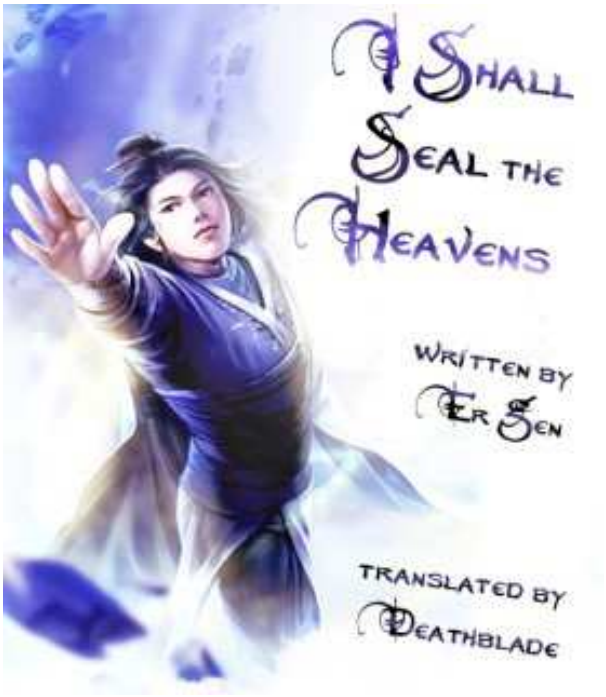
I Shall Seal The Heavens



Jump by Brother_Anon or Bean_Counter

V1.0

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Welcome Jumper, to a world of fantasy, extra-ordinary people, places and events. Like some other worlds you may have visited this world revolves heavily around the concept of 'cultivation' the means by which an otherwise ordinary human being can become extraordinarily powerful, long-lived and in time, with great luck and effort, truly immortal.

In this world, you will find yourself within the realm of the Nine Mountains and Seas, within the Vast Expanse, itself within a boundless mysterious universe. Details of the Vast Expanse and the Nine Mountains and Seas shall be provided in the notes section, but for now it is enough to know that the Nine Mountains and Seas are a special realm created in the aftermath of a devastating war that destroyed the previous much larger, stronger and more prosperous realm, the Paragon Immortal Realm.

This horrendous war was instigated by two great powers within the Vast Expanse, with another even greater power backing them from the shadows, and aided by treacherous rebels from the 3000 lower realms ruled over by the Paragon Immortal Realm, later reduced to the 33 'Heavens' and charged to keep watch over the Nine Mountains and Seas.

You begin at a time most perilous, Jumper. For ages, since the fall of the Paragon Immortal Realm, plans have been unfolding slowly but surely to free the people of the Nine Mountain and Seas of the suppression of the 33 Heavens and to avenge those who fell to their perfidy and ambition. A war that will engulf the entire Realm is soon to come and everyone, cultivator or not, strong or weak, will have to fight for their future.

Shall you seal the Heavens, Jumper?

Location

Each Mountain has a Mountain and Sea Lord who has a special relationship with his Mountain and Sea, allowing him to massively more powerful than others of his level of cultivation and can draw upon the power of the Mountain and Sea to attack foes. This role also appears to sometimes come with responsibilities over larger systems that encompass the entire Nine Mountains and Seas, such as the Reincarnation Cycle being controlled by the Mountain and Sea Lord of the Fourth Mountain and Sea.

By default you appear somewhere on Planet South Heaven, which is one of the four planets along with East Victory, North Reed and West Felicity that revolve around the Ninth Mountain. Depending on your background you may appear in a specific place or category of places on the planet, or alternatively you may appear wherever you wish. For 100CP you can appear anywhere in the Mountain and Sea Realm that you wish.

You appear on this world the same day Meng Hao and three other youths are selected to be servants for the Reliance Sect, and you can choose to be brought into the sect as an additional member of that group should you wish.

Age and Gender

Your Gender carries forward from your previous jump for Drop-ins or is chosen by you for free, and your Age is determined by your background.

Backgrounds

0CP – Outsider (Drop-in)

You are something from beyond this Realm, which would normally result in some antagonism, hostility and suspicion at very least given this realms history with Outsiders, but you are mostly considered harmless by those aware of you unless you prove otherwise, as an exception to the otherwise rampant xenophobia again Outsiders of all sorts that is typical in this world. As a stranger to this land, deposited in this setting of cultivators and wonders you are unique situated to see this world from an objective point of view and to be an observer on this strange place. You probably won't just be left alone to do that though.

*You have been gifted with a kick-started cultivation at the Early Qi Condensation leve*l

100CP - Sect Disciple

You are one of several young people taken into your sect this year as their newest crops of unpaid labour who might, just maybe, be able to show enough talent to cultivate and provide resources to. By default you have passed the tedious process of proving your worth and are now an Outer Court disciple of the sect. You don't have the privilege ordinarily of leaving the sect, unless on orders, and there are lots of rules and restrictions on what you can and can't do, but other than that this is pretty enviable as a start on your path to become a might Immortal.

You start with Early Qi Condensation level Cultivation

100CP - Wandering Cultivator

Whether expelled from a sect or a survivor from one that was destroyed or disbanded, or perhaps simply taught by another Wandering cultivator, you have no roots in a sect to shelter you, provide your with guidance or resources or to give people a reason to not kill you whenever they have the power to do so and feel like it, to get something from you they think you have or as a means of cultivation or because you are in their way. While the lack of a background is a disadvantage, you have one great resource no Sect Disciple has, freedom of movement, freedom of what you study, learn and develop, sheer unfettered freedom. Let's hope that freedom gives you a path for survival.

You start with Early Qi Condensation level Cultivation

200CP - Old Monster

You aren't some youngster, wet behind their ears, wondering what Qi is and how long it will take to become an Immortal. You've been around the block quite a bit and built up your own personal cultivation as well as resources and connections. You've either set yourself up as a hermit or as a guest elder in a modest sized sect, depending on your preference, which has set you up neatly to continue to cultivate in the manner of which you are accustomed and to explore new avenues for your cultivation.

You start with Early Foundation Establishment level Cultivation but can choose to sacrifice that and start instead with Early Qi Condensation level Cultivation for +100CP.

Perks

General Perks

Free but not mandatory to Outsiders, not purchasable by other Backgrounds – Inhumanity

You are not a human being, although you may appear superficially to be. You are instead some form of animal, magical beast or monster with an ability to disguise itself as a human. That form is your true form and has powers and abilities that scale to your cultivation level. You otherwise cultivate normally as though you were human and can only truly benefit from your true forms features and advantages, and also any disadvantages, when you revert back to it.

100CP – Vision of the Dao

You can give those around you a strong first impression of a particular sort, almost without trying. Perhaps you wish to appear as a cold Senior Apprentice Sister, or a bashful Scholar, or a seemingly absurd butterball, either way so long as you do not obviously contradict this first impression (like a bashful scholar being covered in blood from those he had just killed, for example), those who do not know you will be taken in by it, at least initially, and those who do know you will still perceive it even if they know it is not a true representation of who you are as a person.

100CP – Jade White Fangs

You have an amazing mouth, Jumper. Even as a mortal your bite is like a fierce animal's, locking on with incredible and painful force, and only the lack of actually fangs prevents you from drawing blood. As a cultivator this only improves with your overall power, as though you are a specialised form of body cultivator, although without requiring any special effort or resources to do so. You can grind down magic swords with your teeth in time, treating them like tooth picks and tempering your teeth in a way that logically shouldn't work but does and helps your teeth grow stronger and sturdier the more magic swords and similar hardy items you sacrifice to your chompers.

200CP – Radiant Peony of the Scarlet Wedding

In a world full of death and despair, ambition and hate, when there is cause to celebrate and let down one's hair, then all and sundry welcome it and embrace the opportunity.

Whenever you declare an occasion, which is generally considered by the setting worthy of celebration, such as a wedding, or even a funeral (should it be the funeral of someone despised or if the local culture supports celebrating death rather than solemn grieving) then you can be assured that this occasion will not be spoiled by anyone.

Your wedding shall not be crashed, no one will stand up when asked if there are any objections nor will another country declare war, although the next day has no such guarantee.

This only works if you are behaving with some sincerity, not seeking to use this moment of peace against anyone and you must be personally involved in the event.

400CP – AllJumper Expanse Dominion

The Jumper is the Land, and Land is the Jumper. Any place where you feel sufficiently invested in, and can call your own without meaningful challenge from other parties, you can infuse with your energy and gain a degree of control over.

You can use this power to sculpt the land you have saturated with your energy, perceive through it so that there are no secrets that occur on that land you don't know, and you can even perform feats of magic or similar through your connection to the land with no regard for normal range or direction limits. Any feat you are capable of can stem from the land you have claimed such as Teleportation giving you the ability to move things around within your claimed region, and Pyrokinesis allowing you to warm or burn anything in the same space. One limit is that these abilities can only apply within the land at all points, so you can use this to attack someone within your land but not project an attack from within your land to without.

This ability largely stems from this settings cultivation system but past this jump works with the strongest cultivation system you have. As a rough guide, a weak Immortal could claim a planet the size of Earth or a bit larger while an Ancestor could claim an entire Vast Expanse.

To be clear, 'Land' is synonymous with space or volume; it need not be a contiguous landmass for this ability to work.

You can automatically transform any 'inner worlds' that are spiritually tied to you, saturating them immediately and always count as being 'within' them.

200CP – Eightfold AllJumper Transformation *[Requires AllJumper Expanse Dominion]*

By drawing upon the power of the land you have claimed, you can concentrate its energy and vigour into yourself, triggering a set of potent transformations. By default this power brings death and devastation to your land as the energy it needs is stripped from it and placed at your disposal, however at a small cost of effectiveness this side effect can instead place the areas and beings effected into a state of stasis, hibernation, petrification and so on for later revival instead of dying off and/or becoming barren.

The transformations made available to you are of the forms of any life-form that has ever existed in your 'Land'. You can completely duplicate any special powers or abilities they had and wield them at your own level of power boosted by the power drawn from your land. This level of power is roughly twice your normal strength. You can only use eight distinct transformations with any one use of this power, with the exception of the ninth transformation as follows:

You can, in complete desperation, collapse your Land completely and fuse with it to become something terrifyingly powerful even compared to your other AllJumper transformations. Perhaps a planet shaped like a human, or a starry sky condensed into a man-shaped hole in the world, depending on the type and scale of your Land. This power will bring unavoidable damage to your Land, such that it might take decades to recover from and death of its inhabitants, while still mitigable will be unavoidable, leaving the population as decimated as your land has been blasted barren.

400CP – Exquisite Malice Death Curse

Well, aren't you a spiteful one, Jumper. No, no, I'm not judging you here, but this is really very nasty. Should anyone ever successfully kill you, even a temporary death, they will be subject to the most powerful curse you, at your most powerful at any point in the past, would be able to power. It does not matter if the 'you at your most powerful' didn't have this perk so long as you purchase it before needing it.

You enemy will find themselves and all those they have any love or remotely positive karmic connection with wither and die is a tragically short period of time. Even their very souls will be affected by this, denying them an afterlife or reincarnation. Nothing short of something at least equally as powerful as you at your most powerful can challenge this curse.

You can, if alive, cut this curse short voluntarily or exempt people from its effects. It is just as powerful if cast from your 'final' death as it would from a death circumvented by a 1-up or similar. You can 'program' the curse to not trigger if you die under certain circumstances should you wish to. This curse can however only be invoked once per jump.

300CP – Unending Pursuit of the Dao

A fixed number of meridians? A finite number of lamps? You laugh in the face of such puny restrictions. Are you supposed to live with lifelong limits just because of how well you could perform at the singular moment of breakthrough? No, you refuse. Your will, talent and fortune is such that you can push yourself to grow in ways considered impossible. Limits only exist for you to destroy them, surpass them and leave all around you stunned as you defy their common sense and achieve greatness!

This means, to be clear, that you can disregard the limits of how many Meridians or Soul Lamps you can have in setting and can similar disregard such limits in other settings, even being able to obtain them after the event which is normally required. This does not make actually doing so any easier, just possible.

200CP to 600CP – Demon Sealer

You are the newest member of the League of Demon Sealers, begun by Paragon Nine Seals, one of the few survivors of the disaster which struck the Paragon Immortal Realm and founder of the Mountain and Seas Realm.

You begin with one of Eight pre-existing Hexes (There is a complete list of the Hexes in the Notes Section), a special technique developed by one of your predecessors. This technique is extraordinary and can provide invaluable aid at a critical moment in battle, or aid you in surviving dangerous situations or even aiding in cultivation. You can purchase an additional Hex for 50CP each or 600CP for the full set of eight.

You will be expected to develop your own Ninth Hex at some point but there is no pressure to do so, and nothing stops you from finding ways to combo these Hexes in creative ways, although doing so does increase the difficulty in using them somewhat the more impressive the usage is.

You may start with one or more Hex, but any unpurchased Hexes are something you will need to search for and find in the Mountain and Sea Realm or beyond. However some special power, the remarkable luck that would allow for Meng Hao to stumble across all Eight Hexes, will also be given to you. You will now have enormous luck in finding the other items in sets of things, so long as you have at least one of them. The rarer the item and the more important it is to you personally, the easier and more quickly you will find the other items, whatever they maybe, be it techniques, physical items, alchemical ingredients, etc.

Depending on your choices later on in the drawbacks section, you may be a co-inheritor alongside Meng Hao and may even co-operate with one another to achieve all other existing Hexes and may stand together at the peak of the League of Demon Sealers; or you may have no choice but to exist in a state of conflict with Meng Hao and compete with him. In which case there will be some pressure to amass all eight and create your own Ninth Hex.

The Ninth Hex will allow you to focus your total force of offensive power and metaphysical weight into a single attack and also grants you some enigmatic ability to exert the powers of the other eight hexes in esoteric ways.

400CP – Sealer of Exalted Life

For every jump/life that you have lived past this one you can, in a moment of self-reflection looking back on the life you have lived, at the end of the jump/life, condense that experience and be inspired to create a brand new special technique, normally exclusively usable by yourself.

This technique must be born from your experiences in that life and must make rational sense. A life of fighting against slavery may give a power to damage restraints, give yourself or others resistance to magic that undermines a person's will or so on, assuming such magic was used to enable that slavery, but could not give the power to swing around a flaming sword, unless that's something you did while in that life as well as fighting slavery.

For lives lived before your time in this world, there is still potential for those experiences to help you birth a technique, but you require a 'spark' of sorts to inspire you into doing so.

Each technique, or 'hex', draws from your cultivation base, this settings' own form of cultivation for this jump and then after this jump it will scale and work with your objectively strongest cultivation in any system.

You may not imitate the Demon Sealers Hexes with this perk, although you may create inferior or substantially variant versions if you wish, use whatever terminology to refer to them as you wish, such as 'hexes', and can have as many as you wish although no more than one per life lived. A single life spread across multiple jumps by using the drop-in option may count as multiple lives, one per jump, at individual jumper's discretion, but you can only develop one technique per such 'life' and can only shape the technique from the experiences of that specific 'life' only.

You can use multiple thematically tied lives together to make one 'Hex' so long is its theme is consistent and created a somewhat stronger or more flexible Hex than you otherwise could have with a single life's worth of experience, but once a life is used to make a Hex it cannot be used again.

Cultivation Perks

Free to all – Cultivation

Do you desire power, jumper? Immortality? Perhaps a greater spiritual understanding of the universe? Cultivation grants all those things to those with the work ethic, talent and it must be said, luck, to grasp it. With those things, assuming you can cultivate fast enough before age or rivals catch up to you, you can attain your goal of power, immortality and comprehension of the universe and its myriad essences.

You begin this jump as a simple mortal, unless specified by your background, prepared and ready with some good beginner's natural talent in cultivation to start you off onto the path of cultivation beginning with Qi Condensation. This is merely the first step of a long road that can culminate in incredible personal power. You must first cultivate your spirit, in the Spirit Realm of cultivation, expanding your capacity to absorb and wield the energy of heaven and earth, then upon reaching sufficient strength pursue the path to the Immortal Realm and obtain (theoretically) eternal life. From there you can proceed through the Ancient Realm where your power multiples several fold and then to the Dao Realm where at last you can harmonise with and commune with the universe and come to comprehend aspects of the universe called Essences. The more essences a Dao Lord possess the stronger they are, up to maximum of 9 at which point they only have the regular and terrifying Vast Expanse Tribulations to fear. This fear drives many to risk all to strive to become a Transcendent Cultivator, a legendary figure who need fear no Tribulation and is exponentially more powerful than any Dao Realm Cultivator. Past that amazing realm is the unheard of and extraordinary Realm of Ancestor, but let's not get too far ahead of ourselves. Let's start at the beginning.

From Qi Condensation you merely need to train hard and gather energy using your own efforts and medicines to proceed through these levels. Normally these levels cap at 9 before a cultivator must proceed to the next level, Foundation Establishment, but this is an artificial restraint that can be overcome by certain methods up to a 13th level, similarly those who proceed to Foundation Establishment and then Core Formation are also to a degree similarly limited.

Primary Cultivation Methods

There are two cultivation methods that are 'complete' as far as it appears in the setting, that is can be taken from the first stage, Qi Condensation, to the last, Transcendence. Those methods are to cultivate energy or one's body, Qi Cultivation and Body Cultivation. By default you are a Qi Cultivation, as this is the most prominent and popular form, however you can choose to instead be a Body Cultivator instead, or choose to be both.

