
NINE
SOLS

九日
Nine Sols

Warning: Spoilers Abound.
A Jumpchain Adaptation by Eli and QafianSage
1.0 - Original Edition

It is the twilight of a species. Long ago, on a sea-covered planet named Penglai, there lived a species of catlike people called the Solarians. Their civilization flourished, nurtured by the primordial roots of Fusang - and soon attained great scientific prowess and military might. There was a great war between the nations of Penglai at this time. The warlike kingdom of Jie conquered vast swathes of the world, only to be defeated by the technological power of Fangshi Guild, led by the Great Sage Lear. Lear then proceeded to disband the guild and abandon technology, and found the practice of Taoism, before disappearing. This was the Turbulent Era.

Afterwards, there were centuries of prosperity. The way of Tao (道) spread throughout the world, and peace and prosperity reigned. The great technological achievements of the past were cast aside in favor of a world where people could live well and prosper in harmony, under the principles of the Way. This was the Origin Era. However, all good things must come to an end, as we all must return to Heaven and Earth. In this case, the end came in the form of a plague known as the Tianhuo virus. It ravaged the population. All stricken with it perished, and a secret council of scientists, the Ten Sols of the Tiandao council, came into power. After years of fruitless research, they left with 99,999 Solarians cryogenically preserved in the island spaceship of New Kunlun - a desperate final gambit to cure the virus known as the Eternal Cauldron Project.

However, one of the leading Sols of the council, Yi, was betrayed and nearly killed by his mentor, Eigong, and his other colleagues. Waking rejuvenated after 500 years, he sets out for vengeance… on a quest to slay the Nine Sols.

It is the end of this tale, and it is now when you enter it.

+1000cp (Choice Points)

Locations

Roll 1d10 to determine your starting point within New Kunlun, or pay 50 points to choose.

1. **Peach Blossom Village (95th Livestock Pen)**

   This quaint little settlement is home to a primitive species known to Solarians as Apemen, brought onto the ship from a world known as the Pale Blue Planet. They may be familiar to you. While they all have white hair and brown skin, they're mostly-hairless intelligent, sapient apes. Though we might not call them that. The village itself is quite primitive, making its living through hunting, gathering, and subsistence farming. The Apemen worship the Ten Sols, who are said to be omniscient, all-powerful deities who brought them to a prosperous land. A few of their number are selected every peach harvest, supposedly to live out the rest of their days among the gods. Strange that the chosen are never seen again…

   The truth is, Apemen are livestock. They have been taken from their homeworld and live on a village that's really just a glorified farm. The chosen are chosen to die - slaughtered for their brains, with the other remains being used in… *other ways*. They live ignorant of this horrible truth, and all but a suspicious few celebrate their oppressors as gods. It is here that Sol Yi will recover, and it is here where he will be unearthed by an inquisitive boy named Shuanshaun.



2. Central New Kunlun

As the name may suggest, all paths converge here. This is the point on New Kunlun where all zones converge, and it plays host to large elevators that can take someone to many further areas. You can find an inscription dedicated to the launch of the island-ship beneath two great statues, and another with the ten tenets of the council which are as follows: Loyalty, Equality, Legacy, Discipline, Benevolence, Justice, Selflessness, Insight, Knowledge, and Innovation. The Primordial Roots of Fusang - caretaker of all Solarians - can be found here, and at the top of is the Root Control Node and the controls of the wormhole system. Before you get too excited, you can't make an interstellar jump unless you have the symbols of each Sol's authority: the Sol Seals. Here, you may find the Four Seasons Pavillion, a palatial mansion that will become a home and safe zone for Yi and his various allies. To the east is the Agricultural Zone, and to the west is the Cortex Center. There's also the Central Transport Hub below, which provides lifts and moving platforms to many more parts of the ship, such as the Power Reservoir, the Apeman Processing Facility, and the Tiandao Research Center.



3. Power Reservoir

The deepest, bottommost area of New Kunlun is the zone administered by Kuafu, the Sol of Loyalty. Gorgeous beefcake. Calorie crusher. The Hammer of New Kunlun. And the greatest craftsman of the Solarians. Uncle Chubby. Kuafu's actually pretty… round. And a pretty nice guy, too. But don't get me wrong - he's the best engineer in a country known for its engineers. He's responsible for maintaining the "engines" of the ship, so to speak. New Kunlun is powered by columns of rhizomatic energy, an energy created when the Primordial Roots of Fusang absorb light. These great vessels store all the power needed for the great island-ship to warp 500 lightyears and back… though it'll take a long time to gather the power needed. Centuries. And things aren't going so great, as several anomalies have appeared and it's only operating at 40% capacity. All of this infrastructure is managed from the Radiant Pagoda, a great pyramid that serves as the control room. It's connected to the rest of the zone by a light bridge, which isn't operational at the moment. That's where Kuafu and his robotic bodyguard reside.



4. Agricultural Zone

The easternmost part of New Kunlun is home to the holy sites of Lake Yaochi and the Daybreak Tower. It's all in disrepair now, but the tower was once the greatest relic of Solarian society, revered by even emperors. These emperors would visit the monks, asking them to divine their futures. It is said that you can still hear their prayers, but belief has long since faded - especially in these dark times. The Agricultural Zone proper is in the caves below - a hot, fertile and fetid place full of genetically modified plant life, concentrated irrigation formula known as Yellow Water, strange insect life, and the wormlike creatures known as dragonsnakes. It's got a greenhouse, a section for the synthesis of water and oxygen, and even a canal. The administrator is Goumang, the Sol of Equality, who has dedicated herself to providing food for the denizens of the island. She believes that the weak should do whatever the strong please, that she should dominate because she's the fittest to do so. And she's got a strong degree of animosity for Yi…



5. Warehouse Zone

The Warehouse Zone is on the west side of New Kunlun. True to its name, it is dedicated to storage. Many, many levitating containers circulate around here, directed by an automated logistics system. It is full of things from bygone eras of Penglai, thanks to the efforts of Yanlao, the elderly Sol of Legacy. Some would call them treasures and artifacts from ancient times, while others would derisively consider it nothing but old junk. Whatever the case, Yanlao is in charge of the island's cargo hold, and has more than a few cool toys, including: a dormant battlelord, a remote energy cannon, and even a great claw that he'll use to fight Yi. There's lots for the taking here, for the daring. Yanlao himself is all about reverence for history and elders, and justifies having such a large hoard by espousing the glories of the past and Solarian culture. While he has a point, one should note that his insistence on bringing so much aboard prevented lots of *people* from being able to board. If there wasn't so much stuff, many more people could've been saved…



6. Transmutation Zone

This part of New Kunlun is the territory of Jiequan, Sol of Discipline. It is where the military forces of the council come from. The factory ceaselessly churns out non-sentient, genetically modified cyborg guards to serve as the security forces of the island complex. It's a harsh, dangerous place, as the plant and its machine room are often bombarded by intense waves of radiation intended to induce genetic change. It's all dedicated to the Solarian science of genetic modification, known as Transmutation. This is Jiequan's contribution to the Sols, taken from his homeland of Jie. He's the last heir of that warlike kingdom, and has brought its advanced weapons and transmutation technology to the council's table. Jiequan himself is obsessed with combat and pain. He proudly espouses that Solarians are inherently evil, meaning they should be more selfish and ruthless than all others. The Jie Clan's motto is that heroes are forged in agony. Its heir is more than happy to dole out or endure that agony, given that he's undergone a dangerous amount of transmutation and still keeps ancient devices of torture in the underground prison he also manages.



