Investiture of the Gods

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It is the year 1086 BCE, and it has been 7 years of prosperity for China since King Zhou of Shang rose to the throne of Emperor. Don't mind the rebellion that the head of civil affairs is busy personally subduing, things are great I assure you. Well, not for long at least. See, before you entered this world, King Zhou offered prayers in the Temple of Nu Wa, and snuck a peek at the goddess' countenance in the statue of the shrine. This inflamed his desire so much he wrote down a raunchy poem with ink on a wall next to the shrine, dedicated to the goddess' appearance. Said goddess found out shortly after, and, enraged by King Zhou's perversion, and having found out that King Zhou still had 28 years of reign scheduled, decided to do something to have a good justification to overthrow him.

This is where the incredibly infamous fox spirit Daji comes in. And the significantly less infamous pheasant spirit Hu Ximei and jade lute spirit Wang, both sisters to Daji. Nu Wa ordered the three of them to disguise themselves as beautiful women and distract King Zhou from his duties, turning him towards hedonism and cruelty, and the three spirits happily obliged, perhaps too happily even. The resulting twenty eight years of cruel tyranny, enabled by Daji and her sisters, dragged China to the ground, plagued with natural disasters, and only after a long and grueling war could rebel armies finally siege the capital of China, leading to the death of King Zhou and his favorite concubines, those being Daji and her two sisters.

As mentioned, you arrive some time after this chain of events begins, around when Daji arrives at King Zhou's court. It might be too late to change things, not that Nu Wa might let you do so, but you will stay in this world for 28 years, as long as it takes for King Zhou's tyranny to come at an end and for the Zhou Dynasty (definitely unrelated to King Zhou) to instate themselves in the throne of China. You'll need to determine your status and position in this world, so here;

+1000cp

Good luck and godspeed, jumper.

Origin

Here you decide how you fit into this world, if you do at all. Either Origin may be Drop-In. Choose age and gender freely within reason.

Spirit

You are an impurity, a stain on the world. You may choose anything at all to be your true form, a fox, a bird, a musical instrument, even an uncut rock is an option. Regardless of this choice a few things will remain the same; you are able to fly, being heralded by ominous and black clouds wherever you go, can shapeshift into a human form, and must nourish yourself on the flesh of humans. Your strength is unremarkable despite your supernatural nature; you belong in the battlefields of silken bedsheets and honeyed words. Your abilities are better fit to infiltration and subtlety than war. Take care to not find yourself facing an army, for your only option will be to flee.

Warrior +100cp

You have studied the ways of honor and blades, and have become a respectable warrior in your own right. Whether sword or spear, on foot or on horseback, you are well acquainted with the world of spilt blood and sharpened steel, training for battle since you were young. You are simply human, however, and war is known to end the lives of even the most respectable of warriors. In terms of position, you are part of the armies of China, a commander without a particularly high rank, but you will have plenty of opportunities to get promoted in the near future. Keep your eyes open, and your weapons sharp, and you may yet survive the coming war that will shake China to its very foundations.

Taoist -200cp

You have cultivated yourself above the world of mortals, beyond the pettiness of the earthly world. Or at least, you're supposed to have done so. You are a Taoist, able to wield many magical powers. You may be human or a spirit, which doesn't actually change anything save maybe your true form. You possess many magical abilities, such as flight, which heralds you with auspicious clouds, and you may do things such as carving an old pine branch into a strong spirit-repelling charm, manipulate the weather to cause storms, detect strong emotions from miles away, and even perform days-long rituals to do things such as bring down heavy snow on a mountain on a hot day or bring over a whole sea to protect a city. However, you are not the only Taoist in the coming war, so be careful of who you anger.

Location

You may start anywhere you wish within China, but below will be two specific notable places you might want to pay attention to.

Zhaoge

Built around the Yellow River, Zhaoge is the current capital of China, and where King Zhou of Shang lives. It is a massive city and the center of the government, and will become a hellish place to live in once Daji convinces King Zhou to start cruelly ruling over his subjects after ten months of frolicking. You may be a general in King Zhou's palace, or perhaps a spirit present to make things worse, but this is where King Zhou's tyranny is felt the most, so you may not want to stick around.

Youli

West of Zhaoge lies Youli, a city ruled over by Prince Wen. 14 years later, after he dies, his son Ji Fa will inherit his position and become King Wu of Zhou, leading a rebellion against King Zhou of Shang and instating the Zhou Dynasty after King Zhou and Daji are killed and the war finally ends. The people are treated well, and there is little crime here. A good place to rest, away from all the fighting.

West Qi

For a long part of the war, the rebel army was stationed at West Qi, and the war revolved around the city until the rebels marched out towards Zhaoge. You may begin here, the city which will halfway through your stay in this world become the frontline of the war. The city itself lies somewhere between Zhaoge and Youli, and it is separated from the capital by five passes. A lot of trouble befalls the rebel army while here, perhaps you could aid them?

Perks

All Perks under an origin are discounted to that origin. Perks without a listed price tag are free, discounts are 50% off.

General Perks

Unique Appearance

Are you sure you're human? By default you can decide on any relatively decent-looking appearance, but should you have a penchant for the weird you may change the coloration of your body to weirder colors and even give yourself extra bits. Perhaps you'd like a red beard, golden eyes, indigo skin, eyes and ears constantly on fire, and even tusks protruding from your mouth? This is mainly aesthetic and gives no real benefit, of course, save maybe things like being better at intimidation should you look like a demon that crawled out of hell, but you can look as bizarre as you like.

Will Of The Honorable -100cp

Some people are cowardly, and bend the knee to anyone that bullies them hard enough, and some refuse to break even through great torment. You are now firmly in the latter group. Your willpower is incredible, sticking to your principles even if your eyes are gouged out and your fingers burnt off. No amount of torment will be enough to break your will and spirit. Your flesh may give in and lose consciousness, but your spirit will not break or bend. Take care not to let yourself get killed, it'd be a shame if such a respectable individual was killed.

