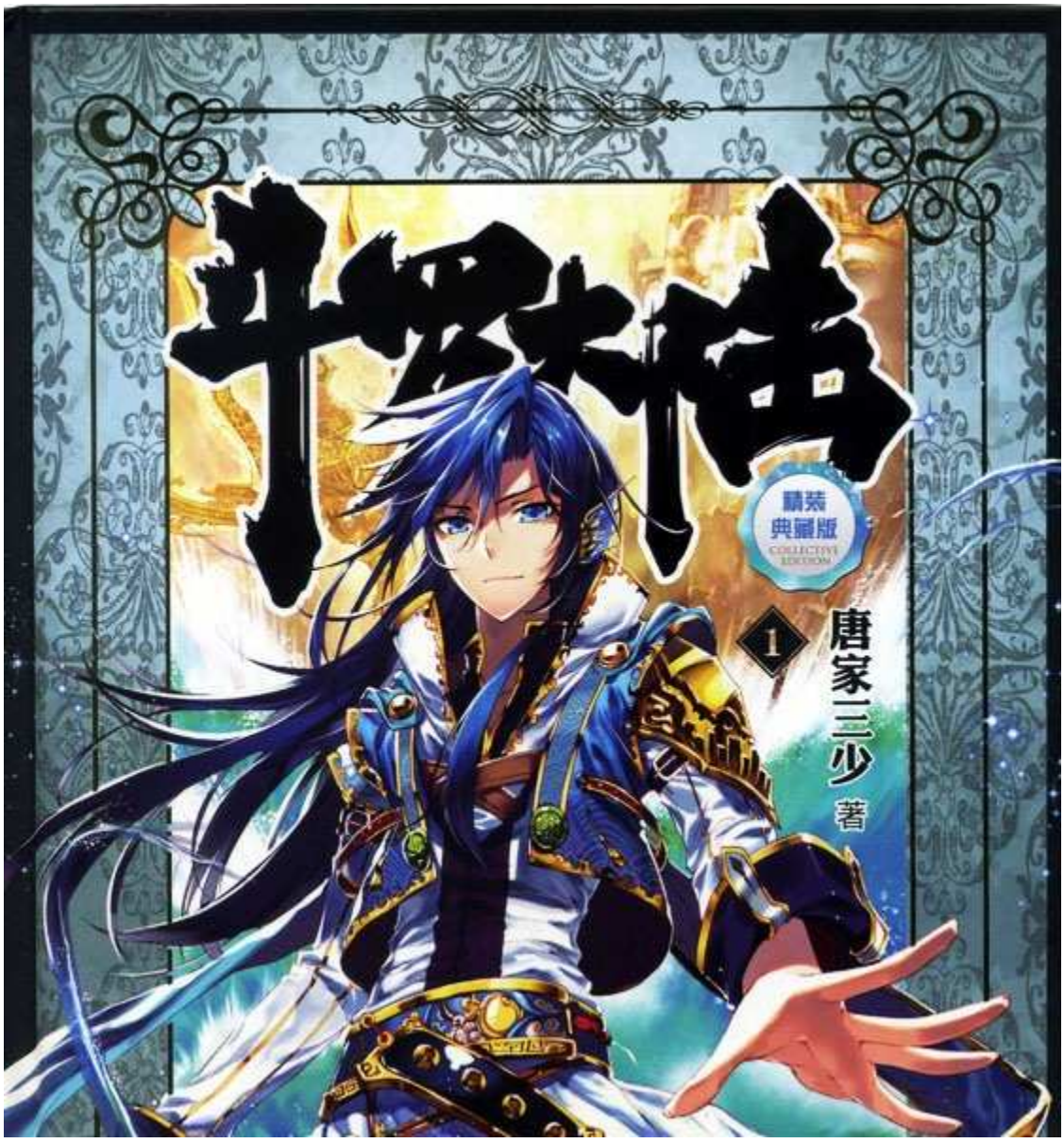
Douluo Dalu Jumpchain



v1.0
By Supernatural
w/ inspiration from Magnus1337's incomplete Douluo Dalu jumpchain

Douluo Continent or Soul Land is a land where martial artists cultivate their soul, train their body, and hone their skills in order to compete for resources and protect people from threats such as Spirit Beasts across the continent. These people are known as Spirit Masters.

