The Breaker

This world appears much like the one you're familiar with. Students go to school, adults to work. Doctors save lives, police arrest criminals. But unknown to the world around them, there is the murim. Men and women capable of impossible things. Warriors that can carve through tanks. Doctors that can cure death itself.

Years ago, in Korea, a martial arts tournament was held. A man who conquered a single category would be called a one art dragon. One who would conquer two, would be called a two arts dragon. For the first time, one man conquered every category, becoming the first and only nine arts dragon. He was promised that if he managed this feat his master would released from his prison. It was a lie, and he was betrayed by the clan heads of the Martial Arts Alliance.

Now this man has returned to Korea, the flames of vengeance burning in his heart. Soon, they will spread. In a month he will begin posing as an English teacher at Nine Dragons High School.

Take these. You'll need them for the decade ahead.

+1000 CP

Age and Gender: You can choose to be fifteen. Or twenty+1d8 if you're tired of the whole teenager bit. Gender is the same as you last were, or 50 CP to change it.

Backgrounds:

Each background ensures you can fluently, speak, read, and write Korean.

Drop In (Free): You come into this world as if springing forth from the ground. No one will know who you are, nor will you know them. You start with resources enough to live modestly for a few months, and a decent apartment in a relatively decent part of a town or city of your choosing which has been paid forward for the next few months. You also have papers declaring you a citizen of whichever country you like.

Civilian (Free): You are a normal person. You might be a student in high school or college, or have a career outside of it, perhaps even as a criminal. You'll have a decent home appropriate to you or your parents' career, a social circle of people you like, and no need to worry about income for the near future. You are safe, insulated from the murim. Mostly. For now, at least.

Murim-In (Free): Your parents have or had a relationship with the murim, and you were brought up inside it. Perhaps you were born to a clan, raised within a sect, a special government agency has trained you since your youth, or your parents were hermits because of their arts? Either way, you were immersed in the murim from the earliest moment of your memory. You have a fine residence, and little need to worry about income, so long as you cooperate with the murim faction which you have been brought up inside of, and have friends and acquaintances within it.

Breaker (Free): You too, were a child of the murim. But you became jaded with their broken society. Why keep themselves secret from the world at large? And so you became a criminal by the murim, a breaker- one who tears at the wall of secrecy between them and the society of the world. Few will thank you for this, believing it will result in a war between them, as it has before. But for now at least, none know your intentions. You may have contact with the Black Forrest Defense group as well, men and women who likely share your designs. Otherwise your start is the same as a normal murim-in.

Location:

You start in Seoul. It is a vibrant and wealthy city, the fittingly named capital of the Republic of Korea. It is also the seat of power for the Martial Arts Alliance. Many sects, clans, and schools have their headquarters in Seoul, and the Black Forrest Defense has their agents moving around within in it as well. You're sure to have an interesting time.

Abilities:

Discounts are 50% off. If a perk or item is 100 CP or less and is discounted, it's free. You get two discounts per price tier other than the 600 CP options which you only get one of, and your Martial Mastery, which cannot be discounted.

Martial Mastery:

There is a wide difference between murim-in. Select one. They will increase your skill with any techniques you purchase in this document as well. Assume that you're "average" for whatever level you purchase without out any further picks from the document.

Civilian (+300 CP): A normal man. In a world where people can move faster than the human eye can perceive, shatter steel, and shrug off being kicked a hundred yards into a stone wall, you would be at a

massive disadvantage. In such a world where many believe strength decides what is right, you will be in a worse one.

Neophyte (+100 CP): You have just begun your journey upon the path of martial arts, but already it begins to bear fruit. You only have basic control over a few wisps of ki, but it's till enough to put you on the side of super human, if barely. You are capable of breaking records with your physical abilities, and though watchers might be shocked by the feats by someone of your build, they probably wouldn't think they're super natural.

Journeyman (Free): People at this state of being are humble, average, by the standards of the murim, but are clearly capable of unnatural feats to those outside it. Instead of merely beating world records by a noticeable margin, you'll be shattering them by double at the very least. Leaping half a dozen yards straight up, shattering stone with a punch, and so on, watchers might mistake you for a movie character.

Expert (100 CP): Murim at this level are beginning to make a name for themselves. Competent, skilled and dangerous, no one would mistake you for a normal human being. They'll have difficulty tracking you with their eyes, and you'll spawn urban legends when civilians see you act.

Master (200 CP): Few murim-in ever reach this point. Fewer still surpass it. You are a true master of your art. Fast enough that people might mistake your movements for teleportation, strong enough to send vehicles flying with a single blow, your enemies will look like the they've been hit by a runaway freight liner instead of a human being.

Grand master (400 CP): Murim at this level are likely the strongest member of a fairly major clan or sect. Instead of astonishing normal civilians with your capabilities, you'll be astonishing murim-in with them. They might mistake your movements for teleportation, your sublime skills shattering all that oppose you. Many murim-in will live and die without once seeing a warrior fight at your skill level. There are, perhaps, a couple hundred or so people in your country that can seriously challenge you.

Dragon (600 CP): But there is always someone better, isn't there? There might be a dozen or two murim-in in your homeland at this level, if it hosts a particularly wealthy and powerful murim. You are a legend within the murim, capable of bringing down buildings, awing and humbling even masters. You could walk through a crowd of them, killing each with a single move they didn't see you make. At your skill level, even a small growth of your current strengths will be a monumental achievement. It would be far easier to learn new ones, or turn to medicinal means to increase your power. Only against the Nine Arts Dragon himself will you not stand a chance, though the ten greatest are almost certain to prevail over you as well if you rely on this alone. For now.