Presence of the Chosen -100cp

There are some whose mere presence indicates a certain worthiness. That are fated to be great and have a certain bearing to them that makes it evident what they will become. Regardless of what your destiny may be, you are one of these people. Something about you commands respect from those around, although it might be more than a little frightening to simple folk. Additionally, you may have a glowing third eye, of whatever color you choose. It doesn't do anything in particular, aside from maybe giving you better depth perception, but it can serve as a more physical indication of your greatness, and it can be quite intimidating to be glared at by a person with a glowing third eye.

Supernatural Inheritance -100cp

Some children in this world mature quite quickly. Maybe it's some Taoist magic? Perhaps, but whatever it is you can benefit from it as well. Any child of yours, whether by blood or adopted, will reach full mental maturity at the age of 7. There's no guarantee that they'll have learnt manners properly, but in terms of mental capability they'll be equivalent to someone at the age of 25. They'll be perfectly capable of acting as a responsible adult, should you have taught them properly in their earlier years, and for some reason nobody will find this weird. Perhaps you want them to help you in the war? It's not unheard of in this world, after all.

Mighty Of Build, Strong Of Arm -200cp

Immortals and demons don't have a monopoly on great physical strength, and you're a living example of such. Well, maybe. Regardless of what you are, you have great physical strength, able to match ten men by yourself on might alone. Your strikes would be able to easily split a man in two, and you might be able to wield weapons that would be impractically heavy to any normal human in combat effectively, should you train to do so. Also, you're absurdly tall. You would be as tall as normal adults by the age of seven, and should you grow to adulthood you'd reach eleven meters tall at your full height. Do be careful, people generally don't build their structures with giants in mind.

Divination Of Destiny -200cp

One of the most valuable skills one can have in this world is divination. Being able to learn the course of fate and the will of Heaven is invaluable in terms of strategy. Thus you have learnt the art of divination. Whether utilizing coins and incense, or just your fingers, you know various different methods of divination, all of which work incredibly well. There is one caveat, however. You cannot avoid what you predict. Should you divine that you will suffer for 7 years, you will suffer for 7 years, and attempting to change this will either do nothing or make your situation worse. You could always simply divine the past to obtain information, of course. It's not too bad, however, as you can be incredibly precise on what exactly you divine. For example, you could use divination to realize that your military camp will be ambushed during the night, but you can avoid divining how the ambush will turn out, to have some chance of fighting it off on your own terms. Of course, you should keep in mind you are not the only diviner in this world, and especially not in the coming war.

Lotus Reincarnation -400cp

The people of this world have ten souls. Three Hun, souls of higher and conscious thought, and seven Po, souls of lower and unconscious thought and instinct. Normally, you'd be able to have this as well, but there is an alternative should you be willing to pay for it. Just like Nezha, something in your past has resulted in you having no souls at all. This isn't detrimental, should you think it might be, but is actually quite beneficial, as it makes you immune to techniques and treasures, and really anything at all, that messes with souls or works by manipulating the soul. Not having a soul is no impediment to your spiritual abilities, however, as you're able to wield such things and even practice taoist cultivation without issue. A lot of dangerous secret techniques in this world are now beneath you from your simple soullessness.

Conversion -400cp

Not everyone is destined to die in the coming war. Not only the victorious, but also those who supported King Zhou and went against the will of Heaven. What happened to the latter? They were converted to Buddhism, of course. Just like what will happen quite often during the war between the Zhou and Shang Dynasties, you'll find that after defeating your enemies decisively, such that their life is entirely within your hands, they'll become far more receptive to changes in ideology, especially when pushed into it by you. You could turn a stubborn cannibal into a devout ascetic monk quite quickly like this, and even if you don't want to convert your enemies into your religion, it'll be quite useful for bringing them over to your side in general. Please don't be rude and steal away those destined to become Buddhists in the coming conflict.

Secret Technique -400cp

The science of Neidan and Waidan are not the only tools that Taoists have at their disposal. Taoists, and even some well-learned mortals, know special techniques that can make them tricky foes to deal with, if not insurmountable to those without knowledge of their techniques and methods of countering them. You are able to learn one such special technique of your own, and your options are quite wide. Here are some examples of the kind of technique you can purchase here;

A technique could snort out vapor, or maybe spit out light, that knocks a target unconscious for some time. A technique could command people to fall prone, even from horseback, simply by calling out their name. It could be used to summon a tough red ball that can be telekinetically controlled with great speed and finesse. It could be a technique to conjure supernaturally hot fire to incinerate targets into ashes.

You're not restricted to offensive techniques either, as the technique could be something like a golden light crowned with lotus flowers and an octagonal cloud, that protects you from harm and strange abilities. You could know a technique to swim within the earth, allowing for great unseen mobility. Conjuring hundreds of large boulders to telekinetically throw at people would be an option, as would summoning multiple massive hands to deal with tricky opponents. Additionally, you might know a technique for fairly freeform shapeshifting, able to trick most Immortals.

Of course, there's some caveats to these abilities. Should they affect a target directly, such as knocking them unconscious, they'll only be able to work on mundane mortals and those weaker than you. Additionally, it's possible to prevent you from utilizing your techniques with the right spells and rituals, although someone would have to know what your ability does to be able to know how to negate it. Should you leverage your special technique well, it could take you far in war. Don't let it get to your head and you'll be a valuable member of any army.

Investiture -600cp

Wait. You're not supposed to have this right. Well, you're paying with cp, so who cares? You have been given knowledge on a certain ritual, with which you may promote mortals and spirits into gods. Of course, if someone is already a divinity of some kind this won't work on them. To clarify what this means, the target will become a spirit, naturally ageless and capable of flight, and will obtain some job in the heavenly bureaucracy, should there be one. As the one promoting people to godhood, you have some say in what sort of domain a target gets, although you can also leave it up to the person that's being promoted. Do remember to keep in mind that domains should be decided on from the perspective of ancient philosophy, so Time or Gravity won't be valid.