Every human in this world awakens a Martial Spirit at the age of 6. By cultivating and training with their Martial Spirit, a person can grow powerful enough to split the sea, crush mountains, or

even ascend to godhood. Spirit Masters' powers can be measured in Ranks ranging from 0 to 100 with Rank 0 being a normal mortal and Rank 100 being God. Unfortunately, every Spirit Masters will run into a bottleneck every 10 Ranks. To overcome this bottleneck, a Spirit Master must hunt and kill Spirit Beasts. In doing so, the Spirit Beast will drop a Spirit Ring which the Spirit Master can absorb to not only become stronger but also gain a Spirit Skill based on the Spirit Beast and their Martial Spirit. The older and more powerful a Spirit Beast is, the more powerful the resulting Spirit Ring and Spirit Skill will be.

You will start in this world 12 years after a certain man by the name Tang San is reincarnated into the world.

Origins:

Your gender will be the same or pay 50 CP to change it. Your age is set to 12 years old. Whatever you choose, you will start as a Rank 20 Spirit Master.

Drop-In (Free):
You appear in this world as yourself with no new memories nor connection. There is nothing to hold you down but you also have nothing aside from yourself and what you bought.

Civilian (Free):
You grew up in this world as a normal kid. There is nothing special about you or your family except that you awaken a decently powerful Martial Spirit that sets you on the path to become a Spirit Master.

Reincarnator (100 CP):
Like Tang San, you're a reincarnator. You were reborn into this world after dying in another one. As a result, you are more mature than those around you and have a wealth of knowledge that's normally not available to the people of this world. This can be taken with another Origin but you are only allowed 1 free 100 CP perk and 1 discount for the 200, 400, and 600 CP perks each for both Origins' perks.

Heir (100 CP):
You are a Heir to a well known Clan or Sect on the Douluo Continent. Your new status will give you resources and teachers that normal people can only dream of. While your clan/sect is powerful, it's still far behind the truly powerful clan/sect.

For an additional 100 CP, you can instead choose to be the heir of one of the continent's top 3 clans. Alternately, you can join Spirit Hall, the strongest powerhouse of the continent, but you won't be heir anymore, just a talented boy or girl of high interest. Be warned though, joining

Spirit Hall will put you in opposition to Tang San, a very talented boy who will become a very powerful man in the future.

Spirit Beast (+100 CP):
You are not a human but instead you are a Spirit Beast. You start out at 120 years old instead of 12 years old. It makes you equivalent in power to a Rank 20 Spirit Master, a rank which only talented Spirit Masters can reach when they're 12 years old. The downside is that you gain power as you age and it takes a hundred thousand years for a Spirit Beast to become as powerful as the strongest Spirit Masters. If you're lucky though, you can find natural treasures which can speed up your growth.

Location:

Roll a 1d6 for your starting location or pick one for 50 CP.

1. **Star Dou Forest:** You will appear in the outskirts of the Star Dou Forest, home to most of the Spirit Beasts on the Douluo Continent. Spirit Beasts can start here for free.
2. **Nuoding Academy:** A small academy Tang San spent the past 6 years studying in. Whether you are just visiting or a recent graduate is up to you.
3. **Suotuo City:** Suotuo City is where the famous, or going to be famous, Shrek Academy is located for the time being. Whether or not you join the Academy is up to you. Just know that in a few days time, Tang San will also enter this Academy.
4. **Spirit Hall:** You find yourself in the land closely controlled by Spirit Hall. If you picked Spirit Hall as your origin, you can start here for free.
5. **Great Clans:** You are near the grounds of a famous clan(your choice). If you picked Heir as your origin, you can choose this for free but you can only start in your clan's grounds.
6. **Pick-One:** Pick any of the above options as your starting location.

Perks:

Perks are discounted for their Origin. 100 CP perks are free for their origin.

Drop-In:

Unnatural Beauty (100 CP) - You are without a doubt one of the most or even the most good-looking man/woman wherever you go. No matter where you are, you will attract attention and may even make others fall in love with you at first sight. This doesn't do anything to help your social skills though so be sure not to piss off any Young Master/Mistress trying to get your attention. If you don't like that, you can dial this down to a "normal" level of beauty or bring it up to max again at the start of every jump.

Innate Full Spirit Power (200 CP) - This perk is **FREE** to those with Twin Spirit and/or Spirit Beast Evolution Perk. Unlike normal people who awakened their Martial Spirit with a lower Rank or even no Spirit Power at all, you awakened with a Innate Spirit Power rank of 10. The amount of Spirit Power a person has when awakening is usually telling of their Talent. With an Innate Spirit Power of 10, your talent is only a little behind those with Twin Spirits or are Evolved Spirit Beasts.