7. Cortex Center

Ordinarily, this would be the part of NeW KuNlun administered by LaDy EtHeReAl, the Sol of Benevolence; the nexus of the vast computational power required for the soulscapes of the inhabitants of New Kunlun, to keep their minds alive during the long sleep of cryostasis, allowing them to inhabit beautiful dReAmS all the while. But, something seems to be- -*amiss*. There are- -*glitches* in the system, powerful enough to interfere with the senses even outside the soulscape, and Lady Ethereal herself is nowhere to be found, though her Soulscape- -is open. Perhaps you might find her there?



8. Empyrean District

The highest zone in the island bears the distinction of being administered by not one Sol, but two. It's led by Fuxi and Nuwa, the twin heads of one of Penglai's richest noble families. The Sols of Justice and Selflessness. They're famous actors and entertainers, who've gotten their place on the council by funding the endeavor. The District is virtually its own city, as it serves as the living, entertainment, and hibernation center for the thousands of passengers aboard the island ship. You can find it floating high above Lake Yaochi, connected by an elevator network known as the Sky Tower. The Living Area is full of lavish restaurants, theaters, shops, teahouses, and other entertainment buildings. Bread and circuses. The ship's passengers should have gone into cryogenic preservation by now, but it's evident that something's deeply wrong. The streets are strewn with corpses and infested with twisted, horrific nigh-immortal parodies of Solarians, which attack anyone and everyone nearby. What's worse is that Nuwa's been burying her head in the sand with parties and banquets, and Fuxi has become something altogether monstrous…



9. Grotto of Scriptures

An ancient cave system closely adjoined to Goumang's Agricultural Zone and the holy site of Lake Yaochi. It's under the control of Ji, the most enigmatic of the Sols. He represents insight. These caves and tunnels are lined with marvelous sculptures from bygone ages, and was the site of many Taoist pilgrimages in ages past. Devotees from all over the world gathered in worship of Lear. Nowadays, the cave is full of traps and tunnels, and it's said that the greatest mystery of all is here - Lear's final resting place, as well as the tombs of the Three Great Sages who followed him. Ji appears in many youthful guises. In truth, he is far older than any other Solarian, being immortal. He's the last survivor of the Ancient Kunlun Tribe, and revered in legend for his deathlessness. He's never really participated in the Council's decisions, but seems to be the wisest of them all and a skilled soothsayer. Usually, he spends most of his time etching tales of ancient days onto great stone pillars, but has been out and about more often since Yi's awakening.



10. Tiandao Research Center

The final zone. The research lab of Eigong, the leader of the council and slayer of Yi. Connected to the Central Transport Hub, the Agricultural Zone, and the Sky Tower, though it's mostly sealed off from those areas. This laboratory complex, located under Lake Yaochi, is where centuries of study into Immortality and Tianhuo have gone on. There's no shortage of laboratory space here, and the zone serves as the headquarters of the Dusk Guardians, council staff who remain awake when all others enter cryosleep in order to keep the ship running. They answer to Eigong, but none of them seem to be around. Like the Empyrean District, the area is overrun by mutated Solarians, and tumorous, spiked growths are common. There are various terminals containing video research logs interspersed through the area. Lots of skeletons in the closet, containing the truth about New Kunlun and Tianhuo. Eigong is the Sol of Knowledge, a brilliant scientist. She's Yi's mentor. Her single-minded pursuit of Immortality is perhaps responsible for *much* of the plight of Solarians and the horrors of New Kunlun…



Species



Apeman (+100):
In other words, a human - the result of Solarians abducting humans from the Pale Blue Planet, selecting them for genetic modification, and keeping them for the use of their brains.



Solarian (Free):
A species of cat-like aliens from the planet Penglai. Slightly longer-lived than humans, and far more advanced in technology, the Solarians are infected with the deadly Tianhuo virus, and have resorted to the use of cryosleep to slow down their demise until a cure can be found.

You bear this virus as well, which will start to weaken your body towards the end of your stay here, though not kill you within the next ten years unless you accelerate its process via great exertion while weak. Resting in a Vital Sanctum can help delay the disease's progress.



Battlelord Mk. II (200):
Vanishingly rare products of Jie Kingdom science towards the end of the Turbulent Era, woven from the genes of Solarians and an ancient beast known as Tāotiè on a cybernetic skeleton. Battlelords are immensely strong and resilient, capable of limited healing in the midst of battle, surviving decapitation and repairing themselves from most damage with appropriate materials.



Shanhai 9000 (+100):
Assistant robots, designed as a tribute to an ancient classic, these AI are capable of processing large quantities of data, and can even be equipped with weapons. They appear as a humanoid body with a spherical glass head, usually displaying a holographic fish.

Origins



Drop-In
Unfamiliar with the depths of New Kunlun, you are naive, but have great potential.

Scientist
Having studied the advanced sciences of the Solarians, perhaps your knowledge can bring some good end to this sorry tale.





Warrior
The universe is a battleground, and you have prepared accordingly. A skilled tactician and fighter, you are ready to meet the world head to head.

Mystic
All things eventually become one within the great Tao, and you seek to both understand and accept the transcendence of this universal flow.



Perks

Perks are discounted by 50% to their corresponding origins. Discounted 100-point perks are free to that origin.

General

Nine Sols Original Soundtrack (Free): If you've played the game, you probably enjoyed some of the music. There are 72 separate tracks total. You have all of them, and may play them at any time. You may decide if others can hear this or not, adjust the volume, and toggle this perk on and off at any time you wish. You also have your own personal leitmotif by FFXX, Im Baek Hun, Vincent Yang, and the rest of the music team.

Boss Card (free): When you fight each Sol (and a few formidable enemies besides) in the game, they have their own title cards that indicate you're in for a tough battle. It consists of big red characters that spell out your name in Traditional Chinese, and text in the middle in English or another language or your preference. It makes you look cool.

Peach Blossom (100): Beauty is ephemeral, like the peach blossom on the tree, overtaken by time or violence - but that makes it no less precious or meaningful. You are an example of such beauty; whether masculine, feminine or androgynous, whether ethereal, regal or cute, your looks are enough to turn heads and open hearts to you - and to get fans, in and out-of-universe, raving over you.

Avian (200): The Yumin Kingdom of Penglai was one of the poorest, most resource-starved places on the planet. To counteract these problems, crops were widely genetically modified and vertical farms and cities developed. The inhabitants incorporated the genes of birds into their bodies, and now you have as well. Your arms have become a pair of wings, maintaining their original function while allowing you to fly to low altitudes. You may optionally replace your legs with a pair of cybernetics resembling bird feet.

Kanghui Regeneration Gene (400): Though it brought him only misfortune, the Solarian Kanghui was possessed of remarkable vitality, aging very slowly, and able to regenerate his body at great speed. You now share in this power, able to recover from wounds at great speed, and resist the onset of diseases like the Tianhuo - but this grants you no additional strength to escape imprisonment. This regeneration does have a limit, though; if your head is cut off or your brain destroyed, you will not be able to recover.

