Renegade Immortal

Jumpchain CYOA
Version 1.5
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Welcome to the world of Renegade Immortal, known also as Xian Ni. This world is one of cultivation, much like you might have encountered in the past.

This one is a bit different, however. There are cultivators, there are beasts, there are worlds larger than the mind can comprehend, things that seem impossible, but what sets this world apart from the others is the savagery of it.

You will be starting your time in this world within the confines of the Alliance Star System, itself a smaller piece of the Inner Realm, alongside the Allheaven Star System, the Cloud Sea Star System and the Summoned River Star System.

In the Alliance Star System, the only true law is that of the jungle. The strong do as they wish and the weak are crushed beneath their feet. Those who do not kill are murdered by those who do. Loyalty is scarce and self-interest is the predominant motivating force for the cultivators who seek to place themselves ever higher beyond the people around them.

The only way to make it anywhere in this world is to be ruthless, decisive, cunning and, above all else, strong. Of course, you can hide behind the skirts of your betters, but that kind of existence isn't fit to shape the kind of person necessary to reach the highest realms in this place.

You will arrive in this world three days before Wang Lin's uncle arrives at his home and tells his father that the Heng Yue Sect is accepting disciples.

Assuming you don't take anything that would change this, you will remain in this world for ten years.

Take **1000 Cultivation Points**. You'll need them.

Origins

You will need to choose an origin, the starting point for your journey through this world. The origin that you choose will come with memories that are as real as your own and a background in this world, save for the Drop-in who receives nothing.

You can choose your gender. Your age can be whatever you like, so long as it makes sense for your origin.

Drop-in

You appear out of nowhere at your starting location with nothing but whatever you brought with you or purchased.

Mortal +300 CP

You are a member of this world's lowest class, the nameless masses that make up the majority of the living population of humans and yet matter the least in spite of that.

Young Cultivator -100 CP

You are still young and your progress on the path of cultivation is still miniscule. Your standing and progress will be determined by the purchases you make later on. Perhaps you're just an outer disciple of a lesser sect like the Heng Yue Sect or perhaps you're the young master of a greater sect, one of the many that litter the Rank 3 and 4 cultivation countries.

Old Cultivator -200 CP

The path of cultivation is long and you have walked further along it than most in your generation. You are likely well known in your circle, one way or another, and your strength is something that mortals can't even imagine. The details of your standing and nature, be it as an elder of a sect or as a wandering expert, will be determined by your later purchases.

Locations

You may start in any public place on the cultivation planet of Suzaku. Alternatively, you may receive 50 CP to roll on the table below and start in a public place anywhere within that country.

1. **Zhao**
   tiny rank 3 cultivation country on the Western Continent of Suzaku. This place is a backwater with no notable figures or places. Its only significance is that Wang Lin, the protagonist of this world, was born here and that an avatar of the fourth emperor of the Vermillion Bird Sect founded the Heng Yue Sect here. There is a Foreign Battleground entrance here, however, in the Jue Ming Valley. Such a place is one where space is collapsing and many treasures can be found, for those with the courage to brave it.

2. **Hou Fen**
   small country, albeit twice the size of Zhao, on the opposite side of the Sea of Devils from it. There isn't much of note in this place, though you should be careful of what lies beneath it. A fire spirit beast on the verge of breaking through to the next level has given birth to countless lesser fire beasts over the years. And if something were to happen to it? Well, let's just say it would be catastrophic. There is a Foreign Battleground entrance here as well, the same Battleground connected to Zhao.

3. **Chu**
   country bordering Hou Fen, home to the Cloud Sky Sect that is known for their skill with alchemy. In a possible future, the destruction of Hou Fen would drive its sects to invade Chu and take a slice of its land for themselves.

4. **Four Sects Alliance**
   large rank 4 cultivation country several times bigger than Zhao that is home to countless mortals. Its name is derived from the four powerful sects that rule over it. Several hundred years from now the cultivators of the frigid country of Xue Yue may invade and take over, causing untold mortal casualties in the process.

5. **Pilu**
   5th rank cultivation country, home to Soul Transformation cultivators. This place is on the Suzaku continent, although it shares none of that glory. The Soul Refining Sect that Wang Lin may join one day is here.

6. **Sea of Devils**
   There used to be an ocean between the continents of Suzaku, a vast and beautiful thing, but a conflict between powerful cultivators in years gone by evaporated the entire thing, leaving behind a foggy basin filled with demonic cultivators and powerful spirit beasts. This place is lawless, even more so than the rest of the world, and far more dangerous

than the world outside. There's a lot of treasure and fortune to be found, however, if you know where to look. The Ancient God Tu Si's dead body and inheritance resides within a pocket dimension inside the Chaotic Broken Stars, deep within the Sea.

7. Suzaku
   The planet of Suzaku is ruled by the Suzaku, who leads the Suzaku sect, which resides in the only rank six cultivation country on the planet, also known as Suzaku.

8. Re-roll
   Roll on the table again.

Perks

Each origin receives their 100 CP perks for free and the others at a 50% discount. General perks are not discounted.

General

Cultivation (free)

This represents your ability to cultivate, be it your body, your soul, your spirit or stranger things. Whatever the path, you have an average talent with all of them, representing a span of physical potential, mental ability and potency of self. Your willpower is bolstered, enough that the pains and hardships everyone must face are bearable. Focusing on one thing or another for long periods of time is now easy.

Drop-ins start at the first stage of Qi Condensation, but have no method or techniques they didn't buy here. Mortals have no cultivation and thus no method or technique, but still retain the same level of talent as the others, barring any other purchases. Young Cultivators have a method of average value, a small handful of middling techniques and a cultivation mid-way through Qi Condensation. Old Cultivators have a cultivation of early Foundation Establishment, a potent method and a collection of techniques that would make any junior envious.

You aren't restricted in the heights your cultivation can reach, but with just this it's unlikely you'll make it far.

Once you leave this jump you will be able to grant other people the ability to cultivate.

Like A Painting -free/100/200 CP

One thing common to cultivators, at least those who don't cultivate methods that twist their appearance, is that they tend to be quite attractive and only become more so as they advance through the stages. If you weren't already more so, then you are now generically attractive. Certainly nothing noteworthy, but let nobody say you're ugly.

For 100 CP, however, you may become an exceptional example of whatever conformation you adhere to, certainly one of the more stunning cultivators in your generation.

And for 200 CP, you can go even further, obtaining looks on par with Liu Mei, who was lauded by all for her beauty and who could cause the weak willed to devote themselves to her within a few moments of meeting them.

The effect of this perk is in addition to what you already have.

Heaven Defying Willpower -100 CP

Cultivation is hard, only the most pampered and sheltered of cultivators will say otherwise. The path is long, desolate and rife with dangers. Worse than that, however, is that the very world conspires against you, seeking to beat you down and turn you into something subordinate to its will. And if it can't mold you, then it will break you. The term "heaven defying" has many connotations, depending on what it's used in relation to. In this case, it means that you have the willpower necessary to look up at the boundless heavens and tell it to move first. No level of pain or hardship can bend or break you because your willpower is infinite and unlimited.

Craftsman -100/200/300 CP

Building and crafting things is an omnipresent facet of civilization. Utensils, furniture, homes and everything else, they all need people to build them. It's the same for cultivators, though the sheer length of time they live tends to mean that everyone picks up some skills here and there. When they actually devote time and effort towards mastering crafting though? The results are beyond belief.

For **100 CP**, you have the talent and skill of a mortal master in an area of your choosing, such as smithing, carving, painting, sculpting or similar things. The things you can create with this skill are beautiful and functional enough to draw admiration from mortal emperors and kings. Mortals receive a free purchase of this perk.

For **200 CP**, you have transcended the realm of mortal talent in all areas of craft and can sculpt statues so accurate to the real thing that they possess a shadow of the aura produced by the real thing and paintings so evocative that they can drive a man to tears or uplift him for the rest of his life. Beautiful weapons that never dull and do far more damage than they should and treasures that would be the envy of any lower realm cultivator. Mortals can buy this level for **100 CP**.

For **300 CP**, you have the sheer level of talent and vision necessary to match, and eventually outclass Esteemed Tian Bao, the most famed craftsman of the collapsed Celestial Realm from ages gone by who was responsible for the God Slaying Chariot, an attempt to create a peerless weapon that was surprisingly successful in the end. While you're not there yet, with time, experimentation and the right materials, you could create similarly powerful treasures, artifacts or pieces of art, things that would attract the attention of Third Step cultivators. Mortals can buy this level for **200 CP**.

Cultivation Method -100/200 CP

For a mortal to become a cultivator many things are needed. Luck to come across the opportunity, a location thick enough with spiritual energy that even a mortal can learn to pull it into their body with training and, most importantly, a technique that enables them to interact with that spiritual energy and safely absorb it.

There are many such techniques, each taking their own approach and each having different end results. You can acquire one such technique here.

For 100 CP, you have a simple method that will take you to the peak of Foundation Establishment and no further. It'll be up to you to acquire more complete instructions for further progress, though this method will not limit your future progress or hinder your development in any direction. The Old and Young Cultivator origins get this for free

For 200 CP, you have something much more special. You have a complete method meant to allow its practitioners to reach certain stages via various paths. The Underworld Ascension Method involves absorbing Yin aspected spiritual energy and using that to form a cold core for the Core Formation stage. The Divine Path involves the creation of an avatar that will help the cultivator form his nascent soul to break through to the Nascent Soul stage. You may choose one of these or create something similar. A generic method or perhaps a variation of the Underworld Ascension Method that relies on Yang spiritual energy and creates a hot core instead.

Additional purchases of 200 CP methods after the first are discounted.

Techniques -100/200/400 CP
Cultivation isn't simply about empowering the body and soul to ever greater heights, no, that power can be used in many strange and wonderful ways if you know how. Over decades, centuries and millennia, cultivators have formed and refined techniques and spells, codified ways of affecting the world around them. Most typically with the intention of more easily slaughtering their enemies.

For 100 CP, you can receive a set of basic techniques like the Attraction Technique, which allows you to telekinetically manipulate objects, simple breathing techniques for attracting and dispersing excess spiritual energy and similar things. Young Cultivator and Old Cultivator receive this for free.

For 200 CP, you can get some of the really notable spells on Suzaku, such as Situ Nan's Underworld Finger series of spells or the Soul Refining Sect's Soul Refining, Extracting and Sealing techniques that allowed for the creation of the Billion Soul Flag, something so powerful that it allowed the wielder to punch far above their effective weight and be truly arrogant on Suzaku.

For 400 CP, you can start to have truly powerful spells, celestial or otherwise, the kinds of things that would be the envy of any Second Step cultivator. From Celestial Emperor Bai Fan's Call The Wind, Summon The Rain and Magic Arsenal, to Celestial Emperor Qing Lin's Stop spell or the All-Seer's true Celestial Slaughter technique. You won't be able to achieve much

with these until the transition stage between the First and Second Steps. If you purchase celestial spells here, then you won't need celestial origin energy to power them.

You may choose any canon spells or technique that wasn't mentioned here, paying what it is worth in the tiers. You may also create your own spells and assign them a price based on their strength/potential. Be reasonable with your fanwanking.

Additional purchases of 200 and 400 CP techniques are discounted after the first.

The Coolness of Water -200 CP

The path ahead of you is long and the things you'll see on it are many. Even immortal cultivators cannot remember everything that they have ever experienced. You're different, however.

No matter how long you live, no matter the immense quantities of knowledge you might gather, you'll never forget even a single detail. Even better, it sorts itself perfectly so you'll always be able to find whatever information you're looking for the moment you want to recall it.

The memories you hold can never be altered or removed, save by your own will. Further, you can choose to forget things if you so wish, erasing them so utterly that nothing will ever bring them back. If you prefer a less absolute solution then you may simply suppress them, removing them from your conscious mind while retaining the knowledge of why you blocked them as well as any lessons learned, so as to avoid repeating mistakes.

Three Questions -200 CP

Even if you were to possess an icy personality or blunt affect, something about you seems to exemplify what it means to be a heaven-defying cultivator and the people around you can't help but see that. You easily inspire awe, fear, respect and admiration in the people who witness your deeds, even without any attempt to elicit such reactions from your audience.

When it comes to people you know and like, this effect becomes stronger. A passing acquaintance might deepen into a strong friendship and a peer might have his respect for your power and strength transform into an earnest appreciation of you as an individual.

Even evil and cruel acts like torture, slavery and wanton murder don't diminish this aura. In fact, such things seem to strengthen the effect, such that an individual that you've imprisoned and tortured is far more susceptible to this force of personality. Taking a woman out for a massacre could even be a viable date, with this. While she is certain to be shocked if she is unused to such matters she definitely won't be put off by the experience, to even her own bafflement. What's more, the hold you have on other people is such that your relationship with them won't diminish, even after centuries of neglect or absence.

Finally, the effects of this perk will become even stronger again if the people affected by it are already predisposed to you. A passing fancy could strengthen into a potent attraction. And if you actually help someone who is interested in you, resolving a recurring issue for them, then the effects will become truly amazing. Someone who falls for you like this would give their own flesh and blood to keep you alive and may cut all ties with their family to seek you out, even if you've expressed your disinterest. That said, you may finely control the intensity of this perk, as well as how many or how few it affects.

Dao of Alchemy -200 CP

Alchemy is the art and science of using spiritual materials and reagents to create miraculous pills and concoctions with an incredible range of effects. From pills that can heal grievous wounds or cure horrific diseases to poisons so terrifyingly potent that just a single breath can melt the flesh from your bones. Elixirs that induce states of enlightenment or restoratives that can drastically improve your cultivation, help you break through bottlenecks or just simply refill your reserves of spiritual energy when you are low.

For the less talented, alchemical creations can represent their only hopes to break through to the higher stages of cultivation, be it the Foundation Establishing Pill, the miraculous medicines that can allow for the creation of nascent souls or even stranger things.

You are an incredibly talented alchemist with an intuitive grasp of the process of pill-making as well as the way ingredients may interact, allowing you to make leaps in the process of refinement, or even creation of new recipes, that would require years of hard study for others. This kind of talent allows you to easily analyse and recreate pills with a short period of examination.

Talent isn't everything though. A senior with decades of experience will always do better than a pill genius on their first time. You have the equivalent of a good decade or two of practical experience with alchemy under your belt as well as a wealth of theoretical knowledge. If a reagent or pill has existed in Suzaku or in myth, then it's likely you know of it and the ways that it can be used or otherwise nurtured if it is not yet ready.

In future jumps, the combination of your talent and this foundation of knowledge will see you quickly reaching the starting point of this perk in all similar disciplines.

Restriction/Formation Expert -200/300 CP

Formations and restrictions are two different yet similar methods of achieving similar results.