Choose Qi Condensation [Basic] or Body Cultivation [Basic] or take both for 200cp

You can only purchase Primary Method perks or items if you have purchased at least Basic in the respective Primary Method.

If you have purchased a lower level of ability in a Primary or Supplementary Cultivation method, you get that for free, only paying for the most expensive tier. You can only choose Primary Cultivation specific perks or items if you have also purchase Competent or Exceptional in that Primary Cultivation Method

Qi Cultivation

The primary and most popular method of cultivation in the Nine Mountains and Seas, and even further afield in the Vast Expanse, this method of cultivation is by far the most dominant with other forms of cultivation like Joss Flame, Alchemy and Karmic Cultivation unable to stand on their own and body cultivation being exceedingly rare due to its comparative difficulty and intrinsic suffering leaving it fairly unpopular even to those aware of it.

While the details of the stages will be covered elsewhere, for now what you need to know is that cultivation begins with Qi Condensation, the first step in the Spirit Realm which ends with one becoming Immortal. At this early stage your focus is on accumulating the energy of the world in one's own body, acclimatising to it and increasing it before advancing to the next stage, and as one goes further on the path to cultivation, energy accumulation becomes less and less important and enlightenment, comprehension of the underlying forces of the world, what may be called Laws, Concepts or Elements elsewhere is here known as Essences. This is the primary focus of Daolords, beings as far beyond Immortals as Immortals to are to someone on the first step of Qi Condensation, and the means in which they gain power and advance in rank, through the number of such Essences they have comprehended.

100cp – Basic

You know how to cultivate, with the aid of a basic manual and a few words of advice from a low-level cultivator, you have taken your first few faltering steps into a larger world. Your foundation is small, your future uncertain but your heart if filled with anticipation and youthful hope. If you wish to continue to cultivate, to realise those hopes, you will need to find guidance and a better cultivation method. As you are right now, you are a cultivator in name only, knowing no techniques and having barely the strength to use any if you did know them. Still, everyone starts somewhere.

200cp – Competent

In most sects you would count as a slightly larger ant than most, showing a bit more potential, a bit more spirit and characters than your fellows. You have achieved a higher level of strength and demonstrated a sound well of talent just waiting to be untapped. You are someone worth cultivating, not trash like far too many who waste time and resources trying and failing to cultivate. With your solid foundation and a few techniques under your belt you are someone who has firmly placed their foot on the path of cultivating the Dao. Who knows how far you'll go?

400cp – Exceptional

You are a very good seed, the sort most sects would pour enormous effort, time and resources into nurturing in the hopes one day you would in turn elevate them, or add to their power as a peer. Your talent is such the former is more likely, as you take to cultivation as is born to take, soaring through the various levels and showing unprecedented innate talent in cultivating. You draw in energy faster, you improve quicker, you master techniques in a fraction of the normal time and your expertise in

leveraging your strength and skill in spars and battle is shockingly advanced for your age and apparent experience. For you the rocky road of cultivation shall be smooth and easy and your potential, limitless.

Qi Perks

These Perks exist to aid in particular a person to rapidly proceed through their associated [level of cultivation] but also to give persistent benefits that will remain useful to a jumper. You can only benefit from these perks, unless stated otherwise, once your Qi Cultivation reaches the appropriate level, but benefit permanently once you do even if your cultivation is reduced. These benefits also scale up where appropriate along with your cultivation.

All perks here by default only benefit this settings Qi Cultivation system unless specified otherwise.

100CP – Like a Sponge *[Qi Condensation]*

Qi condensation is primarily focused on gathering energy into the body, as the first and most foundational step to be taken by any would-be cultivator. This level's emphasis on energy is benefitted immensely by your freakish capacity to absorb energy in your environment, even energy not necessarily normally used or considered safe for cultivation, allowing you to proceed through the levels of Qi Condensation with speed to awe your peers.

100CP – Pillars of Jade *[Foundation Establishment]*

Foundation Establishment sees pillars form within your Qi Sea, great columns that will determine your talent and future prospects based on their number and condition. All other pillars possessed by other cultivators will seem to be made of stone in their mind's eye, but yours shines with the lustre of jade! Whatever the number or condition of your pillars, this jade foundation grants your cultivation considerable resiliency against all efforts to attack and damage your cultivation directly, including protection from any internal issues with your cultivation or backlash from the use of volatile techniques. Alas it does not protect you from the wrath of heaven or the itchy fingers of thieves.

100CP – Qi Reactor *[Core Formation]*

Within each Core Formation cultivator is a single concentrated sphere of energy, Qi. While the colour of the Core is what determines it's quality and how much energy can be used at a given moment, as well as how much special Core Energy you possess, your Core allows you to contain and store enormously more energy than other practitioners of your level, as your core has managed to compress to the point where it contains and can draw out far more energy than should ordinarily be possible. You still have to put that energy in there in the first place, and to repeat this does not help you draw out more at any given moment, just that you have deep reserves of energy, several times that of your peers.

200CP – Nine Little Jumpers *[Nascent Souls]*

Each Nascent Soul cultivator has reason to be joyous when they reach this level, as in the harsh world of cultivation this level uniquely and valuably grants the potential to avoid otherwise certain death. Each nascent soul is in effect a form of spiritual clone of oneself, and if it can successfully flee from the main body's death it can potentially restore the cultivator to life, though doing so has a variety of methods, including possession of other people's bodies or forming a body out of energy, none of them are easy or entirely safe. Your nascent souls however are a bit more useful than average nascent souls, in that each souls you have can aid you in intellectual endeavours, or even forms of cultivation that depend on insight, consideration and contemplation, each being able to assist you just as well as you can, effectively multiplying your capacity for multi-tasking. And should you die through violence, all of your souls shall flee your body, and if any one of them is able to survive, it can speedily, easily and safely reform your true body and effectively bring you back, without counting as a chain loss, although this assurance is only true once every ten years, afterwards while technically possible for your souls to revive you the death that lead up to it will count against you as far as your jumpchain is concerned.

Only one soul can restore you, no matter how many you have, preventing there being multiple 'you' running around, but multiple souls can work in parallel to rebuild your body in case one is interrupted and more souls make it more likely that one will manage to survive your enemy and get somewhere safe to restore you. Once restored to life all of your others souls disappear wherever they are and/or are restored to their rightful place within you.

You can re-cultivate lost souls and have them all restored to you at the beginning of each jump.

200CP – Cleave Away All Fog *[Spirit Severing]*

You have the understanding and personal maturity to understand what is most important to you and what is least. You can bravely sever the unnecessary from yourself, decisively sacrificing what you understand in your self-awareness to not be necessary anymore. This clarity of purpose and desire will prove valuable as you go through Spirit Severing, allowing you to identify what you would most need to or benefit from severing without accidentally severing something you may later regret. Not only does this ensure you perform the best possible Spirit Severing for you, allowing you to rapidly reach Dao Seeking, you can apply this principle to anything in your path to cultivate, or your personal life. Knowing what you can live without, what you can afford or should sacrifice is sometimes a bitter piece of wisdom, but wisdom nonetheless.

Also, once obtained this capacity to severe the unneeded and unwanted grants you a potent spiritually ability to cleave away heart-demons, obsessions, mental illness and spiritual parasites whether they originated within or without. This explicitly aids you, where relevant, in other cultivation systems.

300CP – Dao Divining *[Dao Seeking]*

As one who seeks the Dao and wishes from the heart to advance to enter the ranks of the Immortals of the Nine Mountains and Seas, you must have the capacity to find the Dao and not be deceived by blind paths, false starts and heart demons. You must be able to forge your own path without regret or unseemly lust for others accomplishments. Sometimes however this temptation is great, such as when you stand aside someone your junior with a cultivation base of superior quality than your own and a destiny that outstrips yours. For some, this is a maddening state where they can either try to master their frustration, or else try to seize other's good fortune by force or guile. For you, this temptation need not exist, as the strength and quality of others acts as an inspiration to your own strength and quality.

Stand next to someone with a perfect foundation where your own is flawed and watch as your foundation learns from this superior example and transforms slowly into perfection, independent of the source of inspiration.

Where ever you are in comparatively close contact with people with superior forms of cultivation, not in terms of level but in terms of quality or special attributes, you find that you slowly adapt to possess a copy of the same advantage. More extraordinary or exclusive traits take longer or need closer contact or physical proximity and some traits may not necessary work well together or be useful for you, thankfully any such traits can be suppressed at will and you can also bar yourself from developing certain traits you'd rather not have. The closer your cultivation is to the level of the source the quicker this works.

300CP – Meridians for Days *[Immortal Realm]*

All who reach the level of an Immortal, look forward to the day with fear, dread, excitement and anticipation, not just over whether they will successfully become an immortal, but to what extent they will be successful.

In becoming an immortal the heavens grant an acknowledgement of the immortal in the form of immortal meridians. More exceptional people will naturally acquire more and it is even possible for people to gain more meridians from outside sources or exceptional circumstances, and later on the total number of immortal meridians can be artificially and temporarily increased through rare special techniques, but the actual number will not truly change past that point when one becomes immortal.

Generally speaking, 80-90 meridian is impressive, with 100 being extraordinary and more than that being a matter of legend. Most however would be lucky to get between 30 to 50. You however need not worry, as you will not only be guaranteed to get at least 100 meridians, you also can take this as a platform to potentially gain even more meridians through demonstrating impressive techniques and through strong karmic ties with powerhouses and sects you can be granted additional meridians for each technique and tie. The maximum meridians you can gain is 123, 100 from this perk and 23 from other sources.

Without purchasing this perk, a jumper who achieves the Immortal Realm in this setting's cultivation system must roll two die, one designated tens and the other for single digits to determine how many meridians they gain, and cannot gain more though demonstration or external sources.

300CP – Light Up The World *[Ancient Realm]*

The Ancient Realm is unique out of all the Realms, in that while each stage does allow for considerable growth, this Realm allows for the greatest amount of it, with outright multipliers, and can vary enormously between different cultivators on this level. While every other cultivator benefits from the growth between levels of cultivation, albeit influenced by their foundation and personal achievements, the Ancient Realm is far more dramatic in that when achieved the more Soul Lamps a person acquires upon breaking through to the Ancient Realm the more powerful they can become.

Each Soul Lamp represents a form of mindless clone of the cultivator, with equal energy and power as they had at the time they became an Ancient Realm cultivator. By extinguishing each Soul Lamp, a cultivator increases their power by adding an equal amount of power to their own. In short, an Ancient Realm cultivator multiples their power by themselves plus every lamp they manage to extinguish. And the more lamps they possess to extinguish the stronger they can potentially become.

In addition when you finally extinguish your Prime lamp (which is Red rather than black and is the last lamp you can light normally) you will find all your lamps restored to you, this time not useful for any further cultivation but usable for the rarely-seen desperation attack of an Ancient Realm, the detonation of a Soul Lamp. The Soul Lamps replenish every jump.

Ancient Realm lamps can vary a lot in number from Ancient Realm cultivator to Ancient Realm cultivator, but you can rest assure that by taking this you are guaranteed to get at least 20 lamps. If taken along with Meridians for Days you can instead get as many as 33 lamps.

Bear in mind however that for every 5 lamps you extinguish you must face a form of Tribulation called a Desolation. Desolations can be considered Tribulations for where perks that protect against them are concerned.

Lamps gained from Fleshly cultivation are very similar but tend to be smaller in number and start off lit and need to be extinguished instead. Should you also have purchased Body Cultivation [Basic], [Competence] or [Exceptional], then along with this you gain a guaranteed equal number of Body Cultivation Lamps, either 20 or 33 depending on if you also have Meridians for Days. You can have two sets of lamps, one for Qi Cultivation and another for Body Cultivation but lighting or extinguishing them only develops you along their particular paths.

300CP – Deriving the Essence *[Dao Realm]*

For you the Essences of the world around you are laid bare. Whichever Essence you choose to examine and comprehend reveals itself to you, not as a puzzle to be understood, or a mystery to solve, but as a simple map to follow. While this allows you to speedily understand your first Essence, your speed slows with each additional Essence you learn, to the point where your last Essence will be as challenging for you to learn as it would be for most other Dao Realm cultivators. You can however be guaranteed, even with that last Essence, that so long as you put in the effort, your efforts shall be rewarded, with no misunderstandings or confusion, just a steady pace of understanding until you have mastered that was well.

This perk explicitly applies to any concept like Essences in other cultivation type settings. Things such as Daos or Elements or Laws would be suitable for this perk to help you out with, for example.

Qi Item

400cp - Heaven Defying Tree

Contained within a pocket world within a painting, lies a massive tree, clearing suffering from an injury cause by some terrifyingly powerful lightning strike, surely from the tyrannical heavens themselves! Should you enter, and only you can unless you give explicit consent to another to enter or follow you, you find yourself at the base of the tree, either standing in a shallow lake reaching only up to your ankles, or a large grassy plain, as you prefer. In this place, in the presence of the tree you will find that in taking the time to cultivation, you experience a drastic increase in the amount of energy you can intake from this little world, compared to outside. For an early Qi Cultivator this please is a haven, making it comparatively easy to quickly soar through the early energy-focused stages cultivation. However this place con only help provide the energy to improve one's strength, it cannot aid in comprehension, experience or matters of personal growth, as such it would be unwise to stay here overlong without taking the time between levels of to consolidate one's gains. The tree can easily support the cultivation of as many people you allow into this world. After this jump, beyond the eyes of this worlds 'heaven' you can deploy the tree into a world in a sufficiently clear space and it can provide it's benefits to all within a considerable range of itself, although beware, the

tree will aid all within range including those that you may not wish for it to aid. You can alternatively keep it in the large painting and move it around as an object or deploy the pocket world as a permanent extension to your Cosmic Warehouse.

Body Cultivation

You cultivate not just energy but also your own fleshly body. An unpopular and painful form of cultivation, you will find little aid, refined body cultivation techniques or helpful peers with this path. However, while lacking a refined technique and dauntless in the face of pain you have entered the first step of bodily cultivation through sheer grit and stubbornness pushing your body through trials and horrible suffering which somehow has allowed it to recover stronger and mightier than before rather than ruined utterly by the punishment you have put it through. Now, so long as you can stand the pain and do not push your body too far, you can take bodily stressful situations and environments and use them to temper your body as the heat of a forge does a blade. Your tolerance towards pain has also been substantially enhanced to the point and will grow with your cultivation level and recovery ability so that so long as you can recover from an injury to your body you will barely register the pain.

With Body Cultivation your body grows stronger on a scale that roughly mirrors standard Qi Cultivation; your body is a Qi Condensation Fleshly Body, a Nascent Soul Fleshly Body, etc and grows fairly in line with Qi Cultivation just in terms of physical ability, strength, durability and recovery ability instead of the features of Qi Cultivation. Once your body reaches the level of an Ancient Realm Cultivator it can gain a number of Ancient Lamps that manifest within the body and must be lit rather than extinguished to benefit you can proceed through the Ancient Realm. Each Lamp lit will magnify your bodily power one fold, as though a clone of your body was somehow imbued into your actual body to strengthen it.

100cp - Basic

You have all the basic knowledge expected for someone to start on this arduous path of self-improvement. You are aware of all the standard do's and do not's of body cultivation, the exercises which can help develop your strength and what tends to do more harm than good. While some improve their bodies through tempering, you have a good handle on how to improve your body through exercise and effort, taking about the same amount of time and energy to improve your body as it takes to improve with Qi Cultivation.

200cp - Competent

Either through sheer bloody-mindedness or startling insight, or perhaps some special training method, you have begun to cultivate your body at a much faster rate than any of your (rare) peers. Not only are you able to grow at a rate 3 to 5 times faster depending on how much time and effort you put in to your training, you can also make a choice to slant, or specialise your body cultivation. Perhaps you'd rather focus on strength, or speed, or flexibility, whichever suits your style best you can put the effort into improving faster than your other traits without your general body cultivation suffering. You will find this enough to give you an edge in that respect over someone in the same cultivation level, but it is up to you to leverage it.

400cp - Exceptional

Body Cultivators are rare, but you are something rarer yet, a prodigy in your field. Whatever your chosen focus, you now have an advantage the equivalent of a realm higher than your nominal body cultivation level, if your focus was in strength than as a body cultivator equivalent of Foundation Building your strength would be equivalent to Core Formation. You have also unlocked the secrets of effortless body cultivation. Through simply using your body through the course of normal day-to-day activities and fighting, without any special focus on training, your body cultivation will continue to grow steadily. This would make it practical to practice both body cultivation and qi cultivation concurrently without being slowed down by splitting effort between the two paths.

Body Perks

200cp - Pain-Free

Tempering the body is an effective method for gaining a great deal of ground in body cultivation however it is a process of damaging the body just to the point where it just barely recover and no further and keeping things there, forcing the body to heal from damage stronger. It is effective but incredibly painful. More standard exercises and training while less effective is far from being so agonising, but still has its fair share of pain and discomfort attached. Indeed to grow as a cultivator, it is near inevitable to suffer pain. How about no, though? Pain may go hand-in-hand with cultivation but cultivation does not need pain and neither do you. With this you can either numb yourself to pain altogether or make yourself aware of pain but do not suffer from it, acknowledging it and using it but not being inflicted with it.

