# Wu Dong Qian Kun

Welcome to the world of WDQK. You may have been in this universe before, however this is a world separate from that of Battle Through The Heavens and The Great Ruler. Taking place in one of the Lower Worlds, much like Battle Through The Heavens, this is the world that Lin Dong comes from. The Martial Ancestor, as he would later be known as in the Great Thousand Worlds. Originating from a branch family within an insignificant empire, after a lucky encounter with a valuable artifact, a stone talisman, he is soon set on his path to climb to the top of the world. He will face competition from his family, from other empires, other sects, and even other worldly demons. You are entering this world too. You will be entering a few months before canon, before he discovers the talisman. Within two decades, the next Great War with the Yimo will both begin and end. Luckily you will only be staying for one decade, short enough to avoid the war itself. This does not mean you are safe though. Plenty of Yimo still move around in the dark and more than a few talented individuals have met mysterious accidents over the last years.
Take **1000CP** to spend in the document down below, to get you started on your journey.

**Origin:** *You may choose your gender for free. Roll 1d10+12 for your age. If you are a demonic beast, add 100 to that.*

*Nobody* - You aren't anybody. No background whatsoever. It's almost like you appeared out of thin air. In such a vast world, such people are unsurprisingly not rare. This means you currently don't have anything tying you down, though also that you will be lacking in support at first.

*Clan Member* - You aren't going to be alone when you start this jumper. You will be starting off as just another member of a clan. One large extended family that shares the same bloodline. As a member of this clan, you will be supported by it in your day-to-day life. The stronger you become, and the more you contribute to the clan, the more sway you will have over it. Competition between relatives can be strong.

*Sect Disciple* - Instead of starting off within a clan you will be entering this world as a member of a sect. While this does not mean you don't have a clan, you will have left them behind to move into the sect. You will be able to rely on them in battle and for training in cultivation, though will lack the familial ties the clan members would have.

*Rogue Cultivator* - You are not a nobody, yet you are still alone. As a rogue cultivator, you do not call any clan or sect your home. You have been wandering the wildernesses for years, and will likely continue to do so for years more. As a consequence you have had to learn how to survive by yourself, without support.

**Race:** *Pick which species you will be entering as.*

*Human [Free]*
Probably the most common race you will encounter in this world are humans. They rule the Xuan Region, they fight over the Chaotic Demon Ocean, and they reside in the Demon Region. While physically weaker than other races, they make up for it with their cooperation and greater numbers. Humans can rise up to be just as strong as any other race.

*Demonic Beast [Free]*
Some creatures are naturally very powerful. They are able to cultivate due to their strong bodies. These beasts are called demonic beasts. Even the weakest type of demonic beast would be able to easily tear apart a Tempered Body 7th layer cultivator. Higher tier demonic beasts possess both greater intelligence and boast the ability to use their yuan power. Once they reach Nirvana, those high tier demonic beasts will possess both real intelligence and are able to assume human form. You will be starting off as a normal demonic beast of some species. Not high tier, but not low tier. Demonic Beasts are the rulers of the Demon Region.

*Sea Demon [Free]*
Despite their apparent similarities to Demonic Beasts, Sea Demons are nevertheless considered separate from them. Interestingly, aquatic beasts such as crocodiles are considered Demonic Beasts, not Sea Demons. Sea Demons are almost exclusively sea creatures of some sort. Consequently they are rarely seen outside of the Chaotic Demon Sea. As one might expect, these races are at home and strongest within the water, though are perfectly able to go on land. Much like with the previous option, you will be starting off as a middle tier Sea Demon.

*Yimo* [400]
The Yimo are invaders from another world, that seek to destroy and kill all within this world. Their energy is dark, demonic, and incomparably corrosive. Even their howls can corrode the mind. Each individual of this race is stronger than all but the strongest at equivalent cultivation levels. They possess a frightful lifeforce that is many times stronger than that of humans, meaning that it is no easy feat to kill them. If not for the Symbol Ancestor igniting his Reincarnation to seal the Yimo Emperor, they might well have won the great war tens of thousands of years ago. Now most of the remaining Yimo are trapped in various forms, suppressed by remnant cultivators and formations. But over the years some have managed to escape, and those who have are helping others escape too. The next, and last, great war is approaching. If one were to go beyond the confines of this plane into the Great Thousand Worlds, one would find that the Yimo are simply one tribe among the many of the Fiend Clans invading it.

**Location:** *Time to choose where you start in this world. Roll 1d3 for your region, and then 1d4 for the rank.*

***Region:*** *The known world is generally divided into three regions, which themselves are divided into numerous areas. Each region is notably different in landscape and inhabitants.*

*Xuan Region - It is divided into a North, South, East, and West continent. Each continent has hundreds of empires of varying sizes and strengths. Various Super Sects reign as the leaders of the Eastern continent, while the Palace of Darkness rules the North as king. The Western Continent is home to the secret Yimo Organisation named Devil Prison. Little is known about the South. A mostly human region, demonic beasts have little foot hold.*

*Chaotic Demon Ocean - A large ocean dotted with islands. Detailed maps of this region are few and valuable. There is a constant clash between the Humans, Demonic Beasts, and Sea Demons that live within this area, though the latter most are the true rulers of the ocean. Due to this environment of constant clashing, although their cultivators are not more talented, those few outstanding experts that live here are generally at a higher level than in the Xuan Region.*

*Demon Region - Across the Chaotic Demon Ocean from the Xuan Region lies this area. As its name suggests this is the land of demonic beasts. There are four Overlord Tribes who stand as rulers of this land, as well as eight King Tribes below them. The current Overlord tribes are the Dragon, the Nine Phoenix, the Monster Bird, and the Celestial Demon Marten tribes. Where borders meet, there are chaotic zones ruled by tyrants that have carved out areas for themselves. The sound of beasts howling in battle is not uncommon to hear echoing over these plains.*

***Rank:*** *This is less a mark of development and more about how plentiful the resources are. A higher ranked area will contain more cultivation resources, however it will also contain proportionally stronger cultivators. This mainly only matters for the initial few cultivation stages as after that travelling between areas is simple.*

*Low Rank - The home empire of Lin Dong was one such low rank empire. Despite being small, it was still an impressive 20,000km wide. Areas of this rank have few resources and the initial Nirvana stage is the highest cultivation you'll see among organisations. It is nearly unheard of for cultivators from these regions to claw their way to the top.*

*Medium Rank - Areas like this have more resources though are still rather sparse. Much like low rank areas, Nirvana stage practitioners are the highest you will see, though stronger than those from low ranks. While uncommon, it is not too strange to see a true genius emerge from this type of place.*

*High Rank - These areas are rich in resources, containing many fabulous elixirs and demonic beasts. The organisations from here are strong and wealthy. With better resources comes stronger cultivators, meaning that offending groups in these areas comes with greater risk.*

*Super Rank - This is the most bountiful type of region. It is where many top experts originate from, as even the talented younger generation who have yet to join sects can have reached the Nirvana stage here. Much of the recruiting for powerful organisations ends up happening here due to the strength of their cultivators.*

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**Perks:** *Perks are discounted to half price for their origin. Two discounted 100CP perks are free.*

### *General*

Cultivator [Free]
At its heart the main type of cultivation for this world revolves around the cultivation of the body and of Yuan Power. The very first step of this cultivation involves tempering the body in order to produce a Yuan seed. This is the step you will be starting at; the beginning. After growing this seed, you need to fuse first Yin and then Yang Qi into it, resulting in the formation of a Yuan Dan. You must continue to train this Yuan Qi to reach Form Creation, Qi Creation, and then Manifestation. These stages are more to do with bettering the usage of your Qi than power in itself, though power is still an important aspect. After this, one enters the Nirvana stage where they temper their body with Nirvana Qi. The Nirvana stage is divided into nine ranks, separated by tribulations that must be faced to progress. Each tribulation can potentially kill you if you are not prepared. After the seventh tribulation, you can form the Yuan Spirit, which can live on should your physical body be destroyed and give you a chance at rebirth.

Once you have passed Nirvana, your body will begin to produce Life Qi. This qi strengthens the body while also providing regenerative effects. Perfect Profound Life stage experts can even regenerate limbs with time. Life Qi feeds your Yuan Qi and will make your reserves grow from a lake into an ocean. After reaching the peak of the Profound Life stage you enter the Profound Death stage and begin to produce Death Qi. Where the previous stage strengthens the body, this stage greatly enhances your destructive power. Death Qi is the bane to all living things and is shockingly destructive. Should an enemy be invaded by Death Qi, even Life Qi would be helpless in front of it.

To reach the next phase, you must fuse Life and Death Qi together and reach Samsara. A normal punch from these experts could easily destroy mountains. The strength of experts of this stage is not determined by Yuan Qi, but by how much you understand reincarnation. Only once one has comprehended reincarnation can they step on to the highest stage in this world, the Reincarnation Stage. Like the Nirvana Stage, this stage is divided by three tribulations. Once you have undergone them all, you will be a top expert in this realm. There is a stage above this known as the Ancestor Stage, but only one person in the history of this world has reached it; the Symbol Ancestor. It is said that his apprentice, the Ice Master, had a good chance of reaching this level.

Symbol Master [100]
Cultivation in this world is split into two sides: Yuan Qi and Mental Energy. Those who cultivate Mental Energy are known as Symbol Masters. They use their Mental Energy to drive Yuan Power. Unlike normal cultivation, progressing with Mental Energy is almost entirely a matter of talent, with few-to-no natural treasures that can increase or strengthen it. Luckily you are one of those whose talent in Mental Energy rivals their talent for Yuan cultivation. Like with the other perk, you will be starting at the beginning. The main use of Mental Energy is in the creation of Mystical Symbols, which have different abilities depending on their structure. Multiple mystical symbols joined together can create arrays and formations with a plethora of effects. While initially only equal to Yuan Qi at best, the later stages of this style of cultivation will begin to reveal themselves as even more powerful than their counterparts.

The first stages of this cultivation involve condensing five destiny symbols within your Niwan Palace in your mind. A 1st Seal Master is already equal to a Heavenly Yuan Stage cultivator. After the five are condensed, you step into the Soul Symbol Master stage. Symbol Masters at this stage are able to create Soul Treasures, items with their own spirit. As a Symbol Master progresses to later stages, they can make stronger soul treasures. After Soul Symbol Master comes the Heavenly Symbol Master, equivalent to Nirvana Stage cultivators. Like those cultivators, this is split into nine seals, each of which requires you undergo a tribulation. After this comes the Divine Symbol Master, divided into Initial and Advanced which correspond to the Profound Life and Profound Death stages respectively.

The next stage is the Symbol Grandmaster level and is one that few reach. It is at this stage when your Mental Energy will begin to show itself as being more formidable than Yuan Power. Like before, it is split into Initial and Advanced, corresponding to Samsara and initial Reincarnation. The final stage, equivalent to a peak reincarnation stage expert, is the Divine Palace Master stage. To reach this stage requires destroying your Niwan Palace and building a Divine Palace in its place. Additionally, one must use Zenith power in the formation of that Palace. To fail would mean having to start from the beginning again. Perhaps it is no surprise, then, that the number of people who have reached this level can be counted on one hand.

Mark Of Cultivation [50]
Some techniques leave physical marks of their use. The same can be said for certain artifacts. There are techniques that would leave a cultivator’s skin a rich jade colour, or hair an icy blue. The previous owner of the Devouring Symbol had pitch black eyes that seemed to devour the world. The Ancient Ice Master gained blue eyes and hair, to go with their crystalline frosted skin. You have your own mark. Something that visibly marks you out in a crowd.