Auto Cultivation (400 CP) - Your Spirit Power automatically gathers and refines itself, allowing you to rise in Rank without having to do anything. The auto cultivation speed is only as fast as one fifth of your active cultivation speed. This frees up your time to do other things too instead of cultivating all day.

Mind, Spirit, Body, What? (600 CP) - To become truly powerful, a Spirit Master needs to cultivate their Martial Spirit, increase their Mental Power, and strengthen their Body but who has the time for that? With this perk, no matter which one you train, the other two will increase in power along with it. Strengthen your body to the level of a Rank 30 Spirit Master? Your Spirit Power will now be of the same Rank and your Mental Power will grow to match. This essentially reduces the time you need to cultivate all three aspects of a Spirit Master's power in one third of the time.

Civilian:

I Know Kung Fu (100 CP) - You are trained in the art of fighting to a passable level. You can keep up with others in fights but you won't wow anyone with your skills. If you don't want to fight with your hand or have a weapon-type Tool Spirit, you can change this to basic weapon mastery for a single weapon.

Innate Divine Strength (200 CP) - You are born with more strength than the norm. Even without working out, you can still overpower those of your rank in a contest of strength with ease.

Mind Over Matter (400 CP) - Your Mental Power increases twice as fast as normal Spirit Masters and you are more resistant to mind attacks. You start the jump with your Mental Power at the Spirit Connection Realm if it isn't already. This means you are able to feel your Mental Power enter your Spiritual Sea. This doesn't give you any way to use that Mental Power, only increase it but you can use Mental Power to help you better control your Spirit Power. Having high Mental Power also increases your Willpower, allowing you to stare death in the face and without fear or keep your calm during intense combat. It will also make you really stubborn on things you fully believe in.

Not So Ordinary After All (600 CP) - Turns out, your family is special after all. One of your ancestors, whether that be one of your great great great great grandparents, your actual grandparents, or even one of your parents is a God. You were just sent into the Douluo Dalu

world so you can grow without your Godly parents stunting your growth but they ensure that you were adopted by a loving family, even if that family is a normal one. You will find yourself more comfortable and protected while inside their Godly domain and you can even borrow the power of their domain to empower yourself. One of your parents is the God of Fire? You will find yourself more comfortable with fire. They are a God of the Sea? You will be relaxed in the sea and can create storms in the sea to drown/defeat foes.

Reincarnator:

Master Craftsman (100 CP) - You weren't a normal mortal in your previous life. You were a master, one of the world's best in a craft before you died and was reborn here. Despite being in a new body now, you still have your knowledge and experiences and can quickly train back your crafts. A craft can be anything from Blacksmithing to Cooking to Acting. Can be bought multiple times.

Unnatural Charisma (200 CP) - You possessed an unnatural amount of charisma and social skills allowing you to before or even seduce anyone you meet… provided you are the correct gender. With this you can maneuver your way into and out of any social situation with your words alone. While you can use this to easily make people fall in love with you, it does nothing to stop their jealousy of others. If you want to use this to create a harem, you're going to have to try a lot harder and meet the right people willing to accept it.

Twin Spirit (400 CP) - Unlike normal people, you are one of the lucky few born with two Martial Spirit instead of one. What this means is that you are born with the highest talent possible, starting with a Spirit Rank of 10. You will be able to cultivate faster than all but the most gifted Spirit Masters.

Otherworldly Power (600 CP) - The world you were from isn't a normal world. In fact, it's just as magical as this current one and you mastered a powerful art of that world. Pick a power from one the Tang-Verse world, a world you previously visited(that anyone can learn), or even a technique from another Xianxia world with a similar power system. You have in-depth knowledge of this power, having already mastered it once before. You can even choose the same world Tang San came from and know the same hidden weapon arts as Tang San. The power of these techniques will scale with your power so there is no doing something like killing Titled Douluo at Rank 10.

Heir:

Politics (100 CP) - The world of politics is just as intense if not more intense than that of the world of Spirit Master. Being born in a clan or sect means you're expected to know how to behave and when to talk in order to not get into trouble or make your clan/sect lose face. This perk makes it so you have a near perfect gasp of the politics and behaviour of the upper echelon of the Douluo Dalu continent. You will also be able to learn and fit in with any new political group you come across.

Genius (200 CP) - You learn things at an accelerated rate, able to pick up and understand things at a fraction the time of a normal person. What would normally take a person 10 years to master, you can do so in 1 year. You will also retain things easier and have a better memory in general. This doesn't include cultivation speed but it does boost your comprehension.