200cp - Temperance and Virtue

Tempering the human body is a dangerous act, one with high risk and high reward. In taking such a risk one must carefully weight up their options, evaluate their chances of success, how confident they feel about trying, while also bearing in mind the very real possibility of death or permanent damage to their bodies. For you there is less of a need to hesitate or doubt your ability to withstand tempering, as for you tempering is as safe as can be. When you have a chance to temper your body, you will find that once you begin you will have an exact and certain sense of how you should proceed to maximise your gains without fear of permanent harm, you can even choose to follow this information in a near automatic state where you don't need to give it much conscious though, allowing you to focus your efforts on managing the pain or practising complementary techniques.

200cp – Damage Reduction *[Requires Exceptional]*

While certain exercises can benefit a body cultivator by focusing on particular physical aspects, such as strength, durability and so on, there are more exotic methods to further specialise and improve a body cultivator's abilities. Through a series of methods, including physical exercises, basic medications and meditation exercises, you can focus your bodies development in more narrowly specialised ways, such as improving upon exceptional durability to gain even greater durability against slashing attacks or instead against brute force or fire, etc. You can alternatively choose to grant your body a minor extraordinary physical ability such as being able to extend your arms a significant length for a few moments, or to temporarily lighten or increase your weight, or shift your centre of gravity to allow for unexpected movements. Whatever you chose to improve must be built upon your chosen Competent specialisation, or if not possible must at least not contradict it or clearly belong to a different specialisation of the same class.

200cp - Light Up the World *[Body Cultivation Variant] - please see Qi Cultivation Perks*

Body Item

400cp – Pool of Tempering

Many Body Cultivators would give much to get a treasure such as this. Opportunities to temper oneself, as dangerous as they are, are also very valuable to allow for one to make massive gains in a short period of time, comparatively easily. This pool, a simple rock pool of clear untainted water, while small in enough for several people to use at the same time. It is also effectively without depth, as bottomless as the path of cultivation is endless. To begin, entering the pool does nothing, a slight tingle at most even for a fragile mortal, but as one goes further and further does one's body suffers from various simultaneous forces or pressure, burning, scrubbing and so on, the body being inflicted this damage as part of the tempering process, causing harm to allow the body to grow back from it stronger. It is up to the user to judge how far down they can safely go and how much pain they feel they can endure. While in theory a person who fears no pain and paces themselves could go further and further down as far as they like, getting stronger all the while, at least in terms of their body, in practice the pool can only allow a body cultivator to gain so much in a short period of time before the pool retracts the tempering force and expels the cultivator. As a general rule, the pool allows a body cultivator to get the benefit of a decade of hard work per use and can be used once every year, however where a body cultivator is much more advanced in another form of cultivation, like Qi Cultivation, then the pool is twice as effective to help the cultivator 'catch-up'.

Supplementary Cultivation Methods

These methods are forms of cultivation used either to supplement standard Qi Cultivation or Body Cultivation.

Each method has its own upsides and downsides and you may purchase any one to gain basic competence in for free, with discounts on further perks and item purchased labelled as being discounted for that Supplementary Method. The other Supplementary Methods are available for you to purchase at the listed prices.

If you have purchased a lower level of ability in a Primary or Supplementary Cultivation method, you get that for free, only paying for the most expensive tier. You can only choose Supplementary Cultivation specific perks or items if you have also purchase Competent or Exceptional in that Supplementary Cultivation Method

External Cultivation/Alchemy

100cp - Basic

At this level you understand the very rudimentary basics of what alchemy is, what equipment, ingredients and skills are required for it and can correctly identify pills from other similar objects although you may only be able to identify and make certain very basic, simple and common pill types. You can also recognise a pill furnace on sight and assess if there are major problems with it or if it immediately useable, but subtle issues may go unnoticed and unconventional furnaces may not be readily recognisable to you if you are unfamiliar with them.

200cp - Competent

With some experience under your belt, you are now able to make a range of pills useful for someone on your level of cultivation. You can recognise a far larger range of pills and can discern fairly accurately their relative quality and any unusual traits they may have. Your talent and skill however at this level is only enough to be considered a passable alchemist, one that can meet his own immediate needs for pills and not much more than that. You would need to be significant more talented to get the attention of seniors who would see you as a good seed to teach the higher mysteries of alchemy.

400cp - Exceptional

You are regarded, justly, as a one-in-a-generation prodigy in the field of alchemy, able to make pills a level above your own cultivation, and far more complex that any of your peers could manage to make successfully. Your understanding of pill lore now is limited only by your available resources for learning and your personal experience. All common pills of a level one step higher than your own and lower are known to you, easily identified, and with ingredients and a good furnace, you can also make them with a reasonable chance of success. Higher level pills even if you are not familiar with them, you can puzzle out what sort of pill they are, what they are for and even some of the ingredients that go into making it. Your potential is basically unlimited in your field, and can easily get the attention and approval of seniors interested in helping you develop along your path.

Perks.

You gain the equivalent of a free purchase of Deriving the Essence for one of the following essences: Alchemy, Vegetation, Poison or similar Essences

200cp - Specialist Pill Maker

Whatever your level of competence, there seems to be a field in which you punch above your own weight. For pills with certain outcomes, such as affecting cultivation, influencing a person's appearance, helping them heal from injuries or any number of other affects, your pills are better. Making them has a higher rate of success, results in slightly larger batches of pills for the same ingredients, takes less time to make, has longer lasting affects and is more potent and remarkable in some other respect. Making, researching, developing and even developing means of manufacturing such pills is well within your ability, although the more remarkable pills tend to require more expensive, rarer and difficult to handle ingredients to make them. At a low level the

difference may be negligible, but as the pills you can make grow higher and higher level, the difference between pill in this specialisation made by you compared to other pills made by you or pills made by others of the same level of competence will become increasing stark.

200cp - Alchemic Innovator

Most alchemists make pills as per pill recipes made by others, memorised and made the same way following the instructions, often with a tragic lack of insight as to what is really going on, or why the recipe is the way that it is. This is something better alchemists avoid and perform research to learn how to make better and better pills, revising recipes or making up their own new ones. You are in the later camp, but better you have what not all such alchemists have, a spark of innovative genius when it comes to alchemy. Not all of your innovations will be improvements or useful, but each will be interesting and refreshing, demonstrating and enabling every more subtle and nuanced insights into the art. Many or your peers and seniors in the field will find such insights remarkable, even if they aren't terribly useful, and on occasion you will create something truly remarkable thanks to your innovative spirit.

200cp - Phantom Pills

On occasion, an alchemist will find himself requiring a pill that he does not have to hand. In most cases there would be nothing the alchemist can do but curse his bad luck, but some can make their own luck, some such as you. You can on rare occasions and at need, create a phantom of a pill, 'creating' it not through a furnace and ingredients but through your own will the and the world around you. You can then consume the pill and it will function just as the pill of that type ought if it was made conventionally. Such a pill can only be used by yourself and must be used right away as it is supported by your will and will disappear without your focus. You can also only make a phantom pill of a pill you can make, have also made at least once in the past conventionally and certain pills requiring truly extraordinary ingredients may not be possible to make this way, depending on their nature and your own personal power (a pill requiring the tears of a god cannot have a phantom copy by made unless you were at least as strong as the god the tears would be sources from, for example).

Alchemy Item

400cp - Memory Furnace

For an alchemist, both on learning and one long since initiated into the art, one of the most important tools is the pill furnace. It is said a housewife cannot make a meal without rice, so to an alchemist cannot make a pill without a furnace.

This particular furnace. is a well-built but still fairly light and portable model, rightly as large as a man's torso. It possess two properties that differentiate it from other more standard furnaces.

Firstly, where normally when someone fails to make a pull successfully, this results in the pill failing altogether and the ingredients invested being lost, this furnace. is able to avoid that. Instead of the ingredients being lost, the furnace. preserves the no-yet-finished-pill in an incomplete state, either as an uneven solid blob or a sloshing mixture that can be taken and put into a flask for storage, depending on how 'complete' the pill was before failure. This incomplete pill is effectively inert, safe to handle regardless of how dangerous it would normally be as per the ingredients that went to make it and totally useless, unless the same person tried again, using the same furnace. and incomplete pill, either pushing it further towards being complete or finishing refining the pill. This allows for pills that can't be made in one sitting to be made over multiple stages, and also allows a learning alchemist the reward once they have made a breakthrough, of completing their previous attempts and recovering those investing resources.

The second feature, is that the furnace. retains a memory of every pill made in it, from beginning to end in one sitting and can 'replay' that memory, effectively making a pill without supervision and also with it being in possession of a very basic intelligence, even automating the process. The furnace. has two built-in Cosmo bags that can only be used for their intended purposes, one to contain alchemic ingredients and the other to contain the finished pills. The furnace. is no faster or better at making the pills than the memory it has of the last or best time that particular pill was made by its owner using the furnace. To improve a 'memory' the pill needs to made again but to a higher standard for the furnace. to 'replay'. Any pills that require environmental input, like a tribulation to catalyse, can only do so after being taken out of the storage space for pills in the furnace., but the furnace. can handle everything else.

Joss Flame Cultivation

You are one of the few people in this modern age that practice this archaic and possibly out-dated mode of cultivation that draws upon the faith of others to elevate you. While unpopular now due to its many downsides, you have either a unique legacy or good fortune to have the means to draw upon Joss Flame without any downsides. For you Joss Flame once generated for you cannot be stolen, exchanged against your will, contaminated or made to be poisonous to you. It provides avenues for powerful spiritual attacks and defences, allowing for subtle and insidious attacks against foes that may otherwise have more actual combat power.

By gathering souls and feeding them into an internal spiritual world (which while it will always grow to accommodate how many souls you can feed to it can only contain souls equal to or weaker than your own) and having them enter into a state of worshipfulness towards you, or through convincing living people to worship you in the real world, Joss Flame is generated proportionate to the combined quality and quantity of the worshippers. Your internal world, unless consciously prevented, induces the absorbed souls into an altered state of mind where they start worshipping you fervently, this phenomena is the basis of using Joss Flame cultivation to attack others by bridging their spiritual awareness with your inner world and having them be subjected to this affect, which is bolstered the stronger you are and by your collection of worshipping souls. You can also have the Joss Flame souls act like viscous ghosts, being emitted from you and sent to attack your enemy on a spiritual level, although once such a soul is lost it is gone for good until replaced with another soul.

It is of particular use at the Daolord level in aiding in comprehending Essences. It retains these benefits in other cultivation systems that depend on cultivating understanding of forces such as Essences, Elements, Daos, Laws, or equivalents.

100cp – Basic

The basic requirement for anyone looking to cultivate Joss Flame, is souls. Acquiring souls can be difficult however you know some basic methods allowing you to ensnare souls at the moment of death and to draw souls out of containers designed for them, or to even use something like the tether on a soul-bearing ghost to reel it in to your clutches. Scrounging like this may not be very dignified but at this level, this is all you can do. Your talent and ability being on this level also means that it is difficult to also take the time to cultivate conventionally while also hunting down enough souls to properly develop as a Joss Flame cultivator.

200cp – Competent

On this level you have mastered more efficient methods of gathering souls, being able to establish formations that act like massive ethereal nets catching and directing the souls of the dead to you and your Joss Flame World or using ties to yourself such as pure devotion and faith or more literal ties such as physical objects that you can use to restrain and absorb otherwise immaterial souls. In any case you can now acquire large numbers of souls with relatively little effort, allowing you more time to study and cultivate in other ways without impinging on your development as a Joss flame Cultivator. Bear in mind that the methods you have at this level allow you to acquire large numbers of souls but can attract unwanted and hostile attention from those that take issue with your soul-theft and have the power to act on their displeasure. You also can only absorb souls equal or weaker than your own. Souls so absorbed can only generate Joss Flame, which can aid you in cultivating as previously mentioned, or be used as part of the aforementioned mental and spiritual attacks, they have no other uses and your inner world is no more than a gathering place for them to worship an effigy of you.

400cp – Exceptional

With sufficient skill and effort, you have reached a level few can boast especially in this era, where now your Joss Flame Realm is vast enough to count as its own world and the souls that inhabit it are virtually identical to real people. In this state, despite the lack of fervent worship empowering your immaterial attacks on your opponents, you can use this world to still generate a reduced amount of Joss Flame to aid in your cultivation, as you are the 'Heavens' these souls worship. The reason and benefit for making a change of this sort, is while your attack options are reduced and the Joss Flame generated is lesser, in this, a seemingly real world your trapped souls can live, love, cultivate and grow and on occasion gain insights you never could. Insights

into techniques, essences and many other things are possible. You are the god of this spiritual world, you can seed what information you wish and poke and prod to see what the inhabitants do with it, what innovations they make which would then become yours. There are many things you can experiment with in this world that may not be possible in the real world, and you can easily experience it yourself through an avatar you can create. And should you rather change things back or even split your world in two, with one being full of worshipful souls and another of living souls, then with little effort you can do so. Also at this level you have gained the knowledge as to how to generate new souls through concentrating your own energy, such souls exist as new, blank souls without any memories until incarnated, and you can also occasionally try to absorb souls stronger, but not too much so, then you. Doing so is always going to be a risky and challenging endeavour and even if successful it will leave you feeling a form of spiritual indigestion until the new soul is properly absorbed.

You gain the equivalent of a free purchase of Deriving the Essence for one of the following essences: Soul, Spirit, Faith or similar Essences

Joss Perks

200cp – Faith Gathering

While you can gain joss flame from living worshipper it can be far less convenient than using the souls in your joss flame realm for a number of different reasons: living people have living people needs, preventing them from worshipping all the time, they are generally fairly weak and have limited ability to grow stronger that won't take them away from worshipping you can providing joss flame, also they can die, from any number of possible causes, and naturally this would stop them from proving joss flame. There are upsides however, living people worshipping you can have cultivation equal to or greater than you, unlike joss flame souls, they can also act as followers and allies to aid in your endeavours but generally the downsides out-weight the up-sides, but not in your case. You find that living worshippers become passively able to cultivate while worshipping you, slowly but surely becoming stronger and at a faster rate the greater their personal faith in you. Also you find those who worship you at least a hour out of the day provide as much joss flame as if they were worshipping for the whole day and that any who have consistently worshipped you leading up to their death, you will find their souls finding their way into your joss flame realm as a sort of joss flame soul, however if their level of cultivation was greater to or equal to your own, where it would ordinary be impossible or difficult to absorb such strong souls, you will find no such problem with them, with their souls integrating smoothly with your joss flame realm.

200cp – Mental Attacks

While any joss flame cultivator with a fair degree of competence can use their joss flame realm to fuel mental and spiritual attacks, you are particular good at it. You realm becomes incredibly convincing and seductive to any mind that comes into contact with it, even providing a sort of passive mental defence against other minds trying to intrude upon your own, reducing those minds into a state of worshipfulness towards you. While strong minds and wills can fight this effect off, even developing an immunity to it in the process, strength alone is not sufficient, be it physical, psychic, spiritual or stranger strength. This is a mental influence that cannot be 'brute-forced' away, only willpower, a strong sense of self and mental fortitude can protect someone from this skill of yours.

200cp – Joss Poison

Joss Flame is in many ways comparable to a steroid, it is able to help you become stronger but there is a catch, a weakness or limitation it imposes in return. While you may be immune to this, others are not necessarily safe from this. You can choose to gift your Joss Flame to another and can either have it affect them purely positively, aiding in their cultivation and comprehension of things likes Essences, or have it impact them as a poison that puts in place a glass ceiling on their strength making it exponentially harder from them to grow stronger from their current level that would normally be the case, or some sort of middle ground, giving them some or all of the benefits while also limiting their potential in some way. You can either convince or trick someone into acceptance or try to force it upon someone, requiring for you to be able to defeat or otherwise render them helpless for long enough. This can be a one-off infusion, or you can establish a link between them and your Joss Flame Realm that can provide them a steady supply of joss flame. Those that do not wish for the joss flame and with some effort sever a link to your realm but cannot purge what joss flame has been introduced to them already.

Joss Item

400cp – Joss Flame Shrine

In many ways a joss flame realm is basically an imaginary world, with only the souls contained within being real, as such a hypothetical joss flame soul that realises that they are in an artificial world and seeks to escape and survives doing so would find themselves devoid of all power once they had left, as their cultivation was as imaginary as everything else. As their body and mind are also a part of that imaginary world, it is likely that they would lose those too, depending on the method they used to escape. There may be times when this will not suite a Joss Flame Cultivator, perhaps they have found an extraordinary servant in their joss flame world they wish to have serve them in the real world, or perhaps they wish to resurrect a friend who souls was absorbed or perhaps they fell in love and wish more for their lover than a world of illusion, for such times this shrine comes in handy. Looking very much like a classic eastern shrine of whatever style you wish (which also can be imported into any other shrines or shrine-like properties you have) by default it will be a wooden building with a statue of you on the roof, with a paved plaza around it for worshippers and various incense burners. Not only can the shrine bolster the amount of joss flame provided by those who worship here by five-fold, you can also use it as a sort of portal between your joss flame realm and the real world, allowing for people to travel back and forth. Real people and things remain real in the joss flame realm and have no cost to moving back and forth, but joss flame souls and objects on the joss flame realm being fundamentally unreal require something from you to go through the portal and become part of the real world. While bringing anyone through is taxing for you, the weaker they are the easier it is, but you cannot bring any joss flame soul through that is stronger than you. You cannot make real materials from your joss flame real that cannot also exist naturally in the real world, and any real people in your joss flame realm are not by default worshippers and do not provide joss flame, unless they choose to worship you or are converted.