Master Porter (100 CP): Not everything in this world is decided by one's skill in martial arts. Good things, various people, need to be moved around. And you are a master at moving them. There in so vehicle under the sun you don't know how to drive, from cars and motorcycles, to jets and helicopters. Furthermore, you're excellent at all of them, capable of giving even world class pilots and drivers a run for their money within their specialties- even before incorporating your superior speed and reflexes granted by your martial skill.

Marksman (100 CP): The means of the normal world have advanced far from when the murim first separated from them. And while they claim they never have, and must never cross... They do. You are skilled with the weapons of the modern world. You're a master with anything man portable, from rifles to rocket launchers, pistols to mines. It won't win you respect from the murim, but you won't have to tolerate disrespect from anyone you've riddled with bullets or blown to pieces either.

Smiling Sword (100 CP): There are many ways to make a good impression. One is by simply being very, very good looking. You have the sort of looks an idol would kill for, and an excellent sense of fashion as well. You know how to present yourself to a variety of classes and cultures to show off your best side, and are quite talented when it comes to casual conversation.

And when it comes to getting on peoples nerves, you're second to none.

If You Abandon Them (100 CP): ...then they'll have nothing left to do other than die. And you wouldn't leave your friends, allies, or loves to some terrible fate, would you? There are many unsavory types, after all, and many would do worse than kill them. Whenever someone you know is about to be in trouble you'll receive a warning, with just enough time to prevent their terrible fate from happening to them if you rush. And not just murder, either. It will be a warning you can understand immediately, whether it be seeing some thugs dragging your girlfriend into some dark alley, or a letter tied to an arrow whizzing into the wall as you walk by, you'll know who and where and that you need to move out right away.

Specialist (200 CP): There are commonalities between murim-in. All schools, sects, and clans have arts that increase the speed, strength, and resilience of their members far beyond the limits of normal humanity. But many schools have specialties.

You do, too. Pick a single weapon, or type of attack such as kicks, punches, or throws. You attack and defend far more ably with such things than you do others, making you far more dangerous with them than your normal skill level would imply. Through an extended period of training you can change your specialty. You may select a single characteristic, such as speed or strength instead, if you wish. This perk may be bought multiple times.

Fleet Feet (200 CP): Foot techniques are common within the murim. They vastly increase their wielder's mobility, offering them options they wouldn't normally have. Steps to advance or retreat in the blink of an eye, to transport oneself into an opponent's blind spot, to disrupt an opponents rhythm and techniques, and even create illusions at higher levels. You are renown for being particularly skilled in such things, far beyond what your skill level would suggest. Someone in the same realm as you will have a nightmare pinning you down with their own attacks.

Supreme Sunseng (200 CP): The former generation passing their skill down to the latter generation is an ironclad rule of the murim. The bond between teacher and student is closer than that of parent and child, and more important too. It is a terrible thing when such bonds go awry. Thankfully that is not a fate you'll have to suffer. Your students will be dedicated, and pick up the skills you wish to impart them far more swiftly and safely than they could under another's tutelage, let alone through self study. You will also be able to tell whether someone will be talented at any of the skills you wish to teach at first glance. Even the process of guiding your disciples will be pleasant and fulfilling to you. Those younger than you will find you very likable as well.

Diligent Disciple (200 CP): The other half of such bonds. Just as there are unfaithful students, so too are their unfaithful and abusive masters. You will not have to worry about such matters. You will be seen as an ideal pupil, and your teachers will treat you well, coming to care for you as they should. But more than that you will *be* an ideal disciple as well. You will understand their instructions perfectly, no matter how cryptic they are, learn at a blinding speed, and find training to be interesting and fulfilling. You will have an easy time locating people who are capable of teaching you what you want to learn, and a far easier time convincing them to teach you than you probably should, and you will enjoy the processes of training and education. Those older than you will also tend to take a shine to you as well.

Sensitive Ki (200 CP): A master can tell a murim-in apart from a regular person. This is simply be sensing their ki. A truly gifted master can keep track of people miles around them, and can even tell much of what they're doing simply by analyzing their ki signature. You share in this talent, being capable keeping track of those around you by their ki quite easily. It will also also help you in combat, as you will feel their life energy spiking and moving within them, allowing you to predict what they'll do next.

Playboy (200 CP): There exists techniques within the murim to take other's ki for themselves. Typically they require a willing, or at least helpless, subject to practice them upon. You have learned a more intensive method, allowing you to drain an opponent's life force to the point they are left a withered husk. Doing so will leave your own ki reserves bolstered well beyond when you started. Of course, it doesn't have to be lethal if you don't wish it to be. Your technique can be used upon anyone

whose guard is down, though they're likely going to be able to detect and stop it if they're paying attention. Unless you're, say, distracting them with a mind blowing orgasm, as the originator of this technique once did. You, too, will be a very impressive partner within the sheets, both in endowment and skill.

Martial Investigator (400 CP): The modern sciences, despite their advancements, are still inferior to the arts of the murim by and large. One of these is deficiencies is in crime scene investigations. Because of their ki sense, and the well of knowledge about martial techniques, a master of the murim can build an incredibly detailed model of what happened and how. From there they can often winnow down subjects, or even directly follow the perpetrator if the trail hasn't gone cold. You have also mastered a technique which allows to have perfect recall, and even to run predictive analysis in case you've ever wondered if you might have won a fight if you'd have dodged right instead of left. The analysis is preformed via meditation, and is quite ki intensive, but using it can allow you to learn your enemy's moves down to the last detail. Not to mention having a good idea of how they'd respond against your counters. This image training won't use moves you haven't seen from them, however, so it is not quite perfect, but months worth of training can be crammed into hours of meditation. And, of course, you have more than enough knowledge of this world's martial arts to identify a murim-in's clan by seeing their basic techniques.

