Cradle JumpChain CYOA

Welcome to Cradle. A world with a population of 600 Billion, massive in scale, where everyone and their mother practices what's known as the Sacred Arts, you might know it as Cultivation, or Xianxia. Meditation, magical pills, and weaboo fightan magics are considered totally normal here, and indeed, if you somehow find an adult that doesn't practice the sacred arts, it's likely that they were crippled and prevented from doing so by another, more than any other potential reason. This world is watched over by powerful, ascended beings who are part of the organization known as the Abidan, who use this world as a Recruiting Grounds, and occasionally interfere with the Fate of the world in small ways. Only the strongest on Cradle are aware of the Abidan, and usually only after being directly approached by one with the offer to Ascend. Some take this offer, but others refuse, staying within the bounds of their world and ruling as Monarchs, Sages, and Heralds. Of course, humans are not the only ones who practice the Sacred Arts, indeed there are many races of sapient Sacred Beasts that can perform on the same level, such as the Dragon Kingdoms. Besides the continent-scale jockeying between Monarchs of these massive empires, there's also the constant fear of the Dreadgods, four massive beasts that contain power beyond Monarchs and easily crush all in their path. Fortunately, they only wake rarely, and almost always just one at a time, but when it happens, it's a world-changing event.

You arrive six months before a certain Unsouled participates in the Seven-Year Festival of Sacred Valley, and has his fate changed forever.

"There are a thousand Paths to Power, but any Sage can tell you they all boil down to one: Improve Yourself."

+1000 CP

Origin:

You can pay 50 CP to choose your age if you don't like the range your Origin gives you.. You can also pay 50 CP to choose your sex going into this world.

Drop-In - No Memories to tie you down, no idea where you are or what's going on. You know the drill by now. You start out as a Foundation-Level, below even Copper, with no elements tied to your Core. Roll 2d8+8 for Age.

Apprentice - You are the apprentice to a more powerful Sacred Artist, learning their Path and advancing through the stages of cultivation. You understand the basics of the Sacred Arts, how to read Path Manuals, martial combat skills, survival, etc. You begin your journey as a Jade Artist, and may pick two Aspects to integrate into your Core for free. Roll 1d8+10 for Age.

Artisan - You have very valuable skills, Jumper. Skills involving Soulsmithing or perhaps Refining. Creating powerful tools, pills, and potions for gaining strength is par for the course. You may or may not have the ability to collect the raw materials for these yourself, but even if you need outside assistance, those that would be helping you are helping themselves just as much. You enter this world as a Highgold, considered of low strength, but still a fully-fledged adult, and in addition to two Aspects, may design yourself a Goldsign, a physical mark on your body that represents your Path. Roll 1d8+15 for Age.

[200 CP] Branch Leader - Congratulations, Jumper, you're in charge of an entire Branch of a Family. Or at least, part of one. Whether you're founding your own school or clan with this or making yourself a piece of a larger whole, you've got a lot to manage and you're going to be challenged regularly as part of your role. You've got all the history of being formally trained in the Sacred Arts, perhaps even a family that's backing you with Advancement Materials and connections to the grander whole of Cradle. Your awakening begins with you as an Underlord, with access to Soulfire, a Soul-Space, and a Perfect Body reforged from Soulfire on top of your Aspects and Goldsign. Roll 2d8+15 for Age.

Location:

Roll 1d8 or pay 50 CP to choose your starting location.

1. Sacred Valley - This is where it all starts, and you have the most chance to influence the Main Characters right here. The Great Circle that encapsulates the mountain labyrinth underneath this near-perfect circle of mountains saps your strength, preventing anyone inside from properly cultivating above the rank of Jade.

2. Blackflame Empire - A small country that was carved out of old Dragon Territory, relatively close to Sacred Valley. They owe fealty to the Akura Clan, and will get involved in the plot after several months.

3. Akura Clan Holdings - Ruled by Monarch Akura Malice, this technically includes the Blackflame Empire, but you'll find yourself closer to the capital city or even one of the Akura Clan's branch houses.

4. Everwood Continent - Ruled by the Remnant Monarch, Emriss Silentborn, who values knowledge and actively spreads it throughout her peoples, flying in the face of the traditionally secretive world orders of Cradle. Vast libraries of knowledge can be found in every city, though the resources to use such knowledge are still hard to come by for the poor.

5. Ashwind Continent - Dominated by Seshethkunaaz, King of Dragons, the Monarch who takes the form of a 12-year-old human boy. Despite wishing to appear as humans instead of beasts, they look down on those they seek to emulate, and being a human here would not earn you much favor. Indeed, you might end up as a sacrifice for their ends.

6. Rosegold Continent - Roughly a decade ago, one of the Monarchs of this continent was slayed by the other. Usurper Reigan Shen now has sole control over the region, and though he is not, per say, a bad ruler, he has many political enemies and half of his continent is still in ruins thanks to the battle.

7. Ghostwater - A pocket plane built by Northstrider for the purpose of developing his own version of a "Presence", a type of magical AI that resides inside your soul and mind. This place is, as might be expected, filled with water, broken by pockets of dry land under the endless ocean. There are many gifts to be found here, but there's no reliable ways in or out of this place, and you might find you need to wait for someone to open the door - and they most likely won't be happy to see you.