Karma Cultivation

Like the wax and waning of the moon, you find that yourself growing ever more resplendent through the gentle strength found in processes and transformation. Through taking action, living life, meeting people and repaying debts you find yourself strengthened by the force of Karma, reborn through the movements of living life. By changing as a person, undergoing shifts and transitions, you draw out your maximum potential, as with each change you leave behind a little of whatever it is that holds you back. But just growing stronger is the least of this, Karma deepness your potential in all things and helps free you from things which might otherwise hold you back from reaching that full potential be they bonds, limiters, curses, self-doubt, fear or ignorance. Karma shall lead you towards a future you desire.

100cp – Basic

Your understanding and influence over Karma is rudimentary at this level, you have just begun to understand a vast and nebulous concept and have a long road ahead. You can use this level of insight mostly passively, being able to perceive unnatural alterations and influence on otherwise natural karma in your vicinity or in regards to someone or something that you are able to perceive. You can use karma and the connections between things/people and events in small ways that are basically party tricks to allow for mild affects on others, such as using an item belonging to a person to cause in involuntary sneeze or something comparable, such tricks are not useful in combat generally. You have enough talent and insight that you can continue on this path, but it shall not be an easy road to gain full comprehension and understanding of such a nebulous concept as Karma.

200cp – Competent

Your ability to use Karma is such that your insight into it allows for effective use of Karma based techniques in combat against peers, being able to strike at someone's bonds or cause indirect harm, or even to manipulate cause and effect in a number of ways to keep your opponent confused and incapable to rallying a proper defence against your exotic attacks. With this you can harvest those much weaker than you over a long distance, aided by the right tools, using karma to drag them to you either physically or, more easily, spiritually as disembodied souls and to also use karma to dissolve their links to others to erase the very memory of their existence from others minds, so long as those on the other side of those links are not equal to or stronger than you. You can find it possible if difficult to develop new techniques that utilise karma and can advance in your understanding of the concept at a reasonable pace but are unlikely to be able to meet or exceed any genius in the field.

400cp – Exceptional

At this level, Karma is something you understand and utilise intuitively, less of something you need to study and understand and more like a limb that has gone to sleep slowly being reawakened. Your instinctual use of karma makes you foremost in using Karma to perceive and gather information from those around you, and those linked to them and so forth, and you can utilise karma for minor tricks reflexively rather than with time and effort, so readily you could use otherwise impractical techniques in combat, although someone with your skill and insight into Karma can likely create with relative ease better techniques through reflexive use of your influence over Karma. Your natural genius is suck that you can be counted as one of the best in the world, at your level, where it comes to Karma based cultivation.

You gain the equivalent of a free purchase of Deriving the Essence for Karma

Karma Perks

200cp – Karmic Nurturing and Devouring

Karma bonds are like rope, some thin and weak, easily broken, while others are mighty and extremely thick and tough. The strength of a relationship, the depth of their karma, is one factor is determining how 'thick' the bond it, while time can also be another, with bond becoming stronger and 'thicker' the longer they exist for. You have mastered the trick of investing some of your own personal power as a cultivator into a bond, temporarily massively increasing its strength while your power in invested. Stronger bonds can support more powerful karmic techniques while weaker ones snap under the strain before they can be utilised. You could, for example, use a pebble someone stepped on once as a karmic link as strong as a personal possession to leverage a technique to use and influence them. You can as a slower but permanent alternative nurture a karmic bond, making it stronger without requiring your active effort in sustaining it, although depending on the strength of the starting point, and how strong you need the bond to be, this can take weeks or months of dedicated effort. While strengthening bonds has its value, you also have the knack for weakening and destroying bonds in much the same way, even those normally beyond your means to sever, through applying a sort of karmic decay upon a bond to diminish it over time until it withers away to nothing or is weak enough for you to sever normally.

200cp – Karmic Resolving

By seeing and interacting with them binding links between people and thinks you can influence things at a distance, this is a basic ability of Karma cultivation although the extent that it can be applied is based on talent and cultivation, you have mastered the trick of going a step further and being able to change the nature of the karmic bond itself. Previously a bond of brotherhood and camaraderie could be used as a vector to strike one and harm the other, you can twist the nature of that bond into one of 'enemies and loathing' causing those affected to treat one another as enemies where previously they were comrades, although the strength of the bond, with this ability alone, is not affected as they would only despise one another on the same level of intensity as they previously regarded one another as comrades. Those with strong wills and intellect can detect something odd is happening and fight against it, but most minds tend to rationalise the change and go along with it, those with strong spiritual sensitivity or higher cultivation cannot be affected. As this influences people through karma not through mental manipulation, mental defences on their own do nothing to stop this ability, spiritual or conceptual defences of the right kind can however.

200cp – Karmic Binding

At some personal cost you can bind another to a particular karma, perhaps the karma of a 'hero' forcing them to take heroic action after heroic action until the lifestyle leads to their death, or perhaps forcing the karma of 'traitor' on to an otherwise loyal person, forcing them to betray over and over again to the best of their ability those who put their faith in them. Such bindings are powerful and difficult to perform, where each one must be sustained actively by you and weaken and dissolve naturally upon your death or being sufficiently injured. Those knowledgeable in Karma can also detect such bindings, while those equal to or greater than you in combined understanding of Karma and cultivation and remove them altogether, although those not stronger than you in both areas may cause some incidental harm or consequences to the subject. You can escape the weakness of this technique by embedding the karma as a seed within a person, making it almost impossible to detect and remove, and not requiring active effort to sustain, but requiring considerable personal effort that can take some time to recover from and is something that realistically no matter your talent is something you can only do a few times a decade.

Karma Item

400cp - Karmic Tool

Be it a fishing rod, or a pair of sheers, this tool aids you in interacting with and influencing Karma in a particular fashion dependant on the specific tool you choose. The tool must be comparatively simple and can only help in one way strongly associated with its mundane function. A Karmic Fishing Rod can aid in 'fishing' for a specific Karma in a river of Karma, and a pair of Karma Sheers can aid you in cutting a Karmic thread, where a Karmic Shield can protect you from Karma based attacks, as examples.

200CP or 400CP – Copper Cultivation

You possess a shadow of your own cultivation, roughly 1/5 as strong as your natural cultivation within you. It is completely immune to any efforts to remove, steal, damage directly or otherwise tamper with against your will. It additionally cannot be detected while your ordinary cultivation is intact. Not only does this give you a modest increase in the power of your cultivation as your ordinary and secondary cultivations work together but should something happen to your ordinary cultivation this secondary cultivation can replace it and through your own efforts and time can grow to match what your ordinary cultivation had been. At this point it effectively has replaced your ordinary cultivation and a new secondary cultivation can be consciously cultivated albeit with some effort.

You can purchase this for 400CP to apply for all cultivation systems you had, have or will ever have rather than just this settings version.

You can choose for this to be a learnable form of special cultivation that you can teach to others. If you do teach others they can begin cultivating it immediately and if you have purchased the 400cp version can choose to teach a generally applicable form or one specialised to a particular cultivation system you also practice, with the specialised form being much easier to teach and to learn.

The Three Classic Scriptures

Before you are three pieces of turtle shell, engraved upon which are mysterious yet comprehensible symbols. These are useful fragments of the Three Great Scriptures picked out just for your consideration, be honoured for this privilege, jumper.

You may select one for free, there are no further discounts on this section.

200CP – Sublime Spirit Scripture

In this world's form of cultivation this allows you to obtain the full 13 Levels of Qi Condensation, a Perfect Foundation and a Perfect Golden Core. The inability for most to achieve these levels or degrees of quality in their cultivation is enforced by the Heavens, those powerful forces that wish to secure their own position by weakening their juniors. You thankfully can resist this and by means that can be shared with others. You do not need to jump through any particular hoops, Jumper. You need no special pills or external sources of power to cultivate these levels, but others you share this with may have requirements along those lines to enable them to gain a similarly perfect, unconstrained cultivation as yours.

This level of the perk is free for entering the jump, however the following upgrade that applies past this settings cultivation system costs 200CP.

Outside of this world, any future cultivation system you pursue shall be free of any artificial glass ceiling imposed on you and those like you from higher powers. These restrictions must be blanket restrictions of some sort not a specific curse or imposition on you specifically. It must also be imposed externally. It also allows for any inherent flaws in those cultivation systems or any exploitable shortcuts, within the system itself, to be apparent and provides guidance or the necessary qualifications to address them. The added difficulties others have and the relative ease you will have using this, as mentioned in the previous section, persist in future jumps with those cultivation systems also.

200CP – Dao Divinity Scripture

Similarly to its sibling Scripture, this scripture aids you in your cultivation by blocking influences that would unduly interfere with your growth, but while the other protects against a systematic interference that restricts or artificially impedes cultivation broadly this scripture defends you personally from external influences seeking to slow, halt, divert, corrupt or otherwise mess up your cultivation. Any influence that would seek to block you from cultivating to the next level, outside of your own inadequacies or lack of necessary resources, and that stems from an outside influence can be ignored for the sake of cultivating. This explicitly includes poisons so long as you have been poisoned from an 'external source' and did not voluntarily and knowingly ingest it yourself for some reason.

200CP – Heaven Severing Scripture

Ordinarily the Heavens seek to punish those who manage to go against its prohibitions by denying them the ability to readily draw upon the energy of the world, after trying to destroy them with Tribulation. This can be lethal as this reduces such cultivators stamina dramatically compared to more conventional cultivators, unless they happen to have a great many valuable pills that can replenish their energy, and in the hostile world of cultivators such conflicts come all too easily. But you whether you go against heavens will in this world or not, can summarily ignore such efforts. No matter where you go, any energy you already possess and can normally absorb in a suitable environment if not blocked somehow is capable of being absorbed by you as though you are in a more fruitful location and/or without that blocking or interference, so long as the energy actually exists in some form around you. This does not give you any greater ability to absorb energy from the world around you, it just allows you to ignore things like wards or curses to this effect, and energy-less or incompatible environments. You cannot use this to act as though you are surrounded in more energy than you are, just that you are not unnaturally impeded in drawing upon this energy.

As useful as this ability is, it is one that will earn you the ire of the Heavens and they shall not be forgiving. You shall eternally draw upon tribulation after tribulation until you are ash and dust! Thankfully you know just how to disguise yourself from Heaven's eyes in this regard and can perfectly avoid any tribulation of any kind, including mechanically similar events in

future jumps. You may choose to remove this veil and deliberately provoke tribulation, perhaps for some special attack or to temper yourself, or maybe even as banal a reason as making a special pill or treasure. It is otherwise perfect. However it is worth mentioning that tribulations in some worlds do occasionally serve a purpose and must be endured for the sake of fulfilling that purpose, such as being essential to increase a level in cultivation or to transcend one realm of existence to travel to another, this perk cannot help with that only with avoiding tribulation in the first place.

Special – Those that have both the Dao Divinity Scripture and the Heaven Severing Scripture can additionally combine their effects where Tribulations are put in the path of cultivation growth, such as the transition into the Dao Realm for the Nine Mountains and Seas. Even if these obstacles are sentient or somewhat so like golems, they cannot impede, stop, slow or arrest the momentum of the Jumper in any way as they proceed to pass the bar between their current and next level of cultivation. Bear in mind that in a way this can be a bad thing as it dodges a potential opportunity to temper oneself to the extreme. Either way this is either on or off and must be decided at the moment the Tribulation begins and cannot be changed mid-way.

This benefit cannot be shared.

Daoist Magic Perks

All of these perks scale with your cultivation in this settings cultivation system but post-jump takes into account the most powerful cultivation systems power level

100CP – Dual Cultivation

You truly harness the principles of Yin and Yang, Jumper. Through Yin comes Yang and from Yang emerges Yin. By bringing together opposites you can bring forth good fortune and drive forward your own cultivation or nurture your own enlightenment on specific techniques, Essences, concepts and so on.

Cultivate fire and meditate on a glacier and you will find comparable benefits to meditating in the mouth of a volcano. Cultivate the Sword yet ponder the Shield and you will find your blade skills sharpen. Cultivate your own Yang or Yin with another's Yin or Yang, and through mutual cultivation both of you shall grow.

200CP – The Eternal Stratum

The Eternal Stratum is a state above perfection. It allows for the wielders body to have insane healing capabilities, being able to reform the body from scraps, such as a single eye, several times in quick succession. While it seems to be eternal it does have its limits. If it is used past what it is capable of handling the recovering period slows down significantly and becomes almost useless. As a rule, as the difficulty of restoring one's body increases as one's cultivation does, a normal cultivator using this would be able to restore their body from one small body part a handful of times before reaching the point where the ability, and much of their energy, is exhausted.

One normally has to sever his/hers Dao fruit (a level beyond the perfect foundation) to be able to achieve Eternal Stratum but you can ignore that complication and acquire this right from the start of your time here. The method to achieving it has possibly been lost through the ravages of time and the collapse of the ancient cultivation world but you are also given the means to teach others to develop this degree of regeneration as part of their cultivation, although the more powerful they are the longer and more difficult it is to develop.

200CP – Soul Divergence Incantation

Once you gain enlightenment of it, you will have an undying soul. To cultivate the Soul Divergence Incantation, one need to have incredible willpower and unusually good fortune, and most importantly, to experience hanging onto life by a thread, a razor's edge between life and death where a single misstep would lead to either truly perishing or failing to cultivate in it. But as you are a Jumper, you can cheat and simply purchase it here.

Your soul and it's durability against things that can affect the soul becomes tied to your cultivation and the stronger you become the more difficult it is for anything to hurt your soul by whatever means. You can always choose to remain 'alive' after physical death as a ghost, or even restore yourself to physical life should you have some means to regaining a living body unless your soul was itself attacked and destroyed.

Once you are damaged beyond even this perks capacity for recovery however, you suffer the loss of your jump as per normal death, unless you have some means to avoiding that.

Outsider (Drop-in)

100cp – Upon the Mountain, Peace and Purpose

You find that when aimless, confused or uncertain as to where to go, what to do, or otherwise find yourself purposeless regarding your own life, taking the time to climb and rest upon the summit of a respectably sized mountain, helps you enter an introspective state where you can calmly and rationally consider your options going forward, making a near supernaturally good judgement as to what to do with your life, even in the absence of all the information you would need for an optimum decision, with intuition guiding you away from concealed dangers and blind-alleys. In rare occasions, at most once or twice a jump, your being there will embroil you in an event that will itself take you in this new direction, rather than a conscious choice on your part, be it at the summit, on the way down or even shortly after leaving the mountain.

200CP – Sublime Reduction of Toil Hex

With a wave of your hand, your will be done! You are skilfully capable of reducing complex techniques into much simpler forms, reducing complex verbal or somatic components of a piece of magic that requires them into a single word or gesture or combination. Not only does this speed up casting enormously, the effectiveness in combat of such magic increases greatly from the reduction of warning your enemies receive.

Unfortunately your skill in this field is oddly specialised in that you can only use this on magic designed to effect a single person, which can be yourself, and even then only to influence them positively or negatively and never through causing direct harm. So while causing a momentary hesitation to outright paralysis with a wave of your hand is fine, doing so to cause injury is not. A shouted word to cause blindness is also fine but setting a target on fire is not. And so on.

Also you can only reduce techniques of a certain degree of complexity, where techniques that may require several seconds of verbalising can be replaced with a single word would be fine, anything more than that would be too much to abbreviate, and rituals are out of the question with this alone.

200CP – A Bashful Smile

There's just something about the way you act, perhaps your smile, or your tone, that just disarms people around you. Even those who are hostile to you or think poorly of you suddenly find themselves very gullible in a sense, in that they are almost eager to underestimate you and disbelieve your accomplishments. While this wouldn't stop someone trying to kill you from proceeding to try, this would cause someone planning or considering it to delay, after all you are in the palm of their hand and far too weak to escape, right?

This is particularly effective in advance of you conning or deceiving someone or a group of people. The greater the scale of the con in your mind the more potent this effect making it easier to pull off, at least in part.

400CP – Bountiful Comrade Reinforcement

There is no greater love than one where a friend lays down his life for another… and while that's true, you would ideally want to help your friends and loved ones without dying in the process, so here you are, the ability to intuit whenever someone important to you, or a group of such people, is in danger. You gain a rough sense of the nature of the danger and an idea as to how to retrieve them safely from it.

You will find that your luck is such that you will always have a sliver of a chance of saving your important person(s) if you act promptly, you can also be certain that this sense will only trigger if they are unable to save themselves and the need for aid is genuine.

Unfortunately, this only really helps you be aware of, and to get them out of immediate danger, lasting issues or complications or even that in order to get them out of danger you may have needed to put yourself in it, are not helped by this perk.

As a final part of this, you can be reasonably sure no two important people will be in danger in two different ways at the same time where you can only save one at the detriment of the other, although nothing stops those events from being one right after the other.