Myriad Antidote Body (400): Among the apemen is one with an unique constitution, one who would be known to later generations as the great Shennong. His constitution is yours to share, now. Any poison or venom that would otherwise harm you, doesn't. In fact, they're now rather enjoyable meals to you. When you ingest these toxins, your body will neutralize their negative effects, and you can even expel (read: puke up) an antidote for that poison, which can be used to cure someone else. With enough poison, you can also create a special medicinal brew that

will increase the bodily resilience of anyone who drinks it - assuming they're alright with drinking alcohol brewed using your spit. Unlike Shennong, you will not be at risk of dying if you go too long without consuming poison.

Master of Time (400): The Solarian Ji was born with a truly exceptional ability; the power to control the very age of his body, appearing as an adult, a child or an ancient sage with only a moment's concentration, defying age and time as a result. You now share in this strange power. To put it plainly, you are immortal. The wear of epochs will erode your body no more than water over diamond, and even in death you will not decay. By taking this, you may optionally choose to have been born thousands of years ago, when the great wars of the Turbulent Era raged, and have the life experience to show for it. Lastly, you are immune to Tianhuo and other diseases, which will forever find you out of their grasp. Surely the scientists of this time would be elated to discover you… if they hadn't already.

[无极] Limitless Sage (400): Through meditation, you can enter a strange and limitless realm, very close to the Tao. While within this realm you need no nourishment, time passes strangely, and you may encounter phantoms of times long past, visions of sages in their youth, or speak with spirits who have not yet quite passed on. This realm is peaceful, conducive to meditation and contemplation, and can serve as an excellent training ground, considering its mutable nature. While within it, you may also reach out to others and draw them in, to teach or communicate with them across time and space, so long as they are willing - the process is slow enough that they can draw away if need be. Be cautious, however; if you or others spend too long here, you may fade into a spirit, unable to leave and inevitably destined to join the Tao.

In this jump, entering the Limitless Realm requires contact with the Primordial Roots, but in future jumps you can do this through connection with nature at large.



[扶桑] The Root of All Things (600): From time immemorial, the Primordial Roots of Fusang have nurtured Solarians across the ages. They connected all lands, providing food and shelter, and civilizations were sure to flourish wherever the roots spread. In you, this symbiosis has perhaps reached its apex, as the Fusang Roots entwine your very heart.

So long as your heart is not utterly destroyed, and the Roots survive somewhere, upon death you will be reborn from the Roots, your body reconstituted, while your corpse rapidly decays. The amount of time this takes will vary depending upon the degree of your injuries. As a side effect of this symbiosis, your aging process is slowed significantly, and you do not age at all while being reborn.

Just as you may be reborn from the Roots, so they may be reborn from you. Through meditation, you can cause Fusang to grow from within you, taking root in new soil. This perk gives you no special control of how they grow from this point on, however.

Fusang, the Sol's Spear. In its sorrow and compassion, it descends, granting us life's vigor.



Drop-In

Divert the Waters, Break the Rocks (100): It takes no small amount of work to eke out a living from the soil, even in a place as 'blessed' as Peach Blossom Village, but you could do so. You have a strong body, and all the skills of a subsistence farmer. You can tend animals and crops, clear fields for use, build houses from wood, straw and bamboo, and more.

Listen, Follow, Believe (200): What may seem to one person as meek submission, may be to another the necessary performance needed to keep people together. You know how to walk this fine line, and would be capable of acting as a leader to keep a community together in hard times or bewildering circumstances, whether inspiring them to work together, or weaving or believing what lies might be necessary to keep - no matter the cost.

Hope for this World (400): There's something almost too good for New Kunlun in your heart, something that brings out the best in others. You've got a certain quality to you, a gentle, childlike strength of character that allows you to see the good in the world and retain hope for the future, even in the face of the most horrific of revelations. This has made you quite resistant to becoming jaded and full of despair. Such wholesomeness has a way of rubbing off on those around you, as your influence spurs personal growth for the better in those around you. While this effect isn't fast, it can greatly change the outlook of others given time.

[皇帝] Huangdi (600): Like Shuanshuan, you're something of a polymath. You can learn new skills with exceptional speed - even if you're not all that good at first, you'll still advance rapidly. Moreover, you are excellent at finding synergies and combinations between various skills, making something more than the sum of its parts - and at teaching others what you know, individually or on a grand scale. And like Shennong, you have all the qualities needed to lead a people to prosperity. The charisma to have them gather around you, the wisdom to see through the lies that others would believe, and all in all, you could lead your people to a point where they will never need to pray to false gods for help again. Perhaps one day, you might be acclaimed as the originator of a whole culture.

"I've recently traveled to many places, and I never knew the world was so vast. I just want you all... to be able to see it too. I don't know where to go either, but I will lead the way. All that I learn and all that I see will be yours to know."

Scientist

"Academy-Educated" (100): Suspicion of technology came to a peak in the Origin Era, but you were never one to distrust it. Instead, you worked hard and studied the sciences of Penglai, managing to attain a passable understanding of most Solarian machinery. In addition to this, you're educated in the basic principles of telelurgy, their form of programming, and can use the tools of a craftsman well enough to make decent-quality items with them.

The World Will Know (200): Desperate times call for desperate measures. When Tianhuo struck, it wasn't long until the looming prospect of extinction caused mass hysteria. That's when the Council revealed itself and its radical plan to ascend past the heavens, garnering resources, power and support unprecedented since the time of the Fangshi Guild. By proposing a potentially viable solution in times when the masses are terrified, you may take advantage of that fear to make the same sort of power grab. Beggars can't be choosers.

Leaps and Bounds (400): Many of the Sols are skilled scientists in their own right, and their duties as administrators of the island often relate to their field of specialty. You have such a specialty as well; an expert level of knowledge in one of the following fields, and the skill to find new applications or develop new techniques as well:

- *Engineering:* Like Kuafu, you are an excellent engineer, capable of creating new devices based on advanced Solarian technology with amazing speed, such as rhizomatic columns. You can also modify equipment, outfitting Solarian bows with specialized ammunition or granting additional effects to Talisman strikes.

- *Transmutation:* Like Jiequan, you are skilled in the techniques of transmutation, able to combine cybernetics and mutagenic technologies to forge powerful war-machines and genoguards. You specialize in using biological or chemical factors to induce desired genetic changes in an organism, and can use it to strengthen or heal yourself or others.

- *Agriculture:* Like Goumang, you are familiar with all the technologies and techniques required to feed great numbers of people with little arable land, as well as to develop new crops for the purpose. Botany is your primary field, followed by knowledge of irrigation, nutrition, and ecology.

- *Medicine:* Like Eigong, your specialty is in medical science and the manipulation of genetics, allowing you to synthesize cures for most diseases, identify and isolate useful genetic sequences, or even hybridise them into new beings. You've even taken steps into regenerative medicine and longevity, but that's a slippery slope…

- *Soulscapes:* Like Lady Ethereal, you are an expert on the intricate neuroscience and computing technologies of the Solarians, as well as the ways they can interact with living minds. You are also familiar with the applications of cryotechnology, and know how to preserve a nervous system for various purposes, such as wetware computers.

This perk may be taken once per specialization.

[八柱] Eight Pillars (600): Grand problems require grand solutions - and not only to draw from one discipline or area. You could lead or inspire such massive projects as New Kunlun or the Haotian Sphere, or create world-changing movements like the Fangshi Guild, thanks to a combination of tremendous administrative skill, a strange affinity for attracting or finding just the right people, and a knack for noticing synergies between existing technologies that others might miss. In the spirit of this, you've come to understand the greatest achievement of Solarian technology: the Warp Drive. It would be a colossal undertaking and megaproject, but it'd allow you to generate wormholes for FTL travel if successful. With the right support, you could propel your world into a new era—for better, and worse.