8. Free Choice - Go where you please, Sacred Artist.

Perks:

You may take one 100 CP Perk from your Origin for free. The other is discounted at 50%. All other Origin Perks are at a 50% discount for their respective Origins.

Drop-In:

[100 CP] Merely an Unsouled - You're underestimated. By Everyone. Maybe it's the way you carry yourself, or perhaps you're simply good at hiding how good you are. Whatever the reason, you'll find that your first fight against someone will usually catch them off-guard. The trick rarely works twice though.

[100 CP] Linguistic Larceny - By default, you'll find yourself communicating in your native tongue and everyone else in your Jumps just understands that. This, however, takes it one step further, now you can quickly adapt to slang terms, accent, etc, to match your environments. All it takes is a quick conversation with someone to attune yourself to a new locale.

[200 CP] Points Sage - No, this doesn't actually make you a Sage of the Icon of "Points". What it does, however, is make you very, very good at planning out how to make the most of the resources you have to acquire further resources. If there's, say, a Herald that has turned the hunting of Monsters and Rival Faction members into a game, you can work out the most efficient plan to take the grand prize, and as long as your body and Madra and Allies can keep up with that plan, it will almost always work out. Might also give you a tendency to hoard everything with a scrap of power in it, but you already had that, didn't you Jumper.

[200 CP] Protect The Lessers - You've got an instinct for how to change your appearance, mannerisms, etc to blend in. Better still, if you're using some higher power to accomplish something, you can pass it off as merely a magical artifact you have, and people will tend to believe you. The otherworldly becomes ordinary. That fireball you just threw? Oh, it's just a

piece of pyrotechnic equipment. Your godly, sculpted armor that has no seams, somehow? Don't worry about it, it's magic. You get the idea.

[400 CP] The Dragon Advances - Cultivation requires a lot of things beyond raw resources. Patience, willpower, spiritual determination, many other words for similar things. You've got it in spades. Where most others would give up and attempt something easier, you'll bash your head straight into the brick wall until you slam right through the barriers holding you back. Long nights studying won't wear you down like they should, if anything they almost energize you. The same can be said of training sessions of any other kind, especially if you're showing visible progress.

[400 CP] See The Way - Normally, it requires being at a very high level of advancement to start to detect the higher end of causal magics, known as The Way. Now you can detect disturbances in it no matter what you are. Authority, Icons, Rifts in Reality, you can tell who's got what bullshit, and outside of this jump, this applies to any kind of Causal Abilities, or less powerful things that you shouldn't be able to sense otherwise.

[600 CP] Everyone loves an Underdog - The odds might be so slim they're measured with seven zeros behind the decimal. That doesn't matter so much anymore. If you really, truly try your best, even if you stumble, you've got a damn good shot of beating those odds and coming out on top. You might not win every single fight you're involved in, or get what you wanted/needed out of a deal, but you're lucky enough to avoid outright dying most of the time, at worst you lose an arm and get a replacement that turns you even stronger. This isn't foolproof, however, if you charge recklessly into everything, you get what you deserve.

[600 CP] Respect my Authority - Want to skip a few steps on the path to power? Here you go. Pick an Icon, a mystical Concept, it can range from anything to Swords to Ice to Blood to Light to the Void. You've got Causal Authority over that Concept, and can boss it around how you please, with practice. This will also allow you to activate things that are normally beyond your power, such as Lord or Herald-Class Artifacts, doors to mysterious labyrinths, etc. If someone with a stronger willpower or advancement level challenges your Authority, though, expect it to shatter like glass.

Apprentice:

[100 CP] Combat Beauty - Scars you obtain will never heal "badly", and always tend towards the attractive or "cool" side of things. Even if you're somehow covered in hundreds of small lacerations, it makes you look like a badass instead of a freak.

[100 CP] Combat Skills - Pick any one martial arts, be it completely unarmed or using a weapon. You now have expertise with that style of fighting, and can carry it to new heights with further training and trials against those who are equal to or stronger than you.

[200 CP] Fighting Spirit - Something about combat is simply exhilarating for you. You'll never shy away from a battle, but you simultaneously know your own limits, and what's actually worth

fighting for. As a more practical application of this Fighting Spirit, you'll find that your magical and physical energy reserves often last far, far longer than they should, well past the point where you should have faltered. Try not to squeal like a schoolgirl in the aftermath of a good bout of arena fighting.

[200 CP] The Lonely Path - Oftentimes, you'll have to figure something out on your own. Be it a new technique, an application of an old skill, or a strategy for beating a specific opponent. With this, you can look to yourself for inspiration, taking an outward perspective of your own thoughts and examining them from new angles to help further progress yourself and grow stronger. You can even go so far as to "hallucinate" a mock opponent to try new ideas out on, though they aren't exactly a real sparring partner.