Scars Are Cool [50]
The world of cultivation is not peaceful. It is bloody and it is unforgiving. A lucky few are able to avoid fighting, instead relying on their clans to provide the resources needed to progress. With battle comes wounds, and with wounds come scars. These can be unpleasant at the best of times, yet on you they merely enhance your looks. You rarely scar, but when you do it is in places and ways that do not mar but rather accentuate, giving you a rugged look. Do not be afraid for your looks if you walk the path of the asura.

Xianxia Pretty [100]
It's no secret that many cultivators are attractive. The very first step of cultivation in this world is tempering the body with training and elixirs. This is usually sufficient to rid many of their blemishes. Even then, there are those who stand ahead of the crowd. Seemingly every clan or sect has at least one beauty that attracts the gazes of their members. After entering this world, you have been raised to this standard. Were you to appear before a crowd, you would mesmerize most all of them. Some have been known to hide their faces simply to avoid the untoward attention. To pair with this, your voice has a pleasing quality to it. Women might have voices that are almost musical in quality, while men's would be deep and strong.

Puddles To Ponds [200]
Not all cultivators are equal and this truth is only made more apparent as one progresses. While a part of it is due outside factors, another part of this can be attributed to their inherent traits. In the beginning stages it's entirely possible for someone to have greater reserves than someone of a greater cultivation. Although you may not have been born with a silver spoon in your mouth, your genetics have granted you a larger than average pool of Yuan qi to draw from. This will let you fight on for longer, and unleash stronger techniques.

Reincarnator [800]
The Reincarnation stage is not named as such without reason. Once you have reached that stage, should you die you can let some remnant conscious enter reincarnation. This consciousness can be reawakened in another life, to once again give birth to the reincarnation expert into the world. Unfortunately most often this remnant will is never awakened and is worn away over many lives. Even should the expert be reborn, the original consciousness of the body will still remain as the dominant personality.
You, Jumper, are one such reincarnator. Someone who reached the level of reincarnation, the highest level in this world bar the Symbol Ancestor. At a certain point in your cultivation this remnant consciousness will begin to reveal itself. Consequently you will start to rapidly regain your former strength, potentially once again reaching Reincarnation in a few short years. With this strength also comes the knowledge of the techniques you knew, though these will only be ordinary for their level, not peerless skills.

***Nobody***

And Wings [100]
A surprising number of creatures within this world have wings, some of which really don't have any right to. Tigers, martens, sharks, the list goes on. Not just Demonic Beasts, many of the Yimo have wings too. There are even some humans who are able to manifest wings for one reason or another. Just like them, you have your own pair of wings. These can be a permanent fixture of your body or something you summon up on command. They would let you fly at great speed, many times faster than you would be on foot. Should you already have a pair, this option will increase how fast they are. In such cases it can also optionally grant an extra pair. The appearance these wings take is up to you.

Any Means [100]
In battle a certain amount of ruthlessness is needed. Both against your opponent but also towards yourself. If you are unwilling to take a hit you will likely miss out on many opportunities to likewise score a meaningful strike on your enemy. Similarly, if you aren't going in with the intent to inflict damage and kill with each strike then you will be holding back slightly in the fight. The more ruthless fighter will often have an advantage over the other. You are truly ruthless in combat. Only those few such as Lin Dong would be able to match you. Outside of fighting you would be the same as before but once you start battle it is like a switch is flicked and the wolf deep within your bones shows its fangs.

Pain Tolerance [200]
To learn some techniques, and to battle other cultivators, you will need to experience pain. Sometimes this pain is enough to drive lesser people insane. But not you. You are able to withstand great pain. It may be great agony but you would be able to endure having your flesh melted and your entire skeleton replaced. In trials of enduring pain, you would be unrivalled.

In Your Heart [200]
The martial techniques of this world could be considered akin to spells in another. Certain special moves require the use of certain movements, Yuan power, and often the invocation of their name. That last one is the catch though. While cultivators will say the names of their techniques, they don't always have to do so aloud. Occasionally they will instead say it within their heart rather than from their mouth. If that is enough, why should you ever need to say it out loud then? You have long mastered the ability to use spells and techniques wordlessly. Even in high pressure situations, where other cultivators would be bellowing their technique names for all to hear, you are able to remain completely silent. No need to let your opponents know what move you are using ahead of time.

Strong Respect [200]
Might makes right. That is something you may have to come to terms with in this world. With strength comes respect. If you lack strength then you will have little say in the ways of the world, even potentially going so far as to dictate where you are able to live. The more strength you possess, Jumper, the more others will respect you, even your enemies. This doesn't mean those enemies won't still be trying to grind your bones to ash, but at least they'll hold some respect for you as they do so.

Powers In Line [300]
Your enemies rarely deign to send their most powerful warriors out for you. Instead they send out their weaker members first, only escalating if those fail. Why waste their time when someone a stage ahead of you would do fine too? It would be a pointless expenditure of both time and resources. For cultivators this attitude is even more prevalent than with most. Their sense of seniority means that it is actually considered shameful if a notably older and stronger cultivator is sent out to fight an enemy. Even if an attacking younger cultivator was far stronger than others of their generation, it would still be a mark of great ridicule to force out an elder to confront them.

Dual Yuan Spirit [300]
It may take a while for the benefit of this particular perk to show itself. Your body, once it reaches the 7th tribulation of the Nirvana stage, will begin to form Yuan Spirit Qi. With much effort this can be shaped into either a Yuan Spirit or a Yuan Spirit weapon. The former allows you to live on if your physical body is destroyed while the latter is a formidable weapon that can harm any in the Nirvana Stage and even early Profound Life stage. You are something of an oddity. Your body will produce almost twice the normal amount of Yuan Spirit Qi. Just enough to form both a Yuan Spirit and the weapon counterpart. If you wish you could form a much more resilient Yuan Spirit or weapon, or alternatively two separate weapons.

Unique Body [400]
On occasion, a fluke will happen. Someone will be born with a constitution that is special. Their physique is different in some way. Perhaps one of the more infamous examples of such is the Terminus Devil body that Qing Tan had, which forced the cultivator to form a tyrannical Pure Yin dan. Those that possessed such a physique commanded terrifying ice powers as well as a Yin dan stronger than the normal Yuan dan. People with these physiques are rare enough to perhaps be unique within the entire plane. You can count yourself among their number. You have a special physique of some kind. This could be a Yin physique like mentioned above, or maybe you wish to have some form of Yang physique. Maybe you wished to have a skeleton of incredible strength even for your race?

Possessive Mastery [400]
The eight Ancient Masters, students of the Symbol Ancestor, had reached such a mastery with their Ancestral Symbol that they had made its power their own. Even some of their descendants were able to make use of a portion of that power generations later. In many ways they could be called human shaped Ancestral Symbols. Similarly like them, if you are able to fully master the use of a borrowed power you will be able to make it truly yours. Even if you have to return it later, or lose connection to the original source, you would only suffer a small decrease in power as now you would be relying solely on yourself.

Luckiest Man [600]
People often say disaster does not strike alone, and fortune never comes in pairs. That isn't always the case. With you it is more akin to disaster never striking twice and fortune never coming alone. When you come across a windfall, it usually isn't a one off. One windfall leads to another and another. And you come across a fair number of windfalls already. Treasures practically throw themselves into your lap, you come across them so regularly. These windfalls and treasures will often be enough for you to avoid the very disasters they would usually invite. You might well be one of the luckiest people in this whole plane, to rival Lin Dong, who managed to find one of the top treasures in the world practically every other year.

### *Clan Member*

Giving Face [100]
In the world of cultivation esteem and reputation are incredibly important facelets of society. Many conflicts have been started and ended due to peoples ‘face’. The wrong gesture, wrong answer, can unintentionally lead to insulting someone. Navigating society can be a minefield, especially if you are coming from a totally different culture. Taking this perk gives you the knowledge of the etiquette of this kind of world, so as to avoid accidentally starting a war. Alternatively you could use this knowledge to give maximum offense to those who have wronged you, and earnt your wrath.

Medicinal Maker [100]
Like in many cultivation worlds, just as there are humans and beasts with mystical energy, there are also plants and natural treasures. In this world these are referred to as elixirs. With proper preparation the benefits of these elixirs can be brought out to their maximum potential. There are elixirs that help with growth in Yuan power, that strengthen the body, and elixirs that have healing properties. The profession of processing these materials is by no means as noteworthy or important as in other worlds, but it is still a useful skill to have. Making pills and potions could earn you some money on the side, or allow you to make the most of your ventures into the wilderness.

It’s A Trap! [200]
Trickery and traps are a common encounter in this world. For every cultivator that faces you front on there are probably two hiding in the shadows waiting for their chance. You have a sixth sense when it comes to traps. There will be a slight undercurrent that something is off, that you should be wary. You might not be able to avoid the trap, but you won’t be caught wholly unaware when it is finally sprung. This is a sense that will serve you well, and may save your life on more than one occasion.

Asura’s Path [200]
Knowing how to use techniques is different from being able to use them quickly and efficiently in combat. You can know how to execute some techniques better than anyone else in the world, but if you don’t know *when* to use them, they are nearly worthless. This is something that is best learned by experience. Your path of cultivation has been fraught with battle and blood. It has forced you to grow to be more than just competent in the ways of combat. You know battle as intimately as you know the back of your hand. You know when to make a feint, when to withhold your strength, and when to strike with all of your fury.

Clan Tactics [200]
Not all combat is physical. Sometimes you need to engage in games of cat and mouse with clans on an economic and political level. Whether this be to keep your clans power, or avoid bloodshed. Once you reach a position of power within a sect or clan, these kinds of games become more important. Unless you can become strong enough that you have no need for them that is. You have been taught in these ways of covert strategies and alliance talks. Mentored over the years after it was found that you have a knack for it. Perhaps they were grooming you in the hopes that they could dump some of their responsibilities off onto you, like a certain owner of the Flame Ancestral Symbol did.

Senior Charming [300]
Well aren't you mister popular? You need to stop charming so many people jumper, your other crushes are looking less than impressed. They leave you alone for a few years and now you've enamoured two different princesses? I guess you can't help it, there is just something inexplicably charming about you that draws others in like moths to a flame. Perhaps it is the way your small shoulders feel like they could hold up the world? Combine that with a kind personality and good attitude and it may be no wonder so many people keep falling for you.

Treasured Creator [300]
Equipment can make a massive difference in a fight as to the victor. It is often the case that between battles of cultivators at a similar level, their weapons will be a deciding factor between who wins and who loses. You have stepped on to the path of creation, with a natural aptitude for creating artifacts. In this world the most powerful artifacts are those made by Symbol Masters, known as Soul Treasures. This is because these objects have their own spirit. Even the most basic Soul Treasure requires you to be at least a Soul Symbol Master to make it. Perhaps one day, if you reached the peak of Symbol Masters, you might craft Divine Soul Treasures to match the works of the Symbol Ancestor.