Formations are ordered structures built from materials and powerful resources that can accomplish a variety of tasks, including teleportation across vast distances to pre-set destinations, creating incredibly powerful barriers to keep enemies out or allowing multiple weaker people to work together to create a far more powerful force. One of the most potent

examples of formations, one that only late Second Step and Third Step cultivators would know about, is the Realm Sealing Formation, an unimaginably vast sealing formation that separates the Cave World into the Inner and Outer Realms.

Restrictions, on the other hand, require no resources aside from one's knowledge and divine sense and they can change according to the will of the user, making them much more dynamic and free-form as compared to formations. The most common use for restrictions is to boobytrap an area, filling a space with manifold restrictions that require long periods of careful study to bypass, lest you step on a blade of grass that will become a storm of blades that simultaneously sets off all the adjacent restrictions and creates a truly dangerous predicament.

You have an incredible talent for your chosen discipline, as well as the equivalent of years of experience and a well honed sense of intuition for unknown restrictions or formations. This talent and experience has manifested in a particularly piercing gaze, allowing you see through restrictions, formations and patterns with incredible ease.

Purchasing this perk gives you one of the two disciplines. If you bought one you may buy the other at a discount for a total of 300 CP.

Beast Tamer -200 CP
Spirit beast is a catch all term for monsters and creatures with powers of their own, be it simple animals with stronger bodies than the norm to enormous centipedes that can breathe horrifically potent poison or even vast whales that contain worlds within their stomachs.

You are uniquely talented at taming and training such beasts, exuding an aura that makes creatures more amenable to you. Even savage monsters that are renowned for being impossible to domesticate can be bent to your will with enough time. Understanding the strengths, weaknesses and other attributes of any creature you encounter comes naturally to you and you can quickly develop effective methods to help them improve in any area.

To go with this talent, you have an encyclopedic bestiary in your head covering all of Suzaku and a great deal of things from beyond, as well as a small library's worth of beast training techniques that can be applied to a wide variety of creatures. This knowledge will update itself when you travel to new jumps in the future.

Soul Devourer -300 CP
However you managed it, you've become an existence that feeds on the souls of others, not something that can normally exist in this reality, as opposed to the world of decay beneath its fabric. Your soul, which can now exist independently from your body and exit it at will, if you weren't already capable of that, can become an amorphous mass of black smoke, capable of flying and shaping itself into various appearances. This ravenous form can devour the souls of others, either free floating or weak enough in comparison to you that you can simply pry them

from their bodies, to empower itself, growing larger and stronger. This process will strengthen your soul and empower your divine sense, granting it to you if you don't already have it, as well as any other soul based abilities you may have.

Once you devour enough souls you will develop a Soul Gem, signifying your full maturity. You may use this to produce Wandering Souls, the ravenous precursors to Soul Devourers. You can command all Wandering Souls, and similar creatures, with absolute authority, driving them to their deaths or worse without a chance for them to resist.

As a consequence of your soul's ability to exist as an independent entity, physical death will no longer end your chain. You will endure past the death of your body as long as your soul survives and isn't destroyed.

Ancient Clan -300/500/700 CP

Few people remember, but there were once incredibly powerful existences who wandered this world. They were known as the Ancient Gods, Ancient Demons and Ancient Devils.

The Ancient Gods were paragons of physical might and vitality, whose bodies were akin to the strongest of treasures forged by cultivators and capable of recovering from absolutely catastrophic damage. In their true forms, their immense bodies were far larger than cultivation planets, being best measured in astronomical units.

The Ancient Demons were renowned for their incredible arsenals of spells and skill at creating more, capable of going an entire fight without repeating a single spell.

And the Ancient Devils held power over the desires of the heart as well as the nature of slaughter. They could create powerful weapons and armor from their twisted energies.

Regardless of the circumstances, you have managed to acquire the inheritance of knowledge left behind after the death of one of these great beings. This inheritance covers many topics. From a vast amount of general information about places, creatures, resources and artifacts to the cultivation and refinement techniques of your chosen Ancient Clan.

To accommodate this inheritance, your body was reforged into a one star example of your inherited race with pure enough blood to count as a common member of the royal family. This grants your fleshly body power roughly comparable to an early First Step cultivator, around the Core Formation realm.

Be warned, however, that the energy required to cultivate as an Ancient clan member is absolutely monstrous compared to a normal cultivator, with Ancient Gods consuming the spiritual energy of entire planets to advance further and further.

The first purchase of this perk costs 300 CP and grants you the inheritance of one Ancient Clan of your choice. Each of the other two Ancient Clans costs an extra 200 CP, all three costing a total of 700 CP.

If you purchase all three then your inheritance will be obtained from an Ancient One, an Ancient clansman who cultivated the powers of all three clans and perfectly fused them, with the purest royal bloodline possible, comparable to a child of the Ancient Ancestor himself. This will grant you a body cultivation that is unparalleled beneath Nascent Soul and far greater potential power in the future, as well as the first star of each respective Ancient clan.

Celestial Bloodline -300/700 CP

Just as the Ancient Clan's inheritance confers great powers, the Celestial Clan's bloodline possesses strength to match. You are part of the Celestial Clan and your heritage is as pure as it can be without being part of the royal bloodline.

The standard system of cultivation is completely natural for you now, as it was originally developed by and for the Celestial Clan to help them perfect themselves as a race and shed their mortality. Your spiritual energy is extremely pure, dense and potent compared to non-celestials, making you extremely powerful compared to your peers on its own. Enough that you could match an Ancient clansman of a common royal blood blow for blow with your spells and magical techniques, if your cultivation level was equivalent to theirs.

You also enjoy a much higher affinity for the restorative properties of spiritual energy, completely healing from wounds that would kill or cripple normal cultivators in a fraction of the time they'd take to recover from lesser wounds with medical aid. And at the peak of the Soul Formation realm, you will gain the ability to naturally refine your spiritual energy into the much more potent celestial spiritual energy, making the Soul Transformation realm a simple matter of completely converting your spiritual energy to celestial spiritual energy, as your body and soul are already those of a Celestial.

Your new status comes with one final boon. Whatever the circumstances that led to a young Celestial of such an exalted bloodline to end up in a Cave World, there are now secrets hidden in your memories. A cultivation method of high quality even in the Immortal Astral Continent, which would make it a near unprecedented masterwork in a place like the Cave World. A few spells of similar quality suitable for each cultivation realm up until Nirvana Cleanser. And recipes and construction methods for treasures and pills that will present a great advantage against your peers up until that level if you manage to gather the materials and make them.

If you pay another 400 CP, for a total of 700 CP, then you are part of the royal bloodline outright. As pure blooded as if you were the child of the Celestial Ancestor himself.

Your spiritual energy is now powerful enough to allow you to match even the purest blooded royal Ancient clansman blow for blow, and you also possess the three Celestial Marks that confer the Celestial Clan's greatest power: The Immortal Celestial Body.

Your body and soul are nigh-indestructible, rapidly regenerating from all damage dealt to them. You could have your entire being destroyed and as long as at least part of your soul itself remained you would quickly reform back to peak condition, fast enough to pressure opponents of similar power to you. The blood of the Immortal Celestial Body can also be used to heal others from nearly anything short of death, and depending on how well they integrate with it they could develop some degree of your powerful regeneration as well, though you can stop either or both of those effect from happening by willing it.

Finally, the cultivation technique, spells, recipes and construction methods in your memory are now of truly exceptional quality, precious treasures even in the Immortal Astral Continent, and there are spells and recipes suitable even up to the mid stages of the Third Step.

Ji Realm -300/600 CP

Not much is known about the Ji Realm in Suzaku. The conditions needed to activate it, the effects it has on a person and their energy, basically everything. Indeed, there are even some who believe it to be a treasure, lost and found across the ages. The horrific power of it is well documented, however. In their cultivation stage, a Ji Realm wielder is an unstoppable force capable of slaying average members of equal cultivation level like a mortal harvests grain.

Within the spiritual energy of a cultivator, the Ji Realm appears as threads of enhanced power. When these threads are condensed into techniques their power is increased massively, becoming a nigh-unstoppable force capable of slaying every average cultivator within, or below, their realm of cultivation without even a chance to regret crossing them. Their spiritual force is so potent that offensive treasures almost become redundant.
This is how the Ji Realm typically manifests, but in strange situations it has been known to manifest in another form. Instead of fusing with the spiritual energy, it can instead fuse with the soul and thus the divine sense. This manifestation of the Ji Realm appears as a red lightning that is capable of destroying the soul of a target with nothing more than a flash of red light to herald its passage. As with the spiritual Ji, this also significantly enhances the potency of the soul and divine sense.

Such a powerful thing would be hated by the heavens, however, and ordinarily a cultivator with the Ji Realm would be unable to progress past the Nascent Soul stage into Soul Formation and thus be trapped there until they gave up the Ji Realm. Although there is a chance to reclaim it at the Nirvana Shatterer stage, it will be impossible to keep for the intervening stages. As you have paid for this with CP, you will not have this problem.

You may purchase either manifestation for **300 CP** or both for **600 CP**.

Destiny -500 CP

In this world more than any other, reaching truly spectacular heights of power is as much about chance and fate as it is about talent and resources. Such things are fickle but with this you can rest assured that fate is on your side. Destiny doesn't favor the indolent, however, so you will need a goal, an ambition, and the will to work for it. When you have such a drive? There is nothing that you won't be able to achieve, given sufficient time. Even a talentless mortal could reach the Fourth Step, if they had the will.

As long as you hold a goal or objective in your heart opportunities and situations will appear that can greatly further your progress. If you take advantage of those opportunities and overcome those situations you will find yourself advancing towards the achievement of your goals as well as fulfilling criteria and requirements that you may not even have known where necessary to make your dreams a reality.

Even outside of that you'll always enjoy more success than you really should against your betters and if you should end up in a truly dangerous situation there will always be a way out if you have the wits to find it, regardless of the scale of the danger.

Although you are not guaranteed to come out intact from extreme situations you'll always be guaranteed to fully recover and benefit if you survive in some capacity. Whenever you overcome a truly dangerous situation the benefits will be remarkable.

Ultimately, conflict is where this truly shines. You won't achieve much if you never take risks or shut yourself up in a cave for years on end, but if you throw yourself out into the world and find adversity, then the benefits will be unimaginable.

Drop-in

The Invincible Art -100 CP
Respect is everything in this world, where everyone is powerful and has lived long lives, experienced many things. Being rude can often be a fatal mistake, if not immediately then later, when your fate rests in the hands of the one whose toes you stepped on.

Lucky for you, then, that you are a master of the Invincible Art, truly the most powerful of skills in this world: sucking up to your betters. You can be entirely shameless and so terrifyingly ingratiating that it would require a true old monster to see through your flattery.

Finding a benefactor and brown nosing so fiercely that everyone who sees it is dumbstruck with awe, that is true power.

You'll also find that your benefactors are altogether more lenient with you than they would normally be, excusing things for you that they would have severely punished any other servant for.

Unassuming -200 CP
Arrogance is a universal trait amongst cultivators, its magnitude increasing as the individual's power does. Is it any wonder then, that seniors refuse to use their true power against you? Whatever the details of the situation, you will always find your first battle against any given individual being one characterized by extreme underestimation on your opponent's part.

Be it because you're a young cultivator, someone they've never heard or because they're just that arrogant, no one will ever use their full strength against you in the first exchange.

This effect lessens in subsequent encounters, becoming less prevalent the more that you shatter their expectations. This effect can also be lessened somewhat if your opponent has seen your true capabilities before, even if you've never fought.

Legends and rumors have little effect on this, unless they're backed up by many sources or are otherwise heaven shaking. After all, it's just a rumor.

You can toggle the effects of this perk.

How Did He Get Here? -400 CP
There are many places in this world that are barred to travellers, be it because of natural phenomena or an old monster protecting their territory. Similarly, there are a lot of horrifically dangerous places filled with flora and fauna that can make any cultivator pale with terror, locations so hostile to life that mortals can die just from seeing them, let alone stepping foot inside them.

You have a singularly peculiar ability to easily bypass those restrictions or traverse those places though. If you want to go somewhere, then you'll get there, regardless of obstacles or intervening barriers.

Finding a way through the Realm Sealing Formation that separates the Inner and Outer Realms? Simple. Sneaking into someone's Cave World? Easy. Regardless of the destination, a path will reveal itself eventually if you search for it, one that will take you to your location far faster than travelling there normally.

Where Jumper Goes, Treasure Follows -600 CP

Some cultivators are talented. Others are cunning. Fewer still have transcendent wisdom. You may or may not have any of that, but what you definitely do have, is tremendous luck. At least in the region of finding treasures and staying alive.

Like the expert known as Greed, perhaps you too might dig up a 500 year old spirit plant at the age of eight, survive a fall from a cliff at age thirteen by landing in a cave with a 500 year old spirit fruit, obtain the allegiance of an incredibly rare, ancient spirit beast at age eighteen and survive an unwinnable battle because your enemy was smashed to death by a furnace valuable enough to drive any cultivator insane with envy simply falling from the sky at age thirty.

The specifics will, naturally, change for you, but this is the kind of luck you may now enjoy.

In addition to this, you will also find that people tend towards robbery as opposed to murder when it comes to you. If you might find yourself in a situation where someone would normally kill you, then you can instead allow them to steal your valuable treasure instead. This will resolve hatred between you and, assuming you don't cause any more trouble in the future, will ensure that they don't try to kill you again. You won't have to worry about them trying to use you as a lucky charm either, as they'll leave you alone in the future if you don't cause them further trouble.

Mortal

A Man -100 CP
As a mortal, you are uniquely qualified to understand the perspective of other mortals, to empathize with their plights and problems. With time and the addition of great power, these understandings can fade, but no longer.

With this, you have no trouble connecting or empathizing with other people, no matter the difference in power, station and experience between you.

This empathy is immediately obvious and impossible to mistake for anything else, making the process of reciprocation much easier for the other parties.

A Mountain -200 CP
The refinement process that cultivators undergo isn't confined to just the body and the soul, but also the mind. This world is indifferent at best, cruel at worst. To survive in it, you need to conform to its rules.

Something is typically lost in the process, something precious.

You won't lose anything though, not to this world, not to the monsters that inhabit it. No matter what you experience, no matter how far you travel from home, you will continue to grow into the person that you truly want to be; the hardship and adversity only serving to temper your heart and to deepen your faith in yourself and your beliefs.

Even if you become a god so far beyond mortality that you can't even remember how long you've been alive and no matter what you had to do to climb that high, you will not lose the parts of yourself that you consider important.

Great Sage -400 CP
Passing your skills onto the next generation is the foundation of mortal society, what allows it to grow. The same thing could be said for immortal cultivators, but for the many mortals who populate the world, honing your life's craft and passing it on is a vital part of ensuring that their legacy continues. Be it wood carving, blacksmithing, painting or stranger.

