







Generic Ki Warrior

Ki. A mysterious power to some, studied by many. From the barbaric warrior tribes and their berserkers to the serene sorcerer monks of distant lands, these warriors tap into the power of ki to augment their capabilities in a number of ways, ranging the gamut from the simple to the extreme.

The ki warriors are a diverse lot that range across several traditions, largely martial in nature but some that push to the more spiritual and philosophical, and still others don't even realize they are using ki, making use of it entirely unconsciously.

This world is full of those that can, and do, make use of ki in various forms and methodologies. To help you fit in, take these, and spend them wisely.

+1000cp

Good luck, Jumper, and have fun.

Locations

Choose any of the following.

1. *A Generic World of Your Choice.*
2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have ki users of all sorts in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Discipline Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Discipline Tokens being able to be used for 300cp perks.

Ki Presence (Free): Ki is a nebulous power, but one you possess the ability to develop. You have a sense for your own ki, how to move it, the very basics of ki as a whole, even if you do or don't actually know what it is, the end result is the same. See the notes for additional details.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.m

A Healthy Body (100cp): The physical health of a ki user is directly tied to how much ki and how potent a user's ki actually is. You have an exceptional level of health, the equivalent of having good genetics, a good diet, and regular exercise. Additionally, you recover from injuries roughly twice as fast as normal. You do not need to work to maintain the level of physical health this perk provides.

A Healthy Mind (100cp): Ki is often reflective of the mental state of its user, with an unbalanced mind leading to unstable ki while a healthy mind leads to more controlled ki. You are highly resistant to mental and emotional trauma, induced madness from any source, and effects that would alter your mind in some fashion or another. You also recover from such conditions that do affect you over time.

A Healthy Soul (100cp): As with the body and mind, ki touches upon the soul, and through it, corruption can take root, so, methods to counter this were established. You are effectively immune to all forms of corruption and can recover from damage done to your soul over time, as well as doing so far faster than one might expect. Additionally, your soul's strength can be trained up in much the way your body and mind can be.

Know Your Limits (100cp): There is only so much a person can take before they start to wear out and break down, and this isn't always physical in nature. You can tell just how much you can take, mentally and physically speaking, and are more resistant to mental and physical stress in general. You are also quicker to recover your mental and physical fortitude. If you ever need to, you can force yourself to keep going, far past your normal limits, however, be aware this does have consequences.

Discipline (100cp): You have the ability to keep a level head and remain calm at all times, even when you are subject to fear, anger, or other extreme emotions, you remain able to think clearly and can keep a straight face. Additionally, you can easily mask your emotions and can keep your voice as calm and steady as you appear, never stumbling over your words or misspeaking unless you do so deliberately.

Philosopher (100cp): You have an amazing ability with debate, oration, and clearly presenting ideas, making it very difficult for you to be misunderstood unless you are deliberately doing so. You also have a knack for finding and asking questions that can, and will, cut to the heart of an issue, can potentially help someone get through a mental hangup, or give some measure of reassurance in their actions.

Grounded (100cp): You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and sense. You will never go mad with power or lose sight of your roots. Additionally, you are an incredibly patient individual and find it easy to motivate yourself.

Kensei (100cp): You find that you become better at using a piece of equipment the longer you use it, to the point that, after a few years of regular use, the piece of equipment will work better in your hands than a higher quality tool would. This is slow, but if you pick up a similar enough item, some of this progress may transfer over, with a loss in progress equivalent to the differences between the two pieces of equipment being swapped out.

Body Control (100cp): You have an almost superhuman kinesthetic sense that makes you far more graceful and gives physical balance to the point that you could balance on a single finger if you wanted to. On top of this, you are able to maintain a fairly lean build, able to build strength without increasing the size of your muscles if you don't want them to increase.

Self-Sustained (100cp): Your training has led you to being able to subsist off of far less food, water, and sleep than normal, needing only half what most people do to keep yourself going. Additionally, your need for sustenance is covered purely by calories, without needing to worry about the specific nutrients and minerals in what you eat, such that you could survive entirely off of a diet of rabbit and water.

Creature Comforts (100cp): In life, there can often be a great many stressors, both physically and mentally, which can lead to a wide variety of aches and pains, not to mention the normal wear and tear of daily life. You, however, are immune to these small aches and pains, headaches, and will find that small nicks and cuts just don’t happen to you, though more serious ones still will.

Breathing Techniques (100cp): You have a deep set of lungs, able to take in a lot of air, control just how fast you let it out and use it, and able to hold your breath for a very long time compared to most, going almost fifteen minutes on a single breath of air if you're just holding it in. This also gives you an incredible amount of stamina as your body effectively uses what air it gets.

Like a Ninja (100cp): Whenever you don’t want to be noticed, you seem to just become another face in the crowd as your presence and endeavors simply become harder to take notice of, even by those that actively go looking for them. Additionally, you can reverse this effect, making it so you can project your presence and make yourself easier to notice if you are so inclined.

Fast Learner (100cp): Your ability to retain and process information is greatly improved, allowing you to learn at five times the normal rate you would have, as well as allowing you to focus on bad habits and remove them with only a little effort put into doing so. This also applies to muscle memory.

Loremaster (100cp): You have a memory that is fundamentally perfect, with instant recall, perfect indexing, tamper proofing, and the ability to suppress, but not forget, memories you don't want to taint anything. You are also well studied in history, gaining a deep knowledge of local history, which updates to an equivalent level of knowledge in future settings. The more history you study, the deeper the knowledge you gain each jump will be.

Mind Over Matter (100cp): You have learned to filter out and ignore stimuli of all sorts, particularly physical ones, through sheer willpower. You can ignore pain, foul odors, itching sensations, sounds, and the like in order to focus on other stimuli. This could, for example, allow you to listen to a quiet conversation in a loud room by filtering out the other noises in the room. The more you try to ignore, however, the more will you need to accomplish it.

Hidden Dragon (100cp): You have learned how to present yourself effectively to project a specific image, if you want to come off as a goofball and be underestimated, you can easily pull it off, and if you want to present as intimidating and dangerous, you can do so. This can also be used on anything you make, such as making a song sound incredibly upbeat despite having a particularly dark theme to it. This is just an impression, and if forced to back it up, you'll need to rely on yourself for it.

Fortified Foundations (100cp): The foundational skills and basics are something often ignored once someone starts to learn the more advanced skills, letting such foundations languish and, potentially, crumble. You don't have this problem as the foundations of your skills are constantly reinforcing and refining themselves at a slow, but steady, rate. Every time you train with any skill or ability, your foundations are trained as well, and you have enough passive reinforcement that they never grow dull or out of practice.