The Chosen [400]
The word genius is thrown around a lot in this word. Any person who is stronger than the locals is often labeled as some sort of genius. As you grow stronger, explore more of the world, and encounter more people, you will quickly find that what some people consider a genius wouldn't even enter the eyes of many. The higher you progress, the more geniuses you meet until everyone you meet is a genius, and it is the geniuses of them that are considered the true geniuses. You have that kind of talent Jumper. The talent for cultivation necessary to enter the world stage as a genuine practitioner. This is the kind of talent that might even get you into one of the main eight Super Sects in the Xuan Region. Only a few thousand cultivators of your generation in the world might be your equal. With the right lucky encounters, you have a shot of shining as one of the best.

Jumper Aura [400]
Apart from Qi there is another type of energy in this world: aura. Unlike with Yuan power this is not something you gain from the world but rather something that comes from within. Primarily aura appears to have a supplemental effect. It boosts power, though can be used as a pure striking force by itself. This kind of power is rare. The kind of thing one might inherit from an ancient ruin, such as the Fist Aura that improved the power of fist arts. Some strong species have an aura inherent to their race, such as the Heavenly Dragons. You have your own seed of aura that could grow into more with some practise. Currently a blank canvas, with dedicated practise you could make it flourish into a formidable martial aura of some sort.

Ancestral Symbol [600]
Long ago the World created the eight Ancestral Symbols. Over the years all of these symbols have had different masters. However, for one of them, a fluke occurred. The Life and Death Symbol, instead of transferring to a new host, turned into an egg and hatched into a living being, albeit one who had no idea what she was. After a long time regaining its strength, the World is finally willing to once more make another ancestral symbol: you. In response to the Yimo beginning to move again, the world has moved to create a new symbol in the hopes of tipping the odds ever so slightly more in its favour. So as to avoid attention, it copied the Life and Death Symbol and made you in the form of a living being. What exactly you are the Symbol of is up in the air. Perhaps the World chose to replicate an existing symbol, or maybe it wished to create a new one altogether. Unfortunately, much like the Life and Death symbol was at first, you are currently weak. A newborn in the truest sense of the word, it will take time for you to gather strength and rival your brother and sister symbols.

## *Sect Disciple*

Hardened Heart [100]
The world of cultivation is not a pleasant one, nor is it peaceful. Let alone the threat of invasion from the Yimo, almost every step forward in cultivation comes at the cost of battle and blood. It is all but a reality that if you wish to be a participant in this world, and not merely a distant spectator, you will need to kill. A second of hesitation is all that is needed for a battle to turn on you. You have hardened your heart. While killing might not come easily to you, you won't pause when it matters.

Defeat Is A Teacher [100]
It is easy to become discouraged when you lose in battle. Losing multiple times can even lead to despair as you fail to reach your goal time and again. But it doesn't need to. Loss can be a driving force, a push to go further. The Martial Emperor's life, for instance, could be divided into three stages. In the first stage he fought four thousand battles and lost all of them. In the second he fought five thousand three hundred times and lost five thousand of those. In the final stage of his life he fought eight thousand battles and only lost ten times. He could only do that because he never gave up. Each time he failed, he got up again and learnt from his mistakes. Just like him, failure will only further your drive to succeed.

Background Character [200]
Some people like to throw their weight around. Their power makes them arrogant, and they wish to assert their authority over others. Sometimes it is simply so that they can assert their strength in front of a crowd. But why would a cultivator go out of their way to bully you Jumper? You're just a background character after all, not important enough to bother with. Just a single face in a sea of them. Unless you purposely try and stand out, you would have to be truly unlucky to be singled out.

Formation Practitioner [200]
A formation consists of multiple parts working towards a specific function or goal. These can be mystical symbols created by a Symbol Master or groups of people working together. Regardless of their complexity, formations all share one common factor; they all contain a focal point within that serves as the lynchpin. You have a talent for creating and understanding formations. The pieces just fall into place within your mind. If you happen to be a symbol master you would be able to make some truly impressive formation arrays. This would also allow you to more easily identify the weaknesses of opposing formations.

Hidden Effects [200]
Let's face it. Some potions and elixirs are wasted. They are taken before the user is in optimal condition for its use, or they are taken in greater quantities than are needed. Funnily enough the body has ways of retaining some medicinal effects, such that they can be continually squeezed out until the full use of the medicine has been met. Your's is a strange body where this happens for more than just the odd elixir. Should you take an elixir, or some other medicinal potion, your body will absorb a portion of it even if it cannot yet put it to use. Only when put under stress will these hidden medicines reveal themselves to nourish your body.

Martial Creation [300]
If learning a martial art is hard, creating them is multiple steps harder. The most basic grade of martial art may be as common as the grass beneath your feet, but someone who can make or improve one may not exist in the entirety of a large town. Many of the top practitioners became famous with the techniques they made, that let them dominate during their time. You have an affinity for technique creation. By the time you are studying grade 3 techniques you might already be thinking up ways to improve grade 1 techniques. As you become stronger, and your knowledge of martial arts increase, the techniques that you make will steadily progress. Perhaps one day you will create a martial technique of the highest level, that could borrow the energy of heaven and earth, and has a fragment of your soul.

All For One [300]
While an army can turn the tide of war, it is also possible for that same army to boost the power of a single cultivator. As long as you have their absolute trust and understanding, you can absorb and temporarily borrow the strength of the entire army under your command. Their aura will surge towards you and burrow into your body. As this aura enters you, your own aura will grow as you gain power. It may take a while to fully absorb, so you will need something to occupy the enemy in the meantime, but once it is finished you will have a power far greater than before. While normally this process carries a heavy risk, you are more than skilled enough to do it with relatively little danger provided the power you take in is not too much for your body.

Recruiter [400]
A powerful organisation of cultivators requires powerful members to fill it. The more the better. A particularly strong cultivator is all that is needed for some groups to rise to prominence and can be the tipping point that saves it from a disaster. You have quite the discerning eye for that kind of thing. Spotting good seedlings is almost second nature to you. You would see the diamonds in the rough that others pass over, that only need some polish before they are able to shine. This is a talent that would inspire envy from any of your competitors. Do it consistently though and people may start tracking any who you eye up.

Desolate Force [400]
The 3rd ranked Ancient Divine Soul Treasure is powerful in part because it emits this type of mysterious energy. It is an energy with a strong eroding force. The Desolate Force is not unique to that treasure and it has even been gifted to many people in a bid to destroy the Yimo King sealed within it. Some beasts from ancient times were able to naturally utilise it. Desolate Force is a strange energy that, true to its name, renders the land barren. It drains the life and energy from all things around it, even Yuan energy. However, desolation does not rob the land of life, but merely rather collects it until it is time for spring to bloom once more. While desolation is wrought, the land does not become unlivable and plant life will soon be flourishing there once again even if the energy is not returned to the earth. Within your body and dantian is a core of desolate force. As you grow stronger, so too will this seed. If you enter the Dao Sect they have a hall that contains some martial techniques with which this force can be utilised.

Spiritual Space [600]
The Ancestral Stone, the second most powerful Divine Soul Treasure, among other things allowed its user to enter a spiritual domain where shadowy clones of the user showcased the techniques that they knew. These techniques would be perfected, and completed should they not be so, at the expense of energy. Moreover the relevant energy pathways involved would also be highlighted. This space located within your soul is, ironically, a more perfect version of that same domain. The original was only able to slowly perfect techniques at the cost of an inordinate amount of power, meaning that its use became more limited as one progressed. This has no such flaw. While still exacting a not-inconsequential cost, the speed and amount of energy required is at a much more viable level, such that you will still be able to use it at the higher cultivation realms. It is worth noting that a complete technique is unlikely to improve overly much, at most doubling or tripling in power. Similarly, incomplete techniques may not fully match the original once finished, should there not be much of the original left to work with.

***Rogue Cultivator***

Law Of The Jungle [100]
While there is plenty of civilisation within this world, the world itself is truly vast. The untamed wilds make up a very large portion of the plane. Travelling locations all but guarantees you will have to venture out in it. Surviving these wilds by yourself isn't easy. After all, even the weakest demonic beast can tear apart boulders, and bandits could punch through stone. It is for that reason that having the skill to navigate the world safely is necessary for those who wish to leave their cushy life in civilization and gain experience. While you might not be prepared to fight off a hoard of beasts, you won't be dying of thirst or hunger before that.

Pushing Limits [100]
Training your physical body is not something that you can do instantly. Forcing it to happen will just impair your foundation. Only through step-by-step training, can your physical body become stronger. The most efficient type of training is one that tests your limits. It forces you to squeeze out the potential within your body. This is not without its risks. If you do not adequately restore your body after each squeezing, your body will instead be injured by the strain it is being put under. You are aware of this, and even more intimately aware of just how far you can push your body. Instinctively you know the limits of your body, and when it is well enough to continue. Push these limits at your own risk.

The Walls Have Ears [200]
People talk. When something happens they talk. When someone fights they talk. When a treasure appears they talk. News travels fast, especially when people are capable of travelling vast distances in relatively short time spans. One way or another rumours and hearsay have a way of reaching your ears very quickly. If something is happening you'll often be one of the first to know. Depending on the situation you can either get there ahead of the crowd, or flee the resulting backlash.

Pill Compression [200]
You have the ability to compress your energy into pills, like the Pure Yuan or Nirvana pill. These can be ingested to take in that energy. This is an ability that cultivators of the Yuan Dan stage and up possess. Normally cultivators rarely do this, as the time spent compressing their Yuan or Nirvana Qi could be otherwise spent cultivating, though some are willing to do so in order to help with a breakthrough or to make some money. These pills are currency for the higher levels of cultivation. Valuable equipment might sell for millions of each. This ability also extends to other forms of supernatural you may possess.

Danger Sense [200]
Experienced cultivators have a way of feeling out other peoples. They are able to sense a whiff of danger from strangers before they even make the first move. It is a sixth sense that they build up as they become stronger and experience many battles. Just from their aura alone, they are able to sense how much of a threat someone would be to them. The only times this would not trigger is if the person was no threat whatsoever, or so much more powerful than you that you cannot sense their strength. Like them, you have this same instinct for danger. Do not grow reliant on it though, as there are ways to fool such senses.

United We Stand [300]
One of the only reasons that this plane was able to fight off the Yimo in the end was cooperation. People coming to each other's aid. Lin Dong's journey was fraught with peril. However much he hated it, there was more than one occasion when he had to be saved by someone else after being confronted by a threat too great. Much like him, you will find that often someone will come to your aid in times of need. Brothers standing together, teachers protecting their disciples, and warriors blocking their rivals. This can only go so far, but it will provide a small safety net.

Learn By Doing [300]
You, like some people, simply learn faster by doing rather than studying. There are those who believe the best time to learn is on the job, and with you they would certainly have a point. Your capacity to learn and understand combat skills is far faster during live combat. Enduring multiple high risk battles could leave you progressing in techniques a hundred times faster. It wouldn't be very surprising if you experienced some kind of breakthrough in your understanding after a particularly intense fight.

Body Tempering [400]
The body is a wonderful thing. It can build resistances to so many things that would do it harm. At first one might not be able to stand more than one drop of a powerful elixir, but slowly one's body can build up a tolerance such that multiple drops can be taken at once. Some training methods revolve around abusing the body via various methods to temper it. The more your body is exposed to something harmful, the more resistance you will develop towards it. Some things may leave your body stronger for it if done right. This is a slow process and will never give immunity, but it will let you stand far more than you otherwise would have. It is really just another form of tempering after all.