You are a teacher and tutor without peer, capable of easily passing your skills and knowledge to anyone who wants to learn from you. Beneath your gentle hand, even a moron could become a master of their craft in a mere fraction of the time it would have taken an average person. And if you were to teach that same average person? Their rate of growth and comprehension would have to be seen to be believed. Even the most complicated and intricate systems, concepts or philosophies can be explained to anyone regardless of their pre-existing knowledge base and if

you truly know better than someone then they will realize this rather than allow pre-conceptions, arrogance or outdated thinking to blind them to your teachings.
Lastly, you need not worry about unfilial disciples. You find it effortless to abuse the bond between teacher and student by easily inserting flaws and weaknesses into your teachings that will render them effectively useless when wielded against you, without impacting them in any other situation, and you can do so with such subtlety that the flaw will never be noticed until it is too late.

Grand Scholar -600 CP

It is said that when one's thoughts expand infinitely, then they gain the ability to look at the strongest of cultivators as if they are the smallest of ants. You aren't at that stage, but you have the sheer capability to one day do so.

Your ability to gain insights and comprehend esoteric concepts and ineffable truths is absolutely stunning, allowing you to easily understand even complex and enlightened subjects in a matter of days or weeks that could take others many mortal lifetimes. This isn't mere intellectual understanding but rather a stunning ability to comprehend things on a deeply spiritual level and achieve enlightenment.

With time, there is nothing that could escape your comprehension, even things that should be impossible for you to understand or would otherwise require certain traits to comprehend. Many matters such as these are said to be things that you simply either understand or you don't. You will always be one of the people who simply do understand, in the end.

All of this lends you an aura, a heaven piercing gaze that allows you to stare down anyone or anything, no matter how strong or strange, so long as you understand them and the things that motivate them. The greater your enlightenment as compared to theirs, the more drastic the effect. Instead of merely intimidating a man, maybe you might one day harm him physically or spiritually with the strength of your gaze.

Young Cultivator

Rural Jumper -100 CP
Being arrogant and looking down on others are common traits in this world, especially when the one being looked down upon is from a lesser realm or cultivation country. This can be quite frustrating, particularly when the aggressor's only claim to fame is that they were born of a higher station and enjoyed greater privileges than you.

With this, you will no longer have this problem.

You will always be given the respect and credit you deserve for your accomplishments and talent, regardless of race, gender, birthplace or any other such thing. No one will think it a fluke, unless they know for a fact it was, and no one will claim that your accomplishments were for any other reason than your skill and talent, unless they were certain they were.

You can toggle the effects of this perk.

The Greatest Junior -200 CP
One of the greatest things one can have in this world is backers, support and friends. All too often, however, that backing tends to vanish at the worst possible moment, proving that they lack the bone deep loyalty necessary to stand against an angry senior in your defence. You don't have that problem though. You attract friends and support like honey does flies. An older cultivator that likes your personality, a senior that sees his lost family in you, a genius that comes to see you as a brother, maybe even just a passing individual who has some advice to give. Whatever their nature, these people tend to be steadfast in their sincerity toward, and defence of, you. Play your cards right and this relationship might last the rest of your respective lives.

God Among Men -400 CP
Strength and the fear of strength is one of the greatest motivators in this world. Everyone wants it and everyone tries to get closer to those who have it. If you have strength, or backers with strength, then you'd be surprised by the kinds of things that you can get away with, even by the skewed standards of this world.

Now you will carry this with you, even into worlds with radically different cultures. If you are stronger than someone, then you can be extremely overbearing and domineering with little to no consequence. Regardless of its source, if you were significantly stronger than the other party you could oppress entire sects, kingdoms or even planets and greater unopposed.

This strength needn't be your own either, as borrowed or imagined strength will also work. Just make sure that you're either a very good liar or can follow up on these claims. Don't worry

about your actual strength being doubted either. If you truly possess the strength that you are using as a threat, then your target will never doubt you and no retribution will be sought.

You'll find that people also tend to suck up to you after you exercise your strength in this way, providing you with gifts and offering services in the hopes that you will look upon them fondly or otherwise allow them to forge a positive relationship with you.

If you were strong enough, then there'd be nothing you couldn't get away with, no demand you could make that wouldn't be acquiesced to. Do watch out for those strong willed or insane few though. Some people will stop at nothing to punish those who do them wrong.

You can toggle the effects of this perk.

To Live Like A King -600 CP

Perhaps it's not your motivation, but there is another in this world who wants this simple, yet arrogant position. And like him, you are a genius of unparalleled caliber. Other people need to put in effort and bleed for their advancement, it's something that needs to be built towards, something that their life hinges upon.

But not you. No, you're the kind of heaven defying genius that can use his cultivation as a mere tool to enable his base desires. If you wanted, you could enter closed door cultivation and simply break through realm after realm at speeds that would leave any other cultivator numb with shock.

Talent in this world encompasses a number of definitions, extending across mere mental genius to the potential of your body and the rate at which it can safely absorb energy. You can learn new skills and techniques and innovate on old ones at a rate thousands of times faster than your peers with similarly monstrous speed at advancing your strength in any other area, such as that of the body or the soul.

Finally, you'll find that your talent becomes even greater when under threat. When you're running against a deadline, when you're hiding from a hateful senior who wants you dead and your advancement is all that will save your life, then your rate of advancement will increase even further, up to dozens of times over your already existing rate when under threat of complete annihilation, allowing you to cram even more growth into ever smaller spaces of time.

Old Cultivator

As Broad As The Ocean -100 CP
To truly succeed as a cultivator, you will need to be truly patient and capable of enduring the weight of eternity. The path to power is long and desolate, not something that just anyone is suited to.

Whether because of your age or some other quality, you are possessed of an eternal patience, being able to spend any length of time patiently waiting for whatever reason necessary. Whether it be because you're waiting for something to happen several millennia from now or because you're waiting for the perfect moment to strike, you can endure any length of time with perfect grace and no negative effects.

Further, you are proof against solitude, lack of stimulus and other such things, being able to spend months or years on end with absolutely nothing to distract yourself with, which is more than can be said for the average cultivator who at least can put their attention towards training and meditation.

To Become Fate -200 CP
You have an exceptional grasp of how people will react to nearly any situation and how almost any circumstance will develop over time and in response to external factors and can use this knowledge to craft extremely robust and subtle plans that can span a great length of time.

Plotting and enacting plots is very easy and intuitive for you, plans almost forming on their own in your mind, allowing you to focus on navigating your surroundings and taking action in the here and now as you near subconsciously maneuver yourself and others into positions increasingly more advantageous to you and your goals.

Ancestor Jumper -400 CP
The Allheaven Star System is unlike the Alliance Star System: the structure of their society is based around family lines and relations as opposed to the self-serving Sect system. Loyalty to one's family is the highest virtue to be upheld. The generations that came before are almost revered, such is the respect for them. Of course, that's not to say that it's different in the Alliance Star System. Indeed, the ancestors and elders of the sects are held in the highest regard by their juniors and successors, even if those said juniors were as likely to take their power from them if they had the chance.

This is the kind of reverence that you are now capable of inspiring, regardless of the culture you plant your roots in. You are easily capable of inspiring awe and near worship in those weaker or simply less knowledgeable than you, such that if you had the power to back it up, creating a following that could be applied to any end you wished would be a simple matter. The

quantity and quality of people that you can draw in this way will naturally increase as you grow stronger and greater than them.

Unlike many elders in this world, however, you are immune to betrayal from beneath by simple dint of the fact that your people simply cannot betray you. The thought will never cross their minds and even supernatural coercion or interrogation cannot force them to betray your secrets or your trust.

You can toggle the effects of this perk.

Old Monster -600 CP

You can't make it anywhere on your own in this world without being sharper than the most fearsome blade. And if you manage to become strong without matching cunning? It's likely you only got there as a pawn of another, who is certain to come to reap his harvest sooner or later.

All old monsters are incredibly cunning and quick witted, forged by the countless experiences that allowed them to claw their way up to their station and age without dying. Unless they're up against another old monster, it is likely that any battle will end before it even begins, on account of them having deceived and killed their adversary before they were even ready to fight.

Even among old monsters, however, you are terrifying. Regardless of the details or your actual age you have the cunning, quick wit and experience of someone who has spent countless years fighting for their life, scraping for every possible advantage and hiding their true thoughts less they be discerned by their enemies and used against them. With a glance, you can see straight through any ruse as if it weren't even present, reading the thoughts and intentions of any con artist, manipulator and actor from the most minute of signs. Conversely, you are capable of imperceptibly setting up situations and opportunities that allow you the greatest degree of success possible, easily creating such opportunities in even the most hostile of circumstances and environments.

You are easily the equal of the greatest experts in the cosmos at surviving and thriving in environments where everyone and everything is out to get you and the only thing you can truly rely on is yourself.

Items

All origins get their 100 CP items for free, and their other items at a 50% discount. Wherever relevant, you may import an existing item at no additional cost. Young Cultivators receive a 200 CP stipend to spend in this section alone and Old Cultivators receive 400 CP.

If you wish you may decide to make it so that you will receive any or all of your purchases in-jump instead of starting with them, in which case you will be guaranteed to receive everything you bought and chose to receive later at the most auspicious possible times and you will intuitively recognize your bought items when you encounter them.

Replenishing items will build up if not used.

General

Spirit Stones -0/100/200 CP

Crystals that contain spiritual energy. You can absorb the power from within them to further your cultivation, refill your reserves of spiritual energy, power formations, or any number of other things which will destroy them. Or you can use them for their more widely utilized purpose, which is as currency among cultivators.

You get enough stones of good quality for your level to get by if you don't spend them frivolously. Their quality, as well as the quantity of lesser quality stones, will increase as your cultivation does, eventually becoming celestial spirit stones and then origin stones and so on. They will replenish in a week.

Everyone gets this for free. For 100 CP you instead receive enough spirit stones to be considered well-off among cultivators of your level. For 200 CP you receive enough spirit stones to be considered extravagantly wealthy, with money to spare on frivolous pursuits while still aiding your own cultivation.

Simple Weapon -0/50 CP

There are many spectacular weapons in this world, from spears that can pierce through space and shatter planets to swords brimming with so much bloodlust that just looking at them can kill, even at higher cultivation levels.

This is not one of those weapons. What you have here is a good quality flying sword or similar weapon. It'll repair itself after a few minutes if it breaks, but that's about all the use it has beyond the initial stages. The Young Cultivator receives a free one, and so does the Old Cultivator, though theirs is much better quality suited to Foundation Establishment.

Tools of the Trade -100 CP

A container holding tools suitable for all crafting endeavors, from chisels and hammer to brushes and ink. Simply reaching into the container and thinking of the tool you want is sufficient to find them. These are all high quality and will continue to improve along with you, so that your chisels can work with wood, stone and other materials of higher strength and your brushes can paint with the stranger materials used by cultivators.

Those who purchased Craftsman receive this for free.

Formation and Restriction Flags -100/200/300 CP

This is a set of formation or restriction flags, created from a great deal of resources, that allow you to easily set up formations, or employ restrictions, on the fly. For **100 CP** you receive a set of nine basic formation or restriction flags.

The set of formation flags each have one fairly basic formation that can be set up on any location in moments, and removed just as easily. They contain basic formations such as ones that can gather enough spiritual energy from the surroundings to greatly aid the cultivation of even a Foundation Establishment cultivator, seal areas so that even peak Foundation Establishment cultivators have to go to great lengths to break into them, or link the energies of a set of people inside a certain area so that each of them is as strong as all of them put together, up to the peak of the great circle of Foundation Establishment.

The set of restriction flags contains flags of the same strength except that these contain one restriction each. They contain basic restrictions such as ones that can launch attacks when unauthorized people trespass on certain places, restrictions that can trap locations, doors, chests or items and trigger preset effects when they are interacted with in certain manners, or even restrictions that act like spells and abilities of significant strength and can be used actively in combat.

You can obtain either set for **100 CP** and both for **200 CP**. **Formation Experts** receive a basic set of Formation Flags for free and **Restriction Experts** receive a basic set of restriction flags for free. And both of them can modify and even replace the formations and restrictions in the flags.

For an undiscounted **100 CP** you can upgrade all your sets of flags. Upgraded sets have flags that can hold multiple formations or restrictions, up to nine each. The upgraded flags can hold restrictions of any level of strength and the formations or restrictions they hold to start with have increased in strength to the Core Formation level.

Pills -100/300 CP

Every cultivator worth his salt keeps a collection of pills for varying purposes on him at all times. You never know when you might need them, after all. This here is one of those collections, likely better quality than your average cultivator's.

For **100 CP**, you have a collection of various pills of many uses. There are pills for healing wounds, restoring energy, curing poison, going without eating/drinking/sleeping, resisting temperatures, increasing your speed for a short time, things like that. You have enough to keep you suitably outfitted so long as you don't eat them like candy and they will replenish weekly. The quality of the pills will rise as your strength and power does, always being capable of providing meaningful effects.

For **300 CP**, you can expand your collection to include rare pills that you probably shouldn't tell anyone you have, such things as the Foundation Establishment Pill that provides a massive boost when trying to break through from the Qi Condensation stage or other similarly important pills. These ones will replenish yearly.

Pill Furnace -100/200 CP

The pill furnace is an integral part of orthodox alchemy, being the tool that the pill ingredients are fused within, using intense heat of carefully varied and precisely controlled temperatures to create miracles.

For **100 CP**, you get an average quality pill furnace that will be useful for a realm or two, but which will fall behind eventually. If you manage to make it explode or otherwise damage it beyond repair, then it will return to wholeness in a few minutes. Those who took **Dao of Alchemy** get this for free.

For another **100 CP** you can receive a high quality pill furnace that will improve as you do, always remaining useful and a top quality tool no matter how high you reach. It is completely indestructible, so don't worry about breaking it or using volatile ingredients.

Spirit Beast -100 CP

There are many powerful and useful creatures roaming around this world, so it's no surprise that cultivators eventually learned to tame them and make use of their abilities and talents. Now, you've got one of your own. Perhaps it is a wolf with particularly sharp teeth, maybe a graceful crane. Or perhaps it's a centipede that vomits poison when attacking or a monstrous mosquito capable of draining a mortal dry in an instant.

Regardless of its nature, this beast is utterly loyal to you and grows more powerful to match your strength, always remaining a suitable spirit beast companion for the discerning expert. If it should die or perish for whatever reason, it will reappear within a week, good as new.
Those who took **Beast Tamer** receive one purchase for free.

Life Saving Artifact Stash -200/400 CP

Once you reach a certain level of age and experience, a stash like this will be a nigh-universal sight on most cultivators.

For **200 CP**, you receive a collection of single use talismans, artifacts and jade slips that can protect against the attacks of cultivators one realm above you, as well as various other environmental concerns, be it through shields or by increasing your endurance. There are also talismans that can increase your speed massively for short bursts or allow you to teleport long distances at higher levels. These replenish every week or a day after they run out, whichever comes sooner.