[400 CP] The Embarrassing Truths - The higher tiers of advancement within Cradle's magics require some deep introspection, and oftentimes those turn out to be some embarrassing answers to seemingly simple questions. "Why do I practice the sacred arts?" leads to things like "So I'm not worthless" and other sappy thoughts. Some might find this sort of introspection to be a roadblock to growing in strength. Not you. You never have to shy away from your true self ever again. In later Jumps, you'll instantly know things like your True Name, your Soul's Nature, your own reasonings behind everything you do. Here, you'll instantly know the answers to the questions asked of the Lord Class to advance, and even the later tiers such as Sage and Herald are less difficult.

[400 CP] Dedication of the Student - All of the benefits that come from training, be it your mind, spirit, or body, are not only doubled, but training your magic will make your body stronger, and vis versa, though not at the same rate as if you'd been directly focusing on it. You can keep your muscle mass even while doing nothing but sitting lotus position and cultivating, or do nothing but body-weight exercises to maintain your magical strength.

[600 CP] Disciple Greets her Master - Eventually, the old generation of warriors has to pass on, and when they do, you are there to pick up the slack. Should a mentor figure of yours ever be forced to retire or die or otherwise be unable to continue directly teaching you, you will find that their wisdom and skill will slowly absorb into your soul and mind for up to a year afterwards, and you will have an easier time finding new teachers to help push you along further.

[600 CP] Battle Senses - There's a song to every fight, and you've got your finger on it's beat. You can fight three of your equals with your eyes closed and come out the better for it, simply by understanding the flow of combat around you, the way the wind rushes around blades and projectiles, the way the magic in the air tenses before a strike, etc. Even if you were genuinely struck blind, you would never be the worse for wear.

Artisan:

[100 CP] Cut to the Chase - Squeamishness doesn't become a Soulsmith, they have to work with the bloody organs of arcane monsters on a daily basis and turn them into something

beautiful on a budget and a time limit. There's no time to dawdle on things like puking your guts out over the smell of sulphur and sweet rot coming off some Remnant. Your stomach is one of iron, you will never feel discomfort from things like blood, bad smells, etc ever again.

[100 CP] Take your Medicine - These fools are wasting precious time asking you silly questions like "will this shred my organs apart" when every second they spend running their mouths, the pill they hold in their hands is losing potency! No more. If you tell someone to take their medicine, they'll do it without question. Obviously this doesn't work in instances where you're handing your mortal enemies some sort of poison, but it certainly saves time building up trust.

[200 CP] Hammering it Out - The saying normally claims "It goes faster if you get it right the first time", but for you, that's not quite the case. You'll find that even if a project you're working on has a strict deadline, you'll be able to cram several different iterations of prototyping into that timespan, unimpeded. It works out better for everyone. You learn more about what you're doing, your customer gets a superior product, no one minds if there were a few explosions along the way.

[200 CP] Right on Cue - Somehow, the projects you work on always end up being finished just in time for the next big moment in your life. Need to get this pill done or the customer is going to take your head instead? Just as they walk in the door, you're wrapping it up for delivery. If a weapon or tool is needed for a large event, it's going to be there, even if all the luck in the universe is trying to turn against you, somehow, it will be there.

[400 CP] Soulsmith's Sight - Normally, Soulsmiths require a specialized tool known as a Drudge in order to pick apart and identify the many complex aspects that make up a Remnant or Sacred Beast and turn it into useful parts. Not you. You can identify the types of magic, what will mix with what, how to safely extract a piece of material without damaging it, and so on, all without special tools. And this applies to nearly anything dead or inorganic. You will simply know how to work a piece of metal, if it needs heat to be properly forged, or if it can be shaped with only your magical will alone, there's no second-guessing yourself any longer or needing to rely on others to find these things out.

[400 CP] Refined Tastes - Much like Soulsmiths rely on experimentation and experience to become better at their jobs, so too do Refiners require many years of testing in order to produce quality works. All of that experience is packed down into one Perk here, you'll be able to identify what plant parts, organs, minerals, and so forth can be turned into useful things, and more importantly, you know HOW to turn them into useful things. All the many processes and tools, even if you've never seen them in your life, come naturally to you.

[600 CP] Multitasking - Need to juggle ten different expenditures of focus and magic at once, and you don't have a second consciousness doing half the work for you? You might as well, now. You can split up your mind to do up to twelve different things at once, even something as complex as rapid-forging a piece of new equipment together mid-battle in a field of stabilizing

magic while also making sure your project isn't going to get shot before it's complete by weaving out of the way of projectiles and explosives becomes almost effortless.

[600 CP] Steady Hands, Steady Mind - Never again worry for your fingers slipping on a delicate project, or forgetting a crucial ingredient in your brew. You execute your ideas flawlessly, though this doesn't stop those ideas from being flawed in concept. It does, however, stop anything from being a true waste. Every time you fail, you learn. Normally this might take repeated attempts to figure something out, but with this, you'll pick apart what exactly went wrong in time to solve those flaws on the next attempt. Through experimentation, progress!

Branch Leader:

[100 CP] Unexpected - Frankly, you're just plain eccentric. Difficult to predict, thinking odd thoughts, alternative solutions to a problem come as easy as breathing, and somehow your enemies -and your allies- never see it coming.