Anyway, the merit that a target accumulated in their life has some influence on their starting point after promotion into godhood. Someone who is unremarkable will not get any domain, at most a minor job like dissolving melting ice or whatever, but this can be rectified by obtaining steady worship and accumulating merit (in other words, performing worthy deeds) along their now eternal life. Those who are remarkable will be able to begin with a decent domain, such as regulating the weather, or judge the righteousness of their deeds in life after their death. And finally, those who are truly legendary will be able to ascend to a high rank immediately, such as being given the job of deciding what sort of afterlife those who die will be sent to, or controlling the fortune and misfortune of all mortals. Do be careful with who you ascend, you wouldn't want to promote the lazy to such important jobs, would you?

Spirit Perks

Here's A Little Lesson In Trickery -100cp

This is going down in history. If you want to be public enemy #1, you have to lie and cheat the loyal and honest. Thankfully, you are quite charismatic, able to be an excellent actor and fool anyone without hard evidence against you or supernatural methods of finding out the truth. The prose you can come up with is twisting and treacherous, and anyone without the wherewithal to have their guards up against you is going to be easily led by the nose and played like a fiddle thanks to your charming words. You can hide your emotions without much issue and even force yourself to cry should you need to. Needless to say, you are quite well acquainted with how to use words as an effective weapon, at least against those willing to listen.

The Art Of Pain -200cp

Being good at torturing people is one thing, having your name echo across history for thousands of years after your death due to your cruelty is quite another. Of course, you're quite good at coming up with weird and painful torments, but unlike what you might expect, your specialty lies with the execution of these ideas. For some reason, something about how you implement cruel and unusual punishments brings even the indifferent and neutral immense horror, not to mention how those who are actually righteous would react. If you were allowed to flex your skill in torture, you'd be able to gather so much infamy that, even if, after your death, an entire dynasty filled its hundreds of years of reign with torments far more cruel than anything you came up with, you'd still be the first figure people would think of when they think of horrible people. Now, what the hell is this useful for?

IT'S BEEN 20 YEARS, COME ON -400cp

Sure, King Zhou was scheduled to have 28 years of life, but was it really necessary to let Daji torment the populace during that time? Just like a certain nine-tailed fox, your fate has a strange twist to it that seems to stall out any punishments for your wrongdoings a bit too much. Dragging a dynasty into the ground and keeping it there by turning the emperor into a hedonistic tyrant would see your punishment take a few decades to come for you, although it might be well on its way in the latter half of that time. Pettier crimes take proportionally longer, with something like killing someone letting you go scot free for most of a century. Of course, going bigger would strain your strange fate, but your karmic punishment will never arrive sooner than two years. Surely you've made some plan to escape during the vast amounts of time you have to do so?

Lascivious Specter -600cp

Daji was known for two things. Her cruelty, and her beauty. With this purchase, you can confidently call yourself an equal to her in the latter department. There's nothing supernatural about it, but your body somehow seems to exude sensuality and masculinity/femininity (your pick), and you'll find the weak-willed to be entranced by your simple appearance, even before you bring your skills in seduction to bear. You have thousands of years of experience at luring people into the bedchambers by emphasizing your assets in just the right ways to almost hypnotize people with your beauty. And once in said bedchambers, you wouldn't disappoint in the slightest. Additionally, you know a handy shapeshifting trick that lets you amplify your beauty even further, solidly into the domain of the supernatural, to the point you could entrance essentially any mortal and those without sufficient enlightenment or strength of mind, simply by standing there and being pretty. You could stall your execution by being too beautiful for the hardened executioners to harm. Do watch out for Taoists and Buddhists, they're not gonna be affected much by your appearance.

Warrior Perks

Living On The Battlefield -100cp

War is a horrid affair. Lives are lost, blood is shed, and the lives of those involved tend to be ruined, particularly the losers. However, people have become used to war, over thousands of years. It can still be painful to lose family, but the horrors of war seem to slide over you harmlessly for the most part, able to mourn the loss of fellow generals and move on to keep fighting without a particularly big toll on your mind. Additionally, you're able to shift from fighting all your life to a simple and peaceful life with no issues, able to quickly adapt to the vastly different social environment that a non-war torn empire is. Of course, you should still probably find a virtuous master to serve as a general, if only to preserve your life, but that's a different matter.

Honorable Warrior -200cp

Honor is a very important aspect of the life of warriors in this world. Battles between armies are often fought not with the armies themselves, but with small fights between the commanders of those armies, usually in a duel, but all the commanders of one army fighting all the commanders of the others is acceptable as well. You're able to bring this strange and honorable way of warring with you to future worlds. What's more, if you win such a small fight, it'll bolster and motivate your troops, giving them near unshakeable morale should you decide to command your army to fight. Be careful, however, as losing will have the opposite effect, weakening and frightening your troops. Still, a mighty commander may prove near unstoppable on the march.

The Art Of War -400cp

There are many skilled generals in the coming war. It takes a certain level of experience to be able to deal with Taoists being on both sides of a battle. Thankfully, you have an incredible level of skill and experience when it comes to war, knowing tactics and strategy like a farmer might know their own field. You're quite good at combat as well, but it's evident that your specialty is as the mind of an army, not the brawn. However, you are also able to bring this world's strange method of warring with you. It means that you can wage war by having the generals of your army combat the generals of the enemy army, usually in duels, instead of smashing the large number of men together. You can stall for years by hanging truce boards on the gates of your camp, fortress, or city, and generally the level of trickery involved in warring will be restricted to the occasional night raid and sneaking into the enemy camp to gather information. At least, this will be the case as long as you play along.