Bone and Blood (400 CP): The arts of the Golhyul are reviled throughout the murim. Devil's medicines that temporarily increase strength, but cripple or addict their imbiber are common. But those are the medicines they pedal to the unknowing- they have their own arts they use on their members. More permanent ones.

You have been subjected to these. Your body is tougher, stronger, faster than it should be by a slim but noticeable margin. But your greatest enhancements were done to your ki and your senses. You can see in the dark, and have hearing, and smell, sharp enough to track your enemies by that alone. So too has your ki been enhanced- all the impurities of your body have been removed, greatly expanding your ki reserves. You needn't worry about muddying your body again, either. Your ki will protect you, and even render you more resistant to poison and illness in the process.

You are also well versed in the medical techniques of the Golhyul, capable of replicating the full range of their medicines and flesh-craft. This leaves you a skilled doctor by the standards of the murim, and well beyond modern means. Though your true specialty will be in double edged battle drugs that are best foisted off on pawns due to their extreme side effects.

Heavenly Maiden (400 CP): The Heavenly Maiden school is one that teaches its' adherents a woman's weapons. Manipulation, poison, seduction. You've received similar, if not identical teachings. While your skill at brewing poison is mediocre at best, your skill at applying poisons is first class the world over. Slipping poison into drinks, applying it to blades, sneaking it into medicine or just stuffing it down their throat with your own tongue. To better do this, your abilities at stealth and disguise have

been vastly increased. You know both how to suppress and disguise your ki, and your physical appearance and voice at will. Your skills are so great you could impersonate someone's dearest friend in front of them as well as your own, fooling both as to who you are.

You are also a master of seduction, and using your wiles to distract people and get them to do your bidding. Few are those who can resist your charms, and fewer still can't be made to dance on the palm of your hand with your knowledge of humanity's thought processes and desires. You also tend to be quite lucky in matters of love- or rather your rivals are extremely, freakishly unlucky. Anytime it might seem they have an opportunity to get closer to the target of your affections, something happens to completely derail the mood. Things like suicidal teens, or explosions of wanton violence will interrupt anything they attempt.

You Remind Me (400 CP): There's something about you. Something special. It reminds people of the best of their lives- friends, family, masters, even their own dreams or idealized self. And you remind them of what was, or could be, you become a symbol of that greatness in their minds, and they can't help but love you for it. Even enemies can be swayed by your magnetic charisma, finding themselves reluctant to fight you, and honoring deals they probably shouldn't just because they don't wish to see your future cut short. Those who are attracted to your sex will find themselves drawn in, unable to keep themselves from wanting to be with you simply by being yourself. They will even put aside their jealousy whenever you are in a tight spot, rushing to ensure your safety and happiness. You will inspire suicidal devotion within those you grow close to, friend, subordinate, or spouse as well.

Most you meet will find it difficult not to follow along in your wake, and enjoying and cherishing every moment you spend with them.

Signature Technique (400 CP): A true master knows many techniques. But among them, they will have at least one which represents the pinnacle of their skill. A true masterpiece, the use of which can decide a battle between peers in a moment.

You have one as well. A move that takes a significant investment of ki, but it's results are far beyond what you can normally accomplish. Perhaps you can preform a strike so strong it reduces a target to mist and shreds, or a beguiling foot technique that can disorientate enemies so much they attack their own allies? Whatever your choice, your move is likely too exhausting to use repeatedly, even for someone with large reserves of ki, but if it succeeds, it can turn a battle around in a moment. Unlike most perks, this one can be bought multiple times.

Gaju-nim (400 CP): A clan head needs to be a strong fighter, but in truth that isn't the most important criteria for a clan's leader. It is their ability to navigate the labyrinthine politics of both the murim and the normal world, as well as seeing to the clan's finances.

You have the sheer presence that makes even the legendary murim-in respect your commands, as well as superlative skill at the backroom plotting and deals that can drive even the weakest to glory- or the

strongest to destruction. Forming a group from the ground up is perfectly possible for your gilt tongue, and leading them will be simple. Your ability to predict other's actions is uncanny, and getting them to dance to your tune won't be too hard if you do your utmost.

And lets not forget the money that even the greatest clans can't function without. You're a virtuoso of cornering markets, of turning a profit, of using your financial power to crush competition. There is a reason that people have said that the pen is mightier than a sword, and watching you weave your magic is proof of the truth behind them.

Immortal Will (400 CP): It is said that there are four things that result in a murim-in's strength. The breath, the body, the mind, and the spirit. In the last of these none are your superior. You can fight through pain and fear, regardless how great. You can bear torture, alone in the dark without once crying out. The pain you feel, the fear, the rage- it's all still there, but you will remain in control. This fuels your ki, allowing you to fight beyond the your limits, and allows you to learn incredibly quickly as you push past your old limits.

Others can feel your indomitable will as well. Those weaker than you will struggle to so much as raise their hands into a guard around you. Even those well above your level can feel pressure from you, so mighty is your spirit, leading to them making exploitable mistakes.

Unshakable (400 CP): A certain master is known for standing still, unshakable before any assault. It is a lie. Instead he moves with incredible speed and efficiency, deflecting the power of attacks just enough that they are unable to harm him. You, too, share in his style of combat. You are incredibly efficient with your movements, wasting neither time nor power in them. If it takes moving half an inch to avoid a blow, then you won't move a hair more. This impossible grace greatly increases the speed of your movements while decreasing the amount of energy to use them by vast amounts. They also lend your movements a mysterious air, making them more difficult to predict and understand. You also have the necessary acuity with your own senses to make this possible, making examining and predicting enemy movements far easier to you.