Master & Apprentice (100cp): Teacher and student, two sides of the same coin, useless without the other, and both equally the student and the teacher. You have the makings of a good teacher and a good student, able to adapt to your student or teacher to get the best results in passing on what knowledge is being imparted, regardless of who it is. Additionally, the teacher, whether it is yourself or another, learns from their student nearly as much as the student does from the teacher, refreshing the teacher on the basics and refining their understanding.

Meditation (100cp): Meditation is a staple for many ki warriors, whether it manifests as quiet contemplation, practicing forms while letting their mind drift, or even offering prayers to a deity or religious figure. You can use meditation as a form of training for any non-physical aspect. This will not help you learn purely theoretical or physical abilities, but could be used to cultivate your mental and spiritual abilities, as an example.

Oathsworn (100cp): A number of ki warriors swear vows, take on oaths, or act under codes of conduct. You find that it is easier to hold to such a vow, oath, or code without temptation leading you astray from it, and so long as you do hold onto it, your willpower is enhanced, based on how stringently you adhere to them and how difficult it is to keep to them. Some advanced ki applications may benefit or be restricted to those that follow these vows, oaths, and codes. It is possible to hold multiple vows, oaths, and codes of conduct, but they cannot contradict one another.

Visualization (100cp): A common tool of the ki warrior is to picture their ki in a particular manner, such as flowing water or arcing electricity, or even nebulas of stars floating throughout the body. Besides aiding in the manipulation of ki through altering its behavior to match the visualization, this can be brought forward and applied to reality, allowing ki to display this visualization to others.

Controlled Power (100cp): A skill all ki warriors eventually learn, even if they never receive any formal training, you are able to move your ki to your will. As this can be learned by anyone with ki, you have a natural talent for the manipulation of any internal energies, including ki, and can immediately sense and get some idea on how to use any energy you have or acquire. You also can perfectly control the level of force you use with any action.

Willing Limiter (100cp): You have the ability to toggle any of your perks, powers, or abilities between full strength and nothing, as well as reducing your base physical stats. By doing so, you are able to continue training using lesser methods while retaining the full benefits. You cannot be forced to use this perk, even should someone gain control over you or your abilities.

Internal Alchemy (100cp): While rare, some ki warriors branch out into other magics. You, like such individuals, have learned how to convert one type of internal energy to another. You could turn ki into mana, mana into spiritual energy, spiritual energy into bioenergy, or any number of other conversions. Some energies may be more efficiently converted than others.

Second Skin (100cp): While most would think of ki warriors as eschewing armor in favor of added mobility, this isn't always the case, as even some knight orders are ki warriors. Like them, you can ignore the weight and restrictiveness of anything you wear that is designed to protect, including most clothing and armor, it simply doesn't weigh you down, impede your movement, or cause you harm, such as metal armor growing too hot in the sun.

Integration (100cp): Ki techniques are not just for combat, in fact, the first techniques were more about learning control and were adopted by craftsmen and religious orders. Ki is able to be used to augment nearly any skill as a result. You find that you can combine your ki use with nearly any ki use, be it the breathing techniques to blow glass of exquisite quality to gaining a higher connection with a higher power, and everything in between and beyond. This can even be inverted, allowing your use of various skills to be integrated into your ki use, opening up new pathways and techniques based on your understanding of their interactions. Effectively, this allows you to create ki techniques based on your non-combat skills and use them both in and out of combat.

Weird Wielder (100cp): You have an uncanny ability to use just about anything as an effective weapon, no matter how ridiculous such a notion seems. From tavern brawls using mugs and chairs to improvising a weapon out of simple scrap found in an alley while on the run to using a person as a potential weapon in a pinch. This has the added benefit of allowing you to effectively use weaponry that is oddly balanced or unwieldy where their oddity becomes a boon rather than a hindrance.

Named Techniques (100cp): Often, a ki warrior will name their techniques for the ease of explaining them, however, some ki warriors have found that, by invoking the name of their technique as they are using it, they subconsciously put more into the technique, giving it more power. They can still use the technique even if they don't invoke the name with no downside. This increase in power does not sacrifice control or precision.

Leadership (100cp): You having the makings of a great leader. This, on its own, gives you an understanding of people and how to communicate, a sense for when you should listen and when you should take the charge in conversation, for getting a read on the wants and mental states of those under your command, and how to build loyalty and how to reciprocate that loyalty. You also gain a penchant for igniting the passions of those you are leading. Additionally, you gain an exceptional amount of skill in the more office focused side of leadership; logistics, delegation, coordination, and keeping communication flowing.

Affinities (100cp/300cp): While not always the case, many ki warriors possess some form of natural affinity within their ki, for an element, for an animal, for a particular tool, for a concept, or even for a specific philosophy of thought. This affinity shapes the ki, makes certain abilities stronger or easier to use, and can unlock unique skills or techniques only those with an affinity can utilize. Choose one of the following:

For 100cp, you naturally possess a single, strong affinity. This option may be taken multiple times.

For 300cp, you can cultivate an affinity, building up your natural resonance with something until it becomes a full fledged affinity. This does not grant you any affinities by default.

Each of the above options is purchased separately.

Ki Sensor (200cp): For ki warriors, the ability to sense their own ki is only the first step, the next is to be able to sense the ki of others, regardless of how small it may be. You have an additional sense that allows you to both perceive the world around you and sense people at a distance based entirely on your own ki. You can even identify specific people based on the feeling of their own ki, or other energies. The range of this sensing will grow with use and practice, but it starts out reaching across the size of a football field.

Biofeedback (200cp): Also known as the Sage Arts or Life Return, you have complete and total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as temporarily condensing your musculature, controlling your hair as if it were an extra set of limbs, kick your adrenaline production into overdrive, and similar techniques. This is an essential base for many combat techniques as well. Finally, this allows you to process and use all resources from anything you ingest without waste, resulting in you never actually needing to use a restroom unless you want to do so for whatever reason.

Mixed Traditions (200cp): There are many orders and traditions of ki warrior, and some ki warriors, instead of joining an established order, will explore multiple orders, creating a composite style. You gain the ability to easily take multiple methodologies or traditions and combine them into a new whole, rather than simply swapping between multiple styles. You will instinctively know what the best combination for you to use will be, but are not limited to just that methodology if you wish to teach someone else a method more suited to them.

This perk will work for anything, be it technology, magic systems, combat styles, or any variety of other techniques, styles, and traditions.