King, Not Tyrant -600cp

Heaven favors the virtuous. And when a ruler represents their entire empire or kingdom, the favor of Heaven can be quite evident. Essentially, the more righteously and fair you rule over whatever you control, the more convenient natural circumstances will be to both you and your people. Being kind and humble would let even an inexperienced emperor lead their subjects to an era of great prosperity, with fields being fertile, wildlife and cattle bountiful, and the weather soft and unintrusive. Moreover, you also have quite a bit of actual skill in ruling, and you'd have no trouble rearranging things after deposing a tyrant to make a decadent empire into the powerhouse that it once used to be.

Additionally, something about you seems to attract talented subordinates like bees to honey, sometimes finding yourself with a new valuable subject every single day. Staffing every post of your government with genuinely capable people wouldn't be a problem for you. And lastly, the more virtuously you rule, the more loyal all of your subjects will be, from the highest minister, to the lowest peasant, making someone who genuinely cares for the people they rule over a legendary figure to an empire that would be remembered for thousands of years for their greatness. The only thing left is to become the ruler of somewhere in the first place.

Taoist Perks

The Will Of Heaven -100cp

Fate is a known force in this world. From the will of Heaven that determines weather patterns and the fate of the dead, to small things such as someone being destined to die in a specific way during a specific day, what Heaven wills tends to happen. Thankfully, you're not blind to it, not anymore at least. You gain a sort of sixth sense, and even without divination you have a hunch on where and when major events in this world will happen, with more than enough advance warning to be able to insert yourself into whatever sort of event is going on. Additionally, this sense allows you to tell roughly how much time mortals you look at have to live. This is precise down to the year, such that at the beginning of the jump you'd be able to tell that King Zhou has 28 years still to live should you be in a position to look at him directly. If you wish to involve yourself in the coming war, this might be useful.

Clouding The Stars -200cp

Divination is an absurdly useful skill, letting you learn information you otherwise would have no chance of knowing. However, it's not infallible, as there are methods, even if rare, that allow those who know them to mess with the divinations of others. How it works is that you perform some sort of ritual with the target of the divination, and thereafter anyone divining something specific about the target will obtain the result you set up for them to discover, instead of the truth. It's quite tricky, works on only one object or person or place or whatever, and only on some specific aspect of it, such as what a person did during a specific day. Still, used cleverly this could be quite useful, given how much people trust divination.

Breaking The Commandment On Killing -400cp

You may or may not be fated to kill people in the coming war, but it sure seems like it. Much like some Taoists that aided King Wu of Zhou, you have a number of strange traits that will be advantageous to you. First, you're able to master weapons in minutes, even strange fighting styles such as dual-wielding hammers larger than your head. Non-human physical bodies won't be an obstacle to this, letting you adapt to even the strangest limbs to become a deadly combatant incredibly quickly. Secondly, you have been gifted with a specific transformation, which gives you four additional arms, for a total of eight, and two additional heads. It doesn't increase your power or anything, but given how quickly you're able to adapt to strange bodies, and the fact that you can transform to have eight functional arms, it really shouldn't need to be mentioned how terrifying you can be in a fight.

Favored By Heaven -600cp

There's being destined to overthrow a dynasty to instate another one, and then there's whatever you have. Heaven looks favorably at you, perhaps too favorably some might say. Circumstances will conspire for you to remain alive, and anytime you come across an obstacle, you won't be stalled for very long before a solution will arrive, whether by figuring out the gimmick of an opponent or simply some powerful Immortal showing up to help you. Even if you're fighting an insurmountable foe, you need merely hold on and keep surviving for long enough and it's guaranteed that some help will arrive to deal with the problem for you. Of course, actually surviving is on you, but you shouldn't need to do so for more than a few months before aid arrives.

Well, even then the favor of Heaven shines through, as it seems that you have some leeway with death. Seven times a jump, your death 'won't count', so to speak, and you'll be revived within a day, whether by the hands of an Immortal or some other strange circumstance. It's only seven times, of course, so don't let it get to your head. What sort of goal will you direct yourself towards, now that Heaven smiles upon you?

Items

Everyone gets a stipend of 200cp to spend exclusively on Items. Discounts work the same as perks.

General Items

Taoist Sect -400cp

Taoists group themselves by sects. For the most part, they do their own thing, but when a fellow sect member finds themselves in need of aid, the other Taoists of the sect are expected to help. Whether out of membership or simply friendship with some Taoists, you have access to a whole Taoist sect, and may call on them should you need help with something that a Taoist might be useful for. This hinges on goodwill, of course, so be careful to not frustrate them by asking help with everything, and don't expect the Taoists to help the wicked.

That said, the sect has several dozen Taoists, ranging from disciples that haven't become Immortals yet, to ancient and powerful Immortals. How much aid you're given will depend on the scale of the problem you're facing, but do keep in mind that the strongest Immortals in the sect aren't omnipotent. You won't be able to call down Lao Zi or Hongjun on unsuspecting foes. Generally the sect tops out at a level where they'd be able to deal with whole armies led by strong Taoists with the right ritual and array, but no Taoist is a one man army despite their vast and versatile magical powers.

Spirit Items

Concubine Attire -100cp

You couldn't truly call yourself a seductress without outfits to match, could you? You now have a wardrobe at your disposal for exactly that purpose. You have plenty of modest but fanciful outfits, as well as those that might be called risque. They're generally quite fancy too, the sort of thing you might find in the wardrobes of the most favored concubines of the Emperor, from flowing robes of silk and elaborate metal headdresses, to somewhat skimpy dancer outfits, to even figure-hugging dresses, most mundane fancy outfits you could think of can be found here. The clothing you obtain from this wardrobe is replaced if destroyed and cleaned if dirtied. Outside of that, it's entirely mundane clothing, if perhaps quite fashionable.