For **400 CP**, you will also receive a mysterious piece of jade that will break whenever you have received fatal damage of any kind or nature, no matter the source. When it breaks it will reverse whatever damage you suffered and teleport you away from the danger. This jade will repair itself after ten years or at the beginning of the next jump, whichever comes first.

Heaven Defying Bead - 600

Looking like a simple, harmless bead, this is nothing less than a copy of the legendary Heaven Defying Bead, capable of such wonders as producing immensely rich spiritual energy, generating an inner Dream World of accelerating time and much, much more as it acquires the full suite of elements it needs to be complete, including a Dao World that allows vast improvements in comprehension and enlightenment, facilitating cooperation and fusion between normally opposing energies, and at a certain point, even offensive usage as a weapon.

This bead has all the same powers and properties as the one Wang Lin will soon possess, down to possessing the soul of an older, immensely powerful cultivator from a Rank 6 nation, equal to Situ Nan.

You will have an instinctive understanding of how to complete the Bead and unveil its higher powers, and how to best make use of them. You may fuse the Bead with your soul, rendering it impossible to perceive, and the Bead's effects will continue to be useful to you, even where they would normally become less effective with time. The effectiveness of the Bead's abilities can be controlled, if you want to create less spiritually dense dew fit for mortals or weaker cultivators, for example.

If you wish this may be the original instead of a copy and it will retain the advantages outlined here.

Drop-in

Jumper Maps -100 CP
A piece of jade, simple and unassuming. Yet, if you press it to your forehead and imagine seeing inside, you'll find an incredibly detailed map of anywhere you've been before, as well as any maps that you press this jade against. This map will record any details about the places you've been that you would be interested in, such as certain plants, animals, resources, formations, etc.

The information contained in this jade is incredibly easy to understand and navigate through, the knowledge you seek appearing or being emphasized and highlighted at a thought.

Jumper's Space -200 CP
There's nothing worse in this world than people stealing your treasures. To spend your blood, sweat and tears obtaining a great fortune only to have some opportunistic bastard take it from you? Simply unbearable.

Luckily, though, you'll never have that problem again. Regardless of your cultivation level, you now possess a treasure space like cultivators of the Second Step, one that can contain any number of items of any size. Unlike the treasure spaces owned by Second Step cultivators, however, yours is completely impossible to perceive, let alone access, no matter how strong the bastard that's trying to rob you.

Even if you were to be killed while your treasure space was open, or otherwise forced to open it for other people, it would be impossible to take anything from inside it before it closed on it's own without your true and uninfluenced consent.

You can also retrieve items from your Warehouse through this treasure space.

Jumper's Auction House -400 CP
In any town or city that you travel to, you'll find an inconspicuous store selling general goods. It'll always be the same store and you'll never have trouble finding it, so don't worry about that. No one will ever find this odd, nor will they be able to find the secret hidden within them without your consent. By entering and using a secret code or other clandestine procedure of your choice, you will be able to enter a hidden space in the back of the store.

This is your own personal black market auction house. It deals in anything and everything, you just have to ask and it's likely that they'll have what you need. You can bid for what you want in auctions populated by smoky black figures whose concealment can never be seen through and who you will never meet twice. Be it spirit stones, rare goods or stranger things, you can put them up to acquire whatever it is that you want. Unlike the auction houses you might encounter in this world, this one will always be fair and impartial.

The gamut of items available here encompasses anything that can be found in any world you've been to before, though there's no guarantee that any of the black figures here will be selling what you want to buy. It's an auction after all.

Mortal

Nectar -100 CP
A collection of wine and other alcohol that will grow as you do, expanding to include wines and alcohol that will continue to be capable of affecting you and those at your level, no matter your strength or inability to get drunk.

Safe Place -200 CP
Sometimes you want to just get away from the violence and the constant pressure of being a cultivator in this world. Or maybe you're not a cultivator and you're just looking to live in peace without their disruption. This is a house with all necessary amenities, either in a small village somewhere or on its own far from civilization, that provides you warm comfort and a feeling of peaceful safety. If you do not wish to be found then while in this house, within the town it is housed in or in a similarly large area surrounding it, anyone not looking for you will never find you or cause trouble for you and those who are looking for you will find their efforts stymied at every turn.

Favorable Trade -400 CP
Favors and trading is an effective way to improve your station or garner yourself luxuries that you normally wouldn't be able to obtain. A peasant boy's uncle once obtained him the chance to enter a sect and cultivate to become an immortal by giving a treasure he had found to an elder of said sect. The treasure was useless to that mortal uncle, but it meant a lot to that elder.

What you have here is something like that. Whatever form this item takes, it will be something valuable to the person you intend to gift it to, enough for you to receive a favor from them.

You won't have problems with people trying to shake you down for more of these items, nor will your bribe ever be something that it would be disadvantageous for your bribee to obtain. They will not question where you found it.

You will receive another one of these after ten years or at the beginning of the next jump, whichever comes first.

Young Cultivator

Proof of Status - 100 CP

It's always annoying when people doubt you are who you say you are. With this, you'll no longer have that problem. A jade seal of your design, whenever you show it to someone, it will tell them all they need to know to assuage any doubts about your identity or credentials. If you're a king, an emperor or merely the outer disciple of a lesser sect, this jade will prove it. You can pick and choose what information it shares, as long as it's true.

If you have degrees or other such educational qualifications then you can use this to prove it as well, so long as you actually possess the qualifications you claim to possess. There will never be any doubt.

You can also use this jade to leave a mark on any message or correspondence from you that will provide the same effects.

Star Traveling Treasure -200 CP

Regardless of how you actually came into ownership of this treasure, it's something that would be useful to any cultivator regardless of their strength. This is a treasure meant to aid travel through the void, be it beneath the fabric of reality or outside the atmosphere of planets. Its purpose is to travel vast distances in shorter amounts of time, being at least dozens of times faster than you, no matter how strong or fast you become, with greater increases in speed if you feed it energy.

It may take on basically any form you like, from the archetypical compass to an inanimate dragon or even a flying sword. Should it be destroyed, it will repair itself within a few minutes.

Dao Armor -400 CP

Perhaps a gift from your seniors, maybe your ancestor, or maybe you just found it in a cave somewhere. Regardless of its source, the strength of this armor is undeniable, being capable of protecting against attacks many times more powerful than you, a full realm above your strength no matter how powerful you get, from any source. It will protect you against attacks on the soul or the body.

Even better, it can take any shape you want, becoming any outfit you like while retaining the same durability. If damaged or otherwise destroyed, it will rapidly repair itself back to wholeness within a few minutes.

It applies its protection to your entire body, regardless of whether or not it's covered by the armor or not. You may choose to wear the armor on your soul, rendering it invisible to the naked eye, while still enjoying its protections.

Old Cultivator

Old Acquaintances -100 CP
When you've lived long enough, it's inevitable that you meet a few people and build at least a few relationships, one way or another. What you have here is a modest network of people that you've built over the years, people you've helped out, who owe you favors or who you've befriended over the years. They likely won't go too far for you, but their variety of positions and qualifications allows you a surprising amount of options when you need assistance.

You'll develop a similar group of people anywhere you go, as well as in future jumps.

Dao Veil -200 CP
Being a senior cultivator isn't all about flaunting your power and stomping around like you own the place everywhere you go. Sometimes, you need to exercise a bit of discretion. Something like this will definitely help.

Bound to a piece of clothing of your choice, a straw hat is traditional, is an effect that prevents anyone from detecting your power without your consent. To all outward appearances, you are an entirely ordinary mortal while wearing this. You can tweak the effect, allowing individuals to sense you or otherwise choosing what level of power you allow to be sensed.

Dao Weapon -400 CP
This is a weapon of your choice that has been with you since your earliest days of cultivation and has the potential to stick with you until the end. This weapon is always the perfect tool for you, its innate might always scaling to yours and remaining capable of flawlessly conducting and amplifying any energies you channel through it many times over, to the extent that you can fight cultivators one realm above yours, so long as that realm is not in another Step entirely.

It is completely indestructible and impossible to remove from your person as well, as you can simply call it back to hand or send it elsewhere with a thought.

Companions

You may spend CP to increase the budget of companions who have them at a 1-to-1 ratio. Companions may take drawbacks that only affect themselves.

Import/Creation -50 CP

Perhaps you want to bring a few friends with you into this dangerous world? Hopefully they know what they're getting into. For **50 CP**, you can import a companion who will receive **600 CP** to spend on perks and items. They can take any origin, though they'll have to pay as normal if the origin costs CP.

Or if you don't have any friends yet, maybe this place is where you'll get some? For **50 CP**, you can create a companion whose personality is up to your discretion. They will receive **600 CP** to be spent on perks, items and an origin, as above.

Canon Companion -50 CP

There are a lot of interesting people in this world, covering the entire spectrum of possible personalities. Whoever you feel like taking with you, all it'll cost is **50 CP** per person and their informed consent. That second part is up to you.

Dao Partner -200 CP

In this cold and cruel world, it's rare to see a true relationship survive the rigors of cultivation and survival. The reasons are many, be it simple danger, unfaithfulness or worse. Danger and every alternative can't be accounted for, but this companion will never be unfaithful. This individual of your preferred gender is a perfect partner for you. Everything about them complements you, slotting into all the empty spaces you didn't even know you had.

You may determine the broad strokes of their personality and appearance or leave it up to fate, but either way, they are naturally and effortlessly such an exquisite match for you that you could happily live out the rest of eternity if you had nothing but them. And you will naturally and effortlessly find yourself just as well matched for them.

They have **1000 CP** to be spent on perks, items or an origin and receive the **100 CP** version of **Like a Painting**, as well as either **Dao of Alchemy**, **Restriction Expert** or **Beast Tamer** for free.

Monogamy isn't the norm in this world, though multiple Dao Partners is a bit uncommon, so you may take this as many times as you care to. They will all be compatible with each other, though what this means is up to you.

"Old Man" -400/200/100 CP

Not necessarily a man, or even old looking, but rather a mentor. This is a monstrously powerful individual who has become invested in your development and continued survival.

They are an extremely talented and experienced cultivator who have achieved a level of power unmatched in planet Suzaku. Enough to handle even the ruler of the world like a powerless child. They possess immense and ridiculously in-depth knowledge of the First Step of cultivation, having broken through to the Illusory Yin realm, and know techniques that would leave the greatest Ascendant realm powerhouses in planet Susaku slack jawed with awe, including a small set of incomplete Celestial Spells.

This individual has made it their mission in life to nurture, educate and guide you in your cultivation and would go so far as to risk their life to protect yours. They do this because you are the sole being that can help them with a certain problem of theirs.

That problem is that something in their past left them crippled in some way. Whether it was a great injury, unnaturally potent poison, a powerful restriction still trying to kill them even now or something more bizarre they are in a position where it is a struggle to survive, let alone recover, and using even a fraction of their strength for a moment is a serious risk to their life.

That is where you come in.

Whether it is because of a special property of yours or simply because you are the only one they've found that they can trust you are left as the only person who can help them through this, as otherwise they know they will inevitably die.

Unfortunately, their condition is an extremely serious and deadly one. So much that you will not be able to help them recover until you achieve power comparable to Soul Transformation, though at that point helping them recover will suddenly be very easy and swift.

You have the option of using this option as a modifier for another companion created here. This will grant them all the advantages outlined here and alter their backstory to fit but also render them crippled and in the same condition as the base option. And if they die due to this condition they will not respawn until the end of the jump. Since a companion you paid for is being rendered incapable of taking direct action without great risk to their life this makes this option discounted to 200 CP.

You can also discount this option to 200 CP if you have the Heaven Defying Bead by making them the soul trapped inside. If you both make them the soul trapped in the Heaven Defying Bead item and are using this as a modifier for another created companion this is discounted to 100 CP.

Scenarios

Each scenario you take gives you **+500 CP**.
You may take any scenario you wish, or as many as you want, as long as you meet the requirements. But once you start a scenario you must finish it to leave the jump or relinquish all of your purchases from this document to escape.
The rewards for completing a scenario are all optional, it is not mandatory to accept any of them.

Grand Ancestor of Jumper Sect

There are many, many sects within the Cave World. From the miniscule such as the Heng Yue Sect to planetary behemoths such as Suzaku all the way up to the Brilliant Void Realm and the various sects in the Outer Realm.

Those are all footnotes to what you'll be doing though. To complete this scenario, you must found a sect and then raise it to the highest point in the Cave World, becoming the undisputed best sect in the Cave World, peerless and without rivals.

Once you've done that, however, you must then maintain this position for 1000 years. Only once you have achieved that may you leave this jump.

Your reward for this arduous task? You get to take your sect with you once you leave. Every cultivator, every beast, every scrap of resources, every planet, every star, all of it. Every piece of territory and land that is indisputably yours.

These things will reside in a pocket dimension that you can access at any time and you may summon the things within to the real world at any time. Alternatively, you can choose to have your sect appear somewhere in-setting where there's room for it.

Jumper Tramples The Heavens

Cultivation in this world is something that is divided into Steps. Each of those Steps represent the journey one must take to Cultivate Dao. The First Step emphasizes the word 'Cultivate', it is primarily focused on cultivating the spiritual energy of heaven and earth to build a foundation. The Second Step is the bridge between the words 'Cultivate' and 'Dao', this is where comprehension of the world and its fundamental structure takes a more prominent role. The Third Step is where one finally moves past the mundane Laws of the world to comprehend the underlying origin of all things, thus it being the step that emphasizes the word 'Dao'.

But the Third Step is not the pinnacle of cultivation. Beyond the Third Step lies Transcendence, the Fourth Step, the legendary realm of Heaven Trampling.

At this realm a cultivator becomes an Essence, a source of the Dao itself. Their words can create and destroy natural Laws, their bodies can endure even if all the cosmos wastes away and their soul is so exalted, so potent that their divine sense can effortlessly cover nigh-infinite distances and they can sense if anyone so much as thinks their name.

By taking this scenario this legendary realm becomes your objective and you may not leave the jump until you have achieved it. Something that has not been accomplished by anyone even in the Immortal Astral Continent, which possesses over a thousand cultivators at the very peak of the Third Step.

Your reward for achieving this is a special spell, a unique form of magic unique to you. You may, at will, use this spell to summon your own version of the **Heaven Trampling Bridges** which exist in the Immortal Astral Continent. These Bridges will allow any being at the peak of the Third Step who successfully crosses them to achieve Heaven Trampling themselves.

Unlike the original Heaven Trampling Bridges, which are so difficult to cross that no one has managed to cross all nine in the countless of millions of years since the creation of the Immortal Astral Continent, you can decide how easy or difficult it will be for a cultivator to cross each of the nine bridges. You can make it so hard as to be completely impossible, and even use this to employ the power of the bridges as an extremely potent weapon even for someone of your strength, or make it as easy for someone as walking through their own garden, thus ensuring their ability to break through.

