the terminology of creating or importing a companion is distasteful to you? That's fine, by taking this you may take a person you meet in this world with you at the end of the jump. They will receive 800 cp as above in the form of natural talents at a cost of 50 cp per new companion or 200 cp for up to 8 companions.

Example Companions

A Friendly Fatty 50 – A rather fat man of similar age to you, he is incredibly loyal to you and would willingly give his life for you believing you would also do the same for him, as far as he is concerned you have been friends since extremely early childhood and even though his martial cultivations may not be anything impressive he is willing to work himself to the bone to learn any methods you may be willing to teach him. He is an impressive wingman and is surprisingly talented at cooking, if you were willing to teach him martial arts you would find him a surprisingly good learner.

Martial Master 50 – A master of the martial styles and arts you yourself has chosen, they are amazingly good at teaching and would gladly spend every spare moment of their day training you if they thought it would improve your growth, that said they will never go easy on you unless it was absolutely needed. Even if you were to outgrow their teachings they will always have something new to teach you even if its simply to slow down and enjoy the scenery for a day. This person may as well be family for as much as they see you as their own child.

Momma Bear 50 – This rather beautiful woman once ran a prosperous inn until it was destroyed in a bandit raid, she may not know any actual martial arts but her expertise in all things cooking, cleaning, and finance related are rather extreme and her willingness to use a sandal to beat those who give her lip is just as impressive. She left her ruined home in search of business opportunities in a safer town and ran into you along the way. She has always wanted children and is rather doting and protective of children, she is perpetually in search of a good husband.



Drawbacks

Not enough points? well you can always get a few more for a price, no limit but what you can handle of course.

Longer Stay +0 - You may stay for up to 100 years in this jump if you wish, enough time to see the world, grow, and make a difference.

Ugly +100 - Most people are at the very least passably attractive. But not you, wow you ugly, either through some form of birth defect or scarring your face is something that makes others turn away in horror. Maybe invest in a mask? Its not such a big deal if your face is hidden.

Taoist purity +100 - No meat, no wine, no fun, you have vowed never to eat meat or drink alcohol and doing so will cause you great mental stress as the guilt gnaws away at you. If taken with drunkard the effects compound making you miserable when sober and when drinking.

Drunkard +100 - You love alcohol, can't get enough of it. Wine, sake, barbarian ale, anything to get that kick. When you are sober you will find yourself looking for the next drink and when you do drink you will find your tolerance is surprisingly low meaning you get hammered very quickly and spend the rest of the night (or day) slam drunk. You will be lucky if you don't wake up in prison each day.

Vow of poverty +100 - Are you a member of a Buddhist sect? You have taken a vow of poverty meaning you can never accept money from another person nor can you ever hold on to money for very long. On the plus side you could always make a name for yourself by donating any spoils of war or rewards you may get to charity.

Talentless +100 - You have absolutely no talent in martial arts. If you took perks to be talented? Well they don't activate till you leave this jump. But for your time here it's going to take five times as much work as a normal person to get yourself to the level of basic martial arts competency

Bandits +100 - Bandits have become quite a problem lately, sure none of them are very well trained and most are pretty scrawny but just going from one village to the next is sure to have you running into at least a small group of bandits. Enough that a martial artist will probably be fine but still a danger to common folk.

Bandits+ 100 (requires bandits) - Looks like those bandits have been putting in the hours and a few of them have learned martial arts themselves. This makes them a true threat to anyone they meet and has helped them grow their numbers. Better be careful as these guys may be able to take over or wipe out a village all on their own.

Bandits++ +100 (requires bandits and bandits+) - Uh oh it looks like those bandits have more than just a few talents, they have numbers as well and a fortress built somewhere allowing them to become a true menace, these guys are powerful enough to threaten the local government and demand tolls from anyone passing through their perceived territory at will. Beware these guys as if you destroy one of their fortresses another will pop up somewhere else causing all manner of destruction and woe.

Big Bad Beasties +100 - Wild animals are no joke, sure there was always a chance of wild beasts being a danger to you but now they are a danger to everyone not behind a city wall. Animals are bigger, stronger, more ornery and looking for food in places they probably shouldn't. The roads between towns and villages were always dangerous but now that danger has doubled at least as many large animals fear of mankind seems to have largely gone out the window.

Distrusted +100 - Something about you really rubs others the wrong way. Not enough to be attacked usually but definitely enough that any problem that pops up will more than likely be attributed to you or at the very least your presence. People will give you mean looks and talk behind your back quite often and don't expect any kindness from a random stranger.

Eunuch +100 - Like those who work around the wives, daughters, and mistresses of officials you have been castrated. On the plus side it was done via imbibing a rather rare potion which means you still have all your bits, they just don't work properly anymore. This does mean you can no longer be intimate while here but at least you don't have any lingering pain right? If you are female you dont get off easy, you simply have no emotions whatsoever when it comes to romance now.

Eunuch+ +100 (requires Eunuch) - Actually no, sorry, your castration was not a gentle thing and was in fact done as punishment as a way to shame you and ensure you never reproduce. The scars ache and bother you every day and at rare times can even leave you bedridden in pain. If you are female then you also get the scars and the pain, how wonderful.