Iron Armor (400 CP): Despite their speed and power, the murim-in are still vulnerable to damage, especially blades. There are several techniques to shore up this weakness, all of them revolving around strengthening the body to resist greater and greater harm. The one you practice is a particularly potent one. Making your body incredibly difficult to damage for your skill level, without slowing you at all. It's also extremely ki efficient, allowing you to keep it active without noticeable strain. But all techniques have a weakness, and yours shares the same. It will not harden your eyes. You will find other defensive techniques working similarly in the future; their weaknesses lessened, their strengths increased.

Ghostly Hands Clutching the Lone Moon (600 CP): The greatest medical practitioners are the Heug-In and the Ilwul. They are at odds with each other, and would never share techniques with one another. Perhaps you shouldn't let them know what you know of their practices, then?

You are a medical prodigy, capable of making a patient's body dance to your whims. So long as someone will be alive for another minute, you could bring them back from the brink of death. You could forcibly expand their key reserves through acupuncture, stem blood loss, numb them to pain, or cripple them with the same. Your knowledge of the human body also makes it far easier for you to tear it apart, or to push its' limits.

The drugs you already know how to make could revolutionize the world. Poisons with cures only you know, healing bodies that should be forever crippled, expanding ki reserves, toughening bodies, curing every disease under the heavens… As long as you have your labs and ingredients, there is already little you can't do. And of course, you're well versed in the methods of researching more chemicals made to affect the body. Whether it be a potion to increase capabilities, a true panacea, some virulent new poison or designer disease, they're all within the reach of your genius. With luck, and truly immense resources, you might even snatch a patient back from death after they actually *had expired*. Your skills will be in high demand, certainly. More than high enough for your employer to overlook a indiscretion or two.

Dark Heaven and Earth (600 CP): The Black Heaven and Earth technique is both one of the most sought after and most feared within the murim. It is the most capable of breathing techniques, and all who practice it become terrors in battle. It grants immense ki reserves, an incredibly swift and strong body, and is believed to have no limit. In your hands it has none, other than the amount of ki within your body. It has one more technique, a terrible thing that has seen many of its' wielders downfall. The Black Origin Threshold.

Using it, you will drop into a berserk fury, incapable of recognizing friend from foe. You will attack without regard for yourself- but your strength will be immense, and continue to increase as you do battle. Your ki will double and redouble, you will become faster, stronger, more difficult to hurt, and any wound short of fatal can be ignored within its' grip. And despite the grip of madness, you have started to master this state, allowing you to fight with all your skill. Perhaps, one day, you will master this state, and be able to enter at will without losing your reason, but for now you may only set a time limit within in it, be pulled from its' grasp by a loved one, or exit it upon the death of all around you.

Once every ten years, when you receive what should be a fatal a or permanently crippling wound you will experience total body rebirth instead. You will drop into a coma for a few hours, certainly no longer than a day. When you awake your wounds will be healed, and your body will be a great deal more powerful than it had before you were injured.

Cleansed Meridians (600 CP): You were born with a pitiful body. A cripple. You inner energy circulatory system was so badly blocked that you couldn't retain energy at all within you, constantly radiating it out from your body instead. So dreadful was your condition that you would have looked

like a child well into adolescence, and even exchanging a few sentences with someone might lead you to having a heart attack. But no longer. Your body was healed.

Normally one needs to use the four building blocks of the self to properly preform martial arts. The mind to think, the soul to provide determination, the breath for ki, and the body to act. Only by using all four in conjunction can one preform martial techniques. But you, even after your deficiencies have been fixed, can radiate ki out from your body at will. At first you will simply need to touch something to attack it with the full might of your ki, but your state is legendary and little is known about it. Perhaps you will be able to use your ki like great, malleable limbs in the future, attacking others from dozens of yards away if you acquire enough ki, or shooting beams or balls of energy at your foes without so much as twitching.

Adaptable Ki (600 CP): Martial arts aren't mean to be mixed in this world. Every breathing technique, the method of collecting ki within oneself, are mutually exclusive. Trying to practice more than one at a time will lead to ki deviation, and lead inexorably to death. And even then, martial arts meant to attack and defend are designed with a single breathing technique in mind. Their power drops drastically when used with a different breathing technique. And trying to combine the arts of attack and defense from different schools will cause ki deviation as well.

Your ki, it seems, doesn't mind. It will adapt instantly to any technique you choose to use, allowing you to benefit from the strengths of them all. The blindingly swift movements of the Seonu, alongside the stately power of the Hyeonwon techniques can be mixed freely, and more. Always safely, and the combination will always be more powerful than the component techniques as well. Your strange ki is also very easy for you to control, making it easier to learn ki arts and decreasing their downsides as well.

Companions:

Friendly Faces (50 CP each, 200 CP for all): Perhaps you need some new friends, or want to give old ones a place in this world? You may bring in an old companion or create a new one. They receive a background and 1000 CP to spend. For two hundred you can bring in as many as you like, potentially forming your own clan.

Murim-In (Free/50 CP): Have you taken a shine to someone in this world? Perhaps a ditzy police woman stole your heart? Perhaps you fought back to back with a dependable murim-in, your lives hanging in the balance? Whatever the reality is, if you can convince them to go with you, and they're still alive by the end of your time here, it's free to do so. You can pay 50 CP instead if you want to skip the talking and ensure they have the protections of a companion. This can be a dangerous world, after all.