As you achieve and fully comprehend further Steps of cultivation, you may add more Bridges to the spell to aid cultivators in reaching them. A Tenth Bridge to represent the Fifth Step, an Eleventh Bridge to represent the Sixth, and so on. This modification has to be done manually, but it will be an intuitive process if you truly comprehend the Step that the new Bridge will represent, and much easier than modifying the actual Bridges that exist in reality themselves.

God of the Vast Expanse

Requires Jumper Tramples The Heavens
End-Jump scenario

You start this jump on a planet inside the Cave World of the defunct Seven Colors Sect. The Cave World itself is but one of many in a greater world: The Immortal Astral Continent. The Immortal Astral Continent itself lies within an even greater cosmos, a Dao Domain called the Vast Expanse. The Vast Expanse is home to countless landmasses such as the Immortal Astral Continent. It also contains countless vortexes, each containing their own worlds, colossal lifeforms that give birth to entire universes within their bodies as a mere natural process of being alive, and many other strange things.

But the Vast Expanse possesses its own Will, an entity which is the origin of all life in it. A being that was originally an unimaginably powerful cultivator far beyond the Fourth Step, before falling into a nascent seed world after a great and terrible battle that cost him and the other two combatants involved their lives. Of those three, one went through several reincarnations before leaving after reawakening their memories and their powers. The second became something akin to a spirit and wandered freely before being caught and refined into a great treasure by a powerful being. And the third... the third had his will replace that of the embryonic seed world and his body became nourishment for the young Dao Domain.

The name of that third being is Allheaven.

Though always dormant, he was originally a benevolent being. But as his body continued to serve as nourishment for the Vast Expanse he gradually began to waste away until only five fingers and one eye remained of his body, and his Essence began to seep out into the starry sky of the Vast Expanse. One day, a powerful cultivator that surpassed all previous experts in the history of the Vast Expanse appeared. Either by chance or by fate he absorbed some of the Essence of Allheaven and managed to fully Transcend to the Fourth Step. Still dormant, Allheaven subconsciously tried to devour him. In response, that expert destroyed one of Allheaven's remaining fingers but, unable to destroy Allheaven himself, he was forced to leave the Vast Expanse to explore the greater Universe beyond.

Eventually a second peerless expert appeared. Like his predecessor he Transcended, absorbed some of Allheaven's Essence and destroyed one of his remaining fingers in the ensuing conflict. He was also unable to destroy Allheaven and he also left to explore the Universe. Though nearly driven mad by the experience, Allheaven remained dormant.

Now a third expert has appeared. You.

When you Transcend and break through to Heaven Trampling, instead of Wang Lin, you will be the one to absorb some of Allheaven's Essence, and it will not be just any Essence. You see, Allheaven's five fingers became great cosmic pillars corresponding to five special Essences that are unique in all the Great Universe, such that only one being can possess them at a time: The Ghost Essence, the Devil Essence, the God Essence, the Demon Essence and the Immortal

Essence. The first two, the Ghost and Devil Essences, were taken by the previous two experts but now it's your turn. The Essence you absorb will correspond to the God Pillar representing the God Essence.

However, this time will be different. This time, the absorption of his Essence will be enough to awaken Allheaven. At this point it's not a matter of right or wrong but rather a matter of survival. Allheaven needs to survive, and while things aren't completely hopeless without it, taking back the Essence you absorbed by consuming you represent his best and most immediately achievable option at the moment.

He will not let you go. There is no peaceful solution. Allheaven will do anything in his power to kill and absorb you. However, Allheaven is bound to the Vast Expanse and is completely incapable of leaving it in his current state. So you have two options.

The first is to destroy the corresponding pillar/finger in order to absorb the complete Essence of the God and remove any possible direct link to Allheaven that could be used to attack you, and then escaping with your life. Your reward for this will be the **Essence of the God**; a unique Essence that will transform you into a Divine Spirit and greatly empower every aspect of you, turning you into something akin to the embodiment of raw power and strength, and greatly benefit your future cultivation. This solution comes with a cost though, in that you will forever be unable to go back to and/or exist in this jump's iteration of the Vast Expanse without extreme effort until either Allheaven dies or you gain your spark.

The second option is much more daring, and something that proved impossible for the man who would have originally become the God of the Vast Expanse. You can choose to stay and fight, to defeat and kill Allheaven. For accomplishing such a feat your rewards will be much greater.

First, you will receive the **Vast Expanse** Dao Domain in its entirety, located in a pocket dimension that you can access at will but nothing without your permission can even perceive, let alone interact with or enter. All things in it, anything and everything, from the physical to the metaphysical, will be completely loyal to you and subservient to your will on such a fundamental and intrinsic level that it is impossible to resist. Though you may choose to 'hide' your status to prevent this primordial instinct from triggering, and keep yourself from being recognized through it, as simply as if you were flipping a mental switch. Or perhaps a dial.

Second, if they survived the conflict, the **Demon and Immortal Pillars** are yours to do with as you wish.

And finally, the greatest reward of all: inflamed in ways that are difficult to describe, your **Essence of the God** will become capable of igniting your Spark, marking the end of your chain. Though, if you wish to continue jumping, you can easily and naturally suppress this reaction until you are ready. Perhaps you wish to collect and absorb other Sparks into it to solidify your foundation as a jumper in preparation for the next step?

Drawbacks

There is no drawback limit.

Samsara +0 CP

This is a vast world and there are many stays and places to visit. If you've been to this setting before and affected change upon it, you may take this option to have those changes carry through.

Extended Stay +100 CP

Each time you take this you'll double the length of your stay (20 years, 40 years, 80 years, etc.). You can take this as many times as you like, after all this world is dangerous and will only become more so with time.

Smell +100 CP

Why are all those people vomiting when you come near them? Ah, that's a powerful stench. What, did you get digested by a spirit beast or something? Just be thankful you can't smell it, I guess.

Whose Bad Luck Is This? +100 CP

Cultivators aren't the only scum in this world, no, mortals can be just as bad. It's merely that it matters less. Whenever you interact with mortals, be it travelling mortal roads or living in a mortal city, you will invariably encounter mortal bandits. Be it highwaymen on the roads or thugs and muggers in the cities, you'll become intimately acquainted with the mortal criminal life during your time here.

Petty +100 CP

Somehow, you've managed to offend someone. Fortunately for you, this someone really doesn't matter in the grand scheme of things. They only have average talent, they're a bit popular but the actually important people won't give them the time of day. Really, this kind of person wouldn't matter at all if they didn't viciously hate you. They'll do anything within their power to discredit you, humiliate you or cause you harm. You should be fine, just make sure not to leave an opening for them. If you kill them or otherwise render them useless, be it via crippling, social destruction or moving beyond them, then another one will show up eventually.

Granddaddy +100 CP

Somehow, you've managed to acquire a spirit. Unlike normal spirits though, this one is a devil, a vile, hedonistic, cowardly, arrogant piece of scum. He's not a threat to you at all, but he never shuts up, is generally annoying and will likely get you into trouble a few times a year. You can terrify him into submission or otherwise apply social pressure, but he'll always bounce back eventually.

Start From The Basics +100/200 CP
Instead of starting out as an experienced cultivator you start the jump as a beginner just about to try a cultivation technique for the first time. You have all of your purchases in one form or another, and are already involved in the cultivation world, but you do not hold even a single thread of spiritual energy or divine sense in your being.

Any special power you may have bought with CP will naturally manifest as you progress through the Qi Condensation stage and refine your body to be more suitable for cultivation.

This can only be taken by the Young and Old Cultivator origins. Young Cultivators who take this get **100 CP** and Old Cultivators get **200 CP**.

Loneliness +200 CP
The road of cultivation is a solitary one, for you anyway. Your time in this world will be one followed always by devastating loneliness. You will not be able to keep any meaningful acquaintance near you for any real length of time. This won't affect your relationships with others, merely make it so that you never get to stay with them for long.

Cowardice +200 CP
This is a scary world, full of terrifying beasts, monsters and assholes. If you piss off the right person, not only will you die and get your soul refined, maybe everyone you love will follow. Maybe even just the people you've met before, maybe the entire country you were standing in. Being afraid of such a thing is only natural, but this is really too much.

You are an absolute coward, maybe the greatest in this world. No matter how strong you are or become, you will remain terrified of anything even remotely threatening looking or sounding, as well as a lot of things that aren't even frightening looking or sounding.

Caution +200 CP
Being careful what you do and what choices you make is a good approach to take with life, especially in this world, but there is a point where it becomes counter-intuitive or harmful to your life. You cheerfully jumped straight past that point a long time ago.

If you aren't completely certain of any course of action, then you won't take it. If you're not sure that you could get away with something, then you won't do it. If there's even the slightest chance of risk, then that sliver of doubt is entirely enough to turn that path into a no-go zone.

Trickster Mentor +200 CP
Your teachers have an unfortunate tendency to be of an alignment that runs against yours. This wouldn't be so bad if the things they had to teach you weren't very useful at solving your

problems in an expedient manner and they weren't genuinely likeable people who are actually looking out for you. As it is though, there'll be a lot of temptation to stray from your path.

Unintentional Collateral Damage +200 CP
You have a tendency to bring misfortune with you wherever you go, your endeavors resulting in catastrophic knock on effects for the world around you. Perhaps your tribulation attracts enough lightning to cause a chain reaction that drastically alters the local climate. Perhaps absorbing a fire spirit to power up your artifact causes its children, who populate the many volcanoes and underground magma deposits in the region, to go berserk with fury.

Intentional Power Loss +300 CP
Not sure what you're doing this for, but maybe you want the authentic experience? Whatever the reason, all of your powers, perks, abilities and items from outside this setting are sealed until you leave.

Unintentional Power Loss +300/600 CP
You have a recurring issue with being damaged in ways that hinder or destroy your cultivation. Such events are far easier to deal with and recover from in this world than in others, but that period of vulnerability could be deadly in a world as harsh as this one.

If you want, you can take another 300 CP in exchange for the damage affecting your powers from beyond this jump. They can recover just like your cultivation, but your out of context abilities will suffer all the same.

Arrogance +300 CP
You are incredibly, overpoweringly arrogant. The whole world exists to serve your whims and nothing can shake this idea. You're not so stupid as to demand seniors cater to your every whim, at least not without some relation between the two of you, but you have no such compunctions about being domineering to your equals or lessers. Just best hope that none of them are hiding their cultivation levels or have backing.

Dao Digger +300 CP
Now how did a country bumpkin like you attract the attention of a beauty like this? Don't try to act coy, I see how it is. She wants your D. Your Dao Heart, that is. She's seen it, or the potential it has, and she wants to put a great big crack in it. Whatever your motivation is, whatever keeps you going, she's going to try her hardest to figure it out and then break it.

Why? The reason is up to you. Maybe her cultivation requires her to devour the dao of other people. Maybe she's just a sadistic bitch. Whatever the case, she's a formidable foe from the only rank six cultivation country on Suzaku, also known as Suzaku, with a good deal of backing and resources alongside top tier talent and the 200 CP version of Like A Painting. She won't

use any of her resources or power to force you though, not unless you manage to genuinely endanger her life or resist long enough to make even a cultivator like her lose her patience. Now that she's decided on you, she won't give any attention to anyone else. If you can manage to defuse this situation without killing her, then you can take her with you as a companion.

She can be male instead, if you'd like.

Demonic Path Jumper +300 CP
You are the worst kind of scum, even in this world. While you may not actually cultivate a demonic method, it's likely that you will just because of the enjoyment you derive from the cruelty of it.

Lazy Bastard Jumper +300 CP
The amount of people in this world that can content themselves with their station or power when there are always new heights to reach is honestly astounding. And out of all of these people, you are the absolute worst. You don't want to do anything with your life, you don't want to put any effort into anything, let alone cultivating.

No, an easy life of comfort sounds like exactly what the Jumper ordered.

Asshole Mentor +300 CP
You could rival Wang Lin for your sheer misfortune when it comes to mentors and teachers. They all seem to have some kind of ulterior motive that means bad things for you, one way or another. Be it teaching you improper techniques that will lead to complications in the future or otherwise coveting your possessions or talents.

They're not always like this, but it's common enough that you'd best keep on your toes.

If I Don't Kill Jumper, Then I'm Not Human +300/400/800
I'm not sure how you managed to piss them off, but there is a Nascent Soul level cultivator with a burning hatred for you out there somewhere. They don't know where you are when you start and they're guaranteed not to for some time, but eventually they'll catch up to you. Until then, expect them to expend all possible resources and favors to track down and kill you and anyone it seems like you'll miss. You will have at least one serious encounter with them before you leave the jump.

For **400 CP**, you may instead have somehow entered into conflict with one of the most talented cultivators of your generation, they will reach the Soul Formation stage within 100 years. Much of that time will be spent in cultivation, however, so they're not as worldly as other cultivators of their power. Maybe you can take advantage of that? They will start in a random rank 4 country in Suzaku. You will have at least one serious encounter with them before you leave the jump.

For 800 CP, you have somehow managed to inspire enmity in an ancient existence of incredible power. Regardless of the reason, they want you dead and will try very hard to kill you. With their power, equal to any early stage Third Step cultivator, it'll likely end badly for you if you don't have something up your sleeve. Luckily enough, however, they are trapped within a formation and cannot escape to come exact their vengeance.

Their motivation to escape will relate to your talent and progress, taking anywhere from centuries to millennia. Regardless of how long it takes; you can't leave until you have killed them or otherwise resolved your conflict. You may also choose to go and release them at any point if you feel you can handle them. Your Extended Stay time, if you took it, will not start until you resolve your conflict with them.

You may take all three, or any combination thereof, if you feel like you can handle them.

Fights Like Wang +400 CP
Without fail, you will always get injured in every fight you have, one way or another. If the fight is an absolute slaughter on your behalf then you can avoid this, but if there is any degree of uncertainty involved, expect to cough up blood, hear your bones pop or crack and to end the fight as a mess.

Hungry Old Men +400 CP
There's a frankly astonishing quantity of old cultivators littered around the world here, but then when you live for such a long time, it makes sense that they begin to build up over time. Unfortunately, all of these old men tend to see something they like where you're concerned.

Whenever you demonstrate any ability beyond the norm for the place you used it in and where others can see it, there will inevitably be a cultivator nearby who will see it and covet that ability. They won't tell anyone about it, wanting it all for themselves, but you can be sure that they'll show themselves eventually.

No Breaks +1000 CP
Your time in this world will be exciting, that's for sure. Without fail, you'll find yourself embroiled in conflict of one sort or another, again and again and again. You can expect breaks between them, certainly, but something will always come down on you once more soon enough.

Choices

Congratulations on surviving this world.
You now face a final choice now.
Do you:

Go Home

Has this place broken your will to continue? Or perhaps you're tired of the loneliness of cultivation and want to return to your roots? Something else, perhaps? Regardless, you will return to your home dimension with everything you have earned up until this point.