[100 CP] Alluring - Something about you, perhaps the perfect body you've been blessed with, attracts the mind, people pay attention to you, though what kind of attention might take some work on your end.

[200 CP] Unobtrusive - When you don't want to be seen, you usually won't. It's not even a supernatural ability, you simply know how to remain out of sight. Usually so you can make a grand, surprise entrance. Or maybe you're just gathering information where you really shouldn't be. On occasion, someone might overcome this, so be prepared to explain why exactly you were using a feather duster on the ceiling in your boss' private quarters without anyone seeing you come in.

[200 CP] Actualized - When you make a large-scale plan, the pieces will simply click into place. Unless there is deliberate interference, you can move your pawns almost as if you were truly playing them on a game board, without fear of things like orders going missing. Of course, nothing stops the plan from falling, no real plan survives the enemy, after all. But it's nice to have people actually follow through on things.

[400 CP] Uncanny - Something about the way you move, the way you plan, always manages to grasp opportunity from the jaws of defeat. Every downside has an upside, every arrow fired at you has a position that will allow you to avoid it. Your mind and body both have a strange ability to dodge risk while seeking reward. It's far from perfect, but if you hone it, and use it in concert with some of your other abilities, it can become fearsome indeed.

[400 CP] Awe-Inspiring - Never find yourself questioned as a leader again. Your rule is absolute, your orders firm and clearly received. When you tell someone to jump, they ask how high, even if they met you five minutes ago. This works even if you're only on an equal playing field with your allies, but it's especially powerful when there's a clear gap in skill or strength between you and your cohorts.

[600 CP] Never Unaware - The Bloodline Ability of the Aurelius Clan, the Aurelius Senses, the power that borders on Omniscience? Yeah you've got that now. It starts out as only being able to see, hear, and feel anything within roughly 100 feet of you, but with practice and growing power, it can in theory encompass an entire world. Never be caught with your pants down again.

[600 CP] Always Armored - The Akura Bloodline Ability, the Shadow Armor, is now yours to command. This armor can be summoned at will, and protects you against nearly all harm so long as you can sustain it with magical energy, though Madra works best, specifically Shadow Madra. It's heavy, bulky, and takes some getting used to, but it can be dismissed and summoned in a near-instant as needed. The harder the blows you're stopping with this armor, of course, the greater the magical drain, so don't expect to keep this up for too long in a heavy fight.

The Path of the Jumper

Here on Cradle, Cultivation is defined by a series of ranks along a "Path", a set of abilities harnessed by your soul. Of course, if you wish to obtain these abilities in-jump, there are all manner of methods, but why be defined by someone else's ideas of what makes you better? Forge your own Path here. You gain an additional 400 CP to spend purely on this section.

[100 CP, Free for All except Drop-In] Vital Aura Attenuation - Ordinarily, a human's Core, their Soul, is made from "Pure" Madra. While Pure Madra absolutely has it's uses, the vast majority of Sacred Artists attune themselves to Vital Aura as soon as they can in order to make their Cycling that much easier and give them new abilities. By purchasing this, your Core is already attuned to up to two different aspects of Vital Aura. Examples of Aspects include, but are not limited to: Swords, Shadows, Fire, Destruction, Wind, Water, Earth, Force, Poison, Ice, Hunger, and Light.

[100 CP, Free for All except Drop-In] Iron Body - While it's possible to advance to Iron without obtaining a specific Iron Body, and even go beyond it without doing such, it puts you at a significant disadvantage compared to the majority of other Sacred Artists, as you will be lacking the benefits beyond a general strength and durability increase. By purchasing this, you may create a custom Iron Body ability without having to suffer through whatever it takes to get said body. Examples include: Extreme Regeneration and Poison Immunity, Scaling Strength that grows with Advancement and time spent in combat, Perfect Kinesthetics allowing for Advanced Acrobatics, Supremely Enhanced Reflexes such that you "can step into a storm without a raindrop touching you", and more. You can pick any of these existing Iron Bodies or create your own.

[100 CP, Free for Artisans and Branch Leaders] Goldsign - Obtained upon reaching the rank of Gold, usually by bonding with a Sacred Beast or a Remnant, Goldsigns are essentially the method of telling if someone is an adult in the world of Cradle, and you can design your own

with this Perk. Canon examples of Goldsigns include glowing red eyes, swords that extend from your back as additional limbs, black “gloves” that seem like they’re made of liquid, horns growing from your forehead, shiny metal hair, and a halo or crown of vines growing out of your head and tangling your hair.

[100 CP] Binding Creation - As a Sacred Artist uses a technique repeatedly, it becomes easier and more ingrained into their soul, to the point that when they die, their Remnant carries a Binding with the ability to use that Technique. With this, you'll reach that level of expertise with one Path Technique instantly. You can develop the technique however you like, but keep in mind that most Paths limit themselves to one or two techniques of each "type". Striker Techniques are your typical beams, blasts, and other direct attacks, and good for distance engagement. Enforcer Techniques enhance your body or soul in some way, and are typically good in close combat. Forger techniques involve turning your Madra into a solid substance, and can either be used for attacks, defense, or utility depending on the type of technique. Ruler Techniques involve affecting the Vital Aura around you in some way, and usually come with wide-ranging effects, such as creating a field of illusions, causing sword aura to solidify into temporary blades to deflect blows, etc. What you design as a Technique is up to you, but keep in mind that most Techniques don't grow truly powerful until significant Advancement has occurred, even with skill.