Friendly Doctor (Free): This young woman is not a great warrior, instead focusing her attention on the medical arts. A deft hand at medicine, and at deflecting attention with a politely distant smile, this traditional Korean beauty is a local legend for her high guard and sharp mind. You ran into her during a moment of conflict in which she wasn't involved, but was nearly collateral damage. You saved her, and when she came to thank you, you grew closer to her than anyone had managed since her childhood. Now you have both an admirer, and skilled medical help who is always happy to spend time with you.

Photographer Swift (Free): This passionate, blonde foreign murim-in is both a great beauty herself and a great admirer of beauty, trying to capture as much of it as possible through the lens of her camera. You ran into her and got sucked into the shenanigans she started- breaking into a secure area to take a picture of a high ranking murim-in renowned for their good looks. Thanks in part to her incredible speed and devious skills, you got away clean. When you were done she turned to you with a mischievous grin and took your picture too. Ever since she's been a steady feature in your life, attempting to drag you into new adventures with that same brilliant smile.

Martial Mechanic (Free): Someone has to make the equipment that the murim-in use, and this brawny woman is one of them. From a small but wealthy murim clan, this woman is tough, practical, and more at home within a forge than in a boutique despite her own good looks- but it is in a boutique you saw her. Holding a flowing dress, her face went beet red and she stormed out after you in an attempt to swear you to silence. Knowing her secret, she's been semi regularly seeking out your company ever since, knowing she can be herself around you. Her clan mates remark the uncharacteristic behavior from the spitfire, but both of you know the truth of the matter.

Misanthropic Ex-Cripple (Free): This young woman born with a weak body. She was a bitter shut in, trapped by her own broken body more than any actual prison can, and in nigh constant pain. Stunted from the twisted ki system within her, there was little she could do but wait for death in her broken, child like body. You met the poor girl during a kidnapping attempt, which you foiled. She was grateful for you- her life was already hell, and she'd thought it couldn't get any worse, and she didn't want to be proven wrong by the people who were tying to stuff her in a windowless van. Slowly, quietly she spoke to you, occasionally texting you or giving you a call. You were the first one she had reached out to of her own accord. She disappeared for months after telling you she was going to receive an experimental treatment.

She has come back into your life, broken body fixed. She is an incredibly powerful murim-in, and is a gorgeous young woman with a full figure now that her ki pathways have been healed. She thinks lowly of the world, and nearly all who dwell within it. You are the most notable exception, her first and most dear companion. There is little she won't do for your sake.

Practically Tactical (Free): This handsome young man with bleach blonde hair is often mistaken for an American at first glance- since he is typically loud, frequently clapping, friendly, wearing sunglasses, and covered in American flag decal clothing, it's not hard to see why. He is also from a now destroyed murim clan, infamous for their use of modern day weapons. And this American enthusiast certainly bears their torch. Despite being a very skilled martial artist, he's also an underhanded bomb and gun using bastard and wanted in more than one place, whether as a criminal or as a skilled and deadly hireling. You saved his late clan's greatest treasure: a ridiculously large collection of firearms and rare American flags that probably belong in a museum, a fact which he is incredibly grateful for. He plans on paying you back, one beer or dead enemy at a time, as your prefer, and is always "down to hang out, bro".

Virtuous Woodcutter (Free): This guy is... large. Taller than most professional basket ball players, more muscular than most strong men, and with a voice deep as the sea, most people find him intimidating despite his calm, thoughtful demeanor and statuesque if rugged features. A highly skilled murim-in, and capable taking and dishing out punishment that would kill others half a dozen times over, he grew up in a cabin on a remote, wooded mountain with his master. He only recently left them and his home in order to test his martial skills. You met the big guy as he was asking for help in the big city, confused by the society around him, and being shunned because he was unintentionally terrifying the passersby. Grateful for your aid, and thoroughly charmed by your skill in navigating through the frustratingly unfamiliar society around him, this muscular woodsman and his trusted axe have been a fixture in your life ever since.

Grumpy Grandpa (Free): This stubborn old man refuses to wear clothing that has been out of fashion for less than a century. He is also terrifyingly powerful. Having the same purchases from this document you do other than your martial level, and having honed them for most of a century, this cantankerous geezer has few equals, and none he considers his better. He wishes to take you in as his disciple, sharing with you the wealth of knowledge and skill he's gained, seeing you as a favored grandchild to be doted over outside of the strict and efficient training regime he designs for you.

The old man seems to know and, in an oddly querulous fashion, get along with roughly ninety-five percent of people you ever meet over the age of thirty-nine. The old man and his vast social circle seem to go to great lengths to arrange for you to spend time alone with their children, grand children, and disciples. Always attractive, skilled, and always of the opposite sex as you, a very high percentage of the time your personalities seem to mesh very well. Even in new worlds, the man seems to know far more people than he should who are middle aged or older, and they, too, react the same to both you and he.

Items:

You get two discounts for each price tier, other than the 600s, which you only receive one of. Anything broken, lost, or used up will be replaced in a week unless it says otherwise. You can merge any item, or import old items into new, that makes sense to you.

Murim Tome (100 CP): A big book of the murim. It's history, factions, and legends. Thanks to this book, even the perfectly ignorant can be brought up to speed on the hidden history and culture of the murim and the shadow warriors. In the future, you will receive similar volumes about underground societies. It will let you interact with their members without looking like a bumbling fool, at the very least.

Ancient Arsenal (100 CP): Most of the murim predominantly rely on their own body to fight. But there are also many members who use weapons, or even specialize in them. Purchasing this will net you an armory of the ancient world. Swords, spears, whips, and more esoteric forms from throughout all of human history reside within it. They were all made with some of the finest techniques available, and will hold up against a surprising amount abuse before breaking.