Tools of Torment -200cp

What can a tyrant do without strange devices to inflict painful torment with? Very little, that's what. Thankfully, you won't find yourself with a sudden lack of implements, as you're now magically able to commission whatever strange torture devices you can think of. Draw some schematics and general information about an instrument or small construction whose primary purpose in torturing or painfully killing people on a sheet of paper, burn the paper in a fire somewhere, and sometime in the next week you'll find that said instrument of torture or small construction has been delivered somewhere conveniently available for you, and it can be in a specific location should you write that on the paper you burn. From hollow brass pillars to pits full of snakes, the only limit is your imagination and the fact that you're restricted to mundane materials and what's physically possible. Have fun, you sadistic demon.

The Happy Terrace -400cp

What is the most useful thing a hedonist can own? Why, a large building filled with all the pleasures they can think of, of course. You now own a large building called the Happy Terrace, or something else if you wish. From beautiful handmaidens to take care of all the work for you, delicious food from magically restocking kitchens, incense that smells incredibly good, fancy walls of marble and agate, beautifully carved eaves, light bulbs made of enchanted pearls, and furniture made almost entirely out of jade and gold, this building is constructed entirely to facilitate a life of carefree hedonism and pleasure, and every detail of its construction is quite pleasing to look at, from the building itself to the staff maintaining it. You can place it wherever you wish, perhaps in a remote location if you'd like to not be distrubed. Try not to indulge too much, will you? Too much hedonism makes people kinda useless.

Confluence of Heaven and Earth -600cp

How do spirits form, you may or may not be asking? Well, when animals or objects soak up enough essence from the sun and moon, from Heaven and Earth, they obtain a human mind and become able to take on a human form. You'll have plenty of opportunities to inspect the process, as now you are the owner of a specially constructed tower, with an open-air altar at its top. When you place an object on said altar, or manage to keep an animal on it, it'll begin slowly taking in the ambient essences and energies of the world without further input. Well, outside of keeping an animal on the altar, that is.

After about a year of this, an unbroken cumulative year of being on the altar, that is, the object or animal will become a spirit. There's no need to worry about the weather affecting whatever you're trying to turn into a spirit, the tower has wards in place to ensure only the energies of the world fall on the altar. They'll gain a human mind, and become able to shapeshift into a human form that is largely an equivalent to their appearance in their true form. As a side note, if a spirit is killed, you can place the animal corpse or inert object in the altar again, and the spirit will be the same one that was killed, and they'll likely be quite thankful that you've brought them back. Perhaps you'd want to make a bunch of spirits to form a small family with? Becoming sworn siblings with those you get along splendidly with is quite common in China, after all.

Warrior Items

Old Reliable -100cp

What's a warrior without armor and weapons? You get a set of basic combat equipment, unremarkable in terms of function, but quite fancy in design if you wish. You get to choose what kind of weapon you wish to wield, from a sword, to a spear, or a staff, or even a large hammer. They won't break in combat unless you use them improperly or fight against a foe that is too strong for you, but they repair themselves the day after they are broken or chipped in any manner. Additionally, you get a set of tools for general maintenance of your equipment, alongside a manual in case you somehow don't already know how to take care of your own equipment. The design of the armor is up to you completely, as long as it doesn't impede its function of protecting you. Unique and easily identifiable designs are recommended.

Mighty Mount -200cp

Can you really call yourself a Chinese general without a worthy mount to take you to battle? You're now the proud master of a strong and hardy mount, which can cover 250 miles in a single day. This is not all, however. You're not restricted to horses, see. Your mount can be a fiery-eyes monster, a rainbow colored ox, maybe a unicorn if you want. As long as it's quadrupedal and can be ridden, practically any kind of mount is fair game. Additionally, you have the option of having a mount with supernatural powers. For a surcharge of an additional 100cp on top of the base cost of this Item, your mount can have some sort of ability like swift flight, making nearly all obstacles irrelevant to your mobility, or being as quick as lightning, able to cover distances thrice as long as what can be covered with a bow shot in an instant. You can only give one power to your mount, however. Such mounts will be commonplace in the coming war, so you might not stand out even with the weirdest mounts.

General -400cp

You're no mere commander. You're a general. You're now the proud leader of an army 100,000 men strong. You won't need to worry about logistics, as there are some commanders in your army that take care of that and will obtain food from seemingly nowhere in future worlds. Of course, while well disciplined, your soldiers are still normal mortals, and having to fight against Taoists with magical powers isn't going to help morale in the slightest. They're well trained, and well equipped, but they are still humans. Of course, they're equipped with gear appropriate to the year 1086 BC, so you'll have to upgrade their equipment in future, more advanced worlds, yourself. Thankfully your logistics commanders will be of great help in procuring enough equipment. What side of the coming conflict will you join?

Grand Duke -600cp

Moving up in the world, are you? You're not a commander, or a general, but a Grand Duke. Choose one of the North, the East, or the South, and you'll be given the position of Grand Duke of that part of China. Do keep in mind there's currently a rebellion occurring in the north, so it might not be a wise choice to be the Grand Duke of that region. Aside from being delegated the administration of almost a fourth of China by the Emperor himself, you have a few hundred marquises under you. You have quite a bit of responsibility to your territory and the people living on it, after all, but your salary is quite sizable given your high rank. Also, you're able to raise an army 300,000 men strong through levies of the marquises below you. You'll be able to bring this territory and your subject with you to future worlds, of course.

Sadly, you're kinda going to have to choose a side in the coming war, whether to support the Zhou or Shang dynasties, but throwing your lot in with King Wu of Shang is a safe decision. Or perhaps you'd like to pre-empt Ji Fa becoming King Wu and instate your own bloodline as the ruling dynasty of China instead? As long as you're virtuous, you likely won't find much trouble with it, although it's unclear if Heaven will favor you as the main rebellion against King Zhou or you're going to feel a lot of backlash from the natural world and the Taoists involving themselves in the conflict for trying to take King Wu's place. Whatever you do, remember that the heads of Buddhism and Taoism, Buddha and Hongjun respectively, will show up at least once in the coming conflict. Be on your best behavior, please.