[200 CP, Discount Drop-In] Split Core - This Perk allows you to take two different Paths, or leave one of your Cores as Pure while utilizing the other one for other needs. Because you have two Cores now, each the same size as the original. This also comes with the ability to further split your core at will, though it takes at least six months of preparing each time you do it, and further cores will only be half the size instead of full-size. If you buy this multiple times, it will only create one new full-size core each time (so buying it twice would give you three cores, three times for four cores, etc).

[200 CP] Core Expansion - The amount of Madra you can hold in your soul at any one time is doubled, allowing you to use your abilities much longer without wearing down.

[300 CP, Free Branch Leader] Soul Space - Typically at the cusp of Underlord, but sometimes earlier, Sacred Artists open their "Soul Space", a spot in their Core that allows them to store physical objects without fear of them ever being discovered or taken. The Soul Space can range from only being able to hold a single bean to being about as large as an entire closet. Yours is at that maximum size, roughly a 10 foot cube that you can store anything in. Summoning anything from your Soul Space takes but a thought, as does storing it, and happens about as fast as you can blink.

[400 CP] Into The Way - Ordinarily you must be at nearly Archlord in order to begin tapping The Way, but with this, you're now capable of the most basic ability gifted to those that use this: Teleportation. You can create Gateways in The Way that transport you to nearly any place on your current planet, instantly. And with practice you can develop this further to traverse entire solar systems in the blink of an eye, though it's incredibly taxing to do so.

Items:

The tools and weapons a Sacred Artist utilizes are just as important as their Path, and you're no exception, Jumper. Most of these can easily be found or made In-Jump, but some are rather exclusive.

You can take one 50 CP Item for free, and get a Discount on one item from each tier (100, 200, 400, and 600 respectively).

[50 CP] Scales - A big bag of 1000 Truegold-Class Scales. Orbs of Pure Forged Madra that are used as both Advancement Materials and Currency. You can absorb them into yourself for a boost in power during Cultivation, use them as fuel for some Constructs, or actually buy things with them. Can be purchased multiple times, only the first purchase is free.

[50 CP] Thousand-Mile Cloud - A construct of Forged Cloud and Wind Madra that can be used as a method of transportation for up to four people, though the more weight you put on it, the slower it goes, and it requires your own Madra to generate the power of flight beyond just floating in place. Can easily be packed up into a tube for storage as needed.

[50 CP] Badge Set - In Ancient times on Cradle, it was tradition to wear a badge denoting your Advancement Rank, and the Icon you were attempting to attain. If you'd like, instead of an Icon, you can have a personal symbol of yours imprinted on these eight Badges. On top of just being fashionable, these pendants are better than that which they're based on, and can hold a large amount of Madra within them as a backup, or other magical energy once you leave this jump. The badges, in order, are: Copper, Iron, Jade, Gold, Halfsilver, Goldsteel, Wintersteel, and Soulmetal

[50 CP] Parasite Ring - Unlike the name implies, this ring doesn’t actually carry any negative effects. It’s comparable to a spiritual set of weights, making cycling become twice as difficult, but making it twice as rewarding when worn. It’s one of the most reliable ways to train a Pure Madra Core, but it’s useful for any Sacred Artist.

[100 CP] Soulsmith's Kit - A set of halfsilver and goldsteel tools for extracting materials from Remnants and Sacred Beasts, as well as all the other things required in the Soulsmithing process.

[100 CP] Refiner's Kit - Everything a budding Refiner needs to create elixirs, pills, etc, including a small collection of valuable seeds with which to grow powerful plants.

[100 CP] Flying Sword - It doesn't just have to be a sword. This weapon can be any basic weapon you like, but it's controlled by your will and can fly with enough strength to act as a hoverboard if you so desire. It's got a range limitation of about 20 feet, but you don't have to worry about it falling out of your control.

[200 CP] Ore Load - Halfsilver, Goldsteel, Wintersteel, and more, you've got a replenishing supply of all the exotic metals on Cradle, though those three are the most prominent. There's about 10 pounds of each material, refreshing each week.

[200 CP] Dead Matter - A random assortment of Dead Matter, Bindings, and other Soulsmithing Raw Stock. There's roughly 20 pounds of material, and it refreshes once a week. You can set aside some materials for later use, and they won't vanish with the next refresh. The quality of the materials will scale with your Advancement Level. There will always be at least one piece of Hunger Madra either in the form of Dead Matter or a Binding available.

[200 CP] Diamond Veins - An artifact that takes the appearance of a gemstone. When absorbed into your Core and spread throughout your Madra Channels, it reinforces them, allowing you to handle much greater power at once without straining yourself. For you, this also applies to any other magical power you have that would normally tax you physically or mentally.