Wuxia Wardrobe (100 CP): The murim-in have diverse senses of style. From ancient masters who prefer styles considered out of date centuries ago, to teens who wear only the bleeding edge of designer brands. You receive a finely crafted wardrobe in a style of your choice, and in its' depths is a variety of clothes. From hanbok to the court finery of medieval Europe, to tuxedos, suits, maid outfits, and even simple hoodies and jeans, it will be able to produce any article of clothing you might want to wear. You will always have the options you need to blend in with your peers, juniors, and elders with this- or stand out from the crowd, as you will. All the outfits will be comfortable, durable, and cunningly designed to ensure you have perfect freedom of motion.

Blood Pills (100 CP): These pills are considered basic to the Ilwul. They're nearly as effective as a blood transfusion, and you can pop one in your mouth whenever you like. They encourage your body to produce blood and fight infection, and are terribly convenient to use. You receive a few dozen a week.

Hot Ride (100 CP): Despite their incredible abilities, the murim still use motor vehicles. Partly this is for convenience, partly because most masters aren't capable of outrunning them, and partly because doing so takes ki better spent elsewhere. You have something in particular, a heavily modified and customized vehicle of your choice. Anything from a motorcycle to a helicopter. It's far faster and more difficult to damage than its' peers, managing to be able to outpace you no matter how swift you become by a wide enough margin to ensure it remains an attractive form of travel.

Modern Means (100/200 CP): A weapon from the modern world, guns are still dangerous to the vast majority of even murim-in. Regardless of level, if they haven't practiced a technique to toughen their physique far beyond a human degree, modern fire arms remain a potent threat. If they can hit that is. They remain a taboo among the murim, for who personal skill means everything, and this equalizer is hated in the extreme. You receive a firearm of your choice, so long as it exists within the modern day. For **200 CP,** you instead receive a modern arsenal, including AT weaponry, composed of any number of modern weapons, including explosives, though all can be used by a single man. You receive ten thousand rounds of ammunition for each weapon per week.

Lifeblood Silver Needle (200 CP): The signature weapon, and medical tool, of the legendary Ghost Hands himself. These needles are sharper than any razor, allowing them to pierce flesh, cloth, and even armor. Once in the flesh of your subject they have miraculous effects. Though they're not terribly useful for spilling blood, they are used to manipulate nerves and the ki of those they pierce. In an enemy, a well aimed shot can weaken, cripple, or even kill an opponent. And the agony they cause upon removal is most likely to drive them too insane with pain to finish the job. Most will even pass out. Upon those you mean to heal, they will likewise be miraculous. Any work to do with ki or the nervous system is vastly increased, allowing you to achieve twice the results in half the time, and all more safely to boot. And, of course, proper ki manipulation allows you to heal most wounds of the body as well.

Demonic Circulation Pills (200 CP): These pills are the result of the golhyul's research and techniques. These pills are addictive, and destructive to those who take them, but they will let people who normally can't use ki to do so as if they'd had decades of training. You receive a few hundred of these pills a week, and at your discretion, the negative affects can be excluded. They can be used safely as training aids, or be made as addictive as ever ensuring you ensnare any foolish enough to take them.

Sedative Pills (200 CP): Even the strongest suffer. So why not ease that suffering, and… ensure their strength is used properly as well? These pills will allow their imbiber to forget their most painful memories, and make them far more susceptible to your influence. Their weakened will won't weaken their arts, and the suppressed pain and fury makes them more liable to resort to violence on your orders. It's not a perfect brainwashing mechanism, so you'll need to be careful, but imagine the power you could have? You'll receive a dozen of these pills a week, more than enough to keep a handful of fighters under their effect. A heavy dose on someone without enough ki and skill to protect themselves results in a near mindless warrior you can easily bend to your will.

Pharmacological Shipments (200 CP): It takes valuable resources to create valuable medicines. You will receive a simple application on your phone, as well as a paper order form. Both have the same effects. Simply fill in what ingredients you desire, and it will arrive. The more rare and expensive the

ingredient, the longer it will take the mysterious shipping company to bring to you, but rest assured, so long as it isn't a truly singular item they will manage to secure it for you.

Primal Panacea (200 CP): The primal panacea is a medicine divided into small doses meant to be taken over two weeks. This natural treasure will promote incredible vitality within their imbiber, increasing their ki and drastically strengthening their body. All but the most terrible of wounds will heal swiftly under its' effects, and even those that it can't cure entirely will be greatly diminished by the Panacea.

Eagle Head Staff (200 CP): This is a weapon. One made for you, and only you. It was created for you by the finest weapon master in the world, one who was allowed to view you fight with everything you had. This was created to compliment you perfectly, to bring your strength to the next level, to feel as if was a part of your body you were born with. It does so easily. It is unbreakable, enhances any technique you use it for, and it looks impressive to boot. Despite it's name, it can be any type of weapon you prefer, and none will ever suit you better. It can be easily disguised as an everyday item, such as a belt or cane.

Fanatics (200 CP): These drug addled hoodlums are, by and large, not very bright. But they don't have to be bright to be useful. The drugs they take allow them to use ki, and they will fight to to the death for any cause you care to name. There are many hundreds of them, and all come with hand weapons and uniforms reminiscent of skeletons, as well as some significant martial training. But this is not what binds them together. Their earnest belief that you are a god is. And there is nothing they would not do for you because of it. You have half a dozen or so real masters leading them. They are intelligent, and their power is not reliant on drugs.

Martial Headquarters (200 CP): This looks like a normal skyscraper, but this building is a fortress and a trap in one. The walls are all heavily reinforced, and are proof against any signal escaping. It's innards can shift themselves as you will, making it impossible for an enemy to map them out. Every door bears a sophisticated lock, which can be locked remotely. It would be simple for you to rig the buildings with explosives or chemical weapons as well.