Armored Shell (200cp): As mentioned prior, many ki warriors prioritize flexibility and mobility over the protection of armor, but some still use it regardless. These individuals learn to make the most of the protection offered by their armor. Any armor you wear is both reinforced by its own components and resonates with your ki, providing your physical body with some of the armor's durability and resistances. Armor made with pieces resistant to acid, for example, would have all of it be resistant to acid, not just those pieces, and you, as the wearer, would gain some of that acid resistance on top of the normal protection the armor provides. Any defensive properties are carried across through this method. Additionally, your own durability reinforces the armor you wear, ensuring the armor will always provide some level of additional protection beyond your own physique.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use. This even extends to external sources of power, though to a slightly lesser extent.

Compounding (200cp): Medicine is always of use to a ki warrior, but some take this a fair bit farther than simple medicine, creating potent medicinal drugs that can augment their abilities, often with terrible side effects. You know a mix of traditional medicine, alchemy, and ki use that allows you to create various medicines, often taking the form of pills. These offer much the same benefits as potions do in traditional fantasy, but can have negative side effects added to improve their power. The more severe the side effects, the more potent the medicine becomes.

Ki Infusion (200cp): You have the ability to imbue your ki into an object or tool to temporarily enhance its properties, making a sword sharper, enhancing the durability of a shield, or similar such qualities. Long term exposure to ki or working the ki into the object as it is being created can render some or all of these traits permanent, needing no further infusions to maintain, but still being able to be infused for additional strength. Depending on your skill with ki, you may be able to manifest more mystical traits rather than merely enhancing what is already present.

Samsara (200cp): Many ki warriors follow a philosophy of some variety, and some of those philosophies have holy figures, gods, or responsive concepts they can connect to. You are able to make an offering of materials, service, or life in order to contact and earn the favor of a patron. Any patron, in fact, assuming you use the right sort of offering to begin with. This may grant you some measure of protection or power, grant a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary blessing. However, sometimes they will only offer a piece of cryptic advice that will only reveal its true meaning later.

Feng Shui (200cp): A potentially lesser known art of the ki warriors, they are able to shape the flows of natural energies within an area based on the placement of certain objects, the presence of certain colors, the textures of specific materials, and similar such things, creating an area where the energy naturally works towards a specific end. Work towards that end within the bounds of this area are enhanced as a result, such as a workshop designed to optimize workflow would allow for faster crafting speeds while a sparring arena would enhance learning and reduce injury chances for those actually sparring, but have no effect on an actual battle.

Exorcist (200cp): Ki is the essence of life, and in that vein, it is incredibly good at dealing with the dead in one way or another. You can interact with spiritual entities that lack a physical form as if they did possess a physical form, can expel them from a person's body, channel a willing spirit yourself, or otherwise interact with spiritual beings of all sorts. You also find that you do far more damage to creatures antithetical to life, such as most forms of undead.

Reiki (200cp): Not all ki users are warriors, some, in fact, are healers, as is shown by the discipline of reiki, or spirit healing. You know a number of mundane techniques, such as massage, acupuncture, aromatherapy, and similar such methods, that help to calm and relax the body as well as being receptive to the use of ki, which can amplify their effectiveness and offer greater benefits as a result. You can also simply use your ki to heal, whether yourself or someone you touch (though this is less efficient), or transfer energy from yourself to another.

Ki Sorcery (200cp): Ki warriors are primarily known for the physical prowess that their ki provides them, however, some have turned their use of ki towards something more akin to magic. You have the ability to create constructs out of your ki and project your ki techniques across a greater distance, allowing them to affect others rather than being self targeted or needing to be able to touch someone to use such techniques. Moreover, you can replicate certain spells with your ki as a medium for it and, with training, may be able to do the same for other energies.

Additionally, you maintain control over your ki techniques even once they are complete or separated from you, such as being able to redirect a common ki blast or construct to perform actions at a range at your will, even though they are no longer directly connected to you.

Purity (200cp): Your ki is exceptionally pure, free of impurity or corruption of any kind, rendering it more effective than it otherwise would be. Your ki is twice as potent and you have twice as much of it as another ki warrior without this advantage. Additionally, nothing will ever be able to seal away, steal, corrupt, or otherwise affect your ki unless you allow it to happen in the first place.

This extends beyond your ki to all internal energies and powers you may possess.

Ki Technician (200cp): Ki is a mystery to even some of its own users, with a number of ki warriors working off of instinct alone or simply learning established methods with little variation beyond minor deviations. You, however, know how ki works, you know its mechanisms, and you know how each of them can be combined to create new techniques. With this perk, you have a grounded foundation in the principles of ki and know enough to develop, invent, and refine your own ki techniques.

Subtlety (200cp): With the presence of ki sensors, it only makes sense that some ki warriors would learn to avoid detection from those that could otherwise sense them. You have learned how to suppress your ki signature, making it incredibly hard to perceive or detect, even when you are actively using them. This has the added benefit of making your techniques incredibly difficult to counter or detect the build up of them. This extends beyond your ki to all internal energies and powers you may possess.

Danger Sense (200cp): Something many ki warriors develop at some point in their career, usually at a point where it would kill them if they didn't have it, you have a form of danger sense. You have heightened senses and a natural alertness that allows you to detect dangers easily enough, however, you can also detect ill intent aimed at you, even indirectly through things such as traps, giving you greater responsiveness to enemy action.

Leaked Intent (200cp): While ki warriors are known for their control and discipline, there are times when they need to let loose with their displeasure. Like these individuals, you can project your intent and emotions out to impact those around you. Comfort them with your feeling of joy or your intent to help or intimidate them with your intent to kill them, possibly causing them to freeze up entirely. Additionally, your emotions can have an effect on your ki when they are controlled and channeled properly.

Breakthrough (200cp): A breakthrough is a moment where a ki warrior's understanding of ki suddenly leaps forward, inspired by something and able to push them farther along their path than they otherwise would have been able to. You can now experience these breakthroughs yourself, having sudden leaps in understanding when certain conditions are met or inspiration hits you in a moment of clarity. Moreover, when you hit these breakthroughs, you enter a sort of enhanced flow state as your understanding develops rapidly in the moment.

Exceeding Limits (200cp): Ki is a fairly safe sort of power, normally, but some ki warriors have found ways to trade that safety for some additional oomph. Like these individuals, you have the ability to temporarily exceed your limits and tap into reserves of additional strength that remain normally hidden, allowing you to hit harder, move faster, and keep going even when exhaustion should hinder you.

However, this comes at the cost of straining your body, and potentially damaging it significantly if you go too far, possibly even permanently without some sort of aid or medical treatments. At first, you will be limited to short bursts lasting only a few moments, but as you become more practiced and build up a tolerance for the strain you put yourself under, you may be able to sustain it for longer. Some ki techniques share this quality.