Secret Technique (400 CP) - Being from a clan/sect, you have access to a secret technique similar to the Tang Sect Mysterious Heaven Technique, the Seven Treasure Glazed Tile Clan's Heart Separation Control, or the Clear Sky Clan's Disorder Splitting Wind Hammer. You can buy this multiple times to get multiple different secret techniques. Upon buying this, you will master said technique enough to use in combat or at a similar level if it's used for something else.

I Was Born This Way (600 CP) - You must be pretty lucky to be born in such a rich family… ignoring the fact that you bought your way there. This luck now extends to the rest of your life. You will find that you are generally luckier than everyone else to the point that it seems as if Heaven is favoring you. Maybe you will run into an old hidden master who will take you on as a student, stumble into a hidden pond with healing power after a tough fight, or your opponent might even get hit by a random lightning bolt when you were losing a fight. The point is, you're lucky enough to be your own Xianxia protagonist. Don't rely too much on that luck too much though because luck itself is unpredictable. If you don't put in the effort yourself, you might find a lucky encounter that is too much for you to handle, like running into an Immortal Herb that is also a 100,000 years old Spirit Beast.

Spirit Beast:

Hidden Presence (100 CP) - Spirit Masters and Spirit Beasts, especially those at a higher level can track others through their Spirit Power, making it almost impossible to escape if they're hunting you down. With this perk, you have the ability to easily sense other Spirit Powers and hide or disguise your own Spirit Power.

Spirit Power Control (200 CP) - You are much better at controlling your Spirit Power than other people due to your long experience with it. With you, you are able to create your own Spirit Skills easier. Self Created Spirit Skills are often more powerful than Spirit Skills for Spirit Rings and Spirit Bones as they are created by the user to suit their needs. The more complicated a Spirit Skill is, the harder it is to create and the more powerful it'll be.

Spirit Beast Evolution (400 CP) - Instead of a young Spirit Beast, you were a spirit beast that reached 100,000 years old. While you were powerful, you chose to abandon that power for a chance at eternal life, you have abandoned your Spirit Beast form and took on a Human one. Your Martial Spirit is your previous Spirit Beast Form. As a Human, not only can you cultivate like a normal human but you will have the peak possible talent for a human, making it easier for you to cultivate. Unlike normal Spirit Masters, you can materialize your own Spirit Ring up to the 6th ring without needing to kill another Spirit Beast. These materialized Spirit Rings will always be the best age your body can handle at the time you materialize them.

Despite becoming human in body, an Evolved Spirit Beast will still have the Spirit Power similar to that of a Spirit Beast. High level Spirit Masters can easily sense such displacement and deduce that a person is a true human or not. More often than not, said Spirit Master will kill the Evolved Spirit Beast as killing them will still work as if they were normal Spirit Beasts. It isn't until they reach Rank 60th that their Spirit Power becomes indigiustable to that of a human and can be said to have truly become a human.

Sealed Power (600 CP) - Due to a lucky encounter, you have some sort of power sealed inside you. By using this sealed power, you can rapidly increase your strength and power. There is enough sealed power to get a 100 years old Spirit Beast up to 100,000 years old but the power isn't easy to absorb. It'll take up to 10 years to fully absorb the power.

If you take this with Spirit Beast Evolution, the sealed powers are your own but due to the limitation of the human body, you will need to slowly unseal this as you Rank up. This will not only make you more powerful that normal Spirit Master of the same Ranks but will also give you a familiar power to use, making you even more effective in combat.

Spirit:

This is where you create your Martial Spirit. Martial Spirits are split into three categories. Beasts - where you take on the traits of Spirit Beasts to empower yourself, Tools - where you summon a tool to help you, and Body - in which your spirit is one of your body parts.

You have an extra 500 CP for this section only.

Cultivation (Free) - A person needs Spirit Power in order to cultivate and some people can awaken with 0 Spirit Power at all. This perk ensures that no matter what Martial Spirit you awakened, you'll have at least Rank 1 Spirit Power and be able to cultivate.