400CP – Never Forgotten

We all lose things in life, as life is as much a process of loss as it is accumulation. Sometimes that loss is of time, or things, or the saddest of all, people.

In times where you have lost a person dear to you, a lost parent, a lost lover, a lost rival even, you can bear the tragedy better than most and hold on to an irrational certainty deep in your heart that one day you will meet again.

This does not in any way make that so, not on its own at least, but you can draw upon this strength of desire to one day see them again, to talk to them, to ask them questions, to fight and smile and laugh with them, to push through torment and torture, through circumstances that push you to your limits and bring you close to death.

You will not allow yourself to die until you see them again.

600CP – A Dazzling Supernova

It is open thing to be a remarkable genius, a supernova that over-shines and bleaches all worth from their competition it is another to be a supernova that ignites other lesser novas. Where one genius is a wonder, a treasure, a horde of geniuses led by such is a wealth beyond imagination.

Now, not only are you greatly gifted as a cultivator, you will find your remarkable capabilities and growth in all fields has the ability to 'rub off' on those you interact with to help them become lesser geniuses in the fields where you shine. Such men and women will be aware if even subconsciously that their achievements are in part thanks to you and will hold you in high esteem.

Those who are antagonistic or hostile to you do not benefit from this by default however should you wish to nurture an enemy or a rival you can choose for them to be so blessed by this effect. You can always control who is affected by this and can bar specific people or entire categories of people from it at your whim.

600CP – A Double Sided Fang

You have excellent skill and luck in creating additional fake identities with no one successfully figuring out who you are. While some things you could do could break your disguise, you are intuitively aware of what to avoid if at all possible in order to maintain your new identity. You can change your features and disguise yourself comfortably and maintain this disguise indefinitely.

Should you judge it is time to reveal your true identity, you can have it be widely and easily accepted that your two identities are the same person and can even pick and mix your relationships between the two identities. For example, should a certain place or person hate you in one identity and love you in another, you may choose for them to love you, hate you or have the two feelings neutralise one another into neutrality as you wish upon revealing your true identity.

Bear in mind however that some enmity cannot be resolved so easily and some hatred is so intense that your actions in your other identity fails to sway them.

In addition, once you reach a sufficient level of cultivation, you may either create a clone to cultivate from the start on your behalf, eventually merging with it and subsuming your original cultivation with the clones or wipe-out your own cultivation to start again with a boost in potential and cultivation speed from its remains. In the former case the merged cultivation can assist you in pushing past bottlenecks, correct flaws in your original cultivation or even fusing together two mutually exclusive forms of cultivation into one, while the latter can give you a chance to repeat a once-in-a-life-time stage of your cultivation with a chance to do better and achieve more.

Sect Disciple

100CP – Noble Demonstration of Worth

You find it fairly easy when entering into groups or organisations to show your worth to the satisfaction of even your most severe critics. Those who would act against you for being 'worthless' but are in fact motivated by other things will not lose their true motives but may have to find another way to conceal them.

100CP – Bucket of Crabs Emulation

Within a sect, sometimes the best way to advance is to deny others the chance to do so. There are only so many spots to fill in a quota, a master can only have so many disciples, a mountain can only house one tiger. Only one can stand at the apex, and should others reach for what you determine to be yours, you have what it takes to drag them down and make them wallow in woe over their greed. Be it through subtle social manipulation making them unfavoured, psychological manipulation to make the misstep at a critical moment and disappoint those around them, or other underhanded means, you know your way around them and can wield them not only adeptly but in such a way that leaves you blameless and safe from repercussions from third parties, but not from your targets who are very likely bitterly aware of who dragged them down.

200CP – Floral World Infatuation

Some sects revolve around the sword, others around subtler skills, with Alchemy, otherwise known as External Cultivation, being one of the best examples. The making of pills, poisons, tinctures, lotions and so on, but primarily pills, this art focuses on taking the raw ingredients of the natural world and transforming them into something wondrous and magical in affect. With this perk you possess the basic skill in alchemy, identifying ingredients, making low-level pills and related support skills and general knowledge. This is enough for even an alchemy-focused sect to see you as a good seed and be willing to bend, slightly, their rules for admission to obtain your talent for their sect.

With this as a foundation, you future as an external cultivator, or alchemist, is as boundless as the Dao.

200CP – To Find a Good Seed

You have a very good eye, Jumper, from telling the wheat from the chaff, the talented from those doomed to a dead-end future. You can judge another's capacity to grow and learn, to achieve and master, whatever skill or discipline you already have some accomplishment in. While your ability starts vague and does not allow for much beyond a gut-feeling or a spark of intuition, over time and with experience you will be able to judge a person's exact talents, areas where they are potentially strong or weak, where they would benefit the most to specialise in and so on, within the scope of whatever skills or disciplines you know.

400CP – To Be Beyond Desire

Temptation, desire, want. Through these things a good man can be brought low, made to betray those who trust him and be reduced to less than an animal, for even an animal would not betray their own.

Such indignity is now beyond you. You shall not find any sweetness in honeyed lies, in promises that cannot be kept. In that you can perceive accurately whether someone aiming to influence you with an offer of some sort, is sincere and can actually keep up their side of the deal, and to what extent. If they could reunite you with your loved ones but as reanimated undead or under some sort of illusion, then you will know they can only perform their side of the deal to a limited extent and with unsavoury means you will likely not find satisfactory.

And even if you can tell they are able to fulfil their side completely and are sincere, you will retain the willpower to resist the temptation to betray others for your own selfish ends unless that is you choose not to resist. This perk only guards you against the emotional impact of temptation and desire but you are free to make a conscious, intellectual decision to betray someone. You will have no excuses, Jumper.

400CP – Blessing Flow from West to East

Sometimes in the pursuit of power, morality must be placed to one side. In the pursuit of the heights of cultivation you are willing to sink to depravity.

Through deceitfully teaching another a deliberately flawed cultivation technique you may place a feature of sorts directly into their cultivation foundation that you may trigger at any time in order to temporarily or permanently render them unconscious or put them into a zombie-like suggestible state.

You can also use this to siphon away their cultivation and use it to directly bolster your own cultivation, with the effect being proportionate to how powerful they are to you in that field. You must use like-for-like, siphoning off cultivation from this setting can only benefit your cultivation from this setting for example.

You can freely alter any cultivation system you can teach to another to have these features and anyone taught by these altered cultivation techniques will be susceptible to your control or theft of their cultivation.

600CP – Reincarnation Lily

You have either become a Reincarnation Lily or have at one point swallowed a seed of a Reincarnation Lily, with it somehow safely germinating inside of you and either fusing or benevolently entering into a symbiosis with you. Your eyes show a multitude of colours, with the number dependant on your cultivation level, although you can hide this at will.

Due to your nature and thanks to this perk, you have an enormous and uncanny ability where it comes to vegetation and things derived from them, such as alchemy involving vegetation, gardening or breeding or crafting through stranger means, hybrids of various plants.

You can intuit the properties, nature and all sorts of useful information from any kind of flora, no matter how strange, exotic or unnatural, from the commonest of weeds to the most legendary of trees, near instantly and on sight. Even sapient plant-life would not be beyond your gaze, although you would only be able to intuit from them relevant information to their nature as plants, not going so far as being able to read their minds just because they happen to could as flora.

You are also shielded perfectly from any poison or drug that originates from a plant.

600CP – Virtuous Sect Master

What is the pinnacle of glory, of power, of achievement in this finite life? It is to strive as close as possible to the virtually unobtainable goal of immortality, to defeat all who you found unsightly in your eyes, to descend upon the secular world and impose your will upon those too weak to hope to resist? While not necessary mutually exclusive to any other those other goals in moderation, instead you and those like you have decided to take a nurturing role, internalising the principle of teach once, learn twice, becoming strong through leading others either as students or minions or perhaps a mix of both. Either as the leader of sect or a group of bandits or a team of city-defending soldier or the leader of some great family or cult or some other type of group, perhaps you have not been gifted with the title of Supernova, but yet in these roles you shine brighter than those who have been, in your own way.

You have mastered all the little skills that build up and synergise together to make you an outstanding leader. You have the comportment and self-awareness as to how you are perceived by those who follow you to adjust and fine-tune your appearance to look the part. You are skilled in oratory for speeches and announcements, and in communication of your orders, instructions, lesions and lectures in succinct and effective ways that stick with the listener, rarely will you be misunderstood, your intentions misinterpreted or would you be asked to repeat yourself.

More than just appearances you also have the active skills for leadership, to understand the skills and potential of your followers and how best to utilise or develop them, how and who to delegate, who and to what extent can be trusted with group-relevant duties, how to reward and punish effectively in ways that will strengthen, and not backfire on, your leadership and/or the group, also understanding the group psychology of your group, understanding it's culture and how you can shape and influence it, or leverage it for your own benefits, you understand your factions relationships with others, at least in a one-sided way and can gain this understanding and more of any new groups or form or come to lead in a very short period of time.

Any group you lead would be blessed to have you, assuming you mean them well.

You can choose to share this perk, with reduced effectiveness with your immediate subordinates, or if you are not the leader yourself and are feeling charitable, you can gift the weakened perk to the leadership and their immediate subordinates so long as you are a part of the relevant group.

Wandering Disciple

100CP – Benevolent Acceptance of the Masses

You find it very easy to migrate, enter a new community and find broad general acceptance, despite your origins. Perhaps because you concealed them so well, perhaps because you lied, but in any case you won't have any real problems with your new neighbours so long as you behave consistently with the needs of the community and act according to their values.

100CP – Befriending the Feral World

You have quite the way with beasts, animals and ferocious yet tameable monsters. Any such creature finds themselves easily brought to heel by your word and command, with a little training and are almost completely unable to act to harm you, even unintentionally or when controlled by an outside force. Even those you have not yet tamed find themselves oddly fond of you from their first encounter, seeing you as one of their own and being safely affectionate or even willing to aid you should you be in trouble, although this has its limits as their goodwill is not unlimited, they have their own priorities and they will only help in ways that make sense to them as animals which might not as helpful as you'd hope. Betraying this in any fashion will break whatever good relationship or training you have given the beast, although if unintentional the beast will remain fond of you and if intentional this betrayal sours your ability to relate not just to that beast but to others of its kind.

200CP – Dao Cerification

Betrayal and mistrust are refined in this and other world's like this. Brother will stab brother in the back to gain the favour of fairy-like beauties, sinister plots between sect-mates result in tragedies and despair all for status and treasures, and all sort of depravities are practiced by those who conclude that if they can get away with it, then they must be held as righteous in the eyes of heaven. Can you blame, yourself or others, who find a simple promise to be insufficient to buy trust?

Thankfully you done need to depend on mere words, backed with nothing, you can enforce promises and agreement with real consequences for duplicity and dishonesty. Similar to an ancient daoist magic used by those of the Foundation Establishment stage or higher, whereby a broken agreement would shred the soul, weaken the cultivation and limit the potential of the agreement breaker, you can enforce promises and agreements either made to you, by you, or witnessed by you. All present involved are intuitively aware of the consequences of the agreement being broken, with no room for ambiguity or misunderstanding, before they are then expected to agree. Once agreement is reached, an agreement can only end if it naturally expires, is agreed to be dissolved by the relevant parties (where you have acted as a witness you do not need to be present to witness an agreement being dissolved unless you are also part of the agreement) or for the terms to be fulfilled.

200CP – The Dao Is A Teacher

Wandering cultivators have a difficult time in growing and becoming stronger and more capable cultivators as they rarely have capable teachers, and those they do have tend only be good at teaching certain things, which may not play to the students strengths. As such a wandering cultivator must be perpetually on the lookout for opportunity to learn and grow, as a young plan must struggle when planted in barren soil.

Some such cultivators, scrutinising their opportunities comes to realise a chance that all too often goes overlooked, the world itself is a teacher, willing and able to teach, just waiting for its erstwhile student to start paying attention.

Through focusing on aspects of the natural world, you find that the world itself helps you learn daoist magics, gives you advise and tips for personal growth, and gives you insight into personal problems that hinder your ability and limit your potential. While at a waterfall, you may learn a daoist magic that manipulates water or perhaps instead you will learn to incorporate flowing movements into your martial arts, or accept the impermanence of all things or even how to move past old grudges. The world will teach you what it has to offer, but your own limitations may prevent you from learning all there is to learn. It is up to you to be a good student.

400CP – Golden Fingers

Conflict is inevitable, hopefully it is something you are good at. Should you be one of those good at winning against those who you fight, especially if those fights were against peers and were challenging fights, rather than running, losing, or being saved by another, that it is only natural that you be rewarded. Sadly not every person you will end up fighting will have enough gold in their pockets to make it worth your while, some may even end up using up their valuable possession in fighting you, thankfully there will always be something for you to gain, perhaps a valuable tool that will always be somewhat useful to you, a token of no obvious use that will later be a valuable key to some treasury left behind by some long-dead cultivator filled with riches, should you have the strength to find and keep them, or perhaps a scroll showing you exactly how one of their stronger, and most immediately useful, techniques work allowing for you to easily learn and incorporate it into your fighting style.

While what you get is somewhat random, you will always find that there is something to be gained from any fight you get into, although in certain environments it can be frowned upon to rifle through your defeated opponents pockets.

400CP – Promissory Notes

Some people never learn right up until they enter the grave, but you know how to make the people who have offended you hurt in a way that will force them to learn the consequences of their grave mistake. By hurting them where it really counts.

Their wallets!

Should any person offend you in some manner and you can force them to accept responsibility for that offence, you can create a single promissory note from thin air that signifies a debt they will thereafter owe you. This debt will be inflated compared to the offence and can grow more so over time up until it is used and cannot be defied when called in.

While this can most easily used to demand financial remuneration using the threat of calling in the debt that way can be legitimately used to force the debtor to perform an action for you as though you are calling in a roughly equivalent favour. The note dissipates into nothing after either use, the debt repaid.

600CP – Righteous Bestowal

You may show the ultimate benevolence, in a world where one is defined by power, is only safe if they are strong, there is no greater blessing than strength. With an exertion of will and personal power, you are able to point to any one discrete entity you can perceive and bless them with personal power, effectively increasing their cultivation to any level equal to or less than your own.

You can bless something such as an item or geographical feature and turn it into a demon with its own will and grant it power at the same time. Giving anything power, assuming they are not actively resisting at the time or would resent you doing so for whatever reason, tends to create a disproportionate amount of gratitude for your generosity.

For levels of cultivation that require insight into particular Daos, Essences or similar, you can only gift what you yourself have obtained and where it comes down to things like the number of meridians and lamps, this has an upper limit based on your own achievement but more than the average number takes additional effort, and it takes more effort to do the stronger your target and you cannot make them stronger than one realm below your own. An Immortal can bestow power up to Spirit Severing, and Daolord up to the Ancient Realm, etc.

600CP – Totemic Ancestor

The art of totems in a strange form of cultivation, not strictly a cultivation style or an item or an ability, it straddles the lines between many things and is in effect unique. You could see totems as basically being gifts of sorts from powerful cultivators, typically demons but also powerful pill spirits, outsiders and human cultivators, to weaker ones allowing them to become stronger through the use of the totem.

Possession of a totem increasing one's cultivation by one step, a 1st step Foundation Establishment cultivator would have the power of a 2nd Step Foundation Cultivator for example, however the source of the totem must be stronger than the increased cultivation level. A totem appears much like a tattoo depicting the source of the totem somewhere on the cultivators body, a totem derived from a poisonous scorpion would appear to be a tattoo of a scorpion, etc.

Totems are quite mysterious, how they can lend power to weaker cultivators without diminishing the one providing the totem, where they come from and how to make them are all only vaguely understood, some have speculated them to be related to joss flame cultivation due to its relationship with faith and worship and that totem ancestors tend to be worshipped by those they give the totem to, but this may be purely a co-incidence.

However they normally function you now possess your own Totem, of your own design, depicting, however stylised, yourself. You can gift this to others, who are at least 1st Step Qi Condensation or equivalent, with no real upper limit, although larger numbers will be easier the stronger you are personally and each person must personally know and be known by you, also you must be physically present when providing the totem. Totems have no range limits but become less effective the more powerful those gifted with it become and once they reach as powerful as you or stronger the totem can no longer increase their cultivation by one discrete step. The totems also require at least some small amount of loyalty to you to work, this does not require slavish devotion but any sort of active betrayal would be enough for the totem to not only stop working but to actively self-detonate, possibly killing or injuring the person with the totem.

You cannot benefit from your own totem but can have it on your body somewhere if you wish, although you can use your totem as a seed to create one of your nascent souls.

Old Monster

100CP – No Ill Will

There are places where no one with impure intentions may pass, and those who submit to the enemies of that place will find no good fortune there, only death. You however have the strange blessing of always being able to pass through defences that work by perceiving another's motivations, intentions or allegiances.

On the other hand, you find where your intentions towards people behind more conventional defences you wish to pass through are good, you are more able to find ways through those defences in a way that favours the interests of those you are trying to reach, but are still fundamentally limited by your own ability.

For example, bypassing the protections around a hostage without causing damage, noise or alarm, or reaching those pinned down in a siege without alerting the besieging forces or weakening the defences of the besieged place.