[200 CP] Madra Engine - Ordinarily made from the Remnants -spirits- of Human Children, and coming at the cost of your own life-force, Madra Engines rapidly replenish the Madra within your Core, essentially acting as a regeneration-booster that allows you to fight longer and harder than you would otherwise. This version is even better, as it regenerates Madra for you for free, instead of taking it from your Lifeline and Blood Aura. Also comes without the guilt of knowing it was made from dead babies, because this one wasn't.

[200 CP] Path Manual - The written instructions for any one of the Paths shown in Cradle, including White Fox, Heaven's Glory, Stellar Spear, Blackflame, Hollow King, Twin Stars, and so on. For an additional 200 CP, this becomes a Library of Paths that includes every single Canon Path.

[400 CP] Advancement Materials - Elixirs, Pills, Spirit Fruit, and so on. This is a treasure trove of materials that will take a Copper up to Truegold within a matter of months, though it's uses fall off after that point. The good news is that it restocks every month, and giving these materials to someone outside of this Jump will allow them to start developing a Core of their own.

[400 CP] The Three Wells - Miniature versions of the 3 Wells of Ghostwater. The Dream Well sharpens the mind and staves off the need for rest, compared to "A full night's sleep in a bottle" The Spirit Well nourishes the soul, making Advancement smoother, easier, and quicker. It can also help to restore some of the damage inflicted to Madra Channels, though it's not the most potent thing for this. Lastly, the Life Well restores Youth and strengthens the Lifeline, providing physical boosts. You have a three-gallon drum of each of these fluids, and they refill once a month.

[400 CP] Scale Factory - A device the size of an oven that processes the Vital Aura in your surroundings to produce Scales. At least that's what it should be doing, instead it produces one Archlord-Grade Pure Scale every single day, regardless of external conditions, and if you help it along by putting it in a place that actually does have enough Vital Aura, it can produce up to 5 in one day.

[400 CP] Void Key - Hey, wait, don't you already have something like this? The Void Key is a key that opens a portal of any size from a fist to a wagon into a pocket space just by willing it, and this one is roughly a 100-foot cube in all directions, currently an empty black box, but you can fill it with whatever you like.

[400 CP] The Ancestral Spear - A weapon (It doesn't have to be a Spear, it can take any form you desire when you select this, including a prosthetic limb if you wish.) that siphons power from your foes with every strike. The original only worked properly when stealing Madra from those who were on the same Path as you, but this version works more akin to Lindon's Consume Technique, allowing you to siphon and sort through everything a person has, including their Madra, Memories, Life Energy, etc, and take it all for yourself. Careful not to take in too much at once, though, as you might damage yourself by overloading. The sensations involved might also cause issues when trying to use this as a regular weapon, better to save it until your opponent is almost dead. Of course, this tool will scale with your Advancement, so you don't accidentally explode by trying to take a Truegold's power at Foundation level.

[600 CP] Presence - A Magical AI that ties itself to your Soul. It's sapient, but not technically a Companion as it's a part of you. Capable of doing things like projecting near-perfect predictions of how someone will fight after seeing enough data on them, offloading parts of your subconscious into itself in order to make you a more efficient fighter, handling mentally controlled weapons for you, and storing vast quantities of information instantly inside of itself. Your choice if your Presence acts more like Dross or an official Abidan Presence (If they have an actual personality or if they're just a Robotic Voice).

[600 CP] Book of Eternal Night - The Artifact Path Manual created by Akura Malice herself, and given to her Daughter. It contains seven techniques that form the "Perfect" Shadow Path, taking from several other Shadow Paths and blending them together into a toolkit of extreme power and utility. You need only cultivate Shadow Aura into yourself, and the Book handles any other aspects from it's varying techniques for you. In order to train on the Path provided with this, you will need to be tested within the Book itself, and bind it to your Soulspace. If the Akuras find out you somehow have a copy of this thing, expect consequences. These techniques include ropes of shadow that can be used to bind or manipulate yourself or allies, a blade of darkness that can cut through just about any defense, a swelling dark tide of physical strength, a toxic, clinging darkness that can melt through armor and flesh, and the ability to directly inflict fear onto an enemy, causing them to lose focus.

[600 CP] Empire Armor - Two sets of armor, when worn by you and a partner, or any two people for that matter, they allow you to link your different magical and spiritual powers together and access each other's abilities, including each other's Paths or your Jumper Abilities if they apply. If you were to get four sets of this and link them all together, you would achieve what the Eight-Man Empire has: Eight people, Sages and Heralds all, matching the strength of one Monarch. Of course, replicating this set of suits would be difficult, but it is possible. What has been made once can be made again. Only this initial pair will be Fiat-Protected.

[600 CP] Sacred Treasures - One each of all of the strongest Sacred Treasures -Artifacts that contain the most potent forms of various Vital Auras- for every major Aspect. In case you manage to drain one dry, it will replace itself after a month. These alone are enough to get most Sacred Artists all the way to Archlord, at least on the power scales, and you need to balance the Aura around you in order to progress into the Lord Stage at all.

Companions:

No one should practice the Sacred Arts alone.

