Journey to the West Jumpchain V1.0 By Wukong

BEGINNING:

This isn't your regular old adventure. No this is one of the Chinese classics, The Journey to the West. This is the place where the Buddhist monk Xuanzang went to collect scriptures from India, with the help of his companions. It's your choice how to go from here, hang out with Sun, Pigsy and Sandy and help collect the Sutra's. Or you can go off to heaven and enjoy the view, it's your call. You're the jumper. Just make it a good one, okay.

Of course, you'll need a starting budget. Give yourself +1000CP to spend for this trip.

LOCATION:

Roll 1d8 to select your location, or pay 50CP to decide where you want to begin.

1. The Mountain of Fruit and Flowers-You begin your journey on the Fruit and Flower Mountain, a sacred place full of monkeys and ruled over by Sun Wukong. However he hasn't been here in a while so this places isn't all that organised.
2. Ancient China- You can begin in any notable location in ancient China; go nuts dude, it's where everything goes down.
3. Heaven- You begin your adventure in the celestial realm of Heaven. Anybody who is an immortal can choose this location for free. If you are not then you better have a great excuse for being up here.
4. India- You begin in Ancient India, birthplace of Buddhism and a place full of stuff to do. In this setting Hinduism is considered cannon so you could try to meet some of their gods, although this could be an unwise decision depending how strong you are.
5. The Yellow River- The biggest river in China, this is believed to have its source in the heavens itself, and is guarded by the water god He Bo.
6. The Eastern Dragon Palace- The underwater palace of Ao Guang, the dragon king of the east. He is still kinda sore about losing his Iron Clasped Wishing Staff to Sun Wukong so I would avoid mentioning it.
7. Yama- You begin in the Chinese afterlife. Fortunately it's not your time to die yet, but you gotta deal with the red tape to get out. It may be difficult to fight the residents here however.
8. Free Pick- Feel free to start wherever you like in this setting.

BACKGROUND:

This is the part where you choose your identity. Who are you in this land? Age and Gender is kept from the previous jump or can be changed by paying 50CP.

-Drop-In (Free): You awake in your starting location, unaware of the place you are currently in but with no additional memories and any purchased items alongside you.

-Monk (100CP): You become a follower of religion and spend your days as a priest of Buddhism. Your group are fairly respected academics, although you are also likely among the first to be consulted about supernatural matters.

-Warrior (100CP): A warrior by trade. You live on earth to fight and spend your days as a fighter. For another 100cp you can choose to be an immortal general in heaven, leading their forces. Also comes with the benefits of the immortal background although without the CP perk discounts.

-Immortal (200CP): You want something fun, here have it. Somehow you have become immortal, It doesn't matter how. This means you have a role in heaven, a decent role mind you, not something boring like stable boy. You also now have a lifespan in the hundreds and a healthy body that's more resistant to disease. I hope you like bureaucracy.

ABILITIES AND SKILLS:

Skills corresponding with your origin are half price, and the 100cp perk for your origin is free.

Drop In

Forager (100cp)

You can always find just enough food and water to survive. It may not be very palatable in the desert however. In a very plentiful area you can have a feast on a whim of just the fruits and berries of the surrounding lands.

Somersault Cloud (200cp)

Go places by a giant leap to the skies. Noted speed is 33,554 miles in a single leap with full mastery, of this skill. As a bonus I'll let you summon a flying nimbus cloud for cinematic purposes.

72 transformations (400cp)

You gain the ability to transform yourself into almost any form, ranging from animals like fish and birds to objects such as a temple on a whim. Great fun at parties. You're still vulnerable to damage however. For example when Sun Wukong turned into a temple, his eyes were the windows and therefore painful when struck. So bear that in mind.

Enlightenment (600cp)

You become more spiritually aware, greater wisdom and also have a longer lifespan(in the thousands) Also some pretty fantastic magic such as charms to ward against fire and water, as well as creating clones of yourself with concentration. However these clones cannot access any of your supernatural powers, their just copies of your body essentially.

Monk

Religious (100cp)

You know the rites and scriptures of your chosen religion, enough to rival an experienced priest. The default religion in the setting is Buddhism. This does include methods of exorcism and blessings.

Humble (200cp)

You are incredibly unnoticeable. Somehow people just don't really care too much about you unless you are interacting with them. The movers and shakers are likely to not give a damn about you unless you give them a reason to.

Divine Blessing (400cp)

You gain good luck on your journeys. Things just go your way, you're just a luckier jumper than before. However don't try too hard to rely on this power, if you plan on it, it's unlikely to work as effectively. Just try to forget about it and let it weave its magic.

Righteousness (600cp)

Your faith is a shield. Literally. Like a literal shield. Protects you from swords and magic alike. Only as powerful as your faith. This can be faith in anything however, faith in jumpchain, your companions or your own ego. Your call.

Warrior

Martial Arts (100cp)

You gain overall competence at martial arts as well as always keeping your cool during a fight.

Omnidexterity (200cp)

You can use both hands just as effectively as each other. Also comes with an increase in dexterity in your hands, nothing too fancy but useful nonetheless.

I'll take you down myself (400cp)

You often seem to get people taking you on 1v1. Generally at the heads of huge armies just want the glory of beating you single handed. Eventually they catch on if you keep beating people or are clearly too powerful, but they generally want a "fair" fight against you.