Safe Sendoff [400]
The cycle of reincarnation is a known phenomena within this plane. Those top reincarnation experts occasionally reappear from its depths. Less known is that it is possible for an expert to help make sure another expert retains their memories after rebirth. The Devouring Master ignited his own reincarnation to ensure the other seven ancient masters could successfully pass reincarnation, although they had already started the process themselves. You are able to protect the consciousness of people who have just died, to let them wake up again in the next life with their full memories. When they are dying and not even you can heal them, this would be a way to ensure they don't vanish from this world. It will be exhausting to use. At first you may be bedridden for days having used it on only one person. As you grow more powerful, and more familiar with this power, you will be able to do it with more ease.

Fusion [600]
There are many types of Qi and Aura in this world. They may seem vastly different, but at the heart of it they are all compatible. As such, some peerless experts are able to fuse different energies together. One who is able to perfectly combine Yuan power and Mental energy would undoubtedly be an elite practitioner. Lin Dong, by luck, managed to acquire the Ancient Divine Soul Treasure capable of fusing energies for him. By taking this perk, you will have little need for that treasure. You have a talent for fusing any and all energies together, to make a combination that is greater than the sum of its parts. Fusing just two energies will be extremely hard to perfect, and even harder to apply in combat, but it is only a matter of time before you succeed. If you take this skill to the very peak, you may even figure out how to do the opposite, and disintegrate things down to their most fundamental components.

***Human***

Weapon Master [100]
While the power of the body is by far king in this world, the art of wielding weapons still has its place. Entire sects have dedicated themselves to the way of specific weaponry, including one of the big eight super sects that rule over the Eastern Xuan Region. However, given how valuable and rare a good Soul Treasure is, many prefer to rely on their bodies since they are able to break weaker weaponry with their cultivation strength alone. This is especially true for Demonic Beasts. That said, a good weapon can easily be a game changer if put in the right hands. Thus, even outside of fancy martial art techniques, you know your way around weaponry. Putting a sword in your hands would not get in your way.

Cool Head Decisiveness [100]
There are many valuable things within the world. Some of them cannot be easily stated with words. Just the sight of a good treasure is enough to send cultivators into a tizzy. They can lose their rationality and do things that have a high chance of backfiring on them harshly. More than a few cultivators have run straight to their death chasing after a treasure. You will be able to keep your cool in such situations. While you may pine for something, it will not remove your common sense. And this extends to more than just material treasures. Just because your opponent is a true beauty won't stop you from battling them with your full force.

Spiritual Healing [200]
Some wounds go deeper than just the flesh. Some injuries will even affect a cultivator's meridians, disrupting their ability to use their Yuan. If you are unlucky and take too much damage, you can become a 'cripple', unable to cultivate anymore. Those unfortunate few are often looked upon with pity. However on occasion people have special physiques and techniques that allow for even those kinds of wounds to recover. You are one of them, able to heal your spiritual channels with time. Enemies will be in for a surprise if they think you crippled.

Thaw A Frozen Heart [200]
"There are feelings that cannot be frozen through pure strength." Love, Jumper. Even in a world as cruel and cut throat as this one, true love is strong enough that no technique can get in its way. It is a fire that would melt the frigid ice around any heart. As long as your love for someone remains burning bright, and theirs for you, nothing will be able to dim or freeze that fire through artificial means. While it could fade with time, that will simply be because it was not meant to be, rather than through the machinations of some technique or evil.

Teach Me, Master [200]
It is not uncommon for a junior that a cultivator takes a liking to to be made their apprentice, and taught their techniques. Sects and Dojos have this happen on a much larger scale, entire classes of students learning multiple martial arts. These techniques can be hard and confusing to learn, which is why it is so important that they have a good teacher. You have the skill necessary to teach students in easily understandable ways. The most complex of techniques could be made manageable in your hands. Your juniors would flourish with your guidance.

Martial Master [300]
There are those who just have a talent for martial arts. Reputed geniuses who can swiftly learn and master any martial art that is taught to them. You are one of them. You would breeze through martial lessons dozens of times faster than your classmates. While others are just getting competent with the first move, you will have raced ahead to be working on mastering your fourth or fifth. And that is if you are simply learning from scrolls. If you are able to see the martial art used for real, your comprehension and comprehension speed of it would increase several fold. It might not be long before your peers are coming to you for tips.

Born Leader [400]
One on one combat is not the only kind of battle. Even the typically lone wolf cultivators are willing to join together in groups to fight. A good leader would be able to lead a squad to defeat cultivators at a higher level than them and this is where humans are much better than Demonic Beasts or Yimo. A terrifying war machine that could do far more together than the sum of their parts. In a large-scale war like that against the Yimo, a good commander makes the difference between victory and defeat. In games of war, you would beat out your fellow cultivations time and time again. There are charisma and leadership skills that you possess that would make you an ideal commander, a rival for Tang Xinlian.

Sensing The Zenith [600]
Zenith is the power that originates from the Dimensional Fetus, the spirit of this World and the strongest living being within it. A power stronger than Yuan Power, it can go by another name; Primal Chaos Light. Those that have been able to sense this mysterious energy likely numbers less than a dozen. The Nine Heavens Supreme Purity Sect within the Eastern Xuan Region makes it a requirement that their sect masters learn the Zenith Sensing art, though to date none have managed. Your talent for this art rivals that of Ling Qingzhu, the current heir to this sect, who in the near future will be the first in tens of millennia to sense the Zenith. Once you have sensed it, you can summon up some of its tremendous might to augment your own attacks. An attack infused with Primal Chaos Light is far more powerful than without it. It is possible to discard other cultivation methods and exclusively cultivate this for the best results, though doing this may be harder than sensing it in the first place, an already herculean feat.

## *Demonic Beast/Sea Demon*

Beast Body [100]
It is a known fact that in terms of physical bodies, humans are by far the weakest. Even the weakest Demonic Beast of the lowest tier would be comparable to a Tempered Body 7th Layer human. Being that you are not the lowest tier of demonic beast, your body is somewhat stronger than that. Even before you begin cultivating, you could rival an Earthly Yuan stage cultivator. As you begin to cultivate and grow stronger this disparity will only grow with time. In a physical brawl only a body cultivator would be a match for you, or other demonic beasts.

Engage Cuteness [100]
A rather interesting ability of Demonic Beasts is the ability to change their form. When they wish to be inconspicuous, it is possible for some of them to turn into small, cute, forms of their true beast body. A fierce tiger might turn into a small kitten. A Celestial Demon Marten could become a fluffy marten. You have gained the ability, like them, to turn into a small cute form. Each of your alt-forms can shrink down to something not much bigger than a cat, with their cuteness factor taken to the extreme. While transformed your strength is restrained notably, though it would only take an instant for you to change back should the situation require.

Beast Physiology [200]
Generally a species will have some form of natural advantage. Some feature that lets them survive or dominate. Naturally Demonic Beasts take this a step further. You have some kind of special adaption to your body, such as a deadly poison or crystalline armour. It could be some form of elemental affinity such as lightning or wind. In this world such a feature is both a blessing and a curse. While it will allow you to survive or hunt with far more ease, it may also mark you as a target by cultivators looking for a useful ingredient that they may use to strengthen themselves.

Wounded Warning [200]
There is a famous saying; there is nothing more dangerous than a wounded animal. They know that they are hurt, that they will struggle to flee, so they fight with far more ferocity and desperation. You possess the same self-defence mechanism that certain demonic beasts have. When wounded you can bunker down and will begin to emit a savage aura that informs any creature around if you are disturbed they will be met with deadly retaliation. This kind of aura is usually enough to prevent any human or beast from approaching lest they enter a miserable battle. This would allow you to heal in relative peace.

Firm Grounding [200]
Gaining power quickly is not necessarily a good thing. If you leave an unsteady foundation you will find that your power is not as potent as those of an equal level as you. It can also harm your future progression, limiting you from progressing. That's why it is so important to solidify your foundations after each leap in power. But as with many things, this is not always the case. Some truly stable foundations are able to handle sudden surges in power and remain firm. Your foundation is as stable as they come Jumper. Your Yuan power will not become superficial even if you rise extremely rapidly in cultivation.

Adaptive Species [300]
In special rare circumstances, a demonic beast can be born with a mutation in their bloodline. Now it has shown up in you. By consuming the essence of another demonic beast you are able to assimilate it and become stronger. Your body forcefully evolves itself. Consuming the essence of creatures very distantly related to your species will show minimal effect, perhaps hardening your natural armour or growing a pair of wings. However if you were to consume the essence of a stronger species of the same animal family then you could potentially uplift yourself to become a member of their species. For instance a King tiger species could consume the essence blood of an Overlord tiger species and become that same Overlord species. Taking in the bloodline of weaker species may be detrimental to your future potential, so be cautious.

Bloodline Knowledge [400]
Contained within the bloodlines of some ancient beasts is knowledge. So much knowledge. They have no need for teachers because their very blood tells them all they need to know. The Celestial Demon Martens are one such species, and they put it to good use. You have this knowledge too, and just like them will pass it onto any children you have. The full knowledge of the Overlord Species, ready for use at a moment's notice. As this is the knowledge of Demonic Beasts, the techniques contained within are less useful for Yimo or Humans. At any time you wish you can add information to this bloodline knowledge, though this won't affect existing descendants.

Overlord Grade Beast [600]
You are not simply another Demonic beast, that dots this world many times over. Your bloodline is that of one of the overlord species that dominate part of this world. Your beast form could grow up to tens of thousands of meters large, and even the least talented of your race would eventually grow to impressive strengths eventually. If you wish, you could be part of one of the pre-existing Overlord races, such as the Heavenly Dragons, Celestial Demon Martens, or even the Nine-tails tribe. There is a reason your race is an overlord, one aspect that your race stands out in. Like the Dragons you might have incomparably powerful bodies, or maybe you have the corrosive energies of the Demon Martens. Naturally, as an Overlord, your aura incites fear in lesser Beasts; a fear that arises from their bloodline and soul such that would send them trembling back to their dens. Only similar Overlord species might be unaffected by your presence, and even then weaker variants can still be suppressed to an extent.

***Yimo***

Demon Seed [100]
The power of the Yimo. The corrosive and terrible power. Once seen, it will make you the enemy of the world. Some humans that have chosen to work with the Yimo were given their power in the form of a seed of Demonic Qi. While not as powerful as a proper Yimo, any cultivator with it is a dangerous threat. Ordinary Yuan Qi greatly struggles to overcome Yimo Qi and in fact actively loathes it. Once activated, black patterns will spread across your skin as you radiate the demonic energy of the Yimo. Unlike artificially created Demon Seeds, this demonic Qi is entirely under your control and will not corrode your body and mind.

Killing aura [100]
Murder and death has a way of accumulating on your aura. The more people you have killed, the more life and death battles you have partaken in, the greater this bloody aura will grow. Once you kill enough people then this kind of aura becomes detectable by other people. It is an oppressive kind of aura filled with the intent to kill and the promise of death should they face you. At a certain point just this aura alone would be enough to make hardened warriors pale from fright. You can choose to unleash and withdraw this aura whenever.

Mark Unmark [200]
Some beasts have a special method of marking their property. They can leave an invisible mark on an object that emits a unique energy fluctuation that they can sense from anywhere. This way, should someone steal one of their treasures, they can quickly identify where it is. If you don't know to look for it you likely won't even notice it. You have inherited the knowledge of how to use this ability. Unless a powerful expert goes out of their way to block it, you will be able to mark stuff such that you can always keep track of it.