Martial Spirit (Free) - A Martial Spirit is essential if you wish to get anywhere in this world. Without it, you'll be no different than a human from a mundane Earth in a super power world. Below are the three types of Martial Spirit you can choose from. Unless you bought Twin Spirits, you can only pick one of them. Even with Twin Spirit, you CAN pick the same one twice should you wish. If you pick a Martial Spirit or Spirit Beast that already exist in the world of Douluo, you have to buy their succeeding Spirit Type and Attribute

- **Beast Spirit** - Having a Beast Martial Spirit means your Martial Spirit is one of the many Spirit Beasts that exist in the Douluo Dalu world. Spirit Beasts are essentially animals and plants with Spirit Power or creatures of myths and legends. With this Perk, you can pick one such creature to be your Martial Spirit.
- **Tool Spirit** - Tool Spirits, like the name suggests, means your Martial Spirit is a tool. This can range from anything such as weapons, normal building tools, to plants, food, or even

just an element like Wind, Fire, or Water. You can pick any tool to be your Martial Spirit. Though in the case of a Food Spirit, you'll need a chant in order to use your Martial Spirit.

- **Body Spirit** - Body Spirit makes a part or even your whole body into your Martial Spirit. The more specialized and more important the body part is, the more powerful it'll often be. Though in general, Body Spirits are usually seen as weaker than the other two types of Martial Spirit. It wasn't until 10,000 years later when Body Spirit figured out a way to train and strengthen their body that they became known as the strongest type of Martial Spirit.

Spirit Rings (Various) - Every Spirit Master needs a Spirit Ring in order to get past the bottlenecks at every 10 Ranks, you are no exception. This will give you a Spirit Ring that is compatible with your Martial Spirit and is at the peak age you can absorb. These Spirit Rings will appear in your Spirit Sea whenever you reach a bottleneck, allowing you to absorb them like a normal Spirit Ring.

The first Spirit Ring is Free as you need it to reach Rank 20. **Evolved Spirit Beasts get the FIRST SIX for FREE** due to being able to condense their own Spirit Rings until after Rank 60. Every succeeding Spirit Ring cost 100 CP x number of Spirit Rings you already bought.

Remember, each purchase is only for ONE of your Martial Spirit. If you have Twin Spirits and want a set of Spirit Rings for your 2nd Martial Spirit, you are going to have to buy another set. Though Spirit Rings you buy for one set the cost multiplier doesn't count for the other. For example, if you buy 2 Spirit Rings for your 1st Martial Spirit and 2 for your 2nd Martial Spirit, it'll only cost 200 CP total as opposed to 600 CP if you buy 4 Spirit Rings for only 1 Martial Spirit. No, you can't buy a Spirit Ring for one Martial Spirit then switch it to the other one later.

Spirit Fusion (100 CP) - You can only buy this if you bought Twin Spirits. Your Martial Spirits are really compatible with each other, allowing you to fuse them to bring out more power than either of them can alone. Doing this allows you to easily fight against those at higher Ranks than you but it costs a lot of Spirit Power. Doing this at Rank 20 will make you pass out from exhaustion and doing this at Rank 30 will make you really tired to the point where you can barely move. I wouldn't recommend doing this before Rank 20 at all, in fact don't even do it at Rank 20 as the fusion will barely last a second.

2nd Awakening (200 CP) - Normal Martial Spirits are quite a bit weaker than some of the top tier Martial Spirits out there. Even if you have the best talents and the most powerful secret technique out there, you will still lag behind if you have a weak Martial Spirit. Lucky for you, you don't but you can improve it even more with this perk. With this, your Martial Spirit will rival that of the Clear Sky Hammer, Evil Eye White Tiger, Seven Treasure Glazed Pagoda, and Blue Lightning Tyrant Dragon, some of the most powerful Martial Spirit out there.

Spirit Soul Contract (300 CP) - Something that was created roughly 10,000 years after the birth of Tang San. A Spirit Beast Contract allows a Spirit Master to form a contract with a Spirit

Beast. This will transform the Spirit Beast into a new existence known as a Spirit Soul. The benefit of a Spirit Soul is that not only can it give you more than 1 Spirit Rings, it'll also lessen the amount of Spirit Power needed and the Spirit Soul can help you use the Spirit Skill of their Spirit Ring if they are smart enough. This will free you to use other Spirit Skills making you able to cast two or more Spirit Skills at once. Also, unlike normal Spirit Rings, Spirit Souls can still grow stronger, making their Spirit Rings grow stronger along with them. Spirit Souls are a lot harder to absorb than Spirit Rings and require you to have a high level of Mental Power to contain stronger age Spirit Soul.