Undefeated (600cp)

Fate conspires for enemies to take you alive rather than killing. Also every time you are legitimately beaten you get a moderate power up to your ability to fight. This may come in different forms but is more of a mental boost than a physical change and is pretty hard to measure. No gaming this perk with dud fights however, you got to be seriously beat for this to kick in.

Immortal

Celestial Bureaucracy (100cp)

You are able to navigate the bureaucracy of heaven and other places with speed and efficiency. This allows you to make things happen, and to hell with the red tape.

Eternal Warrior (200cp)

This grants you a great head for tactics and warfare. It also leads to an slight increase in delegation and leadership skills to help you give commands to your army/companions

I-Ching (400cp)

This allows you to read the universe with the I-Ching to let you predict the future. If you are smart and wise enough to understand the signs then you are pretty spot on, although celestial beings can still screw with these predictions as well as people outside of regular fate (You).

Trigram Knowledge and Manipulation (600cp)

Alchemy and matter manipulation with the understanding of the 8 trigrams to represent the fundamental forces of reality and how to represent and enforce change using these. Let me break this one down for you. It's like FMA alchemy but with less focus on direct creation and more turning one thing into another of a similar size, including living things. However it cannot create life where there once was none and it requires you to write out a short formula describing the change to make it happen. Feel free to turn sand into water, sheep into boulders and anything else you can think of.

ITEMS:

Jiu Pot (100CP)

A bottle of rice wine that never seems to run dry, no matter how much is poured.

Golden Chain Mail (100CP)

Real good looking set of durable armour. Doesn't impede mobility.

Phoenix Feather Cap (100CP)

A hat with a phoenix feather in it, makes you a bit luckier a bit more resistant to fire

Cloud stepping shoes (200CP)

Shoes that make you incredibly light on your feet, regardless of weight. Also comfy as fuck

Golden Band (200CP)

A gold band that once put around somebody's head, by chanting a mantra can cause unbearable headaches. Indestructible by wearer.

Ambrosia of Heaven (200CP)

A bottle (about a litre) of heavens finest alcohol. The best tasting drink in existence and refills every 24 hours.

Peaches of immortality (200CP)

A piece of fruit that bestows resistance to harm and a long life (in the hundreds of years)

Wind and Fire Wheels (300CP)

A magical set of flaming chakrams, that when trod on can be used as a mode of transportation. Makes you very fast and mobile as well as their use as a weapon

Iron Clasped Wishing Staff (300CP)

The Riyu Jingu Bang. A staff weighing several tonnes, although you can wield it no problem. Can shrink and grow to amazing sizes and is pretty damn good in a fight. It's a duplicate of the original so it may get some odd looks, and Ao Guang the dragon king of the east seas may seek to take it back.

Crucible of eight trigrams (500CP)

A big ass crucible that can render down *most* objects into their base components. Magic and enchantments can be removed this way and used for later experiments, although this will take some time to accomplish and is not an exact science. You can't use it to break down living creatures.

DRAWBACKS (Maximum of 600CP gain):

Monkey (+100)

You're a monkey, duh. People aren't gonna trust you and if you're not careful you could piss off old Sun himself if you show off too much or don't show respect to him.

Ire of heaven (+100)

The people in heaven don't like you. Expect to be snubbed and looked down upon.

Vegetarian (+200)

For the duration of your stay here you cannot eat any meat. You can only subsist on fruit, vegetables and grains.

Undisciplined (+200)

You're hot-headed and rash to your actions. You also lose any knowledge on procedure and etiquette regarding the Chinese culture. This is seriously bad when dealing with the immortals, who assume a level of respect. You can still learn etiquette but it won't stop your impatient attitude.

Golden Circlet (+300)

This band upon your head restricts freedom by causing bad headaches if the guy controlling it doesn't like what you're doing. It can't be removed and was painful enough to bring Sun into line, so do watch out. If you kill the controller of this band then it will never cease its activation, killing you. He can be convinced, eventually, to remove the band through dedicated hard work.

Wrath of Heaven (+300)

Heaven is actually sending some pretty decent forces against you to capture and execute you, the type that could capture Sun himself.

Journey to the West (+400)

You're forced to help in Xuanzang's journey to collect the Buddhist Sutras. However his journey is a lot more lethal than the one portrayed in fiction. You better be on your toes, if he fails then you fail the jumpchain

Sealed (+600)

Your Powers from out of jump are sealed thanks to the Buddha, this cannot be undone until you leave this jump.

END CHOICE:

You've survived this world for 10 years, and you're presented with your choice. Where too next?

-The Journey Home: Perhaps your experience in ancient china has reminded you of home, or you're just sick and tired of this whole jumping business. Either way you wake up back home in your universe like nothing ever happened. But feel free to keep all your powers as a parting gift.

-Anon's Last Journey: Well I am impressed. You want to make this place your new home now. Well, far be it for me to argue. You can spend the rest of you, likely quite long life, here, while your affairs back on earth will be closed.

-Journey Onwards: You've had your fun, but there are other sights to see and places to be. This is only a single journey in the face of many still to come. Keep jumping onwards!