"Science is simply a tool. Whether it's good or evil rests with the user and how they use it."

Warrior

Martial Discipline (100): While you're far from the great warriors of Penglai, you can more than hold your own and rise to those heights with effort. Years of training have given you a strong, fit body and familiarity with various weapons such as swords, polearms, bows, throwing knives, and more. This training has made you quite spry and light on your feet, granting you the agility to leap, climb, dodge, and dash all over New Kunlun.

Stillness, Overcome Motion (200): A duel is like the Solarian game of Qiankun. Both are contests of figuring out your opponent's moves and strategy before they figure out yours. It's here where you excel, as you're a natural at reading the attack patterns and fighting styles of those you observe, and precisely timing your strikes and parries to best fight against them. While you may not win the first duel, you'll certainly win the last if you're intelligent about it. Coincidentally, this doesn't just apply to physical combat, but games of strategy as well.

Warlord (400): The Turbulent Era was known for its wartime leaders, as the armies of the Fangshi Guild and the Jie Kingdom clashed. You're a strategist and tactician who wouldn't be out of place in that bloody time. You're as well-versed in conventional, set-piece engagements as you are in the first key point of the Fangshi Art of War: all warfare is based on deception. You've got a wealth of experience in leading soldiers into battle and outmaneuvering foes on a strategic or personal level, from goading them into acting unwisely to luring them into well-concealed traps.

[善変] Forged in Agony (600): Though a wasteland, the Jie Kingdom had great mineral wealth, and would have conquered Penglai if not foiled by the Fangshi Guild. One of their greatest technological advances, however, was the field of Transmutation - a science with which you are intimately familiar. Endowed with an astounding capability to endure and accept biological modification of all kinds, you have been subjected to the Crucibles many times and emerged… *better*, than you were before. You boast physical strength and resilience far above the normal limits for your kind. Furthermore, your ordeals have made pain a familiar companion, to be embraced rather than avoided. Instead of debilitating you, pain only invigorates you, sharpening your perceptions and waking your passion for the fight.

"Endure what others can't, for heroes are forged in agony."

Mystic

Sage (100): You have memorized the classical canon of Taoist texts, and are able to recite them from memory. It may still be a struggle to truly feel them, but these liturgies can still be a source of strength in hard times - and can contain surprising insights, if you take the time to truly investigate them. Contemplation of the wise words of the past, might help reveal new paths to the future.

The Way (200): In another world, you could be a very successful preacher, or perhaps a cult leader. You have the skill to convince others of your beliefs, and to adopt them themselves - even if doing so would require making significant sacrifices, so long as you can provide some reasonable cause. The ideology of Lear, encoded in Taoism, caused many to give up great power in advanced technology. This perk also works with beliefs that you don't hold, or don't consider true, but not as effectively.

Resonance (400): The souls of Solarians, their dreams, and the remnants of stars all become one within Fusang. The roots sing an anthem of them, of tales gone by and tales yet to come. You hold an innate connection with the Primordial Roots, able to hear their song, and to receive impressions from them - to understand if something is wrong with them, or if they have some intent. Whatever force animates the Roots looks upon you as a favored child, and will aid you as they can in moments of powerful emotion. In future worlds, this perk will manifest as a connection to nature, and to similarly-encompassing powers or metaphysical structures, such as the Force in *Star Wars,* or Yggdrasil in a world inspired by Norse Myth.

[易經] I-Ching (600): The Tao that can be spoken is not the eternal Tao. Yet, one can still achieve some limited comprehension. Through ancient mystic techniques, you have learned how to read prophecies from the Tao, making use of various divinatory techniques to glimpse truths of the future, the present or the past. You cannot always gain information about a specific event or point, but when you can you will always be able to tell such divinations for truth, though they may be less than entirely clear or specific. Furthermore, by harmonising with and harnessing the limitless energies of the Tao, you can exhibit miraculous telekinetic powers, whether moving yourself through the air, or manipulating weapons at a distance, or perform subtler feats, such as calming the ripples of a pool with a precise touch at just the right point, or balancing upon the thinnest branch.

"Life and death are one. When the end comes, we won't disappear. We'll just return to heaven and earth."

Fangshi Techniques

You receive a stipend of **300 CP** exclusively for this section. With time and effort, you may develop numerous attacks with your Qi, such as gathering explosive orbs of it in the palm of your hand, moving faster than the eye can see in short bursts, or making pillars of fire.

100 CP provides all Basic Techniques. Advanced Techniques (in italics) cost 50 CP each. You must have a Technique's prerequisites in order to buy it. *These Techniques can also be learned in the course of the jump itself.*

[气] Qi Cultivation (Basic)
You can sense your own qi inside yourself, and draw it out into a faint green aura. At this point, you can only control a small amount of qi; one unit.

You can also perceive the qi of others to a limited extent; in moments of extreme focus, such as before a powerful attack, it appears to you as a similar aura, giving you a heartbeat's warning.

> *Qi Cultivation II (50):* The amount of qi you can control triples, to three units.
>
> > *Qi Cultivation III (50):* The amount of qi you can control increases again, to five units.

Immortal Dash (Basic)
With a moment's thought, you can dash forwards, your body becoming ethereal for a split-second. At this level, this technique can only be used while touching the ground.

You can also leap several times your height, harness your qi to cling to surfaces with their own qi or notable energy to attract to and, by careful control of your qi, you can avoid all fatigue from running, and move at a slightly increased speed. This latter technique cannot be used in combat, due to the concentration required.

> *Air Dash (50):* You no longer need to be touching the ground to dash.
>
> *Tai Chi Kick (50):* When another's qi is revealed, typically moments before a strong attack, you can leap up and kick off their head, sending shockwaves and internal damage through their qi. This also allows you to launch yourself higher when leaping off qi-rich objects or people.
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> *Cloud Leap (50):* Harnessing the energies of the elements, you can stand for a moment on thin air - just enough to jump again. This can only be done once, before you must touch something solid again. Alternatively, you may reuse this technique after successfully parrying an enemy blow or attaching a talisman to that foe.

Parry (Basic)
Drawing out your qi into a momentary barrier, you can block many attacks bare-handed. Doing this allows you to steal some energy from the attack, energising your qi - but can inflict some internal damage and jarring from the backlash, unless you time your parry perfectly.

Some attacks are simply too powerful to deflect this way, however, and this technique cannot defend against broader threats like toxic liquids or fire.

> *Deflect (50):* If you perfectly parry a projectile, you can so effectively control its energy with your qi as to direct it straight back at an attacker.
>
> *Breathing Exercise (50):* As well as gathering qi from an enemy, perfectly parrying a strike channels rejuvenating energy into your body, healing internal damage and minor injuries to a small degree. This does nothing to help with more serious harm.
>
> *Unbounded Counter (50):* With a moment's concentration, you can assume a stance, gathering qi between your hands. Released at just the right moment, this power carries all energy from a strike into infinity, allowing you to parry even the strongest attacks and inflict shock and internal damage on your attacker as well - though this is a high-risk, high-reward stratagem, given the time required to form the stance.
>
> If you have Deflect as well, Unbounded Counter can be used to deflect energy attacks.
>
> > *Unbounded Charge (50):* Having refined your Unbounded Counter, you can use it to draw some energy from the universe itself, briefly empowering your qi simply using the same stance.