As a consequence of this perk, your rate of healing and pain tolerance are improved, stacking with other perks that provide a similar bonus.

Ki Shroud (200cp): A common technique amongst even non-ki warriors, you are capable of invoking a ki shroud, or a battle aura as some have dubbed it, a leaking of excess ki that enhances any and all aspects of the user so long as it remains active. While not specific to ki warriors, this technique is far easier to manifest for someone with in depth knowledge of ki, making it a staple of ki warriors. By putting pressure on your ki, you can manifest a ki shroud, causing your ki to flow freely into and out of your body, greatly enhancing nearly every aspect of yourself, from your physical strength to your senses to even how quickly you can think.

Surprisingly, this technique doesn't actually use up your ki as it cycles back into yourself, making it a very efficient technique in terms of ki use, and it can be used so long as you have any ki remaining. There is, however, a downside to this, keeping the ki shroud manifested is tiring, be it mentally or physically, as you need to constantly exert some level of pressure on your ki, which reduces your overall stamina while it is active, even as it bolsters that same stamina.

Ki techniques are equally bolstered by the ki shroud, making them noticeably stronger, if not to the same degree as the physical and mental augmentations. Other energies can even benefit from this as the ki feeds into them as they are used.

Controlled Release (200cp/300cp): In many circles of ki warrior, the practice of using various concoctions and compounds to aid in battle or to alter the mental state to a more useful one, often with side effects that can range from a minor inconvenience to life threatening, some have sought to make the most of them while minimizing the negative effects.

You have the ability to store up the effects of anything you've ingested and can tap into it in as much or as little as you'd like, each forming a sort of "pool" you can draw from until they are used up. This also works for spells or other effects that have a limited duration placed on you. Additionally, any negative side effects for tapping into these abilities are reduced.

For an additional 100cp, you possess five empty pools you can feed an effect into instead of allowing it to create a pool normally. These special pools can be tapped into without being depleted, allowing you to maintain the effects indefinitely while maintaining the ability to suspend them when you feel it is necessary. You can purge a pool with some time meditating, allowing you to open them up to new effects. This completely removes the old effect, requiring you to be exposed to it again in order to replace it. These special pools remove any and all negative side effects from the effects stored within them.

Ki Mastery (300cp): You are one of the few that can call themselves a master of ki, with a nearly perfect level of control and efficiency over it, able to shift from calm and gentle streams to sudden explosive bursts of power, and anything in between. This level of control grants you a great deal of efficiency in your techniques, cutting the ki necessary to perform a technique to a third of what it should be, and can be trained to be even more efficient with specific techniques.

Besides the control, this also grants you a high resistance to any technique that might harm you, such as a ki technique that overclocks your body that would normally cause muscle tearing and bone fractures, you'd simply feel a little soreness unless you really pushed the technique.

This is extended to any other internal energy source you possess and can be applied to external energy sources with some practice, though it would still need to be an energy you can manipulate normally.

Manifest Spirit (300cp): You are capable of manifesting Guardian Spirits. Similar to aumakua, totem spirits, or spirit familiars, these ki constructs are a manifestation of your power, abilities, personality, and understanding of ki made manifest. You are able to take a portion of your will, skills, experiences, understanding of ki, affinities, and even your perks, and turn them into spiritual constructs that will follow your will, their form and capabilities shaped by what you imbued them with, which you can then summon. From the simple ones, such as a nearly mindless snake-like spirit that hides as a tattoo when not in use or a simple raven-like construct used as a scout, to incredibly complex and self-aware spirits such as a draconic spirit formed from a master's understanding of ki and their desire to protect those that can't protect themselves.

These beings are formed from your own abilities and experiences, and thus cannot do anything you yourself can't by default, barring those that come from their physical form and shape, however, they are focused on the abilities they are made from and will develop those abilities far more quickly and with greater potency than you might expect. As an example, the snake spirit mentioned above may have naturally poisonous ki properties, which could be far more potent than your own as it is focused on that trait, while the dragon spirit may have an emphasis on protective techniques and a greater understanding of ki than your own. This allows these spirits to develop in ways that you yourself couldn't accomplish without dedicating your focus entirely to those aspects.

While normally lacking a physical form, you can manifest them in a physical state with the right ki techniques. If you possess either Ki Sorcery or Ki Technician you automatically know these techniques and can manifest the spirits from the start. It should be noted, maintaining a physical presence for a Guardian Spirit is a constant draw on your ki unless you can find a way to make them self sustaining, and their overall power will be determined by how much ki you give them. Bringing out their full potential may be beyond you until you can find a way to enhance your ability to grant them greater amounts of ki.

It should be noted that simple spirits, such as the snake tattoo or scouting raven, are easy to create and need very little time to create, but stronger and more complex Guardian Spirits take considerable time and effort to cultivate and imbue with all the qualities you wish to use in their construction, potentially taking years for truly powerful ones, and some may require external catalysts and materials to create fully.

Determination (300cp): Discipline and self control are hallmarks of a ki warrior, even those that are self taught, however, it is determination and will that define the greatest of them. You have a will that borders on the unnatural. Besides giving you a high resistance, bordering on immunity, to all forms of mind control, possession, or similar phenomena, this grants you two major benefits.

The first is denial or rejection, the ability to pit your will against a supernatural effect and begin to unravel it, weakening it, and possibly dispelling it entirely. This can allow you to counter other ki warriors and magic users of all sorts, as well as making you an effective hunter of magical creatures simply because you can counter their innate abilities. The only thing this has trouble affecting is purely internal uses of these supernatural powers.

The second is more a passive benefit, as your will can allow you to push through immense injuries, ones that would have killed a lesser man, and even replenish your stamina or magical energies through an act of will, though this is incredibly mentally draining to do. Your will effectively adds to your physical health, endurance, and resilience.

Blood of the Covenant (300cp): It is known that ki warriors will often come together into orders or sects to share their teachings and lift each other up as they fight and train alongside each other. These are often called Covenants. At a base level, this allows you to form a bond or connection with another, willing person as you get to know one another, train and learn together, and build trust, the bond strengthens and those with the bond find themselves coordinating with a higher level of efficiency, enhances understanding immensely, and generally bolsters teamwork.

This connection can deepen beyond this, allowing for an almost telepathic level of coordination that can allow for the performance of combination techniques that synergize and create a stronger technique overall. At this level, training with one of your bonded allies actually enhances the benefits to both as some of the training bleeds across the bond between yourself and your bonded ally.