Taoist Items

Abode of the Hermit -100cp

As a Taoist, you must abandon the vulgar world of mortals, and live carefree beyond civilization and among the natural wonders of the world. Well, supposedly, but there's no actual issue if you involve yourself with massive conflicts in the mortal world, like the coming conflict. Regardless, you are still supposed to be beyond such things, and your abode reflects that. You're the owner of a mountain somewhere, filled with all sorts of picturesque and possibly spiritually charged flora. The animals here are friendly, and you won't have to fear any danger from the mountain itself or its wildlife should you take a nighttime stroll. The mountain itself is hidden by clouds, so that mortals without knowledge of magical techniques will be unable to find your abode, and the mountain has a surprisingly clean and furnished cave that you can comfortably live in. Are you going to hole up in your home until the coming war boils over or involve yourself in the conflict?

Special Instructions -200cp

Fate can be quite daunting, especially to those without a particularly pleasant destiny. Thankfully, you can help such people without bringing the wrath of Heaven down on your head, through this small box full of strips of paper. Simply give one of said strips of paper to someone wishing to avoid their fate, and on it they'll find unique and usually bizarre instructions, which will allow them an opportunity for a better destiny should they follow it to the letter. Actually obeying the instructions will be up to the person themselves, but should they want to change their fate they'll be able to do so at all. Unfortunately, you can't use these instructions yourself, but surely you have ways of influencing your fate in other ways?

Magic Treasure -400cp

Strange and secret techniques are one thing, but a far more common form of trump card among the Taoists of this world are Treasures, magical items with some form of power. You now have the option to purchase some. Of course, you can purchase this item multiple times, with subsequent purchases also being discounted to Taoists, and you have to choose one effect for the Treasure to have, and may add more for an additional undiscounted 100cp per extra effect beyond the first. Below are some examples of what kind of Treasure you are able to buy with this Item:

You could buy a gourd that can control birds, a pair of fiery wheels that allow you to keep up with fast mounts without having one yourself, or just a magical car outright. You could get a carpet that makes anyone who lays on it sober, a gourd full of sand that can be used to make illusions (that also restocks every month), or a spear that never misses its target when thrown. You could also get a basket that sucks in flying objects into it, such as the spear that never misses mentioned before, or perhaps a sword that can project its edge far beyond its tip, to behead people at a distance.

More examples of Treasures are a pendant that generates a black cloud that forces mortals into the ground, a gold brick that flies at high speeds towards the head of a target you designate, or a sword that creates a black wind filled with sharp weapons. You could get an umbrella that summons fire and darkens the sky, a staff that conjures walls made of one of the five elements around a target, a gourd that dissolves those sucked into it into blood, a coin that can negate the powers of Treasures, a gourd able to summon a thing with eyes and eyebrows that is able to paralyze or behead people with eye lasers, a mirror that kills those reflected in one of its sides, and revives those killed by it by reflecting them with the other side, or even a robe that repels any mundane weapon.

Additionally, you're not restricted to objects, as you can also obtain pills that heal any wound, or that give those who imbibe it some disease or plague of your choice. Living beings are available too, such as a small animal that turns into a large war elephant on command, or a flying creature wearing a yellow scarf that can aid you with manual labor. Of course, should you purchase a living Treasure they won't be very intelligent and will be dependent on you, but they'll generally be smart enough to be able to follow your orders. As you can see, you have plenty of options, and the examples given aren't everything you can purchase, simply a lot of examples of what you can buy. In case of doubt, fanwank responsibly.

Taoist Array -600cp

Treasures aren't everything that Taoists can bring to bear, obviously. Beyond the power of Treasures, there are things called arrays, or sometimes called traps, that are rituals more than anything. They work by setting up some form of occult infrastructure, often using sets of Treasures in certain ways to amplify their effects. You may buy this item multiple times, of course, with further purchases being discounted to Taoists as well. As a minor note, you should keep in mind that arrays that affect others with esoteric effects will only work on mortals and those weaker than yourself. Below will be some examples to understand what you can obtain:

You could get an array that disintegrates those you target with it, one that summons potent lightning and fire, or perhaps you'd like to summon millions of sharp steel weapons concealed within wind. You could get an array consisting of two dozen mirrors that can shoot powerful lasers, or maybe an array build around generating black sand that transmutes any flesh and blood it touches (not yours, of course) into blood, or maybe you'd like something more straightforward, such as summoning two very jagged and sharp ice blocks above and below a target to crush them between them, or maybe you have a flair for the esoteric and would like an array that directly severs the souls of targets from their bodies. The main thing you must keep in mind is that, whatever sort of strange and deadly arrays you obtain, it'll be roughly as lethal as any other possible array. It's something to do with the supernatural power of the arrays.

There are a few more things to cover, of course. Should you not wish to lure people into the array to kill them, as the arrays tend to have quite the short range of effect, you're able to perform what you might think of as a voodoo ritual, utilizing a straw mannequin inscribed with the true name of a target, instead of the target itself, to utilize the array's powers on. However, using the array remotely like this will make the deadliness of the trap take longer, roughly over the course of three weeks to finally kill a target, and you'll have to perform the ritual continuously over the course of the entire three weeks. On the plus side, this ritual has no distance limit, and while the affected target will show symptoms related to the array's functions, such as a soul severing array causing a target to slowly lose their mental capabilities over the three weeks, the effect cannot be stopped without finding you and interrupting the ritual.