[200 CP] Someone to Walk With - Import or Create a Companion, giving them 800 CP to Spend, and an additional 200 CP to use in the Path Section.

[200 CP] Sacred Beast - A young Beast on the same Path as you or one of your other Companions. You can bond with them to tie your spirits together and grant you both a boost in power, such as what Lindon did with Orthos, replacing the need to find a Remnant for your ascension to Gold. Once they achieve Gold themselves, they'll be intelligent enough to speak. Sacred Beasts can range from a small glowing rat all the way up to a giant turtle or dragon, it's up to you to decide what form yours takes.

[200 CP] Young Artist - An eight-year-old girl who's reached Copper, but has no Path of her own yet. She has a solid foundation for her age, and a wild drive to someday become a Monarch. Take good care of her, and she will gladly return the favor.

[50/100/150/etc CP] The Eight-Man Empire - Import or create up to 8 Companions, costing 50 CP Each. Each one gets an Origin of your choice, 600 CP to spend, and an additional 200 CP for the Path Section.

[300 CP] Invitation of Ascension - You've got a little marble of magic, if you give it to someone in this Jump, and they accept knowing full well what it entails, they become your Companion. You can buy this multiple times, if you like.

Drawbacks:

Take up to a maximum of +1000 CP in Drawbacks.

[+100 CP] Evil Lord's Face - Something about your build and face intimidates people. Everyone assumes you're trying to start a fight or otherwise be an asshole even when you're nothing but polite, and treat you accordingly.

[+100 CP] Blunt - You take to social games and subtle things about as well as a hammer takes to doing anything other than smashing. Politics are going to be painfully boring and stupid to you, and romance is going to be awkward. On the bright side, you'll get along well with people like Akura Fury.

[+100 CP] This One - You've got a bad habit of over-apologizing to everyone about everything, and there's next to no confidence in you most of the time, especially socially. And an even worse habit of referring to yourself in third person.

[+200 CP] Eternal Challenge - Somehow, you've pissed off some minor clan, and they're throwing everything they have at you... which amounts to throwing Lowgold Mooks at you and somehow tracking you everywhere you go. They're hardly a threat after a while, but very quickly you're going to get fed up with it, and somehow, even if you kill them all, there's always more the next time they attack.

[+200 CP] Unsteady Breathing - The Breath is a critical component of cycling Madra through your body, and breathing in specific patterns helps you to accomplish certain tasks. Too bad you've just picked up Asthma, and it's not going away any time soon, regardless of how far you advance. Expect most of your techniques to only last a few seconds at best and any sort of straining activity to put pressure on your cycling.

[+200 CP] Bleeding Influence - You've got a Blood Shadow stuck to you. Some might call it a boon, but for you, well, you better learn to control it fast, or it's going to get strong enough to eat you alive, especially since after a while it will pick up your other Jumper Abilities and take on a life of its own. You've got about a year where it will just be a ribbon of blood madra, though.

[+400 CP] The Blonde Bastard - Eithian has made it his mission to troll the shit out of you during your time here. He'll even find his way into your Warehouse sometimes, though he'll never take anything too serious. Prepare to be annoyed.

[+400 CP] Spiritually Taxed - You cannot progress beyond Truegold during your time here. This means that the plot is going to pass you by in the blink of an eye, and you will always be in danger from an Underlord or worse, provided you have no other means of defense.

[+400 CP] A Path is one Person Wide - You cannot take any Companions into this Jump. They cannot be Imported or even appear at all. They may as well be dead. To make matters worse, you won't find any friends while you're on your journey here, only occasional, temporary allies and mistrustful assholes. Cultivation is lonely, isn't it?

[+600 CP] The Unsouled - You replace Lindon's Role in the story, becoming Plot-Locked. If Sacred Valley is destroyed by the Dreadgods, your Chain Ends here. Are you a strong enough fighter to struggle like he did, or do you have some cheap scheme to deal with the monsters that crater cities simply by walking past them? By taking this you automatically start your Jump in Sacred Valley, and if you are a Drop-In, you can choose to replace Lindon's life entirely, starting out your journey just as Suriel showed Lindon his future and revived him, mere moments after she vanished. You will continue your adventures until Lindon's story reaches its conclusion, and this may take longer than 10 years.

[+600 CP] Attention of the Monarchs - Congratulations, you've pissed off the guys that are fully capable of continental-scale fights. All of them. Whether they want you for your Jumping powers, your annoying habit of stealing everything not nailed down, or some other reason, they're going to be hunting you to the ends of the earth. Fortunately, their egos prevent them from actually teaming up to fight you.

[+1000 CP] Abidan's Judgement - The Abidan are aware of your existence, and I'm no longer protecting you from them. Good luck, Jumper, because even the lowest ranking Abidan is as strong or stronger than a Monarch, and they'll swiftly stop sending the lower ranks to deal with you. Causal/Conceptual attacks are going to be commonplace, and as they can rewrite reality to avoid collateral damage, they have no problem in injuring civilians if it means punishing you for breaking their "rules". If a Judge gets involved, expect galaxy-scale fights.

The End.