A 10 years old Spirit Soul can give 1 Spirit Ring, 100 years old Spirit Soul can give you a max of 2 Spirit Rings, a 1,000 years old Spirit Soul can give you a max of 3 Spirit Rings, a 10,000 years old Spirit Soul can give you a max of 4 Spirit Rings, and anything older than a 100,000 years old can give a max of 5 Spirit Rings. If you bought this along with 2 Spirit Rings, your first Spirit Ring will turn into a 100+ years old Spirit Soul, buying 5 Spirit Rings will give you a 2nd 1,000+ years old Spirit Soul for your 3rd to 5th Spirit Rings, and buying 9 Spirit Rings will give you a 3rd 10,000+ years old Spirit Soul for your 6th to 9th Spirit Rings.

As a Spirit Soul, while it needs to rely on the Spirit Master it made a contract with to survive, it can survive on its own for a limited amount of time. The stronger a Spirit Soul is, the longer they can survive by themselves. This means that if you mistreat the Spirit Soul you made a contract with, they can and will leave you as they can form contracts with other Spirit Masters once they do. If a Spirit Soul leaves you, not only will the Spirit Rings they gave you disappear but you will drop down to the Rank you should be at without their Spirit Rings.

Domain (400 CP) - Buying this will give your Martial Spirit an Innate Domain. A domain is basically a continuous AOE spirit skill that doesn't take much Spirit Power to use. Most domains do things like suppress the power of enemies while boosting yours and sometimes also your allies' own power. There are also domains that continuously damage your enemies. What domain you get will depend on what your Martial Spirit is. The power of your domain increases with your understanding of the domain's concept.

Attribute (Various) - Every Martial Spirit has their own attribute, the thing they are best or only capable of doing. This can range from elements like fire, water, and space or something more physical like Strength, Speed, and Defense. Below is a list of Attributes you can choose from. The first one is discounted by 50% or in the case of one with 100 CP, it's free.

- Fire (100 CP)
- Water (100 CP)
- Earth (100 CP)
- Wind (100 CP)
- Lightning/Thunder (200 CP)
- Metal (200 CP)
- Ice (200 CP)
- Snow (200 CP)
- Poison (200 CP)

- Strength (200 CP)
- Defense (200 CP)
- Speed (200 CP)
- Wood (200 CP)
- Healing (200 CP)
- Spiritual/Mental (300 CP)
- Light (300 CP)
- Shadow (300 CP)
- Cosmic/Star (300 CP)
- Life (400 CP)
- Death (400 CP)
- Holy (400 CP)
- Evil (400 CP)
- Space (400 CP)
- Time (400 CP)
- Yin (500 CP)
- Yang (500 CP)
- Creation (500 CP)
- Destruction (500 CP)

Going Ultimate (500 CP minus cost of Attribute) - An Ultimate Attribute is an attribute at its peak, the highest and purest an attribute can be without reaching Godhood. A Spirit Master is immune to the effects of the same Attribute AND those of its weakness as their Ultimate Attribute unless they are of the Ultimate Attribute too. For example, a person with an Ultimate Ice Attribute will be completely fine in the middle of a raging inferno and survive in the coldest blizzard. A person with the Ultimate Attribute can even take control of the elements of the same attribute from the surrounding or even from other Spirit Master without an Ultimate Attribute.

Pick one of the Attributes you have bought to become an Ultimate Attribute, except for Yin, Yang, Creation, and Destruction as they are already considered “Ultimate”. You can buy this as many times as the Attributes you have. Those with an Ultimate Attribute will find their cultivation slowing down to a crawl after reaching Rank 30 and before Rank 70, taking as long as a year to increase from Rank 31 to 33 and even longer at higher Ranks. You must take the Slow Cultivation drawback for half the CP since it’ll only affect you between those two Ranks.

Items:

The first 3 items are discounted or free if they are 100 CP.

Money (50 CP) - First is free for Heir. You get the equivalent of 10,000 USD in the Douluo continent’s currency. Enough to buy yourself a small house in a small city.

Spirit Ascension Pill (100 CP) - This pill helps raise the Spirit Power of a Spirit Master but only one pill can be consumed by a spirit master in their lifetime or they will damage their foundation and potential. It is recommended for a person to be at least Rank 21 before they take this pill. The Spirit Power increase is equal to what a rank 30 spirit master requires to raise to rank 31.

Mystic Water Pill (100 CP) - Water has a cleansing ability. This pill is very mild and masters of any level can absorb its effects. It can raise the level of a spirit master below level 20 by at least one Rank. However, its most valuable effect is to clean the vessels and meridians. The Mystic Water Pill washes the waste within the human body, allowing a Spirit Master to increase their potential. This is roughly equivalent to their Martial Spirit awakening with 1 Rank higher than their normal Innate Spirit Power. Unlike the Spirit Ascension Pill, these pills can be taken multiple times but their effects have a diminishing return the more talented a Spirit Master is.