However, there is a final level for these bonds, where your connection is so strong and complete that you and your ally can, temporarily, fuse into a stronger form, should you both be willing. This fused form will result in a being greater than the sum of its parts and your experience in this form will be given to both you and your fused ally. The fusion will last so long as both participants desire it or until certain, preset conditions are met.

You can maintain any number of the first tier of bonds, up to twenty of the second, and only five of the final tier at a time. Bonds, however, are not so easily severed, they may go dormant, but they aren't severed unless you will them to be severed. This allows you to keep past bonds and reestablish them by putting others into dormancy, taking only a bit of time and refamiliarizing you with your past allies.

Sage Arts (300cp): Often considered the pinnacle of a ki warrior's skills, the sage arts, or senjutsu, are a potent form of ki use that is highly sought after both for the power it offers and the prestige it gives those that know the art. With the sage arts, you can connect to the ambient, external ki of the world itself, allowing you to replenish your own ki, augment your strength, connect to the world's ki, and grow your ki reserves.

You gain a sense for ambient energies of all sorts and can pull them into yourself to replenish your reserves. This is the most basic form of the sage arts and usually requires you to remain still and focused to do so as you need to filter out any harmful elements from the ambient energies. Over time and with practice you may learn to be able to do so while in motion or without needing to focus as hard on it, eventually being able to do so passively. Overdoing this or failing to properly filter the energies you take in can lead to injury or negative effects impacting you.

As your skill with the sage arts grows, you will then be able to synchronize your ki with the ambient ki you take in, causing a resonance that temporarily empowers your ki and sensory abilities immensely after you take in some of the energies. This also allows you to take in extra ambient energies to slowly expand your ki reserves, though this can take years to accomplish. As an added benefit, you can enrobe yourself in ambient ki, completely hiding yourself in the local, ambient ki. This will only last so long as you don't use your ki.

Finally, you can combine your ki with other energies using the sage arts, synchronizing your ki and another energy available to you until they overlap and temporarily become a new, composite energy with its own properties. This can open up a wide array of new techniques and options to you with such composite energies. With significant time and investment, you can internalize an energy to have it available for your sage arts at all times, though this is the only benefit you'd gain from these internalized energies.

The replenishment and growth of ki reserves can apply to other energy reserves you possess.

Inheritor (300cp): While master and apprentice are often ways for teachings to be passed on, it isn't the only way, a ki warrior may leave behind something, something that carries a trace of their talent and knowledge, whether created intentionally or accidentally matters not. This perk comes with two sides to it.

Firstly, you find that favored tools or custom techniques built by people, especially masters of their craft, have some lingering bit of the talent and knowledge of the original imbued into them, which you can pick up on and access. If you acquire one of these tools or techniques, you can access some of the talent and knowledge within, effectively recreating the style of the original creator or user, albeit to a lesser extent. A sword wielded by a great warrior known for their agile, leaping style would give you some of their talent for that style, which you could recreate in some manner simply by wielding the sword in question, and acting as a mentor for that style. This is an echo of all the past wielders of the tool or technique in question, though techniques become more diluted the more people are familiar with and utilize the technique.

Secondly, you can imbue a technique or tool with some of your skill and knowledge, effectively allowing you to pass on some of your talent to its future wielders, which will grow over time as more people wield it and innovate on the style of these tools and techniques. Effectively, those learning the technique or how to use a tool will benefit from your teaching bonuses when using that technique or tool.

Self-Expression (300cp): Ki use is an exceptionally personal experience, no two ki users are exactly alike no matter how similar they may be on a surface level, everyone experiencing ki and how to use it differently. Because of this, ki can become a bit more suited to its user, unlocking something truly unique.

This perk allows you to create a custom ability for your ki use, something entirely unique to you that cannot be stolen, copied, or otherwise mimicked except in a lesser form. This may be a specific ability you can always access and needs no ki to use, simply requiring its presence, or it could be a transformation of some variety, offering a significant boost in your abilities, or, just maybe, it is a separate power altogether, something spawned from your ki, but held as its own, unique power.

Additionally, you know how to awaken similar powers in others, should they have the potential. For this to work, the individual must have a level of training, be in good physical health, and must have some form of latent potential to be brought out. A short ritual of sorts, be it a poem recited with your hand on them or something more elaborate, will awaken such an ability in the individual. Even for those without the potential to develop their own abilities may simply find they've grown stronger. This is a tiring act to perform, draining your ki quickly

This perk may be taken more than once.

Sealmaster (300cp): While technically a variant of ki techniques, seals are a far more nuanced and precise art with a need for careful preparation and various materials to accomplish, being something few ki warriors actually learn as a result. You, however, have learned the principles of these techniques and can apply them quite well.

You know how to effectively use and create seals, ki rituals, and similar such techniques, and even possess a great deal of actual knowledge about existing ones already. You can create wards, storage devices, and explosive ordinances, seal away beasts, powers, or corruption, conjure barriers, summonable creatures, and similar such things, all using these principles.

Seals can be used to empower a person, either temporarily or permanently, create powerful defensive arrays, enforce magical contracts, and the like with the right knowhow, and you have it.

Beast Within (300cp): Something has happened to you, whether having a powerful beast sealed into your body, your soul split in two, or a ritual done to imbue you with some kind of spirit, or maybe you are simply an artificial being from the start, regardless, the benefits of this perk are the same.

You can access a secondary reserve of ki that is significantly denser, more potent, and more volatile. This secondary reserve of ki is vast and any technique used with it is significantly amplified, but it is incredibly difficult to control as it is, technically, not your own ki, but that of another. This ki may have techniques, abilities, and applications of its own that are entirely unique to it, however, you will need to work to unlock these traits and abilities over time through experimentation.

You can take this perk at a discount if you wish to do so. However, if you do, the secondary reserve will have a will of its own and accessing it will allow it to potentially influence you or take over for a time, bypassing any and all immunities you might have, but not resistances. You can fight off this influence and learn to control it, or even come to terms with it, turning it from a liability to an ally. At the end of the jump, this can either be removed, allowed to remain, or the will can be separated off as a Fellow Ki Warrior (as described in the companion section) with a free instance of this perk.

You cannot use a Discipline Token to gain this perk.

Enlightenment (300cp): You have realized that your body, mind, and soul are far closer than one might expect and that, in some ways, they are one and the same, overlapping in their influence. This realization has changed you on a fundamental level and shifted you to a slightly more divine aspect, akin to sainthood rather than deification. This change has allowed you to achieve constant growth, always able to find a way forward nor subject to a ceiling in how your growth progresses, though you may become bottlenecked at times and need to push yourself to break through a temporary barrier.