The Plotter [200]
All's fair in love and war. If you cannot beat someone in a straight up battle, then why should you fight them in a fair battle? Sometimes it is better to save your strength and have someone, or something, do the work for you. Let the competition spring the trap around a treasure before you swoop in to reap the rewards from their corpse. Some might call you dishonourable. You would call it smart. You have a real talent for schemes. You're adept at manipulating people and events in such a way so as to achieve your own goals. This could be setting up two opponents as foes against each other, or making sure others fall into a disadvantaged position.

Deep Disguise [200]
It is always good to remember to not judge a book by its cover. People can wear masks. More unexpectedly, your energy can be masked. As mentioned, Yimo Qi evokes disgust from all native beings of this plane. It is an invasive force that seeks to consume and destroy this world. That is why it is important for people to hide the fact they have it. You are able to put a veneer over your energy, hiding it beneath a layer of different energy. In this way you could disguise your Demonic Qi with Yuan Power, or vice versa if you wished.

Dark Horse Cultivator [300]
Many competitions and tournaments have a dark horse. Someone that people know little about yet does extremely well. You are one such Dark Horse. Word of your achievements and skills is slow to spread. People would have to specifically seek out knowledge of you if they wanted to know your abilities. This allows you to travel under the radar more easily, and surprise people in fights with your skill. However, much like a dam bursting, once your fame explodes it bursts forth with the strength of an angry dragon, sweeping the lands.

We Are Many [400]
Interestingly, despite how much the Yimo are rejected by everything from this plane, they have the remarkable ability to fuse with each other extremely well. They, and you, have the ability to fuse their body and power with other people, greatly increasing their power as they work in tandem. While combined with others you can fuse your consciousness too, though the individual minds will still retain their self-awareness. You can split afterwards, though this can be tiring. Fusing with too many people at once can be extremely stressful on the body, and lead to backlash. Ten Yimo Kings fusing was generally their safe limit.

Corrupting energy [600]
Yimo energy is quite literally infectious. It pollutes and corrupts other energies. While the main threat of the Yimo's demonic energy is its corrosive power, the energy that lingers behind afterward is no less insidious. Those that absorb it will find that instead of benefiting, their own energy has become tainted. Corpses left behind in battlefields wrife with this energy turn into demon corpses that attack the living. As a Yimo, why should yours be any different? Your energies can infect and convert others, though it isn't strictly limited to just demonic energy with you. Perhaps you wish to turn the tables and convert the Yimo with your Yuan power?

**Items:** *You will receive a 300CP stipend for this section alone. You are able to discount 2 items for each tier of price. 50CP and 100CP items count for the same tier and are free when discounted. Appropriate items can be imported into an option if you wish.*

General

Martial Technique [Free/300]
The methods by which a cultivator utilises their strength. These techniques are graded by their strength. Contrary to what you might expect, it is not necessarily a good idea to learn skills of a higher level than yourself, as stronger techniques are harder on the body. For instance it is recommended you be at the Earthly Yuan stage before you start learning 3rd grade martial arts.

The grades of martial arts are divided into initial 9 grades, 1st to 9th. After that comes the Manifestation martial arts, utilities by those at the Manifestation and Nirvana stage. Soul Martial Arts are the next stage, and it is here where martial arts start to gain a thread of soul from their creator. Even a tiny fraction of the soul of a peerless practitioner would be enough to shake the land and sky. The final tier is the level of Heaven Martial Arts, that manipulate the energy of the land itself. Even within each grade, martial arts are not equal. Some would barely qualify for their level while others might be only a tiny stretch from the next.

You may take this for free to gain the basic starting level techniques that will set you on your journey. They should do you in good stead for until the Heavenly Yuan level. For 300CP, you will receive a technique for each grade up to soul martial art. These are only average for their grade, but that is still enough to drive many cultivators crazy should they learn you have them. These could serve as good reference points should you wish to create techniques of your own.

Congealing Symbol Art [100]
Perhaps the most important step for Symbol Masters is to condense their mental energy into a destiny symbol. This greatly increases the control they have over their mental energy and marks them as a 1st Seal Symbol Master. Symbol Masters do not require any specific art to condense their own symbol, as they can do it naturally. However, these destiny symbols vary in strength depending on the person. Some Symbol Masters choose to pass down the method by which one can condense a copy of their symbol. As such, many Symbol Masters will seek out these scrolls in the hopes of obtaining a powerful Destiny Symbol rather than chance it. This is because while the majority of Destiny Symbols are normal symbols of varying strength, a rare few are a step above. Destiny Soul Symbols are able to change their form, and usually have some unique ability such as Ancient Swirl Symbol that has the power of absorption, or the Symbol of a certain Puppet Master whose mental energy was corrosive. It is a scroll containing one of these that you have obtained. This is one such Destiny Soul Symbol, for if you don’t wish to take your chances.

Cultivator Clothes [50]
Clothes have an unfortunate tendency to get destroyed in the fierce battles and tribulations of being a cultivator. Those with a modicum of modesty might be mortified to find their clothes stripped to rags after each fight, exposing large portions of their body. That is why so many cultivators also tend to carry around several change of clothes in their Qiankun Bag, so they can redress should they be rendered naked by an attack. Some will even do so mid fight. Have a few dozen outfits to wear should your current one be wrecked. Nothing too fancy. The first purchase is free.

Qiankun bag [50]
Cultivators tend to gather a lot of resources. If they were to carry it all on their person, you'd be able to spot them from miles around by the massive mountain on their back. Instead they use a Qiankun Bag, a bag with a massive amount of space within. It is not unknown for someone to store millions of Yuan or Nirvana pills in their bag, along with artifacts and other treasures. Even the lowest grade of bag requires a 2nd seal symbol master to make. This is not a low grade bag. It is one of the highest grade. While that may seem like much, in the wider world such things would be extremely common. When you want to retrieve things, you can simply send in a small portion of your energy to view its contents and remove what you wish.

Bazaar [50]
A bazaar is a good way for small clans to showcase their power. As a central hub for where a town might sell its goods and wares, those who own it must boast a good amount of wealth. Bazaars are also often an ideal place for the younger generations of different clans to socialise and bond. This is a moderate sized market square, fully owned by you. The center of the plaza is populated by a large number of wooden stands while the outer ring consists of a series of small shops.

Pure Yuan Pills [100]
You have come into your own fortune. One hundred thousand Pure Yuan pills. A single one of these pills is as valuable as a thousand yang yuan stones, which themselves are of great value to Heavenly Yuan cultivators. Despite this, even talented youths of the clans from small empires will carry around tens of thousands of them around on their person. Ancient sects might have multiple pill halls that each contain millions of them. Twenty thousand might let you buy a decent Soul Treasure. Prior to the Nirvana stage they can be used to aid in cultivation by absorbing their power. This will restock each year.

Auction House [100]
In a world full of natural and artificial treasures, it is little wonder that auction houses are a common sight. They are a prime location to both buy and sell valuable resources. On a good day millions of pills could be traded hands. You have come into ownership of this Auction house. While not a grand building like one might expect for dealing with Super Sects it is still sturdy and strong structure. Normal people walking down the road would be able to pick it out from blocks away. With arrays designed to protect the wares from thieving hands and various disguised symbol puppets that do the busy work, sellers should be able to feel reassured that you have things in order.

Symbol Master Tower [100]
While the ways for one to promote the growth of their mental energy are few and far between, there is one method that is actually rather common: the Symbol Master Tower. These are mysterious towers forged by the combined mental energy of many symbol masters over the years. Most cities will boast one of these towers, due to the relative ease by which they are made. The towers have the ability to purify and cleanse one's mental energy. Thus it is widely sought after by aspiring Symbol Masters. The only problem with this tower is the limitedness of its use. Once one has reached the Soul Symbol Master stage its usefulness will be extremely minor. The tower itself is large and ashen in colour. The inside is divided into nine different levels, each of which progressively have a stronger effect and exert a greater pressure.

Mist In A Jar [100]
A jar containing a strange milky white mist. The Icy Qi within will send shivers down anyone's spine, and the mysterious properties of it mean that even Mental Energy would struggle to penetrate it. The mist itself is thick enough that you would only be able to see a few meters in front of yourself. Smashing the jar will release the mist to cover a several mile radius, good for making a getaway. If you study the mist, you might be able to learn how to construct an array to cover an area in it more permanently.

Boat [100]
If you find yourself in the Chaotic Demon Ocean, you may wish to have one of these in order to traverse the region. Afterall, this is an ocean that would take a profound death expert half a year to cross, let alone a normal human. This is a rather large, not to mention sturdy, boat that you can use to sail the sea. Beware the wildlife though. It is likely to be far more dangerous than any pirates. The boat itself is strong enough to resist the attacks of up to Nirvana stage beasts, but there are far stronger creatures than that swimming in the ocean. Along with this boat are several sea maps, a precious commodity that would sell for a pretty penny should you need to.

Zither [100]
This may be an instrument you have not seen much before. The zither is a string musical instrument that some cultivators use for both music and in combat. They are able to combine both Yuan Power and the zither sounds to directly affect other people. This can be both physical and mental. When put to use recreationally they might be able to produce wonderfully melodic tunes that could relax the mind. This item is a Zither yet it is also a mid grade Soul Treasure.

Bag Of Medicines [100]
The path of cultivation leads to many battles. Many battles lead to many wounds. Many wounds means lots of healing. Lots of healing requires lots of medicine. The odds are good that sooner or later you are going to need some form of elixir or herbs in order to properly clean a wound and heal from a serious injury. This is a bag containing several different basic healing pills and medicinal plants. If used up, this bag will restock within a month.

Sea Home [100]
While Sea Demons can go on land, that doesn't mean they don't prefer it underwater. For comfort if nothing else. Hence this item; a little bit of home away from home. It is a small lake, only a mile or two across, filled with water and fish from the Chaotic Demon Ocean. There are no demonic beasts present within the lake, but this can be easily remedied. This lake can either be attached to your warehouse or placed out in the world.

Secret Arts [200]
Separate though closely related to normal martial arts are the Secret Arts. These are unique methods by which someone can absorb and direct Yuan energy. They can essentially boost a cultivator's power from their very foundation. Using these arts opens up certain channels within the cultivators body that allows for more rapid gathering of Yuan Qi. This gives those cultivators that have them a distinct advantage over those that can only gather it via breathing. Third tier secret arts may only be able to open up a scant few channels, while first tier arts may reach several dozen. Strong secret arts are also capable of granting special abilities such as enhancing the body or giving brief bursts of power. Practising these arts are far more dangerous and even the smallest mistake can leave one bedridden for a week. This is a first tier secret art. It will put you in good stead all the way to the Nirvana Stage.

Mind Millstone [200]
Training can be torture, but this may be toeing the line even then. To the outside world this item would appear to be a simple stone inscribed with faint mystical markings. However when you send your mental energy inside it your mind will enter into a world containing two massive crystal grindstones endlessly rotating on top of one another. The Mind Millstone is one of the few methods by which one can expand their mental energy. It is unknown who came up with this technique long ago, but they must have been at least somewhat mad. Much like its name suggests, this grindstone works by crushing your mental energy and then reforming it, over and over again. This process is of tremendous help in strengthening your mental energy. But there is no such thing as a free lunch in this world. The process of crushing your mental energy is indescribably painful and should you falter it is possible for there to be a backlash with long lasting consequences. If you believe you are unable to take it, it is better to immediately leave rather than persist.