Back to your Valley
This is it, Jumper, time to go home.

Monarchs don't Ascend
Perhaps you've decided you like it here enough to actually stay?

Leaving your Cradle.
It's time to move on to bigger things. The Next Jump awaits.

Addendum:

-Training Perks of any kind will absolutely speed up Cycling and Aura/Madra Cultivation, but have a rather diminished effect past a certain point (namely the Gold stages) where it becomes more important to have Advancement Resources than anything else. They will still help in the solidification and formation of Techniques within a Path, and may allow you to have more abilities than most would expect of your rank, but consider that to be a stop-gap measure of

power more than anything. While a Truegold who has been Truegold for 10 years beats a Truegold with only 1 year of experience, an Underlord will still trash both.

-Cradle is a very large planet, with roughly 600 billion inhabitants split between humans and various sorts of magical beasts - dragons, talking deer, magic foxes, what have you - as well as sometimes-sapient ghosts called Remnants. The world is permeated in aura - everything produces an aura corresponding to its being (fire aura for fire, destruction aura for destruction, etc.), and every living thing can manipulate this aura on some level with their spirit.

-The spirit has a form of qi called madra, and by taking in aura from their environment sacred artists (i.e. cultivators, which is basically everyone) are able to wield their madra, typically aspected to a certain aura (e.g. fire madra from fire aura) to produce magical effects. These effects typically fall into one of four categories: enforcing (strengthening the body or objects), forging (creating constructs of madra), ruling (manipulating ambient aura), or striking (hitting things at a distance with aura).

-Sacred Artists start at the Foundation stage, and reach the copper stage by building up their pure madra to form a core. From there they can take in aura, aspecting their madra and cultivating it. They then progress through the Iron and Jade phases, which grant a stronger body and greater spiritual insight respectively. The next stage after that is Gold, which is generally reached by taking in a remnant (a living ghost left behind whenever a cultivator dies) and absorbing its power over time, though there are other ways of advancing including bonds with sacred beasts and certain elixirs and other methods - generally speaking, Gold just needs a bunch of madra from somewhere. There are three grades of Gold (Low, High, and True) which are just different madra magnitudes, with core condensation at each step.

-After the gold stage is the Lord stage, in which one must connect to the aura of the world and bring it into themselves as Soulfire, along with other requirements. Lords are generally increasingly powerful in body and spirit, and are more perfect with each advancement. There are three stages of Lords (Under, Over, and Arch), which are just incremental improvements in Soulfire quality. Madra increases as well, but Soulfire is the main thing for them. Beyond Archlord, one can become a Sage or a Herald - a Sage by embodying an Icon of the Way (basically just a Dao, or a base principle of existence) and a Herald by ripping out their own remnant and merging with it, becoming a spiritual being. If someone does both, they become a Monarch, which is as strong as you can get on Cradle - they throw around mountains and shit. There are seven monarchs currently out of 600 billion people, and one of those is actually a gestalt between sages and heralds (The Eight-Man Empire). Advancement is increasingly exclusive as you go up in ranks - in the very large (though somewhat irrelevant) country the story starts out in, there are perhaps a dozen Underlords and a single Overlord, and that's all any of them will ever know.

-Society is generally very feudal, with everything being based on personal and familial power. Not everybody's a dick, but a whole lot of people are - the MC and all his pals are mostly pretty nice, but even their allies are all pretty paranoid, at the very least. Technology is generally pretty

medieval (which is enforced by various factors - at one point a Herald tried to make the internet and got ganked by multiple Monarchs for it) but there are various magical technologies, including airships and (very expensive) teleportation.

-Thank you to the anon from the thread who dumped all this info so I could shamelessly steal it and dump it here.

-In regards to how “exotic” the aspects of a Path can be, remember that most things already have Aspects, and creating an entirely new Aspect would make it incredibly hard for you to Cultivate, such as “computer aura”. Either computers would be broken down into Light and Dream Aura, or they would form Computer Aura and you would have to find continuously larger computers to produce said Aura to cultivate, to the point where Matrioshka Brains are all but required to advance at a certain level.

-Soulfire is Energy that is harvested from Vital Aura and controlled by your will, it is similar to Madra, and the closest comparison is Pure Madra. In order to advance to the Lord stage, you must gather enough of this Soulfire to reforge your body in the substance. Soulfire can be used to greatly enhance existing techniques, and allows you to control Vital Aura even in aspects that you do not cultivate, as shown when one of the characters uses it to manipulate the wind and perform some very fancy telekinesis just to show off In order to develop Soulfire, you must be at least Truegold, and open up your Soul Space to host the power. This also requires harnessing the Vital Aura in a balanced measure, so it is typical for poorer regions to not have very many Lords for this reason. The Sacred Treasure item will allow you to produce effectively infinite Soulfire given enough time, as it has a lot of Aura to offer up and replenishes itself forever.

-To put it simply: Soulfire is another type of Cultivation Energy that acts as an Amplifier to Madra and Aura.

-Unless you pick the Abidan's Judgement Drawback, you are basically "hidden" from them by Fiat Protection. Long as you don't directly fuck with them, you're safe.