Additionally, you will find that your body, mind, and soul develop together, rather than separately, as they are now far more in tune with each other. Training your physical body will also improve upon your mind and soul, improving the quality of your soul will improve upon your mind and body, and learning and exercising your mind will find your body and soul growing in turn. This can also allow for you to develop new techniques, ki or otherwise, that would be inaccessible as your mind and soul overlap with your physical body, granting new opportunities.

Finally, any damage that is done to you, be it to your body, mind, or soul, will eventually recover no matter how severe it may be. So long as it does not kill you outright, you can eventually recover. Should one or more of your aspects (body, mind, or spirit) be completely healed, the healing it would normally receive is shunted to your other aspects, accelerating the already increased rate you heal, split evenly between the remaining aspects.

You cannot use a Discipline Token to gain this perk.

Staked Claim (500cp): While most forms of ki use are neutral in terms of the concept of light and dark, there is a dark art within it that offers much power at the expense of others. You have gained access to this darker path of the ki warrior, do know that this art may be frowned upon and you may be reviled for even knowing it.

You have the ability to drain the ki of another, be it a person, a spirit, or a beast, and benefit from what you have drained, a potent technique, however, the focus necessary to use this technique will leave you open to counterattack unless your foes is weakened and unable to fight back. You pit your will against that of your foe and their innate resistance to their ki being manipulated by an external force, and drain their ki, adding it to your own in the process. This, on its own, simply tires your foe, should you manage to drain them.

If, however, you manage to drain all of the ki of a person, you can latch onto their soul and drag it out of them as well, which can then be the foundation for further techniques.

The first method is to simply convert the soul to ki and add it to your own, both replenishing your own ki and increasing the amount you possess significantly, though this is inefficient.

The second method is to allow the soul to reside within yourself, allowing you to change your form to that of the soul's original body, which in turn grants you access to the memories of the individual, though you will have to go looking for these memories, they are not as easy to simply recall as your own.

The third method allows you to seal the soul into a physical form, akin to a talisman, which you can then use to summon the original, complete with their skills and memories intact, to fight on your behalf. You won't be able to directly access their memories this way, but they may still be able to teach you.

The final method is to convert the soul into a tool, transforming it into a physical object such as a weapon, a piece of armor, or something more unusual like a lantern or boat. These soul-made tools will have traits and abilities reminiscent of the techniques and abilities of the original soul, but through a new lens. They may, if you wish or if they are of strong enough will, maintain their mind in this state.

You can also release the soul instead, simply allowing it to linger as a free floating spirit or to pass onto its normal afterlife, or possibly even reincarnate into a new body. This is one of the few known methods of using this ability that would not be considered dark.

You cannot use a Discipline Token to gain this perk.

Items

You gain two additional Discipline Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with a noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Meditation Candles & Incense (100cp): A collection of candles and incense made from herbs that calm and soothe the mind, allowing for you to go deeper into your meditation. This can also give an area a calming, homey feel as well. Certain candles and incense can have specific materials mixed in to enhance different types of meditation or to elicit different feelings, as necessary. These candles and incense never burn down unless you want them to in the first place.

Totems (100cp): These are simple items that have grown to have an inherent meaning that can be amplified by cycling ki through them, be they a book of scripture, a pendant that represents a promise, or a string of beads that are said to represent a connection to the spiritual. By cycling ki through a totem, they produce a set, simple effect. These are commonly used in exorcisms, but have uses beyond such.

You start with a set of ten totems, each one carrying a minor effect all its own. Maybe a pendant holding the promise of finding someone's killer would reveal recent tracks while a book of prayers would be able to repel malicious spirits and curses, a smooth bit of river glass could reveal supernatural elements to even the naked eye while a branch from a tree struck by lightning could redirect electricity.

Totems can be used together, producing synergistic effects, so long as you have enough ki to cycle through all of them. Stronger totems may require more ki be cycled through them to sustain the effects. Ki is not consumed to fuel a totem's effects

You can find more totems even beyond this jump, adding them to your repertoire.

Ki Infused Teas (100cp): A tea set with a wide array of teas that can be mixed within, from simple herbal blends that promote good health to more mundane blends that simply relax the body and mind after a strenuous day. These teas are akin to minor potions and tinctures, acting as a form of natural medicine, with the strongest of them being one that gives a quick and lasting boost to your energy.

Alternatively, you can have these be herbal pills and medicines with the same effects, easier to carry and use, but none of the pleasant taste of the teas.

Tools of the Trade (100cp): Ki warriors have many techniques useful in the crafting of a wide variety of tools and works of art, but to do so, they need the tools to build the tools. This provides several sets of tools for a variety of crafts that are incredibly precise and confer a similar level of precision onto the user, steadying the hand, working materials more easily, and giving an eye for detail. These also include various harvesting tools.

Humble Outfit (100cp): A set of simple, but sturdy, clothing that is surprisingly warm when it's cold and breathable when it's hot out, along with shoes that are quite durable, a hat or hood that always seems to keep the sun from being too intense, resilient gloves, a cloak that can shed rain, and a belt with several pouches attached to store small items. This outfit is perfectly fitted, self-cleaning, and sheds a faint, but pleasant, scent that actually makes you difficult to track. Moreover, it is personalized to you and will update itself as you grow as a person.

Soulbound Artifact (100cp/200cp/300cp): Ki has been known to awaken supernatural qualities in objects before, and this has been used to the advantage of the ki warriors in many cases. This tool is one such example. Be it a weapon, a piece of armor, or something as mundane as a lantern, this armament has been subject to an alchemical treatment that has brought out some supernatural quality. Even the weakest of these artifacts are significantly stronger than the average totem.

For 100cp, this is fairly basic, either with an infusion of an affinity or a refinement of the object to make it better at its task. Examples of this include a dagger infused with an air affinity being lighter and faster, a lantern refined to be more revealing so it can pierce through illusions and dispel illusions, or a breastplate could be imbued with added strength to make it significantly more protective and lighter.

For 200cp, this is a stronger example, made with specialized materials infused directly into it during the creation process. To use the same examples as above, the dagger would be able to fire off blades of razor sharp wind and fly back to the wielder's hand, the lantern could fire off rays of light to revert a shapeshifter to their base form and cause its flames to lash out, while the breastplate could make you resistant to non-physical attacks, such as fire or acid. These artifacts are also able to be stored within the soul of the wielder when not in use.

For 300cp, the artifact is truly soulbound, allowing for constant growth, refinement, and change within the object based on the strength of the wielder. As you grow in strength, so does this artifact and its abilities, even developing unique abilities of its own over time. Alternatively, you can make the artifact have a separate method of growth, such as the slaying of malicious entities infusing it with some of their malice to bolster its power.