Storage Essence Tool (200 CP) - An essence tool is essentially a magical item that works with Spirit Power. Essence Tools look the same as a normal item except that they leak Spirit Power when they don't have an owner. This Essence Tool is a storage type essence tool. Like the name implies, you can use it to store things. You can store up to a small living room worth of items. It can even store living things such as plants and preserve them if you need to replant them later.

Spirit Bones (100/200/500 CP) - It could be that you are that important to your clan/sect or you are just that lucky, you came into the possession of a Spirit Bone. Spirit Bones are bones that dead Spirit Beast can drop in addition to their Spirit Rings but it is an extremely rare occurrence. Having a Spirit Bone is essentially the same as having another Spirit Skill. This Spirit Bone can be a Head, Torso, Right Arm, Left Arm, Right Leg, or Left Leg Spirit Bone. A person can only absorb ONE Spirit Bone in each of the sections listed above, making it only possible for a normal Spirit Master to absorb 6 Spirit Bones throughout their life.

Spirit Bones, like Spirit Rings, are more powerful the older they are but unlike Spirit Rings, Spirit Masters can absorb Spirit Bones of any age. Even a Rank 1 Spirit Master can absorb a 100,000 years old Spirit Bone. A 1,000 years old Spirit Bone cost 100 CP, a 10,000 years old Spirit Bone cost 200 CP, and a 100,000 years old Spirit Bone cost 500 CP.

External Spirit Bone (300 CP) - External Spirit Bone, unlike normal Spirit Bones, are for bones outside the 6 places mentioned above and are even rarer than normal Spirit Bones. They can be for things like the palm, feet, forehead(third eye), spine(wings/tails/spider legs), etc. This means that if a person has an external Spirit Bone, they can have more Spirit Bone than the above mentioned 6. Not only that, an External Spirit bone can grow unlike a normal Spirit Bone. They do this by absorbing the power and life force of the same species of Spirit Beast they came from or absorbing the power of compatible heaven and earth treasures. This means that a 100 years old External Spirit Bone can grow to be 100,000 years old or more. Due to this, you can only buy an External Spirit Bone of 1,000 years old.

Immortal Herbs (400 CP) - An Immortal Herb is a Heaven and Earth treasure that you can't seek but only lucked into. You can pick one of the already existing Immortal Herb or create your own of a similar level. The least the Immortal Herb can do is increase your Spirit Power by as much as 10 Ranks for Rank 20, 6 Ranks for Rank 30, 4 Ranks for Rank 40, 3 Ranks for Rank 50, or 1 Rank for Rank 60. Immortal Herbs can have effects such as strengthening the foundation, purifying the Martial Spirit to get rid of negative side effects, make you immune to a certain element, or even boost one of your Attributes to the Ultimate level.

Companions:

Don't want to travel alone? Well, get companions then.

Import (100 CP/400 CP) - You can import and/or create 1 companion for 100 CP each or pay 400 CP to import/create 8 companions. Each companion gets 600 CP for free, free pick of starting location, and a Free Origin but no discounts.

Canon Companion (Free) - If you can convince someone from this world to go with you, you can take them with you for free. Be warned that this will be harder than it seems as most people in this world form deep and long lasting emotional connections, even going so far as dying along with their significant other. You won't be able to make them leave what they know and love easily.

100% Compatibility (200 CP) - Having compatibility with a companion is more than what it seems in the world of Douluo Dalu. This not only means your personality is compatible, making it easier to forge long lasting bonds, but both your Martial Spirits are also compatible, allowing you to pull off a Spirit Fusion. Not only that, because you have 100% compatibility, you can fuse your Spirit Power together even without going into Spirit Fusion. This allows you to produce attacks more powerful than you can with only your own Spirit Power and even cultivates faster if the two of you do so together. You can even fusion your Spirit Skills to create a more powerful version of the Spirit Skills. If you do use the complete Spirit Fusion, it'll be more powerful than a normal Spirit Fusion. You have to buy this once for each companion you want.

Drawbacks:

Make the rest of your jump more annoying and/or dangerous for more points.

Fan-Verse (+100 CP) - What's this? You don't want the generic world of Douluo Dalu? Well, with this drawback, you will be sent to a fanfiction of the world instead. Don't expect anything

you know about the plot to still be accurate, expect badly rewritten plots, beware of overpowered inserts, and worst of all, genderbent characters.