Strike (Basic)
Gathering your qi in your hands, you can encase your hand in a momentary blade, or manifest short-lived sword blades to strike with, within melee range. Like a river gaining strength, the third strike is more powerful.

> *Charged Strike (50):* With a second or so to harness your qi, during which other strikes are impossible, you can launch an attack powerful enough to shatter through energy shields and stone walls.
>
> *Shadow Strike (50):* When you strike an unaware opponent, your attack sends a lightning bolt of qi through their system, rupturing internal structures and causing greatly increased damage.

Qi Blast (Basic)
You can expel a portion of your qi to form a 'talisman' at your fingertips, and apply it to an enemy with a touch, sending a shock through their qi system and inflicting internal damage. After a moment's concentration - channeling up to two more units of qi into the talisman - it

will detonate, causing internal organs and muscles to rupture as internal damage and stress is suddenly transformed into very real damage, and dealing extra damage for each charge.

Enhanced Qi Blast (50): Detonating a talisman with at least three charges allows you to attract items or energy from the target to yourself - against most transmuted enemies this will draw out Azure Sand, nanotechnology used to fuel many fangshi devices, but in future this could allow you to disarm enemies of their weapons, or steal mystical energies.

Water Flow (50): You may use this mode instead of the typical mode of Qi Blast. Talismans now take two units of qi to apply, but no longer require concentration to channel and detonate, allowing you to more easily weave them into the flow of battle.

Enhanced Water Flow (50): With near-perfect efficiency, Water Flow Talismans now only require one unit of qi to create.

Full Control (50): You may use this mode instead of the typical mode of Qi Blast. Sacrificing ease of use for power, requiring a moment's charging per qi unit applied, your detonations are more powerful, and can channel up to five units of qi, or a lesser amount at your will.

Enhanced Full Control (50): With five full units of qi, you can create a perfected matrix, unleashing a blast powerful enough to simply destroy even many fortified targets.

Transmute Unto
A technological modification to the Talisman System. By successfully destroying a foe with a talisman detonation, you may reap some benefit from it, converting their qi into something to be absorbed or salvaged. You may only have one of these active at any time.

Life (50): A successful detonation draws out a small amount of healing qi from your fallen enemy. You will automatically absorb this life force, which will restore your vitality and heal minor injuries.

Wealth (50): A successful detonation only does as much damage as needed to destroy the enemy, leaving more to be salvaged. Fallen enemies will have more Jin to be taken from their corpses, or money in other jumps.

Qi (50): A successful detonation draws out the qi of your fallen enemy, which is then absorbed into your reserves. With every enemy killed by a talisman, you gain one qi charge.

Items

You may take one item of each 50/100/200/400/600 CP price tier at a discount. Discounted 50 and 100 CP items are free.

Nine Sols (50): The game, by Red Candle Studios. You receive Nine Sols in whatever format you like - PC, Xbox, Playstation 5, Nintendo Switch, whatever you wish. It can even be compatible with Solarian technology. Comes with the Yi figure, the artbook, and both of the manga prequels, featuring Chien and Lear. You can have the other Red Candle Games too.

Jin (Free/50/100): A metal central to much of Solarian technology, which acts as both an excellent conductor for rhizomatic energy, and an essential material for 3D printing. Though relatively plentiful on Penglai, on New Kunlun it is both rare and valuable. You receive a weekly stipend of 500 Jin by default. For 50 CP, you receive 1000 weekly, and for 100 CP, the sum will be increased to 2000.

Jade System (Free/100/200): A wonder of medical-martial technology, the Jade System allows unprecedented versatility of style, combining advanced computing and ancient martial forms into something greater than the sum of its parts. In short, you have a cybernetic implant which, when loaded with the appropriate jade chips, can modify your qi, allowing you to swap out and alter your techniques.

Each chip takes a certain amount of computing power. By default, the Jade System has two units available. For 100 CP, it has 6 units, and for 200 CP, its maximum complement of 10 units.

Choose a number of Jades to install whose collective computation units (CU) equal that your system has available. You will be able to find more throughout the course of this jump, and at the end, all Jades will be made available to you. With the appropriate technological knowledge, you could develop more Jades, to interact with other techniques you may know or learn.

Palanquin (100): Solarian technology has developed quite some creature comforts. For those who don't want to walk everywhere, we offer a large, floating cushion outfitted with anti-gravity repulsors. It's not fast, and levitates at a walking pace. While incapable of flight at high altitudes, it can still get high enough to get to a building's second floor. It's a cross between a pillow and a couch. It floats. Not much else to say. Makes for a very comfy chair.

Artifacts of Penglai (100): Scattered throughout New Kunlun are a number of miscellaneous items brought from Penglai. They'd ordinarily be mundane items, but their cultural value has become near-priceless now. You've got a collection of these assorted bits and baubles. These items include, but are not limited to: traditional calligraphy kits, multi-tools, bubble tea rations, a board for the Solarian game of Qiankun, GMO seeds and fertilizer, traditional Solarian watercolour paintings, and more. Essentially, you have all the items that can be gifted to Shuanshuan in the game.

Poison (100): Also scattered throughout New Kunlun are various toxic substances. Animals, plants, ore, there's a lot that can make you sick if ingested… or poison somebody else. The true value of these, however, is revealed when given to someone with a special physiology. Certain people possessing the **Myriad Antidote Body** perk can eat these just fine, and can brew medicinal concoctions used to increase the vitality and resilience of those who drink. You receive two different poisonous substances per purchase.

Fusang Amulet (100): An amulet made from the fallen wood of the Fusang, said to have protective powers. That's just superstition, of course, but… Well, it is pretty tough, and it does seem to have an odd tendency to be just in the right place to block attacks. That's probably just confirmation bias, though - and it's not like it's indestructible. But still, it might be useful to keep around. For luck.

Nanoclothes (100): Though there are many stylish outfits favoured by various Solarians, nothing can quite beat a suit of nanoclothes for practicality. Acting as a skintight or near-skintight bodysuit, these clothes can keep you comfortable in high or low temperatures, are breathable and allow you a full range of motion, and can conveniently retract at will. On the other hand, their plain black is maybe a bit boring - they call out for something else on top, to add a bit of style. Perhaps a coat…

Mystic Nymph (100): Composed of Azure Sand and charged with rhizomatic energy, the Mystic Nymph acts as a technological 'familiar' of sorts. Its nanomachine components can blend into your body, emerging at will as you concentrate to fly at a distance and let you see through its eyes, or interface with machines to hack them at a distance.

Medicine Pipe (100/200/400): A truly marvellous device, the medicine pipe uses medicinal herbs as a catalyst to transform rhizomatic energy into vital qi. A single puff on the pipe is enough to heal serious wounds instantly - though it is useless against disease or poison. By default, the pipe only has enough power for two drags before being expended, and will only heal relatively minor wounds. For 200 CP, it can be used four times, with half again as much healing power, and for 400 CP, eight times and with twice its base strength.

Azure Bow (100/200/400): A potent weapon, derived from the war-arts of the Fangshi Guild. Able to collapse down into a bracelet, when activated it fires potent arrows composed of Azure Sand; a nanomaterial used in many Solarian technologies. By default, it only carries enough Azure Sand for two *Cloud Piercer* shots, which can pierce and briefly stun enemies, but only deal moderate damage.