This may be purchased multiple times.

Record of Ki Techniques (100cp/200cp/300cp/500cp): What is a ki warrior without a way to use their ki? This collection of books, scrolls, jade sticks, or other means of recording information contains an array of useful techniques you can learn and utilize. They are well written and explained, giving the best chance to learn them from these records alone, though a proper teacher would still be more efficient in most cases.

For 100cp, the techniques offered are fairly minor in nature, more inclined towards augmenting athletic and acrobatic abilities, with some sensory techniques rather than anything complex or interesting. It may have a few gems hidden within, but nothing too complicated.

For 200cp, the techniques are more diverse, with techniques that are able to perform a wider array of tasks or that have certain requirements to learn, such as a specific affinity or some manner of trial to accomplish. These will often be a bit more advanced than those in the 100cp tier, but still relatively easy to learn.

For 300cp, the techniques you have available are incredibly diverse and are significantly more advanced than those of the previous options. This includes a number of techniques that are quite dangerous to even attempt to learn. If you spend a Discipline Token on this item, this is the version you will obtain.

For 500cp, you have a record of every ki technique to ever exist in this world, even those that are forbidden or lost, and will acquire more as you continue on your chain. A second Discipline Token can be spent to gain this version of this item.

Training Grounds (200cp): Whether it's a dojo, an arena, or some special land, this location has several effects that culminate in a simple, easy bonus. Anything trained within is thrice as effective, has fewer chances of hitting pitfalls or having bad habits stick, and any injuries resulting from training within are quickly healed off, never resulting in permanent injury. This can be a warehouse attachment, accessed from a property you own, or be imported into a location of your choice.

Spirit Guide (200cp): You have been haunted by a ghost, but one that has decided they want to be helpful rather than a nuisance. This spiritual entity has knowledge of many of the mechanics behind ki use, locations of significance, and personal growth in the spiritual and moral sense. If you have taken the Ki Techniques item, then the spirit has many of those techniques memorized. They can also help you advance your skills as a ki warrior, acting as a mentor. They may take a form other than human, such as a tiger.

However, that isn't everything they have to offer. This spirit is capable of possessing you, without taking control, which grants you additional ki as well as being able to aid in controlling your techniques, effectively allowing you to more easily use multiple techniques in tandem.

In future jumps, they will gain additional information about the local power systems and may provide much the same benefit for them as well.

Order Hall (200cp): A large facility designed to house hundreds of people, providing lodging, food, enrichment, and space for all housed within. And yours is special as it will be able to house all under your command, regardless of how many, comfortably. Those housed here find comradery easier to build and can understand each other with greater depth, preventing infighting except in the most extreme cases.

If you have the Training Grounds, you can combine it with this item to turn it into a full fledged school for ki warriors, having the same effects as the Training Grounds applied to the full Order Hall. You can also create a number of followers that act as teachers within the Order Hall if you so wish, though this is not automatic as you are effectively creating a spirit with your own knowledge to act as a teacher in this case.

You can choose to change the focus of this school to another, if you so choose, such as turning it into a modern university or an art school.

Familiars (200cp, Discount Manifest Spirit): You have a few minor guardian spirits, similar to those produced by the Manifest Spirit perk, that will follow your commands without question or hesitation. You have about a dozen of these familiars, which can enter a dormant form, be it a slip of paper, a tattoo, a bit of art, or a pendant, where they enter a state of rapid recovery if they are harmed in some way. These familiars can be individually designed for different tasks, but they are of the lesser variety, resembling small animals like cats, ravens, or insects.

You can have the familiars merge together, sharing their talents and abilities or to have them become more combat capable compared to their individual forms. This comes with more of the talismans that represent the storage form of these familiars, which can be used to temporarily allow a spirit to manifest as a minor familiar. They are not at the same level of loyalty as these familiars but may provide some aid if you are friendly.

If you have the Manifest Spirit perk, you can use the provided talismans as a base for your created guardian spirits, easing the process by a fair margin, as giving them a dormant form represented by the talisman used.

This can be purchased multiple times. Each purchase after the first is discounted.

The Armory (200cp): A two part item. For the first half, you gain access to a large armory filled to the brim with good quality weapons and armor, as well as a variety of utility gear such as rope, fire starting equipment, and canteens for transporting water. The equipment is naturally responsive to ki and will work slightly better for anyone with access to ki themselves.

The second half, however, is where the real meat comes in. You gain access to a large workshop where all of the equipment in the Armory can be made and upgraded. All of the tools here can channel ki to allow for the creation of ki-infused equipment that is of a higher quality than the items offered by the armory normally. The reason this is so potent, however, is that anything made in here informs those in the armory. If you were to enchant a weapon here, then you'd find lesser enchantments being provided within the armory. If you were to create power armor, then lesser models of power armor would be provided by the armory.

The armory gains additional equipment, or upgrades existing equipment within, once a month. The armory and workshop can be accessed through your warehouse or any property you own. It can also be imported once per jump.

If you have the Totems item, then the armory will come with a collection of additional totems and some of the equipment may have the effects of totems incorporated into them.

A Little Slice of Heaven (300cp): Not a literal slice of heaven, but the earthly equivalent. This is a little bit of paradise on earth, providing clean food and water, ideal conditions year round, and has a natural sense of tranquility and beauty permeating every inch of it. It is the size of a small island, roughly on par with one of the Hawaiian islands, is rich in various natural resources that never seem to run dry, and is steeped in natural ki that promotes the development of one's ki. The only thing missing is companionship as only those you allow to enter this place are even able to perceive it, let alone reach it.

Being here simply eases all burdens on the mind, revitalizes the spirit, and allows one to work through their issues in quiet contemplation. It also provides a passive growth to the ki of anyone with access to that power within its boundaries. In future jumps, you can add other energies to it to allow a similar effect, and they will naturally harmonize and have no ill effects.

If you possess the Training Grounds item, you can apply its effects to this location and this item's effects to the Training Grounds in turn.

Spirit Tree (300cp): A natural gateway to a spiritual realm in the form of a supernaturally large tree that grows several fruits on its branches. This tree has two primary uses, the first being that someone with ki can learn how to use the tree to open a portal into an adjacent realm, including one completely unique to this tree. This unique realm is fairly simple, but large enough to house a small kingdom in its own right.

The second is that the fruits growing on the tree contain a potent life force, which can be used to either fuel rituals that require a living sacrifice, willing or otherwise, or anything that requires a death to fuel in general, or it can be consumed to extend the lifespan of the individual that eats it by a thousand years. The tree grows a dozen of these fruits annually. They can also be fermented into a wine that can replenish the drinker's ki, removes all poison, disease, corruption, or impurity from the drinker, and enhance the drinker's understanding of ki, though the last benefit is a one time boost only.