Stay Here

Oh, you want to stay here? That's reasonable, I suppose. The Dao is infinite and so is this world, so perhaps this isn't as much of a confinement as it would be in other worlds.

Move On

Keep walking. The path is long, your future uncertain, but if you continue to move ever onwards, regardless of the troubles you face, perhaps you'll reach the pinnacle one day.

Notes

Cultivation in future settings

In future worlds you will find that places have the energies needed to cultivate in intensities determined by the spirituality of locations and the density and level of the supernatural powers in them. A mundane Earth would struggle to produce even Core Formation cultivators and achieving the Nascent Soul realm could very well be the limit and come at a great cost to the world.

Still, you have fiat backing that as long as you don't personally begin teaching people about cultivation the worlds and locals of future settings will never interact with these natural energies, let alone find out about or make use of them.

This means that while you will find spiritual energy in future settings it will not naturally interact with those worlds or alter them on its own unless you deliberately seed those worlds with spiritual energy yourself.

You can still grant the ability to cultivate to individuals without affecting the world.

Formations and Restrictions

While formations and restrictions are two sides of the same coin, they have different potential abilities and vary in their strength as a result of their function.

Restrictions are typically used offensively or defensively on the fly or to extensively trap an area, such that each blade of grass in a field is its own restriction filled with deadly power. They can be created immediately with nothing but knowledge and divine sense but trade in scope and power.

Formations require resources and time to construct, but the things that they are capable of doing are far broader than restrictions. Formations can allow a group of people to pool their strength, create enormous shields capable of protecting cities or countries from serious attacks, allow for teleportation across vast distances between pre-set formations, sealing off locations (the most extreme example of this thus far being the Realm Sealing Formation that separates the Inner Realm from the Outer Realm, an unimaginably vast distance) and various other things.

Planet Cultivation Crystal

A fragment of your soul is not stored in the crystal, so you don't have to worry about that. Unless you want it to, for some reason.

Items
Where applicable items develop new abilities that fit your nature and power with time.

The Dao Weapon for example will be able to alter its size and length as befitting most later tier weapons, as well as being able to strike the mind, soul and cultivation base as well as the body, or any other kind of strange abilities or traits necessary to fight on your level.

The Dao Armor will become capable of protecting against the things necessary to be powerful armor for a being like yourself, be that protecting against existence erasure or similarly esoteric things.

The Star Travelling Treasure will become capable of bursts of teleportation like higher tier treasures of its kind, as well as become capable of moving through dimensional barriers, into other realities or even travel through time.

All of these depend on your nature and power, however.

Start From The Basics
The rate and order at which you manifest your bought powers are up to fanwank. Maybe you awaken one power per level in the Qi Condensation realm. Perhaps you awaken all the powers that might be symbolically linked to a Qi Condensation level when you break through to it (such as manifesting your Soul Devourer nature and Ji Realm divine sense in the second level of Qi Condensation, which is when people develop their divine sense). They could all manifest all at once when you break through to the first level (instantly taking you from a mortal to a One Star Ancient Order clansman with Ji Realm divine sense and spiritual energy) or perhaps you could need to break *past* the Qi Condensation realm for your special powers to make themselves known.

The point is, you can have your abilities manifest when you think is the most appropriate or however you feel makes for the best story. You did pay CP for them after all.

Cultivation
The stages of cultivation, the most common ones at least, are outlined below. The listed stages are separated into four Steps.

First Step
<u>Qi Condensation</u>
The purpose of the Spirit Movement stage, also known as the Qi Condensation stage, is to use the spiritual energy of heaven and earth to refine the body from the inside out. This is all for laying the foundation for the Foundation Building stage.

This stage is divided into 15 levels, or layers, all but the first of which require a chant to break through to with low quality cultivation methods.

There are two breathing techniques one learns at this realm, one called the Qi Gathering Technique and its exact opposite the Qi Scattering Technique, the former is used all the time to progress in Cultivation while the latter is used as a safety net during attempted breakthroughs, such as ascending to Foundation Establishment and beyond.

Breaking through to the second layer causes one to awaken their Divine Sense.

This realm has two major bottlenecks at the peak of the 3rd layer and at the peak of the 5th layer, respectively.

Foundation Establishment

After gathering a sufficient amount of Spiritual Energy in the Qi Condensation/Spiritual Movement Stage (at least 14th layer, but most would still choose to wait until they reach the 15th layer) the Cultivator then works to cycle that spiritual energy through their entire body, in so doing the spiritual energy washes the body clean and refines it so that it becomes more suited for cultivation. This is what is called "forming/building a foundation" or the Foundation Establishment Stage.

This is the true first step on the path of Cultivation, with the Qi Condensation stage being nothing more than the preliminary steps toward it.

There are three main methods used to enter Foundation Establishment.

The proper method involves using a large amount of Qi to refine the body on one's own. This is the hardest method, however.

The more common method in Sects that have them is to have a Nascent Soul Cultivator use their own power to assist with the breakthrough.

Finally, some resort to the act of stealing someone else's Foundation. This method has an absolute success rate if done right, but it requires a living Foundation Establishment Cultivator to be refined for the user's benefit. As a side benefit, the user will also gain at least some of the victim's innate talent. This is a demonic practice.

One progresses through the Foundation Establishment realm by continuing to cultivate Spiritual Energy to increase one’s capacity to contain it.

There are three main bottlenecks when progressing in this realm which, when overcome, cause significant improvement. These bottlenecks divide the realm into the early, mid, late and peak stages of Foundation Establishment.

Generally speaking, one would possess roughly twice the amount of Spiritual Energy as when they broke through to the realm when they reach the bottleneck at the peak of Early Foundation Establishment and after breaking through to mid Formation Establishment they would experience a much greater boost in power.

Eventually, however, your body will reach a hard limit when it comes to expanding its capacity to contain more Spiritual Energy; the peak of Foundation Establishment.

Thus the Core Formation realm came to be.

Core Formation
To break through to the Core Formation realm one is to compress the spiritual energy in one's body again and again until the intangible spiritual energy becomes tangible. Then it goes from tangible to liquid, and finally, from liquid to solid, all to form one's core.

This process is very difficult for cultivators, but it is not impossible. If one has enough talent, it's a lot easier.

The core eases the load on the body and allows one to absorb more spiritual energy. As more and more spiritual energy is gathered, some of it goes into the core, causing the core to become stronger and more solid. The amount of spiritual energy condensed in the core is unimaginable.

This is why Core Formation cultivators are like heavenly beings to Foundation Establishment cultivators. After all, the amount of spiritual energy Core Formation cultivators have is unimaginable for Foundation Establishment cultivators.

Like Foundation Establishment, the Core Formation realm is divided into the early, mid, late and peak stages.

After a cultivator forms their core and continues to cultivate, they will reach another hard limit, this is the peak stage of Core Formation.

At this point, simply cultivating spiritual energy is no longer enough. This is when the cultivator undergoes a second quality change.

This isn't a complete quality change, but for cultivators, it is a huge change. This is the first step to truly become a heaven defying cultivator.

Nascent Soul
The core shatters and the Nascent Soul is born.

Nascent Soul has the word nascent because it is the beginning of the path of cultivation.

The core shattering and birth of the Nascent Soul is a mysterious change. It is like the breath of a baby in the mortal world.

The core is like a mother who is pregnant. When it breaks, it will give life to a baby.

This is how the phrase Nascent Soul came to be.

The shattering of the core and the birth of the Nascent Soul is a symbol of rebirth.

The amount of spiritual energy a Nascent Soul can absorb is not even in the same realm as a core.

After obtaining a Nascent Soul, one has the ability to escape death, to fight the heavens, and to walk down the heaven defying path.

Progressing through this realm is similar to the Core Formation realm, if on a much vaster scale, and it is similarly divided into early, mid, late and peak stages.

Once the Nascent Soul reaches its peak, it is time for the Soul Formation realm.

Soul Formation
The talent required to reach the Soul Formation stage isn't high, as what the Soul Formation stage requires is comprehension of the heavens.

After all, once a cultivator forms their Nascent Soul, they gain the right to fight the heavens. This right is very valuable, but it isn't enough. In order to fight the heavens, one must understand the heavens and the cycle of reincarnation.

Only after one understands the law of the heavens can they find the way to defy the heavens. This type of thing is very mysterious. One either understands it or they don't.

If one can't comprehend the heavens, then no matter how much spiritual energy they absorb, they will always be weak. It's like giving a baby a divine weapon. If they can't wield the weapon, it is still useless.

If they use it by force, they will be able to harm the enemy, but they themselves will be hurt as well.

Comprehending the heavens and obtaining a domain is what allows the baby to wield the weapon. This is the only way to obtain the ability to wield that power.

Only after comprehending the heavens can one wield this power as if it were their own.

As a result, this stage is called Soul Formation.

Once one obtains the strength to wield this power, they have far surpassed mortals and other cultivators. They are an existence beyond humans because they have a divine soul.

However, this soul isn't the normal type of soul in the records; it's a state of mind, a change of heart, a very mysterious realm.

This realm is similar to the soul in the records, and that's how the Soul Formation stage came to be.

But just having the power is not enough. Even if a baby has the strength to wield this power, it can't wield it for long. This is how the Origin Soul came to be.

Once the baby grows up, it will naturally be able to store more power. This is the Origin Soul.

In order to form an Origin Soul, one needs a domain and divine sense. Then they fuse together into the Nascent Soul and thus, a new soul is born.

This is the Origin Soul!

As for the power that could be used, that is the power of the heavens. Soul Formation cultivators can use the power of the heavens, something that Nascent Soul cultivators can't use.

The power of the heavens is the domain. Depending on the domain someone comprehends from the heavens, they will be able to display different powers of the heavens.

<u>Soul Transformation</u>
The first step is to absorb enough celestial spiritual energy to completely refine the body. The second step is for the origin soul to go from non-corporeal to corporeal.

During the Soul Transformation stage, the Nascent Soul transforms and becomes larger.

This stage can be thought of as something similar to a transitional level, as it was originally not a necessary step for Celestials and could be entirely skipped over when the Celestial Domain was intact.

Ascendant

Ascension, or the Ascendant Stage, is the peak of the First Step. It finalizes the process of a mortal refining their soul and body to become an immortal.

There are three types of breakthrough

The first and the most used method is to go along with the heavens and lose the capacity to defy them.

The second is done by Heaven defying cultivation This type of breakthrough incites divine retribution.

The third is similar to Heaven defying cultivation but instead of fighting, they avoid the heavens' punishment. Only, the heavens' dao isn't afraid of cultivators hiding, because once they hide, then their heart no longer contains the meaning 'to defy', so this method has a similar outcome as the first, but probably has slightly more benefits.

The fusion of the domain and celestial spiritual energy is a burning process. The celestial spiritual energy is the fuel, and the domain refined by that flame turning into an Ascendant Crystal.

At the moment the Ascendant Crystal is formed, you might feel like you have become nothing and your soul is wandering the heavens and earth. This feeling is extremely rare and is called Ascendant Enlightenment.

Normally, the first thing cultivators on a cultivation planet do is use this moment of comprehension to pull their soul piece back from the cultivation planet crystal. Although the chance of success is only 50%, it is critically important for their future cultivation to be whole.

The origin soul is similar to a giant cocoon, the domain is the life inside the cocoon, and the celestial spiritual energy is a raging fire outside of the cocoon.

The stronger the flames, the livelier the cocoon becomes and the more the domain inside fuses with the cocoon.

The purpose of fusing celestial spiritual energy and the domain was to eventually fuse the domain with the origin soul.

From that point on, there will be no distinction between the domain and origin soul. The origin soul is the domain and the domain is the origin soul.

The celestial flame is invisible and If one can't get past this trial, then this flame will go from ethereal to corporeal and will burn the origin soul and body to dust in an instant!

The domain inside the cocoon will then melt into a mass of chaotic energy. This energy was called origin energy in ancient times.

The celestial flame will burn as it rushes at the origin soul cocoon. The origin energy liquid will finally begin to show signs of crystallizing after being refined by this flame before it took shape. At that moment, the origin soul cocoon will quickly shrink. It will then wrap around the Ascendant Crystal.

After an unknown amount of time, fissures will start appearing on the origin soul cocoon. These fissures are very thin causing the cocoon to gently split apart.

Shortly after, more fissures will appear, and soon enough fissures will spread across the entirety of the cocoon. After enough fissures appear on the cocoon it will shatter.

The moment it shatters rays of grey light will come out from within. Then a newly born origin soul will slowly float out from the cocoon.

The origin soul will no longer be transparent but completely solid. There is almost no difference between it and the flesh. The Ascendant Crystal slowly turns inside of the origin soul.

For an Ascendant cultivator, their origin soul is their domain. This is the true state of a domain after it enters the body.

After the origin soul flies out, the shattered cocoon will immediately melt into nourishment specifically for the origin soul and is absorbed by the origin soul. Once all of it is absorbed, the origin soul sits down in the lotus position. Thus, the trial is complete.

-<u>Illusory Yin</u>
Illusory Yin is the first of the two sub-stages for the Ascendant stage, in this stage there's a notable change in the origin soul into a real Origin Soul by the definition of Celestials that can devour origin energy and gain new life from it.

-<u>Corporeal Yang</u>
Corporeal Yang is the second of the two sub-stages of the Ascendant stage, at this stage all the celestial spiritual energy dissipates and becomes replaced by origin energy.

Second Step

Nirvana Scryer

At this level one can start upon the road to comprehend natural Law, and those who reach the peak of this realm develop the ability to see the natural Laws of the world with their eyes.

Those who are particularly talented will gain the ability to do a Spatial Bending as early as this level, effectively giving them true teleportation and the ability to hide themselves in the void.

Nirvana Cleanser

After comprehension of a Law reaches a certain extent they will be able to breakthrough to this level. In this realm, one will be able to control natural Law. They are also able to open a space that functions like a bag of holding but is locked by the cultivator instead of being able to be robbed like normal bags.

In addition to controlling Laws, the other ability Nirvana Cleanser cultivators is to extract origin energy from the world through the Laws that they have comprehend to the Nirvana Cleanser level.

With the ability to extract origin energy from the world, they do not have to be afraid of wasting origin energy and can use spells at any time. This also effectively grants them eternal life because they can endlessly draw power from heaven and earth to replenish and extend their lifespan.

Nirvana Shatterer

The Nirvana Shatterer stage is technically the peak of the Second Step, with Heaven's Blight being a part of it. After gaining a sufficiently deep grasp of a Law, a Cultivator will reach Nirvana Shatterer.

At this step, a Cultivator can use their insight into Law to grasp and Cultivate an Essence, this is a necessary step to Cultivate to the Third Step. With a completed Essence, one can summon the Great Void Gate, however if the practitioner has not reached Fifth Heavens Blight they'll need to use force to open it.