100CP – Jumper's Own Scripture

The power of a high-level cultivator is not to be underestimated, as one advances a cultivator goes from being able to turn over a horse to a house, to a city to a mountain rain to a world itself with their sheer personal strength. There comes a point where this growing power expresses itself in a more sublime and noble way that very-escalating capacity for brute force, in the growing understanding a cultivator develops for the world around them, the deeper understanding they have the of their suite of daoist magics and abilities.

Through great understanding of a given concept, Essence, Element, Law or similar in this or other worlds, you gain enormous capacity to easily and intuitively manipulate that concept. Understanding will be paired with an ability to affect even where it may normally not be possible.

200CP – What's Cultivator's Truly Cultivate Is The Heart

You have cultivated the most important thing for a cultivator, Jumper. Not your power, or your insight, but your heart! Your heart and your will towards self-improvement are unparalleled amongst your peers. You can and will take whatever measures you need to attain your goals, whatever they are and are especially good and focused at the pursuit of self-improvement.

200CP – An Eye For The Dao

There are many treasures in the world, not all of which are obvious in their value and usefulness. Many a cultivator has reason to kick themselves in hindsight over having overlooked something that proved to be of enormous value. That should not be a concern for you however, as you find that you can establish the relative sellable value of an item and its general and specific degree of usefulness, in particular for you but also for your companions or anyone you know, within a few seconds of examination.

You can find a diamond hidden in sand and discover a treasure is simply gilded trash with equal ease; even a fully enclosed disguise or active attempts at trickery wouldn't fool your appraisal.

400CP – Immortal Destiny

Truly you are a fortunate Son of Heaven, where the world itself deems you deserving of its regard and the imparting of great destiny. Not only shall your life be filled with good fortune and many opportunities to fulfil your desires, ambitions and goals, but the weight of destiny itself will shield you from harm from almost all sources and grant you a path to ennoble yourself above all others. In this world, that takes the form of being able to gain Immortality, not through Immortality Illumination Vines but through the power of destiny, which unlike for others where it exists as something that can be fought over and stolen and only appears every 10,000, is exclusive for you and appears once you are ready to take that step.

In future worlds where destiny or the favour of Heaven or similar is important to continue cultivating, this will grant you all the fate, destiny and divine favour you need, at a minimum, to advance, although in combination with your own efforts you be

able to accomplish even more. However those that defy fate, scorn the heavens and spit on destiny will be able to largely ignore your blessing of good fortunate and may become your greatest concern also this does not influence Tribulations at all, even if sent from the Heavens that look to you fondly.

400CP – Pill Birth

Not all cultivators are human, some are not even what could be thought to be living things. Pills made by masterful alchemists, spiritually potent locations even the shed blood of very powerful cultivators can all gain their own spirit and sapience, can cultivate and become almost indistinguishable from human. Such beings are born strangely and are rare but have no disadvantage when it come to cultivating compared to humans, nor are they beings with innately distorted morality. While such beings tend to the result of happenstance or serendipity or even disaster, you know how to make such beings deliberately, knowing the right factors to adjust to give rise to such beings.

It is much easier however when tied to other skills and talents you may have. With this alone you could alter the feng shui of a mountain to produce a single such entity over several years of adjustments and waiting, but with great skill in alchemy you could create such a being as easily as you could create a pill, and giving you more control over the end result as well.

Such being are loyal to their maker to a humbling and almost irrational extent.

600CP – With a Flip of Your Hand

You possess an echo of the power of the Fang Clan Ancestor, through great effort and personal sacrifice, you can flip life and death around, even on an epic scale. Faced with death and disaster you can reverse the event, bring back the dead and mending all injuries, but only through paying a price in energy, stamina and a period of weakness proportionate to how large-scale the application of your ability was.

The stronger you are, the larger scale you can go in using this power and the less of a price you pay when bring back those relatively weaker than you. As a low-level Dao Lord could bring back all who had died recently on an entire planet, while a 1st Stage Qi Condensation junior would be lucky to bring a single rabbit back to life and would both would have to pay the same relative price in terms of bring exhausted and left weakened for a time. The same Daolord however could bring back thousands of slain rabbits casually without really noticing the cost.

Two caveats are that if one wishes to bring a group of people back with one application of this, and without incurring the price multiple times, which given how much the first use weakens someone could be lethal, is if they have died due to a common cause, and also only those who have died quite recently can be brought back.

In future worlds depending on the metaphysics and nature of the afterlife there could be other downsides and complications that arise from using this power.

600CP – Karmic Liberation

Karma, cause and effect, action and reaction, the inescapable chains that bind all things within a fundamentally rational universe, to some a source of power, to others a threat hanging from above ready to fall, for you it is no big deal.

When karma in any form seeks to bind you, restrict your actions, to impinge on your freedom, you can brush aside those chains as those they were fragile cobwebs. Destiny, fate, doom and damnation are similarly unable to hinder you, curse you, slay you or bar your way unless you on some level wish for them to be able to do so. Any form of Karma used against you, by cultivator to divinities automatically fails. Those close to you find your disturbing influence on Karma impacts them as well, freeing them from their own set of invisible chains, liberating them from Karma, for good or ill. This only affects those you choose however.

Each worlds tapestry of karma, what some may call it’s genre, will similarly be unable to affect you, allowing you and those you immediately affect to go again the grain for how the world’s karmic narrative would normally work.

Items

100CP items are free to their background. Other background items are half-priced. Discounts do not stack.

General Item

100CP – Cosmos Bag

This bag is bigger on the inside than the outside. One of the staples of the xianxia genre, this bag has enormous capacity to store objects and unliving things. Plants and other alchemical materials do not decay or age while in this bag, however living things cannot be placed in this bag against their will and will die if put inside for more than a moment.

The bag has one main storage place that contains most of the potential storage the bag has but also has a dozen or so secondary storage spaces which no one who tries to rummage through your bag by forceful means can detect or see the contents within. You can move things around between these spaces with a thought with no regard to the distance between you and the bag or who else might be in possession of it, and while it does require conscious effort on your part, being paralysed or otherwise rendered powerless would not affect this.

100CP first, then 50CP each – Immortality Illumination Vine

Of the three ways to become an Immortal, the use of an Immortal Vine is the most common. This Vine will not only aid you in becoming an Immortal without requiring the acknowledgement of Heaven or Planetary Destiny but can also aid you in other ways.

By consuming this Vine, even if you are already an Immortal, you need not concern yourself in this or any other form of cultivation about the 'need' for a given resource to advance your cultivation. You can behave as though the necessary resource is immediately at hand for all intents and purposes, but only at the bare minimum amount needed.

You only get one Vine per purchase but may repurchase this item at discount for an additional Vine per purchase. If consumed by another they will benefit identically to how you would.

Outsider

100CP – Cloak of Humanity

This simple garb, which despite the name can be any piece of clothing you wish, from a dress to a hat, to a scarf to a pair of socks, when worn can make a being with inhuman features appear human to those around them. This illusion is fairly weak on its own and relies on the wearer not acting in a manner that draws attention or makes their inhumanity obvious to an observer, which would cause the illusion to break for all, requiring at least an hour of not being observed before it be begin again.

For humans it can also be used to disguise your lack of inhuman traits, in essence it helps you blend in with a crowd and interact with those who may otherwise take issue with your appearance, coming across as a generic person of average normal (from their point of view) appearance.

100CP – Karmic Doll

This small cloth doll of a monkey is kept with a small metal cage, it lies on the floor of the cage unmoving, its cloth face fixed in an angry look. Should you, or one other, shed you blood on the cage and the doll, it will change appearance to a plushie version of the blood donor.

The doll acts as a form of protection and defence against curses and even karmic attacks alongside other fairly exotic forms of attack. Such exotic forms of attack that might normally work on the donor fail unless used against the doll instead as a proxy. This event works for feats that rather than harming the donor are instead using the donor as a proxy or means to do harm, making the donor basically useless as a vector for curses and karmic attacks unless the doll is destroyed or used instead. Any effort to remove a person's soul only works if targeting the doll, but anything that affects the body and mind rather than spiritual, conceptual or similar exotic attacks, work as normal.

200CP – Illusionary Feather

This large colourful feather grants you extraordinary proficiency with illusions, even able to confuse, confound and trick those entire Realms above you. Sadly it requires more than just convincing illusions to deceive sharp-eyed and intelligent people you must also be skilled in acting and deception.

The other big weakness of this feather is while scary and intimidating illusions are permissible, illusionary attacks are beyond it; also the illusions themselves cannot be supported by a wielder with genuine intent to cause harm to attack another under the power of the feather and those who are attacked while under the influence of these illusions, regardless of source are freed from them and cannot be tricked again for a significant amount of time, with some people being able to protect themselves for longer periods.

200CP – Bag of Butterfly Wings

This strange silk bag contains nothing but glittering powder. Its feels strangely dead and lifeless yet you also feel a faint energy coming from it like a vibration. The silk bag offers no clue but an embroidered butterfly on one side.

When scattered upon the recently deceased, the powder seemingly brings them back to life. The talk and act as they did in life, their cheeks are rosy and they laugh and cry as normal, but is all a lie. They have not returned, merely their corpse moves in an imitation of life, covered with an illusion so convincing it would take a powerful cultivator, or one knowledgeable of illusions to penetrate.

To maintain each reanimated require some additional powder every now and then, with the requirements increasing over time until eventually the requirement to retain the reanimation is greater than the bag can sustain and it must end.

The bag replenishes each month and can sustain, at least to begin with, dozens of reanimates with one pouch of powder.

400CP – Nook of Reincarnation

This dreary, foreboding place is one of horror and wonder, based on the infamous Case of Reincarnation. While seemingly a normal if forbidding cave entrance, those who enter are faced with only two outcomes, death or rebirth. Your nook is basically the same, although it can be manifested in the real world or as a doorway in your warehouse.

While you can guarantee that you and your companions may benefit each once per jump (and only once at all) from the Nook, anyone else will have to face an arduous effort and exertion to gain anything from the Nook. Those that succeed however are benefited with youth, vitality and renewed potential, the removal of any injuries or adverse conditions such as madness, disease, poison, crippling, curses and so on.

Sect Disciple

100CP – Shielding Talisman

This simple talisman could easily save your life one-day, and indeed it was for that very purpose it was gifted to you by your sect. In return for sacrificing itself it can block any one blow that would otherwise badly injure you, one that you cannot protect yourself from by your own efforts.

Unfortunately it cannot help you with what comes after and it can only protect you against either physical force or fairly blatant daoist magic, in other words to can protect you from a fireball but not a bewitching voice. The pendant can be overwhelmed if the attacking force is too great, but will always reduce the force behind an attack to something survivable for you.

100CP – Wind Pendant

Cultivators cannot fly before Foundation Establishment, but there are workarounds for these sorts of limitations. This Wind Pendant gifts you the ability to fly regardless of your cultivation level, although you certainly fly faster the higher your cultivation level is, and once you gain your own independent ability to fly the Pendant remains useful by supporting your ability, making you faster, more nimble and agile than what you would normally be while also giving a good sense of the movement of air in your vicinity, both helping with flight and helping you avoid surprise attacks while in the skies.

200CP – Greater Bloodspot

Perhaps one day a big red raindrop fell from the sky and landed on your arm, perhaps not. Either way you have what looks like a red birthmark on your arm that signifies that somewhere in the world there is a legacy with your name on it, meant for you and you alone.

Acting like a map and long-range radar of sorts it will guide you as to where you need to go, firstly the rough area and then more precisely once you are there. It will advise you of the rough difficulty of getting the legacy and then of more specific obstacles and threats once you are closer. Certain barriers and obstacles may be by-passable using the mark itself. After all of your efforts and adventure to locate the legacy you will find a trove incredibly useful and valuable for you, containing no less than two of the following:

A Useful Technique that will continue to be useful as you grow stronger that is easily improved and hybridised with other techniques and powers you encounter

A Mountain Of Treasure equal to the wealth of a powerful cultivator and enough funds to keep you in comfort for a mortal life times, or several, or to fuel a period of explosive cultivation growth.

A Useful Artefact that provides you with some sort of niche useful ability and of a type that is suitable for your fighting style, or would encourage you to grow outside of your martial comfort zone. Will remain useful for its ability but may need active effort to improve once you reach a certain level of strength, the materials and opportunities for such will always be available if you go looking.

A Cultivation Aid, whether it's a bag of pills, or one in particular, or something more exotic, which can give you a massive increase to your cultivation but would do so as a one-off event, or alternatively you can gain something with is more useful for combat, giving you a short-lived increase to your cultivation before it returns to normal but you have enough for several uses.

In future jumps you will find yourself the heir to another legacy and may find one of the options above or something comparable in relation to the setting.

200CP – Dao Fruit

These two special fruit have the special power to enhance your cultivation tremendously. Born from your own body either at a young age or after entering this setting, these fruit have the remarkable property of being able to push you to much greater heights of power.

Each fruit gives you a massive jump in cultivation, but this increase is proportionate to your own cultivation. They each can only aid one sort of cultivation, this settings by default, per fruit and they are completely impossible to duplicate. You can choose to give one or both to another to use but while they can do so, the effectiveness of the fruit will be much less than if used by you at the same level of cultivation.

400CP – Copper Mirror

This simple hand mirror of beaten copper holds a secret, an ability so useful it can only be described as a cheat. In short the mirror can take it itself any item with can be placed on the mirror and is small enough to through the frame, then once 'fed' other items of equivalent worth the mirror can create a copy of the that item, multiple times it you have enough to feed it.

You mirror can absorb then spit out an item, 'remembering' it for future duplication, with effectively unlimited 'memory' and can also give you a rough idea of what it would take to produce a copy of an item it has so absorbed and released, with you choosing which items it will try and copy. Which makes it a fair bit more convenient than a certain similar mirror picked by Meng Hao, with the downside that it has no other powers.

Wandering Cultivator

100CP – Lesser Bloodspot

You have small mark on your arm, barely visible and even then only to you or those actively looking for something amiss. This mark form shortly after you arrived here, perhaps you remember being near someone who was hit by what looked like a red raindrop out of the blue and some of it splashed on to you, perhaps not.

However it came about this little mark shall provide it's worth and your good fortune for having it, as it acts like a form of weak radar for those things that can be described of as 'legacies', whether it is the tomb on a long-dead cultivator, the remains of a powerful beast or something stranger, if it is roughly within your vicinity you know it's there, unfortunately along with it being fairly short-ranged the sense of distance and direction is quite vague and it does nothing to advise of any obstacles and dangers there may be between you and it, or if there is anyone else seeking that treasure but if you are willing to accept the risk, then surely there will be reward.

100CP – Demonic Core

This round object is naturally formed within the body of a powerful Beast and can be an enormously useful object for someone just starting out in cultivation by providing not only the power of the Core to improve a cultivator in the Core Condensation stage but also through the echo of the beast's spirit being accessible through sympathetic techniques which become something more, enhanced visually and in potency.

The Demonic Core of draconic beast for example could take a technique and grant it a dragon's domineering and intimidating aura, reshape an animal manifestation into a dragon or dragon-like form and introduce a dragon's roar, all along with making the technique markedly more powerful the greater the sympathy and room for draconic manifestation.

200CP – Fearsome Daoist Mask

This intimating mask strikes visceral fear into all who see it, and when worn allows for a sudden burst of combative power within the bearer in conjunction with a handful of potent exhaustive techniques the bearer can use to great effect.

The first is a simple offensive daoist magic, using your short-lived boost of power. The exact form and shape is largely up to you but should follow a similar theme as with the following two techniques. This technique can be used many times a day but is best used with a break of at least a few minutes each time to prevent exhaustion.

The next technique is more complex and can affect multiple targets, and comes with a similar but longer-lasting boost due to it needing slightly more time to be cast. This is considerably more draining but unarguably more useful against groups or opponents too strong for the weaker technique. You can use this several times a day but require an hour-long break between uses to avoid exhaustion.

The final technique enhances your combat power the most, by a whole discrete level but can only be used for several minutes before the user collapses into a helpless exhausted state. Recovery is determined by the users normal stamina but is no less than a few minutes. The benefit for this period of dramatic weakness is considerable as in the state it allows the free use of the other two techniques and a third much larger thematically related technique on a larger scale and much more potent, which can be geared for use against groups of foes with a slight cost in potency or a single opponent at no cost.

200CP – Immortal Murdering Sword

This simple wooden sword is not to be underestimated, as while it is perhaps less effective against flesh and metal than a sword of steel it possesses unique advantages when pitted against Immortals, that is to say cultivators and those who have achieve long-life through magic or spiritual means.

For mortal cultivators the swords negate their energies, stalling techniques when the swords are introduced to them and preventing the flows of energy cultivators depend on to gain superhuman attributes upon inflicting injuries. Enough contact with the edges of these swords reduced mortal cultivators to just mortals, at least until they recover.

Against immortals, these swords are devastating as in addition to the above effects their power, the range they can disrupt techniques and ability to put the targets own power into disarray with each blow is magnified by the extent of the artificially increased lifespan of the source. Someone who could live 10 times as long as otherwise finds these swords 10 times as dangerous, and a truly immortal being without limit to their lifespan would find there to be no more threatening weapon. Moreover the sword shaves away their artificial lifespan, permanently reducing it until it is all gone and they expire, with a truly immortal being finding themselves instead having the course of their immortality weakened until it ceases to be strong enough to sustain them.