Saint's Blood (300cp): This special substance possesses a unique ability to draw in special forms of ki, or act as a catalyst to create your own, if you know what you're doing, granting access to unique forms of ki in the process, though exactly how is a bit flexible.

The first use for this, absorbing special forms of ki, is able to be done by simply allowing it to rest in an area with this special ki for a time. Once it has absorbed enough of the ki, simply holding or wearing it will give access to the ki, which it will regenerate over time unless completely emptied. Alternatively, this special ki can be extracted and sealed into a being, giving them a reserve akin to the Beast Within perk, used in the creation of a guardian spirit with the Manifest Spirit perk, consumed to give a temporary empowerment as your ki becomes almost entirely the special ki for a few hours, or used in the creation of an artifact of some variety.

The second use is to catalyze the creation of a new form of ki, requiring regular infusions of your own ki as well as rare reagents, ranging from the parts of beasts to plants to exposure to natural phenomena that align with the desired characteristics for the new form of ki. This can take a considerable amount of time and effort, and it is possible to ruin any progress you've made if you aren't careful, however, this can allow you to create forms of ki in worlds without ki normally. Once the new ki is formed, this acts identically to the first use of Saint's Blood.

There are instructions on how to make one time use versions of Saint's Blood, though the ingredients necessary are expensive and rare. The recipe adapts to each jump you go to, so you can substitute for local ingredients rather than relying on ingredients you'd no longer have access to.

This will work with other forms of energy besides ki, potentially being usable to access those powers as well, if you can find the right way to do so.

You cannot use a Discipline Token to gain this item.

Dragon Heart (300cp): Not a literal dragon's heart, but a symbolic one that takes the form of a jade statue. A person placing their hand on this statue gets a feel for ki, gaining the Ki Presence perk and developing abilities similar to those described in this document. If, instead, you let a drop of blood infused with ki drop onto the statue, with the intent to do so, you can spread this effect across the world, imbuing people from all corners to develop abilities as if you had used this item directly, as if they had used the statue normally. However, if you do so, the statue loses its power until the start of the next jump.

You cannot use a Discipline Token to gain this item.

Companions

You may spend your Discipline Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Discipline Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Ki Warrior (50cp): This option allows you to create a new companion with 800cp and 5 Discipline Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Order / Sect / Clan (200cp): A full on knightly order, monastic sect, or warrior clan fifty members strong by default. They can be imported as a singular companion in future jumps or kept as simple followers. If imported, the perks they gain are spread between them, reducing their power slightly, but having a combined strength higher than the perks normally would provide.

This can be purchased multiple times, adding an additional fifty members. The second purchase is 100cp instead of 200cp. All purchases after the second are 50cp.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Aversion (+50cp): While affinities are something that your ki naturally aligns with, an aversion is the opposite, where your ki enters a disharmony instead of harmonizing. Choose something that could be chosen with the 100cp version of the Affinity perk. You find that techniques related to what you chose are harder for you to learn and may have negative side effects compared to even those without an affinity. As an example, an aversion to dark may mean that attempting to learn dark themed ki techniques may result in increased paranoia and a fear of the dark. This drawback may be taken multiple times.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Pacifism (+100cp): It is surprising the number of ki warriors that have taken a vow of pacifism, only fighting to defend themselves or others, and never to harm. You now count yourself among that number and cannot initiate a fight or instigate one, requiring you to only use your abilities in defense of yourself or another. With an additional instance of this, you cannot intentionally harm another being in any fashion that they would not quickly (within a day) recover from. This doesn't mean you can't fight, only that you can't cause excessive harm.

Nomadic (+100cp): You can never seem to settle down, always pushed by something to wander onward. It may be as simple as no place really feeling like home, or maybe the people aren't so welcoming, or it could just be a case of intense wanderlust where your own desire to travel prevents you from settling.

Bloody Aura (100cp): Your ki has a dark aspect that unsettles those around you and makes you feel like a killer to those that meet you. While this won't directly prevent you from making friends or being accepted, it will be a lot harder to be accepted with this aura making you feel like murder.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Discipline Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Ki Presence, A Place in the World, and whatever freebies you gain from your Discipline Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Ki Presence and A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Ki Warrior (+300cp): You have an enemy that has a custom build from this doc using the same amount of CP that you spent, as well as their own set of Discipline Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Unkeyed (+400cp): You do not gain the Ki Presence perk. This means you entirely lack the ability to even utilize ki in any way, shape, or form while you are here. It is possible to unlock your ki through dangerous or unsavory methods, but they will be even worse for you than they would be for the average person.

War is Hell (+400cp/+600cp): There has been tension since long before your arrival and it is about to boil over into a war. It just needs a catalyst to push it over the edge. If this happens, you (and other ki warriors) will likely be drafted into the war efforts where your talents will be put to use in the war efforts, though you will likely not be on the front line the entire time, and possibly not at all depending on your talents. It may even be possible to prevent the war from starting if you can find a way to break the tension peaceably.

For an additional +200cp, however, you will instead find yourself pushed to the frontline where your superiors believe you will be essential for one reason or another. You will be in the thick of things and in much more danger as a result and will be expected to put in a greater effort than others.

Tournament of Power (+800cp): Your benefactor is hosting a tournament during the last year of this chain, with the prize being the chain itself. You are classed as the current champion, and you will be the one to beat, the one everyone is training to overcome. You must win this tournament, or your chain is forfeit to the new champion. The strongest ki warriors of the land will be coming to this tournament to challenge you for the right to continue the chain in your stead. Worse, some of your enemies and rivals from past jumps will be a part of the tournament.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

On Ki Presence: I am leaving what ki actually is and how it can be used pretty nebulous with this perk. This is meant to just be a "you have ki" perk with no definition of what it is or how it's used. That's up to you to decide. This is, however, enough to give you the basics on ki use, whatever form it takes, in the practical sense.

On Visualization: Any internal energy or power can be affected by this perk, not just ki.

On Exorcist: Purely psychic or magical beings similarly count as spiritual entities, as do ki based ones.

On Ki Sorcery: Despite the description, this does not mean that ki techniques cannot have range, in fact, they often do. Ki blasts are a thing, after all. This is more for using your self targeting buff techniques and various debuffs (failed techniques that have negative effects on the user) on others or being able to transfer energy across a distance.

If you possess the **Healthy Body**, **Healthy Mind**, and **Healthy Soul** perks, all of their effects are tripled.