A Cultivator's Essence cultivation is itself directly related to their actual cultivation level, for example after devouring the Eternal Thunderbolt and completing his Thunder Essence, Wang Lin's Thunder Essence' Cultivation level was equal to a late stage Nirvana Shatterer while his other four Essences were each still only at mid stage. This is also why it's easier to practice one Essence and not waste years maturing more.

-Heaven's Blight

The five Heavens Blights are five brutal trials that allow the user to grow stronger if they survive. These five trials serve to unlock the Void Gate, allowing the user to reach the Third Step. At the 5th Blight, a Cultivator can use Third Step spells regardless of if they've achieved a compete Essence and reached the Third Step proper, but it will consume their life force. It is a common practice for a Heavens Blight Cultivator to seal their Cultivation at Peak Nirvana Shatterer to conserve and store up life force and vitality.

Third Step

Nirvana Void

This is the first level of the Third Step.

To reach this level, one must cultivate at least one Essence to completion. There are two methods to doing this, both of which will have lasting consequences on the Third Step as a whole:

The first method is significantly easier but presents one fatal disadvantage. This method involves using Joss Flames to refine and grow an Essence. While a cultivator can practice multiple Essences in this path, once they have opened the Great Void Gate and formed a body of laws for any one Essence, they will be unable to ever reach the Third Step with any new ones. However, with each Essence that they have before breaking through to the third step, they will have a chance to open a second or more gates, with increasing difficulty, this increases their power and potential when they reach the third step at the end of the process, but they once again will not be able to cultivate any new Essences to completion after they truly reach the Third Step.

The second method involves cultivating Essence without Joss Flames, this is much harder as it means they will have to rely on their own insights. However, there will be no limits on how many Essences they can nurture even after reaching the Third Step, allowing them to reach higher levels through the attainment of a new Essence instead of constantly supplementing the same one forever. Those who practice this method will reach the peak of Nirvana Void with 4 Essences, the peak of Spirit Void with 8 Essences and the peak of Arcane Void with 9 Essences that have been fused into one again, forming a complete cycle.

It is said that a Third Step cultivator can merge with the World and create a Dao Avatar to go anywhere.

Spirit Void

This level is a sublimation of the soul.

Cultivators who achieve this realm will experience changes in their Origin Soul, which will then fuse with their innate soul as a living being. The Origin Soul will transform to a Spirit Soul as a result of this.

If the cultivator was using Joss Flames to breakthrough to the Third Step, their Joss Flame Realm will fuse with them at this level, granting them the ability to trap foes inside of it during battle. Naturally, this fusion is a choice however and it can be refused.

If they however do not use Joss Flames, an empty and flexibly transformative world will be born inside of them to compensate. Furthermore, these Cultivators will reach the peak of Spirit Void at 8 Essences rather than just power boosting the same Essence.

The cultivator's Origin Energy will also transform into Spirit Energy, however this Spiritual Energy and the Spiritual Energy that First Step Cultivators absorb is different. It is a transformation of Joss Flames, not an innate force of nature.

Arcane Void
This is the third level of the Third Step.

Breaking though to this level requires an Ethereal Essence. The reason there are so few of them, therefore, is because of the difficulty in comprehending something that cannot be seen, only noticed.

Most of those that break through to this step therefore had their Joss Flame Souls cultivate until one eventually comprehended the Essence they needed and absorbed it themselves.

It is, however, also possible for a cultivator to just cultivate an Ethereal Essence directly, however this is significantly more difficult.

The standard method for progression at this stage is to use Joss Flames to further refine the Ethereal Essence.

Should the cultivator not practice Joss Flame Cultivation and instead seeks to refine Essence on their own, they will be able to reach this level once they have attained Nine Essences, and then from there they can reach all the way up to the Great Circle by fusing those Essences until there are at least 3 sets of 3 fused into one.

-Arcane Tribulant

When an Arcane Void cultivator reaches their peak and can step into the Void Tribulant stage, nine tribulations called Arcane Tribulations shall befall them. If they survive these tribulations, they will enter Void Tribulant.

Undertaking these tribulations is optional to a degree, and many cultivators choose to stop at the Peak of Arcane Void rather than attempt them.

The first three Tribulants are External, the next three are Internal, the last three affect the soul.

Similar to Nirvana Shatterer's 5 Heavens Blights, the cultivator's power increases after every Tribulation and hence this is considered an independent sub level. Yet while passing any single tribulation will increase an individual's power, passing several at once will yield even greater benefits, passing all nine at once therefore is the most rewarding, but also risky, result.

There is a 10% chance of death at the First Tribulation, and a 90% chance of death at the last.

Void Tribulant

This is the fourth and final stage of the Third Step.

Due to the degree of renown that is held for those who manage to attain this level, the practitioners are awarded the title of Grand Exalt for merely stepping into the Void Tribulant stage. Even Late Stage Void Tribulants are called as such, however, those who are infinitely close to the Peak of Void Tribulant but still fail to bridge that gap are known as Golden Exalts.

Those rare few who do achieve the peak are called Empyrean Exalts. Finally, those who exceed this level, yet do not manage to enter the Grand Empyrean stage, are called Ascendant Empyrean.

As for the Grand Empyrean stage itself, this power exists beyond the peak of Void Tribulant yet not yet in the Half Heaven Trampling realm above. Throughout the Immortal Astral Continent, Ascendant Empyreans are exceedingly rare with just 48 at present, and there are only about a thousand Empyrean Exalts. As for Grand Empyreans, with as few as four exceptions, the only way to achieve this level is by obtaining a great fortune from the Immemorial God Realm, and two of those four achieved the level through an inheritance.

The gap in power at the Void Tribulant stage is huge, such that Early, Middle and Late Grand Exalts are vastly distinguishable from each other. They are in fact so far apart that they can almost be considered different Realms of Cultivation.

Mid Stage Void Tribulants are allowed to rule over sizeable sects even by the Immortal Astral Continent's standards while Golden Exalts are powerful enough to rule over one of the Nine Sects and Thirteen Factions. Empyrean Exalts and Ascendant Empyreans tend to be scouted by the Grand Empyrean Nine Suns and often serve them directly, there are thus few of these beings actually active outside of the Central Continent.

Those who reach Peak Void Tribulant(Empyrean Exalt) gain the ability to fuse Dao directly into their bodies. This allows them to use spells with the flick of a sleeve, and indeed an Empyrean Exalts power is as much about how many spells they can release simultaneously in this manner as it is their actual Cultivation Level. Only an Ascendant Empyrean can combine more than 100 spells into a single move in this way, making that the hallmark of Ascendant Empyreans in general.

Further beyond the power of an Ascendant Empyrean lay the Grand Empyrean Realm. At this stage a person generates a sun around his or her being and can use Faith Spells, which are spells with the capability to alter reality itself.

For an easier visualization of the stages of this realm, they are divided like this:

1. Early (Grand Exalt)
2. Middle (Grand Exalt)
3. Late (Grand Exalt)
    1. Peak of Late (Golden Exalt)
4. Peak (Empyrean Exalt) - Can fuse/layer spells
    1. Beyond Peak but still far from Grand Empyrean (Ascendant Empyrean) - Can fuse/layer 100 spells
    2. Grand Empyrean - hallmarks are the Formation of a Grand Empyrean Sun and ability to use Faith Spells

<u>Half Heaven Trampling</u>

This is the transitional stage between Void Tribulant and Heaven Trampling, as well as the ascension from the Third Step of cultivation to the Fourth Step.

At the peak of the Third Step, a cultivator can attempt to further progress onto Heaven Trampling. However the gap between the Third and Fourth Steps is considerably massive, thus causing them to fall into this state.

This stage is thus essentially similar to the Illusory Yin/Corporeal Yang stages for First Step cultivators, the Five Heavens Blights of Second Step Cultivators and the Arcane Tribulations needed to reach Void Tribulant.

When a cultivator has reaches the pinnacle of the Third Step, likely at peak Grand Empyrean, they may experience or perhaps even be sent to the location of the Nine Heaven Trampling Bridges, which exist above the Immortal Astral Continent.

These bridges function similar to the nineteen palaces of the Empyrean Exalt Trial, but where the trial only tests one's strength, the Bridges test one's enlightenment. Each bridge tests a specific concept or aspect and will immediately be crossed if one proves themselves worthy. This was shown as Wang Lin entered a trance while contemplating the second bridge and when he understood what the bridge was testing he immediately found himself on the other side.

Crossing each bridge causes the individual's cultivation to vastly increase, and after all nine bridges are successfully crossed the individual ascends to the Heaven Trampling realm.

However, while the bridges are an extremely powerful aid in entering the Heaven Trampling realm, it is not the only way. If an individual can comprehend or cultivate the specific aspect needed themselves, they can achieve a similar increase in power even without the bridge. This was implied to have been done by Wang Lin, who ascended to Heaven Trampling, but did not cross the final bridge.

The Bridges and the known tests are:

First Bridge - Universal Law & Origin Soul Fusion
Second Bridge - Dao Heart Tribulation
Third Bridge - Inner Demon Tribulation
Fourth Bridge - Unknown
Fifth Bridge - Transcending Reincarnation
Sixth Bridge - Unknown
Seventh Bridge - Unknown
Eighth Bridge - Unknown
Ninth Bridge - Unknown

Fourth Step

<u>Heaven Trampling</u>
This is both the first level of the Fourth Step and the last level overall in the Immortal Astral Continent's Cultivation system. Cultivators who reach this level are capable of leaving the continent to explore the World that lies beyond.

At this level a cultivator has a body that will endure even if the Heavens and the Earth rot away. They are independent of natural and magical law, and in fact such things are created by their thoughts and words. They are sources of their own Essence. And their Divine Sense can

effortlessly cover what might be infinite distances and become aware if any being so much as thinks their name.

Divine Sense
Unlike other settings, the Divine Sense here is a 'tangible' thing that can be divided, imbued in objects or otherwise interacted with through various methods. It is obtained at the second stage of Qi Condensation.

Ancient Clan Cultivation
The Ancient Clan members of all branches have gigantic true bodies. Their Cultivation is determined by the number of stars they possess. Nine stars is the limit of each individual branch while those who then go on to practice the fusion of the three clans can have a total of 27 stars. Furthermore, the stronger the bloodline the stronger the clan member is compared to his peers. For normal members of the clan, equivalent to mortals, they have humanoid bodies and a lifespan of at most five hundred years.

Juvenile
The first 3 stars of each branch are equivalent to a First Step Celestial Cultivator and the Clansman is considered a juvenile. In the Cave World, they are encased inside of planets to develop during this stage. The First Star appears comparable to a Celestial Clan from Core Formation to Nascent Soul, the Second Star up to Soul Transformation and the Third Star up to the peak of the Ascendant Stage. It is possible for an Ancient to have an incomplete 4th star at this level, but they must bathe in the aura of a mature Ancient to complete it. If you have the **Ancient Clan** perk, then you can complete the process with no downsides by just spending more time and energy to complete the required refinement and maturity instead.

Mature
The 4th to 6th stars of each branch are equivalent to a Second Step Celestial's three Nirvana Realms. It is possible to have an incomplete Seventh Star, however, unlike the Fourth Star, no specific special requirements are stated to exist in order to complete it. At this point the Clansman is considered mature. From the 6th Stars, the Ancient Clan member begins to produce an inner being, following their branch. Ancient Gods breed the Moongazer Serpents while an Ancient Devil breeds a mysterious Shadow and an Ancient Demon breeds a Humanoid being. They also tend to undergo the First Tribulation and Two Calamities at some point during this period, however extremely powerful ones will suffer it as late as the 7th Star while weak ones will endure it at the 5th, this seems to be dependent on the purity of bloodlines.

Adult
The last 3 stars of each branch are equivalent to a Third Step Celestial cultivator. At this stage the Clansman is considered an adult. At Seven Stars, their power appears equal to a Cultivator's Nirvana Void and Spirit Void stages, while Eight Stars seem comparable to an Arcane Void and Nine to an early Arcane Tribulant. However, if one's blood is poor or they have only recently

entered this stage, even a Nine Star can be as weak as Arcane Void. While at Eight Stars specifically, each Branch of the Clan manifests a unique set of armor and will endure the Second Trial and 3rd and 4th Calamities of their respective branch, which increases their power further still. Those who have reached 9 stars have the title of Lord added to their respective branch in the clan. For example, when Wang Lin first entered the Ancient Clan the guardsmen addressed him as God-Lord when he revealed his 9 Ancient God stars.

Three Trials, Seven Calamities

All three branches of the Ancient Clan undergo a set of trials called the 3 Tribulations and 7 Calamities:

The First Tribulation, typically endured at six stars, brings the Flesh and Bone Calamity, which destroys the body and forces the Clansman to try and sustain it. The more destruction they let happen however the fewer weak-points they will have when the body is restored in a stronger state afterwards, so there is reward in taking the risk.

The Second Tribulation, typically endured at eight stars, encompasses the Divine and Soul Calamities. These refine the clansman's Divine Sense and Soul.

The Third Tribulation is unique in that it has three Calamities instead of two and all three of them come at once. They are the Ancient Race Heavenly Blood Calamity, Ancient Dao Three Distractions Calamity/Three Soul Splits and the Blessing of the Ancient Ancestor which is by far the worst overall. While the first calamity can be endured on its own, a Clansman must then go to the Ancient Temples in the Immortal Astral Continent's Ancient Nation to make the attempt at the second and third, and this will spark great celebration throughout said nation.

> The **Ancient Race Heavenly Blood Calamity** involves one refining all their Ancient Clan power into a single drop of blood and offering it to the Ancient Clan Ancestor to get his recognition. If they succeed, the Ancestor will send back a few drops of his own blood depending on the degree of his recognition, and the Clansman shall be reborn from it.
>
> The **Ancient Dao Three Soul Splits** is similar to the Bone and Flesh Calamities, the soul will be split apart a total of three times. The individual undergoing the trial can choose to pull their soul back together at any moment, but will receive greater boons depending on how long they managed to endure during each split. One must enter the Ancestral Temple to undergo this Calamity.
>
> The **Blessing of the Ancient Ancestor** is not truly a calamity, but a reward. The Ancient Ancestor shall bestow upon the individual who has reached this point a powerful reward, but what that reward is will vary from person to person.

These Tribulations are meant to be endured one by one, which is why an Ancient Clansman of any Branch will typically reach Nine Stars in their Branch before taking the risk of learning either of the other two Branch's powers. In addition, because Ancient Gods are the strongest their 3 Tribulations and 7 Calamities are the hardest to endure, while conversely the Ancient Demons, who are the weakest branch, endure comparably easier trials with the Ancient Devils in the very middle.