- **Hey, I Know This One (-100 CP)** - Instead of being inserted into a generic or even random fanfic, you get to choose the fanfic. You may not do any crossover fic or anything that will massively increase the world's power level.

Fresh Start (+100/200/400/800 CP) - Your out of jump power, abilities, and items have been sealed for the duration of this jump. If you import a companion, they will be scattered throughout the Douluo continent, forcing you to find them again. You can't take this Drawback if this is your first jump. The amount of points you get for this drawback increases with the number of jumps you have been to before this one. 1 jump = 100 CP, 2 jumps = 200 CP, 3 jumps = 400 CP, and 4+ jumps = 800 CP. These points do not stack.

Extended Stay (+100 each) - You can increase your stay on this world by 10 years for 100 points. You only get points for the first 9 times you buy this, any succeeding time will only increase your time and not your points. Be careful as dying of old age can be a thing in this world and it WILL end your chain. Spirit Masters, even the most powerful ones, can only live for a maximum of 200 years currently. You have to reach Godhood to have an immortal life span which is easier said than done. On average, you can see a few Spirit Masters ascend to Godhood every 10,000 years.

Slow Cultivation (+200 CP) - Your cultivation increases slower than everyone else. You have to put in twice the effort in order to keep up with normal Spirit Masters and even more to keep up with the geniuses.

Asshole Rival (+200 CP) - You have a rival that would love to do nothing more than embarrass you. They will stop at nothing to do so. The only upside is they don't want to kill you so you're in no danger of dying from them. Your rival has just as much talent as you and will be able to keep up or even suppress you if you don't work hard enough. If you somehow convince your rival to stop, they die, or is somehow taken out of the picture, a new rival will appear.

Young Masters Everywhere (+300 CP) - If you're here then you should know the trope of the Young Master. The super arrogant rich boy that seems to only exist to get beaten by the MC only for them to go crying to their parents which will cause more trouble for the MC. If the MC somehow beats the parent, then the grandparents will get involved, then the clan, then great ancestor, etc until the whole family is beaten back and can't do anything anymore. While this drawback isn't as extreme, you will find yourself meeting these types of people everywhere you go. If you don't figure out how to deal with them, you CAN find yourself in the exact situation above. Be warned that the Young Master's attitude makes their face look extremely punchable. You will need a lot of willpower to stop yourself from doing so.

YOU'RE The Young Master (+300 CP) - You are now the rich arrogant rich boy and the rich part might not even be true depending on what your origin is. You won't even notice when you are being arrogant and will find that you make enemies everywhere you go. It will be wise to get

some backing so you don't get killed for being too annoying. Oh, and make sure not to annoy your backing too much too.

Unwanted Mutation (+400 CP) - Sometimes a Martial Spirit can mutate to become weaker or stronger. This is the former. With this drawback, a mutation occurred to your Martial Spirit that caused it to become weaker than even the weak Blue Silver Grass Martial Spirit. Unless you're lucky or you train your ass off, it'll be almost impossible to break through to even Rank 30.

Hunted (+500 CP) - You will be hunted by a powerful spirit beast or human spirit master. They will always be at a similar level of power as you no matter how powerful you get. The only way to get rid of this drawback is to kill your hunter. The hunt starts 6 years after you arrive in the world of Douluo Dalu. Once the hunt starts, you'll find that you're conveniently alone and have to face the hunter by yourself.

Evil Spirit Master (+600 CP) - Cannot be taken by Spirit Beast unless taken Spirit Beast Evolution. Evil Spirit Masters are essentially Spirit Masters with an Evil Attribute that relies on dark methods such as eating the hearts of unborn babies, collecting souls, or sucking the life out of people to cultivate. Doing so allows them to rapidly increase their cultivations at a never before seen rate(until Rank 70) and grant them a lot more power than normal Spirit Masters. It will also wrap their mind into a twisted version of themselves the more they use said method. Whether or not you are actually an Evil Spirit Master, you now have the reputation of one. The whole continent will hunt you down in order to stop the threat that they think you will become. The only "safe" place for you to be will be Slaughter City, a "paradise" where you can do anything so long as you're strong enough. If you're truly not an Evil Spirit Master, you can try to clear your name but it'll be as hard as becoming a God until your stay is over.

Choices:

Stay: You find yourself liking this world and would like to explore it more. Who knows, you might even find yourself ascending to Godhood.

Go Home: You find that you are tired from your adventures. You are heading home with the powers and items you have acquired as well as any companions who want to come with you.

Continue: There are still more adventures out there and stories to be made. Continue your chain.