Companions

Create or Import -100/200/400cp

Do you have Companions you wish to import into this world with you? If so, you need merely use this option. For 100cp, you get to import 2 Companions, for 200cp you may import 4, and for 400cp you may import a full suite of 8. All Companions receive 800cp, and may take any drawbacks they may wish for a larger budget. Additionally, you can use this option to create a Companion outright, if you want.

Friendships Made

Should you want to bring along an already existing person from this world, you'll simply need to convince them to come along with you, and they'll become your Companion at no extra cost. You'll have better chances of convincing some carefree Taoist than a mortal with a government post, of course, but you may bring along anyone you want, with the only restriction being convincing them to do so willingly.

What A Horrible Idea

You fool. You degenerate. What kind of lecherous temptations could have possibly led you to believe this was a good idea? Should you choose to take this option, circumstances will conspire to make Daji become infatuated with you as she had with Bo Yikao. While she's messing about in Zhaoge's palace she'll scheme to keep you there and drag you to the bedchamber, but after the army of rebels comes to siege Zhaoge she'll want to flee with you. Should you accept this you may freely bring her along as a Companion. Also, you will have to bring along her two sisters as well. They come in one package of three demonesses, you get all three or none of them. It's worth emphasizing that while Daji is an incredibly cruel woman, and her sisters as well to a far lesser degree, they value family quite closely. You will never see the three sisters betraying each other, even in the most dire of circumstances.

Red String of Destiny -100cp

Surprisingly, there's a few marriages that occur during the coming conflict, between members of opposite sides even. Of course, the couple always ends up on the side of King Wu of Zhou, but that's beside the point. Even then, there are quite a few married couples that are both very capable in battle. There are also those who would choose honesty and respect towards their spouse over survival. You now find yourself tied to one such principled person of your preferred gender, someone who not only has knowledge and power enough to be relevant to whatever you involve yourself in, but will never betray or abandon you come hell or high water, and will be quite willing to help you in your endeavors. If you're not already married to this person, you likely will be soon. If you consent to a marriage, of course, they wouldn't want to push you into such a thing if you don't want it.

Forsaken Girl -100cp

One little detail that tends to be forgotten when people think about the story of King Zhou and his concubine Daji, is that the fox spirit didn't shapeshift into a woman to infiltrate the Emperor's court. Rather, she killed and possessed the body of a human girl, the daughter of the general Su Hu. Should you purchase this, something weird happened to let this unfortunate girl remain in the world, and you've been assigned as her caretaker. Maybe the Ten Kings realized she wasn't supposed to die yet and had an official escort her back, but had to give her a new body and guardian due to the fox spirit possessing her body and taking on her name. Her family has abandoned her to the perverted whims of King Zhou, her own father told her that the horrible situation her family found itself in was her fault, and she didn't even get to live in the palace as a fox spirit took her place. Needless to say, she has no real ties to this world, not anymore, and you may freely bring her along as a Companion.

Drawbacks

Cycles of the World +0cp

Have you been here before? To mystical China, and its world? If you have, you may revisit it, through this option. The Shang Dynasty will remain, as will King Zhou, his folly, and Nu Wa ordering Daji and her two sisters to distract King Zhou from his duties, but beyond that the world may be quite different from your actions, should you have performed great enough deeds in the past of this world. On the other hand, you will likely be a known person in this world, especially among Immortals. Be careful of old enemies.

Yin Without Yang, Yang Without Yin +100cp

The coming war in this world won't be quite as morally gray as you might expect. The Shang emperor is utterly corrupt, and living in Shang territory will simply be unpleasant, and the Zhou emperor is good and virtuous, and his territory is a generally nice place to live in. Those on the side of Shang are almost always fully wicked, and those on the side of Zhou are almost always fully virtuous. It's a little black and white, in a manner of speaking. You now find yourself about as weirdly simple as this. If you're a generally decent person, you'll be a paragon of virtue, although perhaps not in the modern sense, and if you're kinda cruel or malicious, you'll be a sadistic monster, even if you might have some amount of self-control. The neutral become gullible and easily tricked by either the good or the bad. You don't lose your mental faculties, but just like the conflict in this world, your motives and attitude aren't particularly nuanced.

Ominous Presence +100cp

Are you a demon? Or just absurdly spiritually impure perhaps? Whatever it is, you'll find that your presence is quite ominous, stretching up high into the sky, and those able to tell such things would be able to spot the general location you're in from hundreds of miles away. Not only an ominous supernatural presence, but you also just kinda stink. Anyone who is well learned in spirits will immediately think you're a malicious spirit of some sort, and distrust you appropriately. You can't even hide your stench and aura for some reason, as they somehow shine through no matter what you do in an attempt to conceal it. Perhaps it'd be best if you just locked yourself up somewhere.

Sentenced To Death +100cp

No, you're not the one sentenced to death, it's other people that will be, should you find yourself in a position of power. For some reason, you're a bit too quick to jump directly to executing people for crimes they commit, and are just kinda violent in general. You are easily riled up by insults, and you should hope you have some reasonable advisor around when you're dealing with criminals, otherwise you'll probably just behead every single one of them. You won't think much of killing opponents in battle, although that's not exactly a rare sentiment, and should you wish to achieve vengeance then almost nothing could convince you to stop and calm down before you kill whoever your target is. Perhaps you should avoid positions of power.

Weird Visage +100cp

Some people in this world look plain bizarre. Whether out of eating some strange unknown fruit, or being healed with a strange method, or something else, something about your appearance is clearly inhuman and is likely off-putting. Maybe you have a disturbingly long neck and limbs, with wings between your arms and torso, or maybe you have small hands with eyes in their palms in your eye sockets instead of just normal eyes. How about joining the Zhou army? They have a few people like you, so you won't face discrimination among them.