Iron Thunder Limb (400 CP): Ki has many uses. It enhances a thing's nature far beyond what it intrinsically is. And so why wouldn't such things be applied directly to technology?

You have an iron thunder limb. Serving as either a prosthetic so advanced it looks like it belong in a scifi setting, or an armor that is much the same. It's effects are the same either way- it is vastly superior to the limb it covers or replaces. Tougher, stronger, faster, these limbs can make even mediocre murim-in into significant threats, or push the already great into legend. Purchase it twice, and you may have all four limbs replaced or armored alongside a torso unit that connects them.

Dragons Den (400 CP): It is a rare occurrence, but sometimes the natural lay of the land itself guides the natural energy of the world to a single place. Mountains, forests, rivers, all in the perfect spot will form a dragon's den. The ki in here is so dense even normal men can feel it easing their breath and strengthening their body. Here your training will progress by leaps and bounds, faster than others believe possible.

In the side of a mountain a great fortress was built carefully so as not to disturb the perfect lay of the land. Hidden, and stocked with every modern convenience you can think of, this redoubt can easily serve as a hidden base of operations. Just- perhaps using it as a prison, and stuffing it full of your enemies where they can benefit from the dense natural ki, would be a bad idea?

Medical Laboratory (400 CP): Even the finest of doctors and scientists need a place to practice. And you have this. This hospital has a sterling reputation as a place where cutting edge science and esoteric ki based practices mesh, and turns an excellent profit while it's at it. Its' talented staff are more than capable of treating its' patients, and the labs will occasionally make stunning breakthroughs. Of course, both have state of the art equipment, with an edge that bleeds more than your patients, and none will complain if you want to make use of the facilities you own.

Phoenix Medallion (600 CP): This medallion is roughly as wide as your palm, and made of solid gold. It bears an elaborate sigil, worked with masterful hands. This is not why it is valuable.

It is the proof that you are the head of a clan. In this world, any one murim-in clan you present it to will welcome you as their master, and serve you obediently. All their resources, all their personnel, are yours to command. Though those with more… flexible loyalty, who might scheme against the rightful head may yet do so to you, and nor will even the average member accept commands they believe will destroy their clan, even they will be forced to accept that you are their rightful lord. In future worlds, you will be able to present this to one organization, and it will be treated the same.

Clan (600 CP): These are true power blocs of this world. The clans, sects, and schools. And yours is a one of the greatest.

Equal to the Chundo or Seonu at their height, your clan is mighty indeed. You have have fortunes, both in capital and in properties and businesses. You have hidden fortresses, lands that grow rare herbs, hospitals, libraries of esoteric martial knowledge, and palatial villas. But the true strength is not in your holdings. It is in your people.

While most of your members are average, you have many true masters as well. Murim-in willing to kill or die for their clan, and you, their leader. There is even two sub-commanders, your right and left hands, who count themselves within the ten greatest masters of the murim. In this world, few can match your resources, and fewer still can match your loyal clansmen in open combat. They, and all they own, shall follow you, their enteral Gaju-nim, from world to world as followers and properties.

One Moon Divine Pill (600 CP): The pinnacle of the Ilwul's medicinal art is the One Moon Divine Pill. Its' creation is a massive undertaking- the ingredients cost more than a billion won if they can be found at all, and never mind the cutting edge facilities and masters required to combine them into something actually useful. So difficult and expensive is the production that fewer than a handful have ever been made. But the results speak for themselves.

The pill's effects are typically deadly to all but the most profound master, though the one you purchase here is safe for even a normal person to consume. It will grant its' imbiber ki reserves equal to hundreds of elite martial artists. It will fix anything wrong with their ki system. So great are it's medicinal properties that their very blood can heal the wounds of others. The massive ki reserves will regenerate themselves, and promote healing swift enough that the healing broken bones can be measured by days on the fingers of a single hand. Their body will need to be trained to match their new ki reserves, though the healing will help with that, but otherwise the pill you are offered here has no downsides. It could make a normal man a martial master capable of competing with those who have decades of experience over them inside of months. Imagine the results if a true master were take one?

You will receive a new pill every decade.

Drawbacks:

Want extra points? Take on as many challenges as you'd like. They're gone after your time here comes to an end.

New Art (+100 CP): Everyone and everything… is just a little less attractive than you remember. The world less detailed, the colors less vibrant. Your haircut is kind of ugly, no matter what you try to do with it, and so is everyone else's. It's going to grate, and when you get used to it there's going to be another shift in the way things look.

Nine Libidos Dragon (+100 CP): You've got the kind of sex drive normally associated with multiple drunken teenage boys, and it shows. You are going to spend an inordinate amount of time trying to get laid, and more often than not, it's not going to go your way. While it will be possible, nine in ten times circumstances just won't allow it. I hope you're prepared for blue balls.

Legendary Janitor (+100 CP): You are probably a pretty impressive person. Maybe even a legend. It's a shame someone has you wrapped around their finger like this. They will consistently trick you into doing unpleasant, but not dangerous, things. Perhaps cleaning up a dirty room, or driving them to the airport. They're not mean spirited, and they probably even like you by and large. But they will still be getting you to waste a lot of time on chores and errands, and you can't get anyone else to do them either.

Duljae-un (+200 CP): This world can be an ugly one. But you don't see it. Until it's been hammered into you repeatedly, and even then it will only be about a single person. To say this puts you in danger is ludicrous understatement. You always expect the best in others, even if you yourself are a more underhanded sort.