Celestial Clan

The clan is similar to their hated rivals The Ancient Clan in a number of ways. Their power comes from a singular Ancestor and those bearing greater amounts of that Ancestor's pure bloodline are called Royal Celestials. Their Blood itself holds great power and spells under their influence shine golden. Finally, they have three Celestial Marks upon their bodies which are the foci of their true powers and not everyone can have the Mark, only those who have the Royal Bloodline.

They also have their own terms and standards for Cultivation with the primary Cultivation path of Renegade Immortal actually being their own.

They control five of the Nine Suns, putting them ahead of the Ancient Clan, who command only four.

The Celestial Immortal Bodies and souls the royal line may have are immortal in the literal sense, no matter how thoroughly destroyed, they will manage to regenerate from almost anything.

Celestial Bloodline and Ancient Bloodline

These two bloodlines are natural enemies and reject one another. When Wang Lin, who had the body of an Ancient One, had his bloodline replaced with that of the Royal Celestial Clan, the rejection force produced by this began destroying his body so intensely that even the godlike regeneration of his nascent Immortal Celestial Body couldn't keep up and only the intervention of the Heaven Defying Bead managed to balance the forces in a state that severely hampered his power and would eventually prove fatal to him if he didn't give up his Ancient Clan body or his Celestial Clan bloodline.

Overcoming this rejection force; which for Wang Lin required late Third Step cultivation, an incredibly powerful avatar from the void and tremendous luck; results in a new power that is no longer Ancient or Celestial but is entirely unique to the cultivator.

If you purchase these two here then the rejection force will no longer be present, though fusion will likely not be feasible until higher stages of cultivation.

Celestial Domain Cultivation

The Celestials of the Celestial Domain existing within the Sealed Realm of Wang Lin's Cave World didn't cultivate Domains but instead used their powerful Celestial Qi to open up the heavens. These Celestials (allegedly) had no sentiments and there was nothing to comprehend. All increases in cultivation level relied solely on heavenly treasures, Celestial cultivation, and Celestial pills. The purpose of the Celestial Domain was to help Sealed Realm Cultivators reach the Third Step despite the existence of the Realm Sealing Formation preventing the ignition of Joss Flames.

The first 5 stages were the same for both current and ancient cultivation stages.

Qi Condensation
Foundation Establishment
Core Formation (is normally Gold)
Nascent Soul
Soul Formation

- The Domain from Dao combines with the Nascent Soul and by absorbing energy from Heaven and Earth the Nascent Soul changes into a Nascent Divinity.
- People in ancient times would experience tribulation at the peak of Soul Formation and if they succeed they would ascend to the Immortal Realm.

Exalted Immortal/ Upper Celestial (1-9 levels) - Possibly comparable to Ascendant until Corporeal Yang stage Cultivators since the process of Soul Transformation only took a short time in ancient times (Essentially, Soul Transformation is the shedding of the Mortal Vessel by changing it into an Immortal Vessel).
Heavenly Immortal/ Sky Celestial (1-9 levels) - Comparable to Nirvana Scryer stage Cultivators.
Immortal King / Celestial King (1-9 levels) - Comparable to Nirvana Cleanser stage Cultivators.
Immortal Lord / Celestial Lord (1-9 levels) - Comparable to Nirvana Shatterer to peak Heavens Blight stage Cultivators.
Immortal Emperor / Celestial Emperor - Comparable to Third Step Cultivators

- Celestials at this level seem to start using Cultivator terms for their levels, such as Nirvana Void, this is likely due to the fact that the Celestial Domain was created to provide them an alternate route to reach the 3rd Step.

The Cave World

The Cave World is the overall setting of the majority of Renegade Immortal. It is a self-contained cosmos that spans and encompasses all five Star Systems; not solar systems but rather vast territories full of stars and cultivation planets; which make up the Sealed and Outer Realms as well as the former's false Celestial Domain and the true Ancient Celestial Realm.

The Cave World was created and owned by the Sect Master of the Seven Color Sect in a distant past. He then filled it with life using a stolen Heavenly Dao and created the Nine Laws and Divine Tribulation to prevent any Cultivator born within from growing powerful enough to defy him. He created this world to produce Joss Flames for his sect, which makes any Joss Flames Cultivated by its inhabitants a "great heavenly scam" and inherently destructive to them.

Originally the Cave World consisted of a Celestial Realm and a lower realm, the former above the later. The Celestial Realm was where the Seven Color Sect's members resided and overlooked the inhabitants of the Cave World stuck in the lower realm. However, after the Sect Master stole a certain treasure he and his sect were beset upon by two of the Nine Suns of the Immortal Astral Continent and the surviving members of the sect were forced to hide inside the Cave World. To help his kin recover the Sect Master lured the Ancient Clan member Ye Mo into the Cave World and killed him. His blood scattered across the Cave World and this resulted in Ancient Gods, Devils and Demons appearing within the Cave World. However, the Celestial Clan's prince, Lian Daofei, and his forces somehow broke in and in the resulting conflict the Sect Master's Concubines turned against him. The Celestial Realm was thus split in two, with the Sect Master having control of the Inner Half and his concubines the Outer one. With the Celestial path now lost to them, Soul Formation Cultivators were forced to seek a new path, thus there was a surge in Qi Cultivators from then on.

Some time later the vast star system forming the lower realm was divided over conflict for ownership of the wayward Heaven Defying Bead until it too was eventually split into five, four smaller star systems for the inner realm and one larger star system for the outer Celestial Realms. The Outer Realm sealed the Inner Realm to prevent the occurrence of Joss Flames and thus prevent any new Third Step Cultivators from being born, as well as slow the Seven Color Sect's recovery. However, the Lord of the Sealed Realm, himself in service to the Seven Color Sect's Master, created the Celestial Domain to allow Inner Realm Cultivators to offset this and reach the Third Step by once more practicing a pale imitation of the Celestial Path. The Lord then created several Seven Colored Realms to allow Inner Realm Cultivators to go to the Outer Realm.

After many more twists and turns the Celestial Domain was destroyed and divided into four ruins Qi cultivators had to pillage for the barest scraps of Celestial Qi, the Lord of the Sealed Realm was defeated, and time passed until things finally arrived to the state of the modern cultivation world of the Inner Realm.

Immortal Astral Continent

The Immortal Astral Continent is a gigantic landmass. Wang Lin's Cave World can be considered a pocket world of Immortal Astral Continent. It is stated to be one of the countless continents inhabiting The World of Renegade Immortal. In terms of size, its proportions are indescribably massive. In fact, it is said to be so large that the Cave World created by the Seven-Colored Celestial Sovereign wouldn't even be equal to 1/10,000th the size even if the Inner Realm and Outer Realm were considered together.

Nine Suns

The continent itself is noted to have Nine Suns, each of which is in reality one of the continents nine strongest individuals. Each sun possesses a cultivation of at least Grand Empyrean. The size of these Suns represents the power of its owner, with Dao Yi's being the smallest and Gu Dao's being by far the largest until Wang Lin came along.

Ruler

While both the Celestial Clan and Ancient Clan war with each other over dominion over the Immortal Astral Continent, neither side is able to completely outmatch the other.

It is universally acknowledged by both the Celestial Clan and Ancient Clan that Grand Empyrean Gu Dao is the strongest being in the entire continent. According to Wang Lin and also by Gu Dao's own admittance, he has the power to eradicate the Celestial Clan and conquer the entire Immortal Astral Continent. The reason he does not is because his power is tied to a unique inheritance from the Ancient Ancestor that spans only the Ancient Clan's territory.

After the Nine Suns witness Wang Lin defeat Gu Dao, thereby becoming the strongest being in the Immortal Astral Continent (without a distance restriction) he unofficially becomes its ruler. Though he is not formally acknowledged as its ruler, he receives the same level of respect as one from both the Celestial Clan and Ancient Clan, including the Grand Empyrean's.

108 Sealed Souls

It is strongly implied that the Continent itself used to be much smaller however it has grown significantly after the Ancient and Celestial Ancestors sealed the souls of many powerful (Half Heaven Trampling) foreign beasts and Cultivators from outside the continent to create the 36 States and 72 Continents respectively. Over time, many of these beings have wasted away, however many of them still live, fueling the land they were sealed upon with their power.

Factions

The entire continent is controlled by two great powers, the Celestial Clan and the Ancient Clan.

The North and Western parts of the continent belong to the Ancient Clan's 36 States while the Southern and Eastern parts of it are split into the Celestial Clan's five major continents, which themselves are further divided into the 72 minor continents. Between these two territories lay a vast and cold sea which can freeze even extremely powerful members of both clans.

Ancient Clan

The Ancient Clan have an extremely rigid monarchy, unlike the largely independent Celestials. Even Grand Empyreans cannot be considered anything but guardians while it is the Ancient Emperor of each kingdom who controls almost all authority in the country. Grand Empyreans do however have the right to choose the next emperor when the last one is set to retire.

Celestial Clan

The territory is made up of a variety of sects and clans that are run by supreme cultivators, the strongest of whom have cultivation beyond Void Tribulant while even the weakest among them reach Nirvana Void, at least. The Celestial Clan are largely independent, but even so they are loosely ruled by the Celestial Emperor of each generation, this generation's being Lian Daozhen, before he was killed by Wang Lin and replaced with Lian Daofei. Five of the Nine Suns belong to the Celestials, and one is always given the title of Eight Extreme that being the Celestial Emperor.

Immemorial God Realm

The Immemorial God Realm is a mystical place of great fortune that can only be entered through the Immortal Astral Continent.

Once every few hundred years, the entrance to the Immemorial God Realm will open, turning the sea dividing the Ancient and Celestial Clan sides of the continent into a vortex surrounded by nine pillars. This process can be accelerated as seen when the Ancient Dao Imperial Teacher forcibly causes the Immemorial God Realm to open within the next 500 years using a technique involving slaughter essence.

The Immemorial God Realm is rich with fortune and benefits for cultivators on both sides. A testament to it's massive fortunes is that it is the only place where one can become a Grand Empyrean without merging multiple Essence True Bodies like Wang Lin did.

The Ancient and Celestial Clan's take preparations for the opening of the realm very seriously. That is because if one side were to get lucky enough to obtain another Grand Empyrean it could upset the balance of power between the two clans. If such a thing were to occur, all out war could be sparked over the entire Immortal Astral Continent.

When the opening of the Immemorial God Realm draws near, an oppressive force is released that continuously gets stronger up until the entrance is finally revealed. Typically, the force peaks at a stage where all those below Void Tribulant would be killed if they did not retreat. To counteract this and bring in as many people in as possible, the Ancient and Celestial Clan Grand Empyrean's would use their power to subsidize the oppressive might. However, during the opening Wang Lin participated in the oppressive force was so strong that not even Grand Empyrean's could resist it. This was the first time in history where neither the Celestial's or Ancient's were able to enter the Immemorial God Realm. The only people who managed to enter at this time were Wang Lin and Gu Dao, who possessed Half-Heaven Trampling cultivation.

Once inside the Immemorial God Realm, one will find themselves upon a gigantic curving continent with a mountain at the center where seven colored snow falls. At the top of the realm is the Ninth Heaven Trampling Bridge and an enormous compass. This is the Earth Defying Realm's Boundary Compass, the only Void Extinction Treasure.

Essence

Essence is the specific practice of a Cultivator to comprehend and master an aspect of the world itself through Law, it is necessary to comprehend at least one to reach the Third Step after the Fifth Heavens Blight opens the door, however it is still possible to practice more than one Essence.

Methods

At the Nirvana Shatterer level, a Cultivator can use their insight into Sealed Realm, Celestial Domain and Outer Realm methods:

- The Sealed Realm Cultivators practice Domains as an alternative to the Celestial Domain Cultivation path. These Domains are in practice weak imitations of Essences. However, in the long run this Domain must be sacrificed to form an Essence as Essence is a Celestial power achieved through the world's Law. However, one will not lose their comprehension of that Domain and can Cultivate an equivalent Essence after losing it, as in Wang Lin's case with his Life and Death, Karma and True and False Domains being replaced by Essences. As such, a Domain can really be seen as an inferior equivalent to Essence from the start.
- The Celestial Domain's method is to practice Law and thus Essence directly by offering an alternative route to the Second Step.
- The Outer Realm Cultivators practice the Cultivation of their Inheritance, this is a power provided by an ancestor figure. This method makes Cultivation easier but ultimately the power is provided, not formed by one's own insight. The Inheritance itself is able to lead to an Essence, but naturally this narrows one's potential paths to one.

Maturation

To strengthen one's Essence, the easiest way is to feed its growth with Joss Flames. However, these Joss Flames are quoted as being "A Great Heavenly Scam," as they act like slow-poison and eventually harm the cultivator. One can, however, choose not to use Joss Flames at all, as in Wang Lin's case, which means their Essence Cultivation will rely on their own enlightenment. One's Essence also defines their power within the Third Step; an early-stage Nirvana Void cultivator with a Slaughter Essence, for example, is at least as strong as an early-stage Spirit Void cultivator. When an Essence is truly completed, it will form an Essence True Body, which is essentially a Clone or Avatar of the cultivator that embodies the Essence it was born from.

Multiple Essence Cultivation

There are no restrictions on how many Essences a Second Step Cultivator can obtain, however, if they plan to go the route of practicing multiple Essences, there are great advantages to not

using Joss Flames. To reach the Third Step with more than one Essence, the cultivator must break open one Great Void Gate for each Essence. Furthermore, for each Essence a non-Joss Flame practitioner will also experience a jump in Cultivation level: One Essence will let them reach early-stage Nirvana Void, two Essences will put them at mid-stage Nirvana Void, three Essences will put them at late-stage Nirvana Void, four will put them at the Great Circle of Nirvana Void. Four more will let them reach Spirit Void's Great Circle while a 9th Essence will put them at early-stage Arcane Void. After that, however, a Cultivator must combine those nine Essence back into one to achieve the Great Circle of Arcane Void.

On the other hand, Joss Flame practice will cause the cultivator to struggle in obtaining additional Essences and, at worst, it may even prevent any Essences obtained after reaching the Third Step to once again break through the Great Void Gate ever again, so these new Essences would simply be unable to reach the Third Step, making multiple Essence cultivation completely pointless for a Joss Flame user.

Corporeal, Special and Ethereal Essence

There are three types of Essences: Corporeal, which relates to observable forces in the universe such as fire and water, Ethereal, which relates to non-observable phenomena like Karma, and Special, which are unique like Slaughter and Restrictions. Corporeal Essences are far easier to grasp and can even be enhanced through exposure to said phenomenon, such as when Wang Lin completed his Thunder Essence by directly consuming the Ancient Thunderbolt. Ethereal and Special Essences, however, are much stronger but harder to cultivate. That said, one needs to comprehend at least one Ethereal Essence to reach Arcane Void.

Known Essences

Corporeal

Fire
Thunder
Ice
Water
Earth
Coldness

Special

Slaughter
Restrictions
Weight

Ethereal

Origin
Life and Death

Karma
True and False
Absolute Beginning
Absolute End