Symbol Puppets [200]
There is one path that some cultivators take, and that is the path of creating and controlling puppets. Symbol Masters are able to create and control these at the expense of a good amount of their Yuan power. Those beginner cultivators who wish to use puppets before they are strong enough would have to sacrifice thousands of Pure Yuan pills just for them to unleash a punch. Some practitioners simply use them for entertainment. Symbol Puppets of the lower tier do not lose to a perfect Yuan Dan stage practitioner. You have received ten such puppets. With the use of Nirvana pills you would be able to strengthen them.

Soul Treasures [200]
Any cultivator worth their salt is eventually going to get at least one soul treasure. Often a cultivator will go through many as they progress and outgrow their current armaments. Taking this option will grant you a selection of two dozen or so soul treasures of varying strengths. The majority will be low and mid-grade treasures, the likes that Yuan Dan stage cultivators would use. Five of them are high grade treasures. The strongest is a single treasure at the Earthly grade. This will be useful when just starting out, and could form the beginnings of a clan's treasury. Do remember that having a soul treasure is pointless if you don't have the energy to use it.

Combat Training Hall [200]
This is a large hall filled with various symbol puppets designed for combat practise. Stepping into the center of the large dojo will activate them. The hall will begin to dispatch waves of puppets to fight you. Only once you defeat one wave will the next appear. Each wave will contain one more puppet than the last, with up to ten puppets attacking at once. After you are able to defeat ten puppets, it will reset to one puppet of a greater strength. Should you be 'killed' by the puppets, you will instead appear outside the hall again. Using this hall, one can raise their combat strength and experience.

Supreme Purity Celestial Pond [200]
Set in a hollow, surrounded by dark obsidian stone, lies this large pool. The rainbow lights that sparkle off the surface of the liquid cast the entire surroundings aglow with a kaleidoscope of magnificent colours. The beauty of the pool is in contrast with the sad tale by which it was formed, of which only a crystalline skeleton at the very bottom gives hints. As a Profound Life expert died, their body was cast into the depths of this pond. Their Life Qi diffused out and into the waters, granting it incredibly powerful healing properties. Bathing in this pool would allow one to heal from most injuries, and even hidden injuries from accidents long past would be repaired.

Demonic Mount [200]
While many of the stronger Demonic Beasts have a high quality bloodline, and thus human-like intelligence, there are still many beasts that are little smarter than normal animals despite reaching the Profound Life and Profound Death stages. Their low tier bloodlines limiting their intelligence, even if not their power. Soon after entering into this world you came across a baby demonic beast. This beast only has a weak bloodline and thus once it grows up will never achieve true sapience. Raising it from birth will ensure this beast views you akin to a parent or close family. However, its strength and size could make it an ideal mount for you. Due to the wide variety of beasts within this world, the form you can choose for this mount is rather open ended. It could be something as strange as a massive flying whale or something as mundane as a horse.

Restrictive Seal [300]
For one reason or another, there are select regions within this world where powerful seals cover the land. Within these regions cultivators above a certain strength are not allowed to enter. Should they try the full power of the seal will fight against them, repelling them from it. The repulsion effect is only as strong as what powers it, so it is theoretically possible for suitably strong cultivators to push back depending on the seal. You have gained a seal that you can place in a location of your choice. It will be able to cover dozens of miles of land. By itself this seal is only strong enough to resist initial profound life cultivators, though if you have the resources and power you could strengthen it. This seal would be useful as either a protective aid to weak sects, or as a safety net for competitions for young hopefuls.

Pill River [300]
Normally only large sects would be so wasteful as to produce one of these. As its name suggests, a pill river is a gorgeous red river snaking through the sky created from the combination of innumerable Nirvana pills. It contains copious amounts of Nirvana Qi, the energy that Nirvana stage cultivators possess. At the center of the river traces of Golden Nirvana Qi can be seen like shimmering stars, a refined type of Nirvana qi many times more potent than the normal. While Nirvana pills are not required to reach the Nirvana stage, without them it is many levels more difficult, as gathering the amount of Nirvana qi necessary to ascend by oneself would take a long time and there is no guarantee one would have gathered enough. Additionally, how much Nirvana Qi you absorb when breaking through to the Nirvana stage will affect how powerful you are when you do. You can absorb the energy of this river by submerging yourself in it, or extract it in the form of pills. The Nirvana Qi within this river will slowly replenish over the course of a year should it be used up.

Immortal Yuan Ancient Tree [300]
The existence of this tree is one of the reasons that Yuan Gate has stood as the greatest of the Super Sects in the Eastern Xuan region for so many years. It absorbs the natural energy of the world and agglomerates them into fruit which, when consumed, are extremely beneficial to cultivation. Just five might let a Nirvana stage cultivator reach his next tribulation. The one within Yuan Gate is rumoured to be tens of thousands of feet tall and each time it bears fruit, it will produce thousands of Immortal Yuan fruit. The metallic trunk of this tree is covered in mysterious symbols and has the effect of suppressing various types of energy. Only its roots lack this effect, though the tree is heavy enough the most experts are not able to lift it. The main limitation of this tree is the amount of resources required to properly nourish it to its full potential. Entire pill rivers need to be used. You have gained a young version of this tree. You can either plant it or use it as a weapon. The choice is yours.

Secret Realm [300]
These large jade doors hide the entrance to an entirely separate realm. A secret pocket realm. Space itself is folded to allow for massive amounts of space to fit within a small area. Dozens of miles of empty land sit waiting behind the doors. Ancient sects often used these kinds of realms in order to store away treasures, or even the sect itself should they wish to cut themselves off from the outside world. The door itself is guarded by a sturdy shield made for a complex array. As long as the door has Yuan power, that shield will not break. Only after not being maintained for millennia might some Manifestation stage cultivators have a hope of breaking in. You can decide where this realm is located at the start of each jump. Its location can be changed with great difficulty.

Sect Protector [300]
A mysterious yet dangerous skeleton of a long dead cultivator. Despite having died many millennia ago, the raw willpower of that once great person still controls this skeleton, driving it to protect something with all its might even after death. What is that something? Your home. Any who would invade your home with the intent to pillage or damage it would find themselves fighting against this silent protector who could even battle Nirvana cultivators. The skeleton itself could be refined to become stronger should you have plenty of resources available.

Destiny Soul Weapon [300]
When a Demonic Beast gains a human form, they are able to break off a part of their body in the process and forge it into a soul treasure. This isn't a normal soul treasure though. As it is part of them, this soul treasure will grow stronger with them. It is essentially a growth type treasure. You have your own Soul Weapon just like it. Forged from your very flesh, it will grow as you do. A weapon that will always be a perfect fit for you. The form this weapon takes is up to you and can be influenced by what it was made out of. A tail could be made into a spear or staff, a horn into a blade, or wings into a shield. The list goes on.

Profound Cultivation Pools [300]
A series of large rocky pools located inside a shallow cave that appear full of completely clear liquid at first. As you progress in cultivation you will strangely find that some of the pools begin to change. As you successively increase in strength, a new pool will change and begin to produce some energy that helps nourish those of your cultivation level. At first it might be basic elixir liquid to toughen the body. Then later yin and yang qi. Later still Life or Death qi. This energy will slowly fill the pools equally, thus later pools will require more time to reach an effective level. These pools will serve as a useful cultivation aid.

Eternal Illusion Demon Flower [400]
If ever there was a plant that could be said to have been born by sin, it would be this one. The Eternal Illusion Demon Flower is a flower of the Yimo tribe grown from the blood of a Yimo king and countless other beings over a thousand years. This flower is able to emit a fragrance that most beings cannot detect. Moreover, once this fragrance is inhaled into one's body, that person will fall into a never ending hallucination as long as the flower is still present. Not even a reincarnation expert would be spared. But a poison can also be a medicine in proper doses. These flowers can be used to boost one's mental energy in truly impressive amounts, by using the hallucinations in a controlled manner. You have found yourself in possession of three of these flowers, alive and ready for use.

Thunderbolt Core Pool [400]
A real diamond in the rough, in many senses. Typically a thunderbolt core will only form under extremely terrifying pressure paired with extremely pure thunderbolt force. Any one of them is impossibly rare, and incredibly valuable to any cultivator below Samsara. The effects of the core are several fold. The main effect is its tempering effect on the body. Even if you were a newborn baby, if you were to endure the strength of the core then you would gain a body comparable to a Nirvana stage expert. A secondary effect of the core is that if you are able to absorb the extremely pure thunderbolt force a random part of your body would undergo a transformation and gain the ability to emit powerful lighting. For Lin Dong this manifested in one of his eyes. Finally, simply absorbing the core can provide a boost to your cultivation. This is a pool full of thunderbolt force. Every few years a single thunderbolt core will be produced by the immense pressure at its green depths. This would be a real treasure for any sect.

Spirit Emblem [400]
A spirit emblem is a rare treasure that is occasionally left behind by a powerful practitioner after their death. It contains the entirety of their lifetimes worth of cultivation. Spirit Emblems contain some remnant will and will seek out those it feels are most compatible with their power. Once absorbed, its energy will gradually fuse with the holder as they grow stronger. It essentially acts as a powerful training aid, meaning those with one will progress in cultivation much faster than those without. In times of danger, its strength can be temporarily activated to get through the situation. You have received one of these emblems. Whether you use this or give this to someone else is up to you.

Ancient Inheritance [400]
No cultivator lasts forever. Whether by age or battle they will eventually pass away. That is why it is so important to them to leave behind a legacy. Proof that they existed and once was a powerful practitioner in this world. Often they will leave behind some form of inheritance on their deathbed. Within this inconspicuous bronze hall is the inheritance of one of the many formidable practitioners that were erased by the Yimo. Once you pass the challenge to determine if you are worthy, contained within are several high grade soul martial arts and a single powerful heavenly grade martial art. In the future you can store your own techniques in here as a way to test disciples.

Resources World [400]
This world is filled with many wondrous and miraculous wildlife. From special plants that can be taken like elixirs to terrifying beasts that could destroy a city. When you leave this setting, you would normally be leaving all that behind. Not so much anymore. While the outer appearance of this gate is up to you, what it does stays the same: It takes you to another realm. The training grounds of a once powerful sect. Resources and magical beasts dot the land in great numbers. The weakest and least valuable stuff will be near where you first appear, but as you head further out they will get progressively more powerful and thus proportionally more dangerous as the creatures inhabiting the region grow stronger. Mysterious formations embedded within the foundation ensure that more elixirs will eventually grow back even if you were to remove all that you found.

Yuan Tree [400]
If the Immortal Yuan Ancient Tree is something sects would fight over, the Yuan Tree is a whole level above that. It could drive an entire continent crazy. They are divine trees that have existed since ancient times and possess the ability to create Yuan Power. As long as it takes in a little Yuan Power, it will in turn be able to create a substantial amount of pure Yuan Power. This cycle continues endlessly, allowing the Yuan Power to grow without limit. Each tree can grow hundreds of kilometers high. The Dragon tribe has dozens of them in their ancestral home, so many that the air is like treacle due to the density of Yuan Power in it. You have found yourself with a young seedling, not much taller than a normal tree, to plant where you wish. It will swiftly grow from there, especially with the proper care.