Cursed with Bad Luck +200 - Ever have a day where everything goes right and you can just enjoy things? Hope it was nice cause you aren't likely to experience too many of those. You seem to have been cursed with bad luck, not enough to kill you but enough to turn every situation against you. Maybe the weather turns bad when you are traveling or your food supplies have gone off on the road. Maybe you get up in the morning and stub your toe. Whatever the case things are pretty bad and anything you leave to chance is going to come up bad, you can work around this however by strict planning and making sure you leave nothing to chance but its going to be a trial.

Traumatic upbringing +200 - Your life up to this point has not been easy, as a child you watched your parents die, saw their corpses desecrated and paraded around by their enemies and their valuables stolen. Though this was years ago it still bothers you and the thought of them or their memory being insulted drives you into a rage. Heaven forbid you find anyone who may have had any connection to the ones who did these vile deeds.

I'm Sorry Niece/Nephew +200 - Many years ago a close friend of yours was killed because of your actions either directly or indirectly. Now their son or daughter is all that remains of them and it is your responsibility to raise them well. You must ensure that they reach at least the age of 20 safely and ensure that they can provide for themselves as your life is now tied to theirs. No you cannot just tie them up or toss them in a hole, you must actually raise them to be the morally upright person their parents would have wished for them to be. Your starting age is now 20 years of age. If you succeed they may come with you as a companion, if you fail it is the end of your chain.

Mutilated core +300 - Either your golden core or the location of your dantian has been destroyed making it impossible for you to cultivate spirituality in this world. This means that any martial arts techniques or spells that require qi will forever be beyond your grasp. On the plus side you may be able to make up for this lack with transcendent levels of technique but it will be a very uphill battle as a mortal against those on the cusp of immortality.

Deviated qi +300 - Your meridians and qi network have a flaw, this flaw takes the form of a crack in the vessel that holds your qi allowing it to slowly leak out leaving you to gradually become sicker and sicker as it empties. It is possible to fix this problem using rare natural treasure plants or medicines but doing so will only put you back at the start to gradually deteriorate again. While this alone will not kill you by your first 5 years you will find yourself weaker than a mortal and around the time of your final year, your tenth year here, you will be unable to leave a bed without help if you do not find some form of medicine to fix your problem. If taken with mutilated core this time period shortens drastically making death a very real possibility.

Escort mission +300 - Looks like you have been hired as a guard for escort missions! Guarding caravans between cities and town from all manner of beast and bandit. These caravans will never move as fast as you wish and suffer many setbacks and natural disasters causing you to work yourself to the bone to ensure their safety. You must take at least one escort mission a month (and they shall always be available just for you) but If you ever lose a caravan or fail to deliver them safely after accepting the job your chain will come to an end. You must truly become the Escort King.

War Declared +300 - A rival city or sect has decided you and those like you needs to be exterminated in order for them to rise to power. They have local forces equal in power to several martial arts sects an can field many mortal and martially trained soldiers. While you likely aren't an actual target specifically they do see you as one of many people standing in their way to rise in power as the De facto leaders of your country. Everyone is on edge and cities will fall, villages be burned, and entire families put to the torch. You may be able to bring an end to this war but doing so will be a truly monumental task as whatever side you join will be the underdogs in this battle.

Undead body +300 - Your body is wrong, its pale and seems to have splotches of rot across it. Your eyes are red as a demons. Your hands have claws fit only for a beast. You seem to be for all intents and purposes some form of regretful dead, except these looks are merely skin deep as you are as alive as anyone else. This doesn't stop people from fearing you and driving you out of their cities, chasing you as a monster, and hunting you in an attempt to destroy the abomination though and that is exactly what you will have to deal with. It's possible to hide some of the worst of it by covering your body in thick robes and cloaks but that will also provoke suspicion.

Outro
So your time has come and the end is near, you can choose a few ways to go, will you

Stay here? Enjoy the life you have made?

Move on to new adventures?

Or return to the world from whence you came?

Notes:

When in doubt fanwank something

Most murim fantasy falls somewhere between a kung fu wire wuxia and a xianxia. They are much more down to earth usually and as a general rule dont usually exceed mountain cracking levels of destructive power. That said flying swords do occasionally appear as do demons or monsters on occasion.

Some common sects in murim fiction are as follows, though you arent required to have them in your jump they do show up quite often.

Mount Hua Sect - Centered around Mount Hua this sect is one famous for its practice of sword arts and has a long history of being virtuous and upright warriors. Peach blossoms flourish around their mountain and those under their care revere them greatly.

Wudang Sect - A sect with deep history famous for its martial arts the wudang sect revolves around a style of martial arts inspired by a fight between a snake and a magpie and Taoism largely inspired by the great philosopher Lao Zi.

Shaolin Temple - The Birth place of martial arts to many the Shaolin temple practices both Buddhism and Taoism and has stood for many years as a bastion against those who would seek to do harm unto others. Though in rare times this has not always been the case.

Kunlun sect - though focused largely on their palm and fist arts the Kunlun sect prides itself on being founded by the semi-mythological figures Laozi and Yuanshi Tianzun and practices taoism based on their teachings.

Eimei School - A sect established by lady Guo Xiang, a Buddhist nun and powerful martial artist this mixed taoist and Buddhist sect famously has a heavy skew towards mostly being populated by women though some male members do exist.