Not Once (+200 CP): Shying away from what you fear is normal. But, submitting yourself to others out of fear is shameful. This is at times a common behavior even in the murim, but rarely is it looked upon well. They know that coward is curse in a warrior's culture, even when they themselves are cowards. You will exemplify this behavior. You are a coward, completely unwilling to take risks, and deeply ashamed of it. Even submitting to humiliation is preferable to pain or death though- at least to you. Many will look down on you and take advantage of you because of this. This obviously can't be taken with Never again.

Never Again (+200 CP): Dignity… it's more important than life, isn't it? After all, a coward dies many times, and a brave man only once. You exemplify this behavior. The idea of running will be alien, even against those who are obviously able crush you like an insect. Your pride won't allow it- anything that questions your honor you must meet head on and face to face. No matter how suicidal it is. And there are plenty of people smart enough to realize this, and will manipulate you with it. This obviously can't be taken with Not Once.

Broken Wing (+200 CP): Whenever something important happens, you're going to be far from one hundred percent. Injury, illness, inebriation- it'll always be something. Going to a tense negotiation with a nigh crippling hangover, or getting in a fight with a broken limb are going to be your new usual. While you'll be able to go through your daily life and conquer casual problems with your full might, circumstance will always be against you when you need to do something important.

Transom (+200 CP): Something about you seems easy to push around. You might not actually be, but you sure seem like it. While this will be mostly from people who aren't much of a threat, occasionally someone strong is going to decide it would be fun to harass you. And if you can't stop them, they'll do whatever the hell they want with you.

Rule of the Strong (+200 CP): Are you hoping for a reasoned debate? Well, it seems like no one is willing to listen to you anymore. People will demand trials by combat for every disagreement they have with you now. It won't always be to the death, but people will be willing to do their level best to put you in a hospital bed for a month even over simple disagreements about which movie you want to watch.

Ki Blockage (+200/300/600 CP): The system through which you ki flows is blocked, and can't be fixed. For two hundred, you can't use your in jump abilities beyond what a normal person could do. No leaping over buildings or knocking cars around for you. For three hundred, you don't get out of jump abilities either. For six, you're so infirm you can hardly even talk without having a heart attack. You've got no access to your out of jump items or your warehouse either, though you will still have what you bought in this document.

Phantom Knights (+300 CP): There is a certain group of men. They do not know of the murim, nor do the murim know of them. But they are well connected and wealthy beyond the dreams of kings. These men have fingers in the pies of dozens of countries and underworlds- and now they have their eyes set on you. Though you won't have to worry about superhuman warriors, the many, many, *many* dangers of modern man will be arrayed against you. Seductive poisoners in the bar, heavily armed mercenaries blowing down your door, snipers taking their shot as you walk down the road- these men have no intention of playing fair. They're just going to kill you- if you can't stop them.

Addict (+300 CP): You're an addict, I'm afraid. Though with better reasons than some. All your supernatural abilities are linked to a drug now, and you don't know how to create it yourself. And your dealer is going to want steep repayment. If you stop taking it, you'll die too.

Make my Master's Killer Pay (+400 CP): People settle things through violence here. Many people have blood on their hands. You're one of them.

You've killed someone. Someone with a lot of friends. And they will stop at nothing to take your head, even if it means they have to die with you. And to make things worse, whenever you kill anyone else, all their friends and family will come crawling out of the wood work to make you pay for *their* death too. It will be a never ending spiral of vengeance.

Breaker (400 CP): You are wanted, for a high crime. Being a breaker. One who tears at the wall between murim and normal society. You have a massive bounty on your head. The governments of the world have you on a dozen watch lists apiece. And the murim will hunt you and render the only punishment they believe is correct for your crime: death. Your enemies are so many, your allies so few that they won't even need to hunt you- simply by going about your life you'd run into people trying to kill you. But hunt you they will.

Dragon Food (400 CP): The nine arts dragon is believed to be the single strongest man in the world. Fast enough to dodge bullets, strong enough to tear apart reinforced concrete half a dozen feet thick with the after shock of his attacks, and willful enough to face down the whole world by himself if he must. And he believes you are responsible for his master's death. He will be relentless in the pursuit of

your life, and has an uncanny ability to find you. You will have to be better than the best murim-in in the world if you plan on surviving.

Kaiser and the Dark Forrest (+600 CP): There is a German. Isn't there always? He is in charge of a Black Forrest group- and calls himself Kaiser. None know what he looks like, or what his name is- but he commands immense respect in the underworld and murim both. Capable of engineering cures to incurable diseases, leashing thousands of murim to him through drugs, and robbing major military bases of literal truckloads of equipment and having the government cover it up for him- this man is likely the most dangerous man in the world, all without standing from his chair. And he has decided you are in the way of his grand desires. You will wind up his slave, or dead, if you can't destroy him and the world spanning organization he's built.

End:

Stay: This world can be a dark place. Death lurks in darkness. But how can you leave them? Those who fought so hard for this broken world? Stay here, then, and take 1000 CP more. I hope this world is to your liking, or at least those you've met here. Perhaps you can change it for the better.

Leave: Is your spirit still restless? There are new worlds to explore, an endless cavalcade of experiences still lies open before you. And you are more than welcome to continue on. Take with you all you have, and may you find what you're looking for on your journey.

Home: Are you tired? All stories end, some day. Perhaps you simply miss home, and its' familiar comforts. Then go, take all you've experienced, been gifted, or earned back with you. May you find happiness in the world of your ancestors.

I'll put in eternal ki later, once they finally get around to telling us why it's a big deal.

Eternal Ki (600 CP): This is the source of the Immortal Demon Lord's power, that once let him and his disciples fight against the entirety of the Martial Arts Alliance- and nearly triumph.

Celestial Trace Stone