The swords have two weaknesses, they are still ultimately made of wood which limits their durability and cutting power, although there are means to improve them, and their increased efficacy against long-lived and immortal beings only works against those to which that property is not innate and in-born but acquired by some means.

400CP – Body of a Dragon, Wick of a Phoenix Lamp

Some seek immortality through legacy, and given the difficulty of reaching immortality, which by itself only removes the concern of death by time rather than by violence, it is easy to see why. Some senior from long ago was no doubt of this disposition when they made this for their unknown successor, you.

On the face of it, it is a simple oil lamp with a single flickering flame. Looking closer you see the wick is like a bird of flame and the body of the lamp a coiled dragon.

With this lamp you have a few options. The first is that you may use the lamp in its most straight forward way, absorbing the legacy within, doing so pushes your cultivation by an entire realm (Spirit to Immortal, Immortal to Ancient, etc) of a quality dependant on your previous cultivation (An exceptional Immortal would become an exceptional Ancient, a weak Ancient realm would be a weak Daolord, etc). The lamp provides any required resources and provides whatever insight of Essences, Daos, etc. is required although they will be those belonging to the senior and may not be most suitable.

The next option is that you gift this increase in cultivation to another, with it working otherwise identically as it would for you.

Rather than absorb the cultivation from the lamp, you can instead use it for reference, comparing it against your own. While holding the lamp you can commune with and examine the cultivation left within, while you can only perceive more-or-less the level of cultivation within it matching your own, you can use it to see if you have made mistakes in your previous cultivation and to improve and refine your foundation. In this respect the cultivation on the lamp is perfect and you could not find a better guide for this elsewhere. With your insight going a little ahead of what you have currently obtained you can also get some guidance as to how to direct your cultivation going forwards, helping you avoid roadblocks and qi deviation.

It is unquestionable that your cultivation base using these insights will be of higher quality, more perfect, flawless and refined than what is normally possible otherwise.

In each jump where there are cultivators or some form or another, it will gain a copy of some seniors cultivation base of the same quality, even where in the history of the setting that should not be possible, to use to either empower yourself or another or to use it as a guide to improve your own cultivation (a benefit which can be shared with anyone who can trust the lamp with).

Old Monster

100CP – Bag of Pills

This small bag of soft leather contains roughly a dozen pills of various sizes and types. They range from the trivial and vain cosmetic pills, to the extraordinary cultivation-assisting pills that would be the envy of your peers. These pills however are only truly useful for cultivation in the Core Condensation stage, although the utility pills retain their usefulness at any stage.

These pills however are most useful for a budding alchemist, as these pills are uniquely easy to reverse-engineer from the end result into the recipe, and doing so is an elucidating and educational experience for the alchemist who does so.

The pills replenish once per year.

100CP – Turtle Shell Map

Once each jump this otherwise blank piece of turtle shell will become etched with a few lines worth of information, occasionally small map and some other symbols that may appear meaningless without context.

This information will always be useful information for you, showing you new pill recipes should you be an alchemist, the location for an ancient and powerful weapon for someone with a martial bent, or showing a method to improve one's cultivation directly should that be their foremost concern. The information will guide, hint and allude but not directly lead you to what you are after, it shall not hold your hand, merely point the way, although it would be wise to keep all the information provided to hand as nothing etched on it is without value, it is all there for a reason.

200CP – Incense Stick

This single stick of perpetually lit and yet never being consumed incense bears with it a dreadful curse based on karmic principles. It can, when it falls upon a given land with defined borders, apply a powerful curse to all those born within those borders. The exact form of the curse is determined by you, it can weaken the strong so that they are half as strong as they were, it can kill all those unable to resist, it can pollute and poison the land so as to render it barren, the only thing it cannot do, is it cannot curse the land so thoroughly as to defeat a nation on its own, it can weaken them to the point where defeating and conquering is trivial but it cannot just kill everything in one fell swoop.

You have only one stick and once used you can lift the curse at will, but will only regain the stick at the beginning of your next jump.

200CP – Godly Treasured Pearl

This large mysterious pearl or either blinding white or deepest black, surely an artefact from the distant past and an object of unspeakable power, is now yours to do with as you will.

While its providence may be unknown, it's use is clear. Simply from having it in your possession, this Pearl improves you cultivation by one discrete step, similar to a totem. More uniquely this increase can go against the common sense of any native cultivation system and improve one's cultivation within their current realm by one step, even if that step should not exist.

The other use of the pearl is it's power of enticement, which can either be due to its clear value or an outright mystical property at your discretion. Simply by showing the Pearl to someone, you can plant a seed of greed strong enough that in most cases it will cause an immediate fight, acting as a useful form of provocation should you need it.

400CP – Meditative Coffin

Created to aid in the learning of incredibly difficult techniques, it was forged with the understanding that it is in the delicate line between life and death that true power is born, where most find this in battle, others find it in mediation, with this coffin being one of the best tools to aid those type of cultivators.

Any realisation that can only normally made through risking one's life, or through experiencing or encountering death is some form or another, or any transformation that demands one walk through the land of the dead or prophecy that required on go there and return, this coffin can provide them all and then some.

Through meditation, or even just sleeping in this surprisingly comfy coffin, one finds one growing closer to both life and death, understanding those and related concepts more readily and advancing their attainments in regards to relevant daoist magics and cultivation, among other things. There is no get around however for the fact that it needs time to work, the longer you can stay in the coffin, uninterrupted and in total, the greater the benefit.

You can of course be a weirdo and have it be an actual bed if you insist.

Special Item

Celestial Treasure - 800CP

First purchase discounted for all origins

This treasure is in many ways an ordinary treasure, such as a sword or a bow or a furnace, whatever you can imagine. Said treasure can be of any sort and you can freely import any item you wish into this role, but bear in mind that an item that is part of a cultivation system would make more sense than say a ray-gun.

The item you choose now possesses two forms, its original and another much larger alternate form. The alternate form continues to exist when not being used in an alternate universe or perhaps frozen in time or folded away in space, whatever makes the most sense to you. The point being that you can change the item from one form to another without negatively affecting unduly the inhabitants of your new world, which is to say that the larger form is large enough to be considered a celestial body, a world. Perhaps it's a planet like Earth or a disk-shaped landmass being pulled by enormous impossible animals. The only limit is your imagination. That said, here is some guidance and more expensive options to help you shape your new world.

Please note that little concerns like lighting and heating your world where relevant are dealt with for you, unless you wish to waive this support and all worlds have basically two sizes to keep track of, their outside size, how they would appear from space and their actual size which factors in special warped regions, parasite dimensions and so on which can result in the actual size of the Celestial Treasure being ridiculously more than you'd expect from an outsider's perspective.

Bear in mind that a Celestial Treasure while purchased and possessed from the start of the jump can only be deployed into its planet form once you have reached the Ancient Realm. At this point it may be populated as you see fit however any who are still in the world at the end of your jump must remain within that world until you have finished jumping, basically being imported as followers, or until they have been made into a companion. They cannot leave under any other circumstances. Each Celestial Treasure starts off with an inhabitable surface area equal a large continent and grows as your personal power does. A Dao Realm expert with a Celestial Treasure can expect as much volume within the world form of their Treasure as the Nine Mountains and Seas Realm.

You have 6TP to customise your Treasure. You can exchange 100CP for 1TP multiple times if you wish but cannot do the reverse.

Shape of the World

Planet - This here is a seemingly normal planet, perhaps larger than a normal Earth-like world depending on your cultivation, but other than that it could easily be mistaken for a mundane world. *Free Cocoon and Home Away From Home*

Plate - Imagine a world, an entire continent massive in size, the shape of a plate. Water dripping over the size cascading down into space and yet somehow never endingly replenished by the innumerable springs and wells in this place. A classic disk-world, such as what was used by the Immortal Realm Continent and the Devil Realm Continent. *Free Mobile and Home Away From Home*

Moon - A round planetoid, with its dominant colour ranging from white to rust red, covered with either many or sparse craters, in whatever pattern you would prefer, this World is normally lifeless and desolate, focused primarily on defending itself and other Worlds and places with its potent defences. Its reserves of placid energy are specialised toward defensive applications and any offensive Features will be slightly weaker if adopted. *Free Shield and Aegis*

Star - This stellar body can range from yellow to red to blue or even violet if you wish, and is normally a quiescent and well behaved stellar body not given to solar flares or similar shenanigans. This form of World is like a Moon generally uninhabited and focused on offensive applications against threats to that which is under its luminous protection. Its reserves of volatile energy are specialised for offensive applications and any defensive Features will be slightly weaker if adopted. *Free Arrow and Arrow Rain*

Planetary Butterfly - One of the two classic mobile Worlds used in setting this massive purple butterfly flutters gracefully through the void carrying it's cargo of life on vast wings covered in landmass, or alternatively the land is hidden away

in folded space ‘within’ the butterfly. While graceful and beautiful, this is but one option for a mobile World available. Perhaps a turtle would suit you better, or something stranger still? *Free Home Away From Home and Mobile*

Advantages

All those who live on your celestial item can benefit passively from your cultivation and supernatural powers. Should you cultivate the essence of Fire to a high enough point, for example, not only will those living on your world find it easier to cultivate fire in all its forms, but will also find themselves more resistant to fire.

The size of the world-form of the Treasure, both externally and internally, will increase as your personal power does. You can sacrifice growth on one side to move it to the other if you wish, keeping the external size the same while growing the internal size twice as fast for example.

You can also freely import any property you have onto your world, or merge any other purchased planets with the world-form of the Celestial Treasure, either the internal or external side.

Disadvantages

A celestial item draws strongly from its creator, this form more than those in canon. If it is substantially damaged then you will feel it as though your own body is harmed. As it grows larger and more durable thanks to your own growth this is less and less likely to be an issue, requiring something powerful enough to threaten your real body to cause that degree of noticeable damage.

Under the influence of any power-limiting drawbacks, you can elect to seal away this item and its world/populace entirely, or designate a relatively small portion of it to still be available, depending on the nature of the drawback in question. One that seals all out-of-jump powers would naturally seal away the item and all concerned altogether.

Features

Each Feature costs 2TP and cannot be purchased multiple times until explicitly stated.

Folded Space - Your World can be massive but perhaps you would like a World a little less large on the outside and with this you can get just that. A World as large as a gas giant can be made up of space folded just right the inhabitants can still move around as normal but from the outside the World can seem as small as a normal planet. This is advisable for those aiming for really large Worlds as this special folding also manages the pesky issues with gravity at the same time, making it easy enough to find a place to park your World in new jumps without having to look outside the solar system. *Can be purchased multiple times for more space.*

Arrow - Your World is a sword ready to cut down your foes! With a blazing bolt of energy, originating from you but filtered and stored within the World, your enemies will find themselves facing an attack considerably greater than what you can manage outside of desperation attacks. A 1-Essence Dao Lord could badly harm a 4-Essences Dao Lord with this but would have no hope of harming even a weak Paragon with 7 Essences.

Arrow Rain (Requires Arrow) - Much like Arrow and only slightly stronger, you are now able to unleash a vast wave of equally powerful bolts against multiple attackers in any direction. Very larger attackers can even be hit by multiple bolts. The reserves of your World are deeper than before by taking this but even then this sort of attack can only be sustained for so long until the stored energy runs out.

Shield - With a vast shield of light your World protects itself from all harm. This shield can defend against forces up to and potentially greater than what you are capable of. Drawing upon the energy siphoned off from you over time and filtered through the planet, infused with its nature, the World can defend against foes in the early Dao Realm even if you were only in the mid Ancient Realm, although not for very long. Against a peer that was your equal this shield could last weeks or months even without being replenished.

Aegis (Requires Shield) - Unlike the Shield which can protect your World and only your World, the Aegis can expand that scale of protection to a much larger volume, to the point of being able to defend an entire star system should you be a 9 Essences Paragon. This shields greater energy requirements are paired with deeper reserves within the World itself however a larger shield

also means a larger surface area for enemies to attack and can make it easier for an organised intelligent enemy to drain to the point of failure.

Home Away From Home - Your World is no lifeless thing, it is a world entire, where people, plants and animals live and die. The exact ecosystem range from anything found on Earth for most Worlds to the extremely exotic for those seeking life-bearing Suns and Moons, but in any case it is a place where life can thrive.

Essence of Cosy (Requires Home Away From Home) - Your World can host life yes, but now it can host luxury as well. Your World contains several residences are various picturesque locations which are fully stocked with all the possible needs a Jumper would have no matter how hedonistic, within the limits of the setting. There are few better places to rest your weary body, to entertain yourself and others or to simply relax in extraordinary comfort. Each palace, manor or villa has a fully roster of extremely competent maids, butlers and servants of all stripes to attend to your every need.

Mobile - Your World can move under its own power despite its likely enormous size. Either it can simply move itself or is driven like some extraordinary chariot by massive animals or odder things (which would all still be parts of the World for where it would matter), or perhaps something stranger still, it is entirely at your discretion.

Speedy (Requires Mobile) - A Mobile world is not necessarily a fast one, but with this your World is now capable of being nearly as fast as you are and can under extraordinary circumstances can teleport itself entirely to any location it has been before in the same setting or any location in relatively short distance, cosmologically speaking. This however is very draining and can only be performed a handful of times a most before needing to be slowly recharged through your link with the Celestial Treasure.

Cocoon - No one can account for every disaster and it is best to be prepared for the worst. Now your World is prepared against absolute calamity, in the form of a single tiny World hidden in a place of folded space in some modest corner of itself. This tiny World is both Mobile and Speedy and will typically take the form of a flying animal or insect. Acting as an escape capsule containing the most important and valuable things, information and people of your World, this tiny World can also reconstruct your lost World given enough time and a safe place. Of course in the case of a jump ending your World would repair itself automatically upon entering the next world but without this it would lose irreplaceable things, people, knowledge and culture in the transition.

Immortal Sealing - Nothing stops your residents from practicing cultivation, but perhaps you would prefer if they either did not, or were restrained as to how far they could go. With this you can control the cultivation boundaries and erect glass ceilings for each level at your discretion for any resident of your work, it can also restrain the power of any guests or invaders, helping to keep your world safe. You can also use it to establish yourself as the 'Heavens' of your world, setting tribulations to strike when certain conditions are meet.

Companions

400CP – Sect-Mates

Perhaps it is time to make some new allies, those knowledgeable of this new world who may be able to help and guide you until you are find your way. Should you wish, here are 4 people, created companions, totally customisable but sharing your background, each with 600CP for Perks and Items and 400CP as a stipend for Cultivation Perks only. They also cannot purchase any companion options.

Variable CP – To Make New Bonds

Would you like to invite someone from this world to join you on your journeys? Very well jumper, as you wish. A powerless mortal or a Spirit Realm cultivator would cost you 100CP per person, while someone in the Immortal Realm would cost you 200CP, then 300CP and 400CP respectively for Ancient and Daolord Realms. Any would-be companion of the Transcendent level or above is available to take with you for 600CP.

400CP – Band of Cultivators

This is not a world that is kind to those who go it alone, outside of heaven defying luck. You may find it valuable to have some old allies join you in your time here. Should you wish you can import 8 companions which each being given 600Cp to spend on Perks and Items and 400CP as a stipend purely for Cultivation Perks. Alternatively if a full set doesn't suit you, you can import 1 companion for 50CP each and with each getting the same CP and stipend. They also cannot purchase any companion options.

Drawbacks

Duration Drawbacks

You must take one of the following drawbacks. You can only take one unless it explicitly states otherwise. You gain no CP unless stated otherwise. Which drawback you take will determine how long you stay in this jump and what conditions you are under regarding leaving and moving on to the next leg or your chain, or going home, or staying here free of the bonds of Jumpchain.

0CP – Conscientious Objector

You will leave this jump immediately before the great war between the Mountain and Sea Realm and the 33 Heavens begins. You will not find yourself embroiled in any early skirmishes or stumble across scouts, saboteurs or any other such thing. This war shall not touch you in any way.

400CP – War, Huh! What is it Good For?

You must stay in this jump until the War between the Mountain and Sea Realm and the 33 Heavens. You must participate in this war, where both sides suffered horrendous casualties. You will almost certainly die unless you are at least Immortal and even then your chances of death are very high at any power level. That is, unless you manage the impossible and become a Transcendent Cultivator, but that has its own dangers. I would not recommend taking this unless you are confident you can at least survive a war on this scale.

200CP – A Debt Unpaid

Once some time ago, or perhaps just after you entered this setting, at a time of need, someone kindly aided you. They are somewhere else now, perhaps not even alive any-more, and yet you must repay your karmic debt to that person, either to them or their descendants. The longer it takes for you to repay this debt the more difficult it becomes, however you are barred from repaying the debt at all until you have become a powerful figure in the Nine Mountains and Seas (Immortal level or greater) and will find various things preventing you from easily repaying your debt, distracting you and making it more difficult than it needs to be. Only once you have been here for at least 10 years and repaid this debt are you free to leave, ignoring other drawbacks.

General Drawbacks

100CP – Bad Math

Ha-ha, you are the smartest! You can count as high as 5, not like that dumb meat jelly that can only count to 3! And of course there is no number higher than 5, so therefore you are the smartest ever! Ha-ha! Outside of math your intelligence is largely unaffected.