Samsara Pill [600]
This one pill is the equivalent to one life. The samsara pill is something that is created by a top practitioner in this world who has finally understood the principle of Samsara. This pill would be the crown jewel of an ancient sect's treasury. If one were to consume this pill, they would be able to reverse a definite death. Similarly, if a Yuan Spirit were to consume this pill, they would once again regain their body. Contrary to other pills, nothing can be felt from this pill. It would appear to the world as if it were a black and white rock. Despite that, this is a pill you should approach with caution. Surrounding it is an invisible Ring of Life and Death that it naturally produces. Made from Life Qi and Death Qi, an unprepared cultivator would vanish from the world if they were to touch it. For the purposes of the chain, this can act as another life for you Jumper. It can be used as a 1-up should you die. It will reappear in the warehouse next jump if used up.

Ancient Dragon Transforming Lake [600]
The Dragon tribe were proudest of two things: their bloodline, and their body. At the core of a body's strength are bones. They are the foundation for the body. With a stronger foundation, one can reach greater heights. As such, the Dragon Tribe created this black lake. Any time an elder was going to die, they would enter this pool and release all their energy, turning into a skeleton at the bottom. The Dragon Transforming Pool can temper one's bones and strengthen them to an extremely powerful extent. Typically only used biannually, there was fierce competition within the dragon tribe to enter it. Humans were never allowed to enter it, but if they were to, their bones would be broken down and replaced with the dragon bones at the cost of mind numbing pain during the process. The transformative power of this lake is such that even the local landscape around it can be seen to have started growing dragon scales.

The strength of the bones one gains varies and depends on the person. Most commonly one will receive low to high grade bones. At the very bottom of the pool sit eight golden skeletons in a circle, bowing towards a central jade figure. To gain the strongest type of bones, one would need to absorb the power from these ancestors after gaining approval from their remnant consciousness. To receive Ancient bones from the outer eight is already an impressive accomplishment. To gain the Primal bones from the central figure is unheard of. Once their strength is absorbed, the skeletons will slowly absorb energy from the pool to regain their power over the course of many centuries.

Devil Suppressing Prison [600]
A terrifying, deep, dark pit, filled with innumerable black towers and ancient chains. There are three of these prisons present within the world, each of which are used to seal countless Yimo. They are even capable of suppressing multiple Yimo Kings, equal to reincarnation stage experts. The prisons work to suppress and eventually kill those trapped within. You have found yourself in possession of an empty fourth prison. Should you wish, you can imprison those you defeat in this pit, never to see the light of day again, unless they are able surpass reincarnation. There is enough space within this prison to trap millions of beings, even ones many kilometers in size.

Divine Top Ten [600]
While the Ancestral Symbols, powerful as they are, were formed by the world, they are not counted as a kind of Soul Treasure. Instead nine of the ten highest ranking Soul Treasures in this world were created by a single man. The Symbol Ancestor. Their strength is such that the spirits of these soul treasures are truly sapient. Unfortunately during the war with the Yimo they all were severely damaged to some extent and can currently only call upon a fraction of their original power for one reason or another. Bar the number one treasure, the Dimensional Fetus, you have obtained one of these treasures. As you become stronger you can feed it energy to slowly work on repairing it. At its peak it was able to contest with several Yimo Kings. As it is not known what some of these treasures could do, you may 'fill in the blanks' for them to create your own treasure.

Ancestral Symbol [600]
The Ancestral Symbols were some of the most powerful objects in the world. Formed by the world itself in ancient times, these symbols were condensed from the Laws of heaven and earth. There are only eight in existence but each has terrifying strength and grants a singularly impressive power. Each Symbol has their own spirit, which tests those who wish to gain them with harsh, not to mention usually fatal, challenges. You have passed the tests of one of these Symbols and gained ownership of it. Limited by your own cultivation level, as you grow stronger you will be able to unleash more of its strength. Though whatever cultivation stage you are at, you will be one of the strongest in it. Additionally, once the Ancestral Symbol has entered you, it will take up residence in your Niwan Palace, producing powerful mental energy as well as providing a strong and firm foundation.

The Blazing, Thunderbolt, and Ice ancestral symbols grant almost complete mastery over their respective element, the Chaos symbol grants great physical strength, the Spacial symbol allows one to merge with empty space and grants limited teleportation, while the Darkness symbol gives the ability to corrode and destroy. The last two symbols are slightly more special: First the Life Death symbol, which is said to make one the master of life and death and make the user near immortal. It is likely this symbol is related to Life Qi and Death Qi. This symbol has formed into its own person. Finally, the Devouring symbol allows one to devour everything into nothingness, as well as absorb different kinds of energies. It is said possessing this symbol is the only way to absorb multiple Symbols within oneself safely, though this is only partly true as not even the Devouring Master managed to absorb a second.

## Companions: *Unless specified otherwise, assume OC companions to be around the Yuan Dan stage at jump start. OC companions can be built with 600CP worth of perks from the sections above.*

Import [50]
For 50CP each, you may import up to eight companions into this jump. Each purchase will double the number imported. They will get to choose their origins and gain 600CP to spend on perks and items.

Canon Character [100]
Perhaps you have taken a liking to a certain person within this world. If you are able to convince them to come with you, you will be able to companion a canon character from this setting and take them to future jumps.

The Joyful Heir [100] - Free for *Nobody*
There are many clans in the world, and thus logically there are many clan heirs. This particular clan heir stands out somewhat due to their extremely playful personality. You would not expect them to be the dignified successor of a family if you were to watch them in their day to day life. In rare moments though, you might catch them sitting under the moonlight with a serene expression on their face as they look up at the stars. It is in those moments that they radiate a solemness that would leave observers no doubt that they will one day make a great leader. At the jump start this young heir is only twenty years old, and has just reached the Form Creation stage.

The Silent Wanderer [100] - Free for *Sect Disciple*
Conflicts between sects are inevitable. This lonely cultivator was unfortunately once a part of a sect that was destroyed by the unexpected alliance of two of its competitors. He was one of the only disciples who were lucky enough to flee with their life intact, though lost his sword arm in the process. Rather than swear vengeance, he has made it his goal in life to establish a new sect that will be able to withstand for countless generations. He speaks very little, though contrary to what one might expect, this has always been the case rather than the result of trauma.

The Fluffy Option [100] - Free for *Rogue Cultivator*
The Nine-Tails tribe has been steadily declining in strength for millennia. Despite this, they were still once an Overlord clan and it shows. This particular member of the tribe set off into the world once she gained her second tail in order to try to find a way to restore her clans once great strength. After escaping from multiple enslaving attempts she has ended up in an area near where you start. Licking her wounds, she would appreciate any help possible. This is a woman with a strong drive. She stands out in the wild due to her pure white tails, the colour of fresh snow.

The Childhood Friend [100] - Free for *Clan Member*
Well isn't this cute Jumper? Your very own childhood friend, who has a secret crush on you! Despite having multiple suitors due to her cute looks, she still became fixated on you at some point in the past after you helped her with a trouble that had been plaguing her. While not a true member of your clan, she visits often enough to see you that many considered her practically part of the family already. Sweet on the outside but with a steel core, she is willing to go to great lengths to repay any injustices against those she cares about.

The Kind Lass [100]
Lin Dong bumped into a fair number of these on his journey. Young men or women who, despite the world they lived in, were genuinely nice and kind people. People who would go out of their way to care for a random cripple. The world is not too kind to people like this, so they are a rare sight. Perhaps it is for that reason that many feel they should be protected, hidden from the true horrors of the cultivation world. You came across this kind lass while out exploring the world. She was travelling by carriage, accompanied by a few wary guards, eager to see the world when she bumped into you. Much to the exasperation of her guards, she invited you to chat with her. Despite her sheltered upbringing she is still a fierce fighter if push comes to shove, albeit lacking the decisiveness of experienced fighters.

Jeweled Beauty [200]
Not all who cultivate do so in the pursuit of power. This fiery haired beauty aims to be head of a prominent auction house, and live comfortably with the money she makes. A talent in the ways of business, she was steadily working her way up the ladder of a prominent organisation until a strong cultivator got a bit needy towards her, forcing her to flee. She has little care for the combat aspect of cultivation, though is by no means a slouch. She has recently reached a wall at the second tribulation of the Nirvana Stage and has progressed little for nearly a decade now.

Stolen Thunder [200]
This is a majestic Thunder Sparrow demonic beast whose thunder crystal was stolen as she was advancing to the Manifestation stage. She was forced to slowly regain her strength, and has since become a hoarder of thunder based treasures. Among the collection are several thunder crystals she stole from her enemies. Specifically her rivals who stole her original thunder crystal. Once she assumed human form, she has been known to use her sharp features and good looks to trick and deprive people of treasures. At her core she simply wishes to feel safe.

The Martial Master [200]
This battle maniac is a cultivator who simply loves fighting. For many years now he has traveled from location to location, challenging any strong people that he encountered. Every battle he would learn something new, or hone an existing skill, ever so slowly progressing along the martial path. One day he dreams to create the ultimate martial technique, one to beat all others and allow his name to resound across the heavens. Many have lamented that a man so handsome would treat his body so roughly, leaving it riddled with scars. Without realising it, he one day reached the peak of the Manifestation stage, yet could battle Nirvana cultivators who had passed their first tribulation.

The Clan [300]
There are big clans and small clans. Weak clans and strong clans. Not every cultivator can become a powerhouse, but a powerhouse can come from anywhere. It only takes a single true genius to raise up a clan. In the low rank empires, the bigger clans might only have a Nirvana stage cultivator at their head. By taking this option, you will be taking your own small clan with you as followers. This would be equivalent to a clan in a low empire, or a branch clan within a super empire. The strongest of them is only currently at the peak of the Manifestation stage. There are several thousand members within this clan, of varying strengths. With time and resources you could one day raise them up to impressive heights. They will come with a small clan compound for living space between jumps.

## Drawbacks:

Embarrassing Nickname [+000]
Your friends and family have a somewhat embarrassing nickname they like to refer to you as. Something like ‘Little Flame’, even if you are a two meter tall, scarred, metal skinned warrior. For the most part this has little effect on your overall reputation, though it may make you the subject of some teasing on occasion.

Ahead Of The Crowd [+000]
Well this is a bit odd. For whatever reason you have decided you wish to get a bit of an early start within this world. You are going to be starting almost eight years earlier, just ahead of the Lin Clan’s previous Ten-Year Gathering, when Lin Dong’s father was crippled by Lin Langtian. You will still be staying until the original ending time, but now you may have a little more of a chance to meaningfully affect the plot. Though in the world of cultivation, nine years will often make little difference for the overall strength of later stage cultivators.

My Show [+000]
Don’t like other people hogging all the spotlight hey Jumper? By taking this drawback, you will gain the option to replace one of the main characters within this setting. You will receive their body and most of their memories, though will not gain any powers that one might associate with them unless you bought them in the jump above.

The Poor [+100]
I hope you brought some money with you Jumper, since you aren’t going to be getting much more of it for the next decade. For one reason or the other you are always ending up dirt poor. Your Yuan and Nirvana pills go missing or get dropped, people steal from your bags, defeated enemies have none on them, and more. Affording that treasure you want is going to be hard Jumper.

No OOC [+100]
You know how you bought a bunch of perks and items from the above doc? Yeah, that’s all you are getting during your stay here. Any out of jump powers or items that you may have had are locked away for the duration of the jump. Luckily you should be able to survive fine without them if you don’t do anything stupid like wander into the wilderness. Doing anything particularly meaningful though, in the time you have? That may be harder. You will only gain CP from this drawback if this is not your first jump.