For 200 CP, it can instead make four shots, and you have access to both alternate arrow modes, which can be switched between at will: the *Thunder Buster* (a bomb which creates a region of deadly electricity on hit) and the *Shadow Hunter* (a homing projectile).

For 400 CP, you have five shots, and all modes of the bow are upgraded, greatly increasing their range, damage, the size of their explosion (for Thunder Buster) or their seeking ability (for Shadow Hunter).

Tianhuo Serum (200): Tianhuo seems incurable, but that's not for lack of effort. This serum was developed during the early outbreak. While it doesn't cure the disease, it can prevent the infected from dying from it with regular injections… at the cost of mutating them into mindless, feral monsters. You receive a replenishing supply of it, which will work on any disease in future jumps. Is it worth it, living in body but dying in identity?

Access Token (200): This metal token has a simple effect: It acts as a master key for elevators and doors throughout New Kunlun, save for those personally sealed by the Sols. It won't help you much against more aggressive barricades, but the ability to move freely throughout this structure should not be underestimated. In future jumps, this will similarly serve as a 'universal key' to technological doors, gateways and public or corporate transit, save for those locked down by high-level privileges.

Tao Fruit (200): The Fusang Roots are said to remember all that they take into themselves. Perhaps this is proof that the Tianhuo does the same. This strange fruit, grown from the fungal flowers of the Tianhuo (though thankfully not a vector in itself) has peculiar properties of its own. If eaten, it creates new connections within the brain, allowing for rapid insights and development of skills - though only for a short period. If planted within a corpse and left for some time, a new Tao Fruit will be formed, which will impart some of the skills of the dead if eaten. A new Tao Fruit can be grown each week.

Advanced Weapons (200): A wide variety of unique weapons were developed during Penglai's Turbulent Era, many with special gimmicks to augment their lethality. With this purchase, you may take one of them. Perhaps you'd like a hidden dagger sharp enough to cut through solid steel, or a great ring that releases deadly energy pulses. Other weapons available are the weapons used by Sol Jiequan, such as a large supply of spiked explosives, homing throwing knives, or a jade (actual Jade, not the cybernetic components) weapon that can change forms and be telekinetically manipulated to a small extent.

Fusang Horn (200): A gift from a mysterious figure in the Limitless Realm, this jade horn is carved with the patterns of Fusang. When sounded, it gives a mournful note which calls to the Primordial Roots, drawing them up to absorb you and allow you to emerge elsewhere at another point they touch, and you have made contact with them before. This typically requires a Root Node, but effectively allows teleportation between these points. In future jumps, the Fusang Horn can also call other natural networks and allow you to commune with them, according to the network in question - merging into ley lines, or gaining visions from Weirwood trees.

Armillary Sphere (400): An intricately-wrought sphere of golden rings within rings, surrounding a strange void at its heart. The sphere can change in size, shrinking until it can fit

in a cupped palm, or growing to the size of a large man's torso, and can grow a staff from its base. It serves as a potent aid to divination, the strange stars within providing insight into the subtle flows of the Tao for those who can read past or future in such things - or can be put to more prosaic uses. Objects can be stored within the void and called out at will, or the void itself can be used, expanding into a vacuum that drags in howling winds and hapless victims.

Root Nodes (400, discounted with The Root of All Things): Even separated from their homeworld, the Primordial Roots of Fusang prosper. They've spread all throughout the island, and control the flow of Rhizomatic Energy to this day. While the true workings of the roots are unknown, they can be used for a variety of purposes. While connected to a Root Node, one may restore their health and heal injuries, and freely swap jades (and other cybernetics, or items such as Charms in Hollow Knight). If you possess *The Root of All Things*, they will serve as the site of your resurrections.

Vital Sanctum (400): A combination of an advanced cryosleep device, capable of entirely halting all bodily processes, and an even more-advanced computing device, the Vital Sanctum allows you to preserve your body and life indefinitely, halting the progress of any disease, poison or curse so long as you remain within it. Up to nine people, including you, may rest within the Sanctum at once. Additionally, while within your Sanctum, your mind is sustained in a simulated dream-world, the Soulscape. Here, you can simulate anything you like - though it is limited by the knowledge of those within the Sanctum, or data loaded into its computer. If you conjure up a book you never read, the pages will be blank, and while you can train indefinitely against simulated enemies, this won't reveal unfamiliar moves to you.

This version of the Vital Sanctum has been perfected, so as to remove any risk of causing an inability to distinguish illusion and reality, or with leaving blissful dreams behind. Comes with the schematics to make more - though doing so is expensive, and will require a powerful computing substrate.

Heavy Machinery (400): When Sol Yanlao boarded New Kunlun, he brought with him heavy-duty industrial equipment to better manage the warehouse zone. By taking this item, you may pick one of two options:

- The first option is one of the combat mechs found in the Warehouse Zone and the Empyrean District to a lesser degree. They're forces to be reckoned with, each armed with an advanced power mace capable of crushing storage containers in a single stroke, not to mention what it'll do to most foes foolish enough to stand in your way. For all its offensive power, its defense is even greater - the mech carries a hard-light shield capable of blocking all but the most powerful attacks.

- Alternatively, take a model of Sol Yanlao's personal equipment: the Sky-Rending Claw. If you took the claw from a claw machine, made it large and powerful enough to grip and crush storage containers, and armed it with a powerful laser weapon, you'd have this. It can exert far more force than the mech's power mace, and is operated via a

neural link. However, your real body is vulnerable when you operate it. The claw is portable, but needs to be properly set up before it can be used.

By picking this option, you also gain the skill needed to operate the machine. The Solarian equivalent of forklift certification.

Four Seasons Pavillion (400): Safely tucked away in an area of New Kunlun is palatial manse, a home to call your own. The estate is surrounded by a system that controls local weather conditions on your grounds, which has been modified for manual control of the day-night cycle. The building itself is a regal three-story building, with enough food and board to house more than a few people. It possesses a branch of the Primordial Roots, and also boasts substantial facilities for craftsmanship; including a dedicated, state-of-the-art workshop and an advanced 3D printer. In future jumps, this can either appear in the world or be an attachment to the cosmic warehouse.

Super Mutant Buster (400): Kuafu has a unique naming sense; don't judge. In any case, the Super Mutant Buster is a device which enhances your talisman attacks, tuning them to disrupt the mutant Fusang filaments which make up the bodies of Tianhuo mutants based on the immortal genetic signature which binds them… Look, stick a talisman on the mutants; if it kills them, they actually die, rather than just coming back. In future jumps, if you can find an example of similar 'pure' material to work from, this gauntlet will let you kill what would normally be unkillable.

Transmutation Crucible (400): Transmutation, one of the signature technologies of the Jie Kingdom. It's used for genetic modification, which can in turn achieve every from mass producing biomechanical soldiers for your wars to augmenting your body to ever greater heights. This circular pod, wide enough to fit a large Solarian, does the latter. It changes genes through radiation-induced mutation, and is well-suited towards drawing out more and more strength to the body. You could make the equivalent to Captain America with this… provided they survive. Everybody has their limit, and excessive transmutation will kill the recipient.

Battle Memories (400): Would you like to face your foes again, once you've vanquished them? Well, you can do that in the video game. More seriously, that's what this simulation is for. This highly advanced virtual environment is equipped with a unique Root Node. While it's not connected to Fusang as a whole, it can do everything else it's supposed to do. Connecting to it allows you to simulate fighting adversaries you've defeated before. You can face up to eight different opponents with the simulation. The simulator retains previous enemies, but gains eight new "slots" you can fill with defeated enemies in every new jump.