100CP – Jumper Needs Bullies!

You have a bizarre fixation on a relatively harmless behaviour, like ‘converting’ bullies (which is basically boring and annoying people until they change their ways). This fixation is so important in your world-view that others can easily manipulate you by dangling the object of your fixation in front of you.

200CP – Furs and Feathers

You are unhealthily fixated on a particular ‘type’. You simply cannot control yourself around your type and make a fool of yourself. Thankfully you don’t act like a certain rapist parrot, but still this is going to be embarrassing for you and everyone around you.

200CP – Heartless Robot

Something has happened to you Jumper, something which has sapped you of all emotion and drive. You can just barely be made to take action to save your own life, and even then only by the most efficient means. Your apathetic state is curable, thankfully. You just need to be reminded who you really are. This is the only thing outside of maintaining your own life that can motivate you to any action.

300CP – Bald and Smitten

You have lost both your hair and your heart to another cultivator. You are utterly enamoured by them, willing to debase yourself and set your other priorities to one side to aid them and get on their good side. This puppy love can eventually erode and disappear if you are mistreated or if the cultivator dies but you will shortly find yourself shedding whatever hair that managed to regrow as you fall heads over heels again.

300CP – Failed Scholar

You seem to have the Karma on someone who does take exams or tests of any sort well, at all. Expect any exam you take to be an automatic fail. I sure hope you aren't hope thing to impress anyone with your encyclopaedic knowledge as shown via an examination. It doesn't seem to matter how well you know the subject matter, you will fail… somehow. No one will see anything odd about someone who has shown masterful knowledge about the subject failing a basic exam on the same subject, they'll just look down on you and be disappointed.

Let's also hope that you aren't stuck in a self-destructing temple of blood and the only way out is a simple puzzle. Any tests of your character will give false positives for you to be an utter monster, or if that is somehow a good thing in the context, you being whatever would be seen as the greatest way to 'fail' the test.

400CP – Furnace

You have a unique physique that would allow for others to use you to enhance their own cultivation through an unpleasant method that will drain you of vitality, lifespan and cultivation even as they reap the rewards. Unfortunately while your possession of this physique is not common knowledge is not terribly difficult to find out, difficult to keep reliably secret and the benefits of it are fairly well know to informed cultivators. Most people will have at least enough morality not to scheme against you to take advantage, especially if you have backing to intimidate them into leaving you alone, but will still try to coerce you to comply with them. You can choose, even if you are not capable of doing so consciously at the time, should you be captured without any hope of rescue, from either yourself or others, to fail the jump and surrendering all you have gained in order to leave before anything horrible happens.

400CP – Obscene Outsider

All but a handful of very unpleasant people in the Mountain and Sea Realm now absolutely hate you. Whether you are an Outsider, have been confused as one or have been accused (presumably) falsely as a collaborator with Outsiders, the hatred shown towards you is absolutely incandescent! Those few actual collaborators will either not help you out of their selfishness, or even persecute you to help their own cover, or they will recognise that you are not actually on their side, so don't expect any aid from that quarter.

This hate will not abate easily. You must either endure it for all your time here or somehow provide your loyalty and trustworthiness to the Mountain and Sea Realm or its successor, likely through harrowing acts of courage and fortitude in war against the Outsiders.

400CP or 200CP – Collect them All! *[Must have the 200CP Purchase of Demon Sealer and have only one Hex or have not purchased Demon Sealer at all]*

You have been charged with successfully collecting and protecting the eight Demon Sealer Hexes. You must find and then secure each in turn, travelling the length and breadth of the Nine Mountains and Seas to find them all. They will not necessarily be in the same places Meng Hao discovered them in canon. You cannot allow anyone other than yourself to have any

of the Hexes at the end of your ten years here or else you are forced to remain until those who possess the errant Hexes are dealt with one way or another. You cannot use the hexes yourself after leaving the jump but while in-jump you can.

If you have Demon Sealer then this drawback is halved in value. You will be able to use the hexes but will also have competition in the form of Meng Hao who will also be actively seeking out the hexes. Should Meng Hao not be available then another inheritor shall pop up and seek them in his stead. You must not only gather the hexes but also prevent them from being stolen from you; as you gather hexes, your rival will somehow gather them also from other sources. When you have reached all eight you must then form your Ninth Hex, and by taking this drawback along with the perk you can shape the Hex itself to have more interesting or exotic qualities than a ridiculously powerful attack as described in the perk.

600CP – AllHeaven's Attention

You have earned the attention of AllHeaven. Perhaps there is some hint on your person as to how AllHeaven can finish healing and restore itself to full strength and vigour, or perhaps it seeks to manipulate you to help prepare one of its sacrifices. Either way it is not yet willing to take significant action against you, just observing and manipulating things from afar for now. But should things heat up, more evidence of your being useful as a sacrifice or source of information valuable to AllHeaven or you are somehow reducing its chances of successfully getting the sacrifice it needs, then you need to be prepared for the most powerful being in the setting to take action against you, at first using powerful intermediaries and puppets and should they insufficient getting involved itself.

600CP – Heaven Doesn't Like You Either

Much like certain figures that made a stand against the Heavens, you have now become an enemy of the Heavens and are condemned by them. While it possible to perform certain actions in jump that can make it so that you cannot draw in the world's energy to cultivate but trespassing upon limits of cultivation put in place by Heaven, or rather Lord Ji, at least as far as the Ninth Mountain is concerned, this drawback applies that to you right from the start of your time in jump, denying you the ability to draw in the energy of the world for any purpose, including to fuel out-of-jump powers and abilities. The world resists anything you try to accomplish that even remotely requires its aid/permission or goodwill, technology that works with the laws of physics will find them no longer constant for example. This applies anywhere you go in the Vast Expanse or even outside of it until you leave the jump.

While this is bad enough, the Heavens aren't satisfied with just inconveniencing you, it wishes to annihilate you! Much like other renegades and rebels against Heaven, you will have to find somewhere safe to retreat outside the view of Heaven or your presence will attract Heavenly Tribulations and greater disasters bad enough that they will put you in peril, no matter your personal power, starting small and gradually getting worse as you remain in Heaven's baleful view. You are given a grace period of one week upon entering the jump to find a safe place before this part of the perk kicks in.

1000CP – All Five Fingers Pointed At Your Heart

Somehow AllHeaven has been healed early and has somehow in his restored state created clones of the Ghost, God and Devil along with a strange Demon made from the unused remains of those sacrificed to heal AllHeaven. All of them are at the initial Transcendent level of Cultivation. With all five gathered together they look to find and end you, judging you to be a threat to AllHeaven, or perhaps even to his mysterious master and source, the Immortal. You have five years preparation time before this comes about and they start to look for you, and while you can find ways to evade and postpone a confrontation, in the end you will not be able to avoid them forever and a final confrontation is certain to happen one year before you are due to leave at the latest, with them actively hunting for you the whole time with their considerable personal power and abilities.

End Choices

Mountain and Sea Butterfly

Continue on and venture forth. You are nowhere near done yet.

Nine Mountains and Seas

Time to rest, to return home and consolidate what you have learned.

Seal The Heavens

You've grown attached to this Vast Expanse. Time to put down roots and end your chain.

Notes

Links

To read I Shall Seal The Heavens, go to:

http://www.wuxiaworld.com/issth-index/

For further information about I Shall Seal The Heavens, please visit:

http://wiki.wuxiaworld.com/index.php?title=I_Shall_Seal_the_Heavens

http://i-shall-seal-the-heavens.wikia.com/wiki/I_Shall_Seal_the_Heavens_Wikia

On Cultivation

Realms – there are 6 realms in total, known to this universe. The most well informed however are only aware up to Transcendence (the 5th realm). There is very little useful information about that stage and only a few scarce clues about how perhaps to obtain it, in-setting. Ancestor Realm (6th Realm) is completely unknown to the larger Vast Expanse and obtained only by two figures in canon.

Firstly there is the starting realm where all cultivator must being, the Spirit Realm which is then split into: Qi Condensation - Foundation Establishment - Core Formation - Nascent Soul - Spirit Severing - Dao Seeking. This realm has particular emphasis on advancing thanks to absorbing and refining energy into one's body and is large preparation for the next stage, although very few cultivator manage to transition to the next stage.

Which is the Immortal Realm accomplished by a Dao Seeking cultivator either using the rare Immorality Illumination Vines, being in receipt of Immortal Destiny (a one in 10,000 years opportunity) or through corroborating one's own Dao.

Then there is Ancient Realm where a cultivator is gifted with a number of lamps, relative to their talent and the quality of their foundation which they must then ignore/extinguish to advance. Those with exceptional talent will have a Prime lamp which must be dealt with last.

The next realm of which in the entire Mountain and Seas there are less than a few dozen such experts, is the Dao Realm. This realm has the harshest tribulations to pass in order to enter into but once passed allows for a cultivator to perceive and learn Essences, with the strength of a Daolord being directly in relation to how many Essences they have mastered, with the highest form of Daolord, a Paragon having between 7-9 Essences.

The next realm is Transcendence, which is extremely perilous and difficult. In order to be anything other than a partial Transcender one must transcend one's body, cultivation base and soul. Most Transcenders would be 'normal' Transcenders but there are 5 special forms of Transcender covered separately.

Transcendence can be achieved through three known paths, Daosource, Heaven Trampling and Boundless Dao. They all amount to the same thing but have some small differences in how they are achieved. Heaven Trampling normally requires the now destroyed Heaven Trampling Bridges but can be achieved without them. Those who cultivate in this setting and reach this level would count as achieving it through Daosource.

Then there is the Ancestor stage, the peak of Transcendence, where a starry sky forms in one's own body. Only Allheaven is known to be at this level within the Vast Expense currently, although the mysterious Old Man Extermination and the now departed God, Devil and Ghost are likely at this level or further into the unknown levels of cultivation beyond Ancestor Realm.

There are realms beyond this but have not yet been explored in any of Er Gen's works so far.

For comparison between Er Gen's works, please see https://docs.google.com/spreadsheets/d/1dSvWxSdVUVGW1ilr-nUet4iMaAxbATkkEMIbzPEAyec/edit#gid=82207705 as a useful resource for comparison

Please note that there will be spoilers. Bear that in mind before following the link.

On Immortal Veins and Ancient Lamps

In general the more Immortal Meridians and Ancient Lamps you have the better in this cultivation system. More Meridians allows for more energy available to the cultivator and more Lamps allow for even more ludicrous personal power. At the start of canon, the current maximum accomplishment for Meridian and Lamps is set by Kṣitigarbha at 120 Meridians and 29 Lamps. Higher numbers are possible, as achieved by Meng Hao at 123 Meridians and 33 Lamps. And even higher amounts are possible than that, as implied by Fang Mu's accomplishments near the end of the novel (108 lamps and meridians without external aid or gifting according to the wiki).

You can assume for the purposes of this jump that the limits are 123 immortal meridians and 33 lamps. Should you purchase a limit-breaking perk either in this jump or from past jumps then you may ignore this restriction.

On Essences

Essences are in effect the concepts underlying creation. Understanding an essence to a point allows for it to be weaponised, often in the form of an area or environmental attack with essence attacking the opponent for the cultivator. This also summons the essence if it is not already present.

For most intents and purposes, the vast majority of Essences can be treated as interchangeable and synonymous in terms of their usefulness and power, there are however some essences that stand out as somewhat special, such as the Essence of Pants and Vegetation with its relationship with Alchemy and the Essences created out of the League of Demon Sealer's Hexes never the end of the novel.

Types of Essence

Sword	Green Lightning	Death
Slaughter	Wind	Life
Fire	Darkness	Reincarnation
Earth	Light	Plants and Vegetation
Water	Reality	Black Rain
Wood	Karma	Mirror
Metal	Space	Blood
Lightning	Time	Land

Curse	Self	Rain
Power	Emptiness	Reincarnation
Extermination	Thunder	Vast Expanse Tribulation Lightning

List of Demon Sealer Hexes

You cannot learn any of these Hexes unless you have purchase the Demon Sealer perk.

These Hexes can be used, uniquely, to create associated Essences for the Dao Realm. This still requires effort to perform but is still easier than with normal Essences. Demon Sealer plus Divining the Essences can allow for mastery of each Hex Essence in a very short period of time, but can only at most allow for a jumper to reach 8-Essence Dao Lord; they must create their own Ninth Hex to go any further using this method.

1st Hex - Beginning-Ending Hex (Nine Seals; Shui Dongliu)

2nd Hex - Real-Unreal Hex (Second generation)

3rd Hex - Present-Ancient Hex (Lord Li)

4th Hex - Self Hex (Fourth generation)

5th Hex - Inside-Outside Hex (Tian Pingzi)

6th Hex - Life-Death Hex (Sixth generation)

7th Hex - Karmic Hex (Seventh generation)

8th Hex - Body-Mind Hex (Shui Mo)

On the Nine Mountains and Seas

While there is some conflicting information given regarding the structure of the Nine Mountains and Seas, the consensus is the following:

The Realm possesses nine large Mountains floating in space, around each of which is its respective Sea. Each Mountain has four planets revolving around it, the scale of which compared to Earth is not clear but for xianxia is typically substantially larger. These Mountains are in a rough circle and have spatial barriers making travel difficult between Mountains for those below a certain level of power. The mountains can change configuration if needed, such as during Siege Mode, where the Mountains line up from the 1st Mountain to 9th.

A single Sun and Moon provide light for the whole system, both of which are actually weapons acting like celestial bodies. Mortals and Cultivators on planets orbiting Mountains cannot see the Mountain and see a normal sky, at least on planet South Heaven as this may differ between planets or Mountains.

On the Vast Expanse

The Vast Expanse is comparable to the known universe, a region of space that as far as most are concerned (those at least with the power and perceptions to think on that scale) is all of existence, but this region is defined by an enigmatic barrier and past sparse interactions with people from beyond this barrier have led these powerful people to consider their universe as part of one much larger universe. They are both correct and being misled at the same time.

There is a larger universe beyond the Vast Expanse, if you can find a way to pass its barrier. However it is so unfathomable huge, and the surrounding area so empty, that you'd have to find a way to travel very far in deed to find something worth the trip.

The exact size of the Vast expanse in unclear, I personally regard it as roughly a galactic cluster. You may feel free to fanwank it as being smaller or larger as suits you. I would however say that it is very unlikely to take up space smaller than that of a small galaxy at absolute least.

On the Five – Spoiler Warning

There are five special forms of Transcendence, titled the Immortal, Demon, Devil, God and Ghost.

There can only ever be one of each and there is very little known about them, what advantages or disadvantages there are to be being one as opposed to a normal Transcendent cultivator, or where they come from originally.

Of the five, one is not and has never been in the Vast Expanse, the Immortal but is represented by AllHeaven. Those that rose in power and become Transcendent cultivators in the Vast Expanse, and then fought and destroyed one of AllHeaven's Fingers, and in failing to do more than that they were expelled from the Vast Expanse, leaving behind clones that would later help Meng Hao at a critical moment against AllHeaven. Each one of the fingers destroyed corresponded to one of the five titles.

Of the three who have obtained these titles in the Vast Expanse there are characters from Er Gen's other works, which is why this section has been highlighted for spoilers.

In rough chronological order, first was the Ghost who was formerly Patriarch Vast Expanse who destroyed the first finger, the forefinger. He transcended through Daosource. He does not appear in any other work by Er Gen currently.

Then there was the Devil, Su Ming from Beseech the Devil who destroyed the third finger, the ring finger. He transcended through Boundless Dao

And then there was the God, Wang Lin from Renegade Immortal who destroyed the second finger, the middle finger. He transcended through Heaven Trampling.

The final title that of Demon is canonically Meng Hao's and should he, as he did in canon, transcend with this world's cultivation system, he would also count as Daosource. The Demon is associated with the fourth finger, the pinkie finger.

Breaking the finger of AllHeaven that corresponds to the Immortal, the thumb, does nothing as there is already an Immortal.

On AllHeaven and what lies beyond

AllHeaven interestingly enough is revealed near the end of the novel as only part of/a clone of a much more powerful figure, the Immortal, who resides somewhere very very distant from the Vast Expanse. His exact nature, indeed just about anything about him that cannot be inferred or guessed from AllHeaven is a complete mystery. One that is not likely to ever be answered canonically (unless Er Gen surprises us). This jump assumes you will never be in contact with him, but if you decide to try and locate this being, then I'm afraid you are on your own about any details about him. In short, fanwank.

On Dual Cultivation

In regards to the perk, please note that this is not a NSFW setting or jump, the intention for the perk called 'Dual Cultivation' is for people to cultivate using opposite but related and complementary forces. While two people could cultivate with intimacy, and indeed in this genre there are entire stories that revolve around or heavily feature this form of cultivation, the form intended in this perk does not inherently require that level of intimacy. Two people could just as easily dual cultivate while cultivating as normal in close proximity, or with minimal physical contact, cycling energy between themselves. In short it is only lewd if you want to make it so.

Change Notes

Changelog for V1.0 - 11/04/2021

Considerable changed to perks, drawbacks and items.

Slight revision of Celestial Item

Some general formatting changes

Certain ideas shelved for now in the interests of getting a complete jump submitted

- scenarios

- clan/sect item