Beast Magnet [+100]
You are a real Beast magnet Jumper. And not in a good way. Something about your particular aura leads savage Demonic Beasts to find and attack you. It feels like you can’t go a week without some strong monster attacking your camp. As you can understand this can get pretty annoying, not to mention dangerous if they attack when your guard is down. You may want to stay hidden within the cities, if you don’t mind the collateral that will generate.

Arrogant [+100]
Arrogance can come in many forms. You have a tendency to think highly of yourself, or rather, lowly of your enemies. You are forever underestimating their abilities and the ends to which they are willing to go to achieve their goals. While this won't always lead towards a bad end, you are likely to be in for more than a few rude awakenings over the course of this jump.

Who Am I? [+200]
Uh oh. Looks like you've lost your memories Jumper. Well, most of them at least. Luckily it seems like you managed to retain any memories you may have gotten from your origin. You did get memories from your origin right Jumper? You won't remember any out of jump powers you may have, though this doesn't mean you don't have them, nor will you remember any companions you may have had prior to entering the jump. For all intents and purposes you believe yourself to be a native.

Love 'N' War [+200]
You LOVE battle. The adrenaline that pumps through your veins, the way your blood boils in combat. You are always going around and picking fights with people. Inevitably at some point you'll even be starting fights with people out of your league, just to try experiencing a fight you have no chance of winning. Not every fighter will be kind, and it is possible this could get you into a fair bit of trouble.

Unlucky [+200]
While there are those cultivators who have been blessed with incredible luck, you are not one of them. Just the opposite in fact. For the duration of your stay you will experience one unlucky event after the other. People will beat you to treasures and inheritances, claiming them for themselves. Finding resources and elixirs would be frustratingly rare. Things just don't go in your favour very often.

Spirit Form [+200]
Not long prior to the jump's start, you were engaged in a battle and have been reduced to a weak yuan spirit. Don't ask questions as to how you managed this when you haven't even reached the Nirvana stage yet. Much like Grandpa Marten, you will need to rely on others to help you regain a physical body and protect you from harm. For the first six years you will be unable to regain a physical body. After that, if you are able to acquire a lucky chance, you might manage. While a spirit, you will be particularly vulnerable.

Attracting trouble [+200]
Somehow almost everything you do offends someone. Buy some elixirs? Someone else wanted them. Join a training hall? Now the other halls are angry. Maybe you have a very punchable face? It is a small mercy that they are rarely much stronger than you. Whatever the case, your day to day life is unlikely to be peaceful with the sheer number of people that want to mess with you.

Yuan Spirit Fight [+300]
You have come across the corpse of a long dead cultivator. While their body was destroyed their spirit lived on as a Yuan Spirit. As you passed by, that spirit fled into your body. Now it looks to battle for dominion over your body and soul. Any chance it can get, it will attempt to steal your body. You will not be able to remove it, and have to beat it back with sheer force of will.

Crippled [+300]
You are going to be entering this world as a cripple, by cultivator standards anyway. While physically and mentally you would appear to all the world as if you are untouched, you have received some severe damage to your meridians that just won't heal. As a consequence your cultivation is at a level far lower than it should be, and progressing further is all but impossible. You'll likely be stuck at the initial levels for the entirety of your time here.

The Last War [+300]
If you were to do the jump like normal, you would be leaving this world before the end of the story. This is not so anymore. You'll be staying the full length, which luckily is only five or six more years. Unfortunately that means you will have to live through the entirety of the war with the Yimo, as well as the release of the Yimo Emperor. Death and battle will engulf the entire world, entire continents will be exterminated, and should you butterfly away Lin Dong becoming the Martial Ancestor you may just doom the world to the Yimo. Do not presume you are safer if you happen to be a Yimo.

Wanted List [+300]
Both the Super Sects and the Devil Prison of the Yimo have their own wanted lists. Those on the list are hunted down if discovered and disposed of. Somehow you have managed to end up on one of them. Those low down on it won't attract too much trouble, but as time passes you will find your name steadily climbing it, as they devote more manpower to killing you. Luckily the Super Sects have separate lists and you are only on one of them, so you won't have to deal with an entire continent after you. Still, expect Nirvana stage cultivators after you very soon. They'll only get more dangerous from there.

## Scenarios:

### Scenario 1:

In the Demon Region there exist many tribes of beasts. At the very peak are the overlord beast clans, akin to the super sects. One such clan has been laid low over time. The Nine-tail tribe used to be one the supreme overlord tribes that few would dare to slight, with three powerful Reincarnation experts. However over the years their cultivators have rather strangely begun to decline in strength; each generation after the next not quite reaching the same heights. Now they barely have any Mysterious Death Stage practitioners left. Additionally, the local tribes have been bullying them for years now, a more recent scuffle leaving most of the men of the tribe dead. In canon Lin Dong would travel to the tribe in a nearly a decades time and discover the cause: A powerful trio of Yimo that were being suppressed by an ancient ancestor of the tribe had managed to take over the body of that same ancestor and were now using their magic to suppress the Nine-tails very bloodline, leaving them a shadow of what they once were. Any promising nine-tailed tribe members who wished to visit their ancestor to gain their inheritance were instead slain and now there is only more chance to enter. Lin Dong was able to accompany Xin Qing into the inheritance grounds and purify the ancestor of the Yimo using the Ancestral Stone. With the corruption gone and untold years of power stored up, the tribe were able regain their strength and many reached the reincarnation stage.

**Your objective is as such:** Reach the tribe before Lin Dong and rid the taint of the Yimo from them. This will be hard, since you will be facing down the equivalent of three Yimo Kings, albeit weakened, and you will have less than a decade to do so. Should you succeed though, the rewards will be worth it. Much like they did with Lin Dong, they will swear eternal gratitude to their saviour, and would gladly follow you. You will be able to take the tribe of nine-tails with you as followers into future jumps. Due to being suppressed and enslaved for many years, there are only a few hundred members left in the tribe. Should you manage to purify the ancestor and allow them to receive their inheritance, this tribe would gain a strength that would not lose out to any other Overlord tribe.

### Scenario 2:

Rather than any big world changing objective, this one is more personal orientated. One that will reward you for hard work. There is a reason that Lin Dong is called the Martial Ancestor in the Great Thousand Worlds. Martial arts are the basis for much of this worlds cultivation.

**Your objective is:** You must become a master of martial arts. Over the course of the jump, you will need to learn and fully master 100 normal Martial Arts, 10 Manifestation Martial Arts, 3 Soul Martial Arts, and 1 Heavenly Martial Art. As a reward for managing this you will receive a single top grade Heavenly Martial Art that is perfectly tailored towards you, in ways perhaps you wouldn’t even have thought of.

### Scenario 3:

This last scenario is rather simple, but that simplicity should in no way bely the difficulty involved in accomplishing it. At the end of the story, the entirety of the Yimo forces within the world will sacrifice themselves in order to launch an attack on the seal left by the Symbol Ancestor that keeps more Yimo from invading. With that attack, they fracture the seal and allow the Yimo on the other side to invade, including the Yimo Emperor. The Yimo Emperor is far stronger than any cultivator in this world, and it required Lin Dong reaching the Ancestor Realm via the sacrifice of his lover and claiming the Dimensional Fetus to defeat him once and for all. Once a cultivator has claimed the Dimensional Fetus, they would become the lord of the entire plane, and hold the lives of all being native to it in their palm.

**Your objective is the same:** You must reach the level of Ancestor and claim the Dimensional Fetus yourself before Lin Dong. This will be a daunting task. No being native to this world has ever managed to reach the Ancestor Realm, as the only person who could claim to, the Symbol Ancestor, himself came from another world just like the Yimo Emperor to claim the Dimensional Fetus. If you are able to do this, your reward will be your very own world. You have become a Planetary Ruler and so it stands to reason that you should get your own empty plane to rule over. This plane will have the bare basics of flourishing life. As a planetary ruler, you are able to call upon and utilise all the energy of that plane. Compared to other cultivators at your level, Heavenly Sovereigns of the Great Thousand Worlds, you would appear to have nearly endless amounts of energy to call upon. However this is the energy of the plane, so if you extract too much at once you risk destabilising it and having it collapse, killing all life within that cannot escape. A less direct benefit of being the Planetary Ruler is that you have the ability to move the location of the plane, meaning you can change the position of where one would appear when travelling to and from your plane. While Planetary Rulers are by no means common, they are a known entity within the Great Thousand Worlds.

It is important to note that the Dimensional Fetus wishes to be claimed by a native of its world. Thus if it were to see you use powers and abilities that it considered from another world, it will likely become more resistant to being claimed by you.

## **The End:** *Your time here is up. Choose what you wish to do.*

*Move On:* The journey continues. Off to the next jump.

*Stay Here:* The journey across worlds ends. Your chain ends and you stay in this world.

*Go Home:* The chain is over. You wish to return to your original world.

## Notes:

*Overlord Races:*

Nine-Tails Tribe
- A tribe of fox people, renowned for their beauty. They used to be one of the Overlords of the Demonic Region but have long since fallen from grace. Recently most of the men in the tribe were killed. The stronger they are, the more tails they gain, until they reach all nine. Each member is closely connected by blood. This was turned against them by a Yimo that has put them under a bloodline curse that suppresses how strong they can become. Consequently their elder is only at the initial Profound Death stage. Their aura can only be described as Bewitching Radiance.

Dragon Tribe
- The Dragon tribe is a powerful overlord tribe whose ancestor once united all of the Demonic Region under his rule. While they have since regressed, they are still a strong and wealthy tribe. Their main strength lies in their physical body, which is top within this world. In the Demonic Region they are a neutral party. Their tribe home is located above one of the Devil Suppressing Prisons. They have several Reincarnation stage elders. Their aura can only be described as Distant Majesty.

Celestial Demon Marten Tribe
- These beasts are the Overlords of all land-based demonic beasts. They have powerful devouring and corrosive power. Additionally, members of this tribe are able to tap into memories hidden within their bloodline. Their members care not about shame or seniority and will happily send out continuously stronger opponents to attack an enemy until they are fleeing miserably. It is because of this that they are considered a headache to deal with. Their aura can only be described as Prideful.

Nine Phoenix Tribe
- One of the Overlord tribes, who command peculiar vapourising light rays and possess sturdy feathers. They have nine different coloured phoenix tails. They are an arrogant tribe who love to flaunt their power and prestige over others. The tribe love to hoard ancient divine treasures and have thus accrued a good number of them. Their aura can only be described as Noble.

Kunpeng Tribe
- The final Overlord tribe within the Demonic Region. Of all the Overlord tribes, this tribe boasts speed which none can match. They are born with the ability to tear space apart, allowing them to travel great distances quickly. The blood of the Devouring Master runs through members of this tribe, granting a select few of them some of his devouring power.

*The Cultivation Ranks for Yuan Power go as such:*

Tempered Body - Earthly Yuan - Heavenly Yuan - Yuan Dan - Form Creation - Qi Creation - Manifestation - Nirvana - Profound Life - Profound Death - Samsara - Reincarnation - Ancestor.
Yimo Generals are equal to the Samsara stage. Kings are equal to Reincarnation. The Yimo Emperor is equal to the Ancestor stage.

*Zenith Sensing Art:*
Despite its name, the zenith sensing art isn't a true martial art. It has no training manual, but rather is more akin to a mysterious and profound feeling.

By Lone Valkyrie, hope you enjoy