A Tyrant's Mind +200cp

Too much hedonism rots the brain. It's a metaphor, but it sure as hell seems literal with you. Forget about being a sane person, your focus will be sex with beautiful women (or men if you're into that), eating delicious food, and frolicking all day long while ignoring any of your actual duties. You won't really be able to control yourself from grabbing as many beautiful partners as you can get your hands on, and you'll forget yourself while wallowing in mindless pleasure. Let's hope you're not in charge of anything important, or really anything at all, as you'll get nothing in particular done during your stay in this world. Hopefully you don't have a demon among your concubines, that would end up in disaster.

Incompetent Fool +200cp

Do you know the definition of insanity? It's doing one thing, over and over again, exactly the same, and expecting a different result. Going by this definition, you're definitely insane. For some reason, you're utterly stuck in your ways, and it is unthinkable for you to deviate. A minister would refuse to rebel even when the emperor is dragging the empire to the ground with their hedonism, for example, and keep trying to softly convince the emperor to change their ways even after several other ministers were executed for trying exactly the same thing. Hopefully you're stuck with a method that works, because otherwise you're going to suffer.

Took The First Step, Must Take The Second +200cp

You've now learned a particular piece of wisdom. You might not have considered it wisdom, but trust me, the sunk cost fallacy is definitely a good way of handling things instead of a self-destructive mindset. Anytime you accidentally do something, you must bring it to its conclusion, even if it was something as simple as oppose a marching army while outnumbered ten to one. You'll simply not be able to accept the idea of admitting that you fucked up and should take a few steps back, and will stubbornly keep moving forwards even down paths you know you should not walk on. You took the first step, after all, so you must take the second no matter what.

Unreasonable +400cp

Could you calm down please? The concept of 'being a reasonable person' has escaped your mind somehow, and the result isn't very pleasant. You can forget about sanity and carefully considering your options, as you'll just barge into problems with half-formed ideas on how you can solve things, and you get disproportionately furious at even the hint that you might be wrong and not perfect in every way. Even if someone is very charismatic and weaves a very convincing argument to tell you to do something, you simply won't accept even a suggestion that you should change your mind and reconsider your position on things. Hopefully you don't have too much power, the results could be disastrous otherwise.

Heaven Wills It +400cp

Heaven wills for the coming war to happen, for King Zhou of Shang to be deposed by King Wu of Zhou, and now you won't be able to fight against destiny. Things will happen as they are meant to happen, and the more you try to change it, the more you will be punished in return. No matter what you do, circumstances will conspire for the story of this world to remain the same, those you kill being revived, and those you empower being slapped down by greater beings. Should you push back against fate enough, you might bring down Buddha and Hongjun on your head to punish you, at which point you'll simply lose and be sealed somewhere, and your chain will end. Jiang Ziya will die 7 times, West Qi will suffer 36 invasions, King Zhou will remain in power for 28 years and spend all that time enamored with Daji, the Zhou army will bring under their fold two thirds of China and march on Zhaoge, Shen Gongbao will prove a thorn in the Zhou army's side for years, and in the final year of King Zhou's reign, he will be deposed. It's not all bad, since you can slot yourself somewhere in the conflict with ease should you decide to aid or play along with Fate, but you will not be able to change things, not significantly.

One Job. One. Job. +400cp

Maybe you should pull your head down from the clouds and start paying attention to your surroundings. It's not that you're particularly airheaded, but you're easily distracted and tempted by pretty things, whether a picturesque scene or a beautiful woman. You could be an experienced executioner, and you'd refuse to behead someone just because she's too pretty to hurt. Given how picturesque the natural world can be, you can expect to be held up often when traveling, and given most Taoist and Spirit women take on beautiful appearances, you're probably going to be useless in some conflicts. Be careful of what sort of things you get entranced by, if a demon manages to wrap you around their finger bad things will happen.

Officially Gone Too Far +600cp

Nuwa ordered Daji and her sisters to distract King Zhou of Shang from administrative affairs, so that she could orchestrate a rebellion that would actually be justified, but for some reason she didn't expect the demonesses to go as far as they did in their cruelty, despite specifically summoning all the evil beings of the world to find someone to assign to the job. If you had started a bit earlier, you would've been summoned as well, as now you're as cruel and sadistic as Daji herself is. Well, it's not saying much, but you definitely don't break the mold when it comes to demons, and you enjoy tormenting humans and eating their flesh. That said, you are also a bit lazy when it comes to planning and defense. Not in the sense you might be thinking, as you can scheme perfectly well, but just like the infamous fox spirit, you'd somehow fail to make a plan to escape with your life after pissing off a lot of people even if you had decades to prepare. You can only hope to be quick enough to run away when you find very angry Taoists breaking down your door.

Everyone Has Their Vanquisher +600cp

Nobody is almighty in this world, save maybe Buddha and Hongjun. No matter what strange abilities someone possesses, somewhere in the world there will be someone who will be able to counter them and bring them down. For you, this is now true. Somewhere in the world, there is someone that is as powerful as you are, and their abilities are tuned in just the right way to be a perfect counter to everything you can personally bring to bear. They'll have friends that are able to counter your Companions and allies, too. Thankfully, they aren't aware of you to begin with, and are virtuous individuals, so if you're not a bad person you could strike up a friendship with them to make sure that you're on the same side. Should you be cruel and start major trouble, such as stopping the Zhou army in their march, this person will be called to deal with you. How about not being a problem?

Notes

It takes about ten months for King Zhou to start using torture in his court, about 14 years for the rebellion to truly get started, and 28 years for Zhaoge to finally be besieged and King Zhou killed. That said, even just 14 years in, the rising Zhou Dynasty already controlled two thirds of China, and pretty much every part of China outside the capital was rebelling. It's just that the western Zhou were the most successful rebellion.

People have died and then been brought back shortly after repeatedly in this story. Likewise, as long as you're revived before a day passes, death won't mean an immediate failure of your chain.

When in doubt, fanwank responsibly.

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