Rhizomatic Bomb (600): A terrible weapon, and a legacy of the ultimate desperation of the end of the Turbulent Era - the greatest shame of the Fangshi Guild. This small, unassuming dodecahedral device contains enough energy to eradicate an entire island, blasting it to dust - in short, it's akin to a nuclear bomb, but small enough to fit in a hand, and without the danger

of fallout. Nothing physical can survive its detonation, if within its radius. You only get once use per jump - so make it count.

If you have the *Azure Bow* you may also reformat the Rhizomatic Bomb into an arrow, able to be fired from the bow.

Haotian Sphere (600/1000): Built during the Turbulent Era, supposedly as a peaceful research satellite, the Haotian Sphere is a construction to rival New Kunlun itself. An enormous, hollow sphere several kilometres across, equipped with powerful telescopes capable of reaching across interstellar distances, and identifying even such details as the presence and nature of life on other planets five hundred light years away. Its internal structure has laboratories, quarters for researchers and all manner of other amenities, suited for such a grand scientific endeavour.

For an additional 400 CP, undiscounted, your copy of the Haotian Sphere also includes the more sinister additions made by the warlord Jietong: Rhizomatic cannons capable of melting skyscrapers to slag and devastating cities from their position in orbit.

Companions

"Evolved" Solarian (free): A strange creature, this. It resembles a Solarian, but is far less long-lived and intelligent, and it's quadrupedal instead of bipedal. It's covered in soft fur and has a tail. It's attracted to food, but especially likes fish and milk. Seems to look at you affectionately, and likes when you pet it. It dislikes getting wet. Incapable of speech, but can make a variety of hisses, yowls, purrs, and meows. Has a predilection to knock things over. Does not take up a companion slot.

Canon (100): There are many who would leap at the chance to leave this universe, to jump ship. Or perhaps they'd like to see horizons beyond this one? With each purchase of this, you are allotted the chance to convince one canon character of your choice to follow you on your journey. They must agree without undue influence.

Import (100/200): Or perhaps you already have friends, allies, and comrades that go wherever you go? It wouldn't do to separate you. You may import a companion for the low price of 100 CP, or up to eight with 200. Each companion will gain a stipend of 500 CP and a free origin.

Wildcat (100): As the end of Penglai neared, a strange curiosity was discovered in northern Yumin; the frozen remains of an ancient Solarian. As a curiosity, a clone of her was grown within New Kunlun, and it was found that she possessed great strength and agility, keen senses and natural weapons which have become atrophied in modern Solarians - but her headstrong and independent attitude led to her being placed back in stasis in a Vital Sanctum as a curiosity. Now, released from her confinement, she just wants a way off this ride she never asked to get on - and maybe she's curious about someone just as out of place as she is.

Prince of Flowers (100): He was a prince of the Yih Kingdom - not that that meant much anymore. As a constitutional monarch-in-waiting, and deceptively scholarly for all his muscular frame, he spent his time reading histories, training in the martial forms traditional to the royalty, and tinkering in secret with ancient technology. When Tianhuo swept across Penglai, he persuaded his father to buy into the New Kunlun project, and delved into the secrets of the Fangshi Guild and the ancient past of Yih as well, hoping to find a solution. By the time he discovered the ancient sword of kings, though, it was too late - and the sword, despite all its power, was useless in any case. It could not fight the virus which reaped his father and his people like grain, nor bring about a cure. In the end, his father knocked him out and sent him aboard New Kunlun with his discovery. At least that way, some memory of Yih could be preserved - perhaps to return one day, and build something better.

[葡西盾] Strange Mascot (100): A streamer calling herself the "Moon Princess," this Solarian looks like a mascot from another world. She dresses in garb strange to this land, though someone from our world might recognize it as a white sweater, a skirt, and tights. She says she's dressing up as someone. Some nonexistent bloodsucker. Strange. Is otherwise something of a gamer - she plays more than a few video games that she brought with her onto the island, and even writes a certain kind of document in her spare time. Will scold you with every death if you have *The Root of All Things* or other one-ups.

Monkey King (100): Once there was a boy, who dreamed of something more. He climbed the pillars of the Heavens, and wriggled through the sky - and found that he had been taken to the Hells instead. His people didn't listen to him, so he stayed away from their pen of flowers and fruit, seeking strength and knowledge elsewhere - and found that though the soldiers of Heaven cut and butchered him, he returned each time to life. As time passed, he stole the secrets of cultivation, and became a terror to his home, stealing away their sacrifices to show them the 'Heaven' they were to be taken to, and building his own monkey kingdom in the vents and hidden places of New Kunlun. For all that, though he's still trapped - still looking for a way out. Perhaps you can offer one?

Wayward Soldier (100): Clever and ambitious, her family were praised for their divine favour, for each of them in turn was called to serve at the pleasure of the Sols. But perhaps she was simply too clever, for she watched the shadows of those chosen as divine offerings fall into the depths of the earth, and decided to follow them. What she found there was horror, rather than bliss, and she returned to the cattle pen only long enough to fashion a rudimentary spear - just enough to take a wandering guard by surprise, steal its weapon and flense the armour from its flesh. Thus disguised, and with hair shorn short, she - or he, now - wanders the dark halls of New Kunlun, leaving machine corpses in his wake as he searches for his father, his mother, his family's honor. So far, his journey has been unsuccessful, though no one could claim this wayward soldier ineffective.

Old Master (100): In the depths of New Kunlun, you might encounter an old man. He never seems to have trouble with the guards, or even with the security systems - he just… Appears, always examining some console, contemplating some scene, and more often than not, ready

with some sage advice. His past, his intentions, and the exact nature of his strange powers are not clear - but he certainly has plenty to say, if you can get him talking, and he wouldn't object to seeing something beyond the walls of New Kunlun.

Abacus (200): Solarians have developed far more advanced AI assistants than we have. These supercomputers, called Abacuses, have powerful processing capacity and are advanced enough to be considered sentient. This one has been assigned as your personal assistant. Its, or more accurately, their hardware will be stored in the Cosmic Warehouse, the Four Seasons Pavilion if you have it, or some other safe area. It is knowledgeable in a wide variety of fields, possesses a built-in therapist module, can project a holographic avatar, and is loyal to you unto destruction.

Bodyguard (400cp): The horrible creations of New Kunlun are many, and now you are protected by them. You have a biomechanical monstrosity of your own, which will serve to fight your enemies on your behalf. Pick one from the following:

- The first option is a large advanced fighting machine, an amalgamation of flesh and machinery much like the other soldiers of New Kunlun. It resembles a centaur in design, much like Kuafu's personal bodyguard - General Yingzhao. Due to its body shape, it's quite fast, not to mention strong enough to send foes flying and leap hundreds of feet into the air. That speed and power is augmented by the armament - an advanced spear longer than most people are tall, which can be infused with Rhizomatic Energy to deal more damage.

- The second option is a product of Jie Kingdom science. Jiangshi soldiers, like their namesake, are essentially zombies. These are the lobotomised corpses of Apemen who were particularly strong in life. Their lobotomised brains, combined with preprogrammed talismans, ensure that the Jiangshi feel no pain or fear. They are controlled by collars, which are activated with a special bell. You can direct them by ringing it, or use it to heal them from ordinarily-lethal injuries. However, if the bell is destroyed, they'll be rendered inert.

- The final option is a Battlelord Mk. II. This third brother takes after Xingtian rather than Chiyou, being mindless and entirely subservient to your will. It is armed with a heavy axe, which it is more than strong enough to lift and swing one-handedly, albeit not as skillfully as General Yingzhao would be. This axe can send waves of thunderburst explosions at foes when making a particularly powerful strike. The Battlelord can actively regenerate while resting - though this healing factor can be disrupted by a strong attack. It can even survive decapitation, though it won't grow a new head.

Drawbacks

No Drawback Limit.

The Turbulent Past (+0): The bell has tolled for Penglai and the Solarians. The end descends, a catastrophe from heaven. Who would blame you if you wanted to go to a time before all of this happened? By taking this drawback, you will be sent to a time centuries before the events of the game, during the Turbulent Era. The warlord Jietong seeks to conquer Penglai, and has taken a young Solarian named Lear under his wing…

Another Time, Another Life (+0): Perhaps your origin is more intertwined with this tale than we initially thought. You may instead insert as a canon character, effectively replacing them. In exchange, you must take the perks, items, and drawbacks representative of their story.

Caloric Crusher (+100): It looks like you and Kuafu (gorgeous beefcake, him) have something in common: there's a lot of you to love. You're round. Portly. Chubby. You're visibly overweight and out of shape, and that comes with all the associated mobility problems. Those around you might make a few jokes at your expense, too.

Lost Jin (+100): At some point during your stay here, you will make a lot of Jin. The closest equivalent of currency on New Kunlun, usable for a wide variety of things. You'll go to spend it on something… and then an enemy will promptly kill you and take all that hard-earned cash off your corpse. Fortunately, you won't die for good! But unfortunately, all that hard-earned money's not coming back, even if you get revenge on your slayer…

Gimme Gimme (+100): It's satisfying to leave no stone unturned, you know? The adventure really isn't complete without it. You just have to find all the chests spread out through New Kunlun. If this were the game, it'd get you the *Treasure Hunter* achievement. This means that you may have to go through a few more platforming challenges and fight more enemies than normally. But you'll be rich! Think about it as a way to fully explore the island.

No Stonks (+100): Throughout your travels, you may find many items that can be sold or recyclable in exchange for Jin. There are the components ubiquitous to machinery, special coins and rings, passenger tokens, medallions… in short, there's a lot of things you could potentially trade in for profit. By taking this drawback, you waive the ability to recycle anything except for components.

Small Sol (+100/200): You have shrunken to the size of a child, and will never reach the heights of an adult of your species. This limits your physicality, but perhaps you can prove that size matters not. At the higher level of the drawback, this will also impact your skills, reducing them to the level of a young, inexperienced adolescent.

I Am Not A Gun (+200): Perhaps you were made to make war on the enemies of your creators, and rejected that purpose, or perhaps not. Whatever the case, you do not wield the sword lightly, if ever. A vow of pacifism prevents you from that, and you adhere to it so ardently that you'd die in defiance rather than fight. You may be many things, but a fighter isn't one of them. You shall uphold this vow for the duration of this jump.

Malfunctioning (+200, Battlelord and Shanhai 9000 only): Serious damage. Broke Jumper. Speech module. Irreparable. Jumper. Refer to self. Third-Person. Or mute. Aggression levels. Maximized. All beings. Intruders. Must be destroyed. Higher reasoning. Incorrect. That command does not exist. All beings. Intrud-d-d-ders…

Science is the Answer (+200, incompatible with Learite): The Tao? Spiritualism? Nonsense. Nothing but the primitive beliefs of backwards country folk too ignorant for their own good, who shun the glories of the past. You believe in science and empirical evidence wholeheartedly; making you unwilling to listen to 'mystical' explanations - even when they might explain things more clearly. This limited, close-minded worldview is perhaps similar to the Taoists you decry, and borders on arrogance. Is it wise to always trust the mind and never the heart?

Learite (+200, incompatible with Science is the Answer): On the other hand, perhaps you'd prefer a simpler life, free of the misfortune brought by playing god. Free of the evils of science. You greatly distrust innovation and technology. In your eyes, they do nothing but serve to make people violent, and only lead to a growing obsession with knowledge and power. As such, you have chosen to cast it all aside and live humbly, akin to a hermit or a peasant. Your mindset is as open as the above drawback. That is to say, not at all. At least, not when it comes to science. You're a luddite and see it as evil.

Lotus Feet (+200): Did you know that foot-binding may have been practiced in Penglai? Some say that Sol Nuwa's feet were bound. For those unfamiliar, some cultures hold small feet as a symbol of feminine beauty. This led to the development of a certain process: one for permanently modifying the feet of young women, which is quite painful and leads to misaligned bone structure and disability. This process has now been applied to your feet, making it much more difficult to walk, let alone run.

Divine Sol (+200): The majority of the Apemen believe in false gods, and that the chosen will eventually ascend to live in bliss. The truth is far uglier, and doesn't dawn on those 'fortunate' enough to be chosen until it's too late. You may have once known better, but by taking this drawback you lose that advantage, along with all metaknowledge and knowledge of Nine Sols and the Jumpchain itself.

The Crucible (+400): The Jie clan believes that those destined for greatness and burdened with responsibility must suffer the most hardship. Their motto is to *endure what others cannot*, after all. So it is with you. You are morbidly fixated on both inflicting and taking as

much pain as possible. You'll constantly seek out conflict, and take a perverse amount of joy in torturing people. The more you get injured, the better in your mind. Additionally, you've developed a constant craving for transmutation and strength. You've been exposed to excessive amounts of radiation and genetic modification already, with no signs of stopping. Soon, you may reach your limit, and it won't be pretty when you keep going…

Come, Sweet Death (+400): Living life is suffering, and you wish to be free from the cycle. Perhaps you've witnessed and been responsible for horrific things, things so unspeakable that the guilt and mental scars they've left are unbearable. Perhaps your many lifetimes travelling have caught up to you, and you wish to meet your end in a spectacular fashion - befitting of the many great heroes and villains you've met. Whatever the case, you are depressed and long for death or punishment, and these feelings are strong enough to make you actively seek these things out.

I Want to Stay (+400): Forget your location roll. You are not in New Kunlun. You are instead stranded on either the Pale Blue Planet or Penglai. On Penglai, pink and white fungal flowers stretch to the horizon, with little to nothing else alive. On the Pale Blue Planet, New Kunlun has positioned itself between the Pale Blue Planet and its sun, causing a perpetual eclipse and ice age on the surface of the planet. Choose one to be stranded on. A world 500 lightyears away where all sentient life has been long dead, or a frozen world where ten false suns have blocked out the true one.

Qi Deficiency (+400cp): From birth, you were born with weak Qi; saddling you with a sickly constitution. You are weak and sickly. Your body barely has enough life energy to function, let alone harness it to achieve supernatural feats. To represent this, you are unable to buy Fangshi Techniques, and are only able to learn them with great difficulty. Most every Sol here is capable of using Qi for combat, so it'll be a major handicap when it comes to fighting them. This drawback applies to all powers that rely on internal energies as well.

Dying Sol (+400, Solarian only): Like Yanlao, your case of Tianhuo is particularly advanced; strenuous activity will progress it further quickly, and even staying outside a Vital Sanctum is a risk. You're experiencing multiple organ failure, and could lose a year's worth of lifetime in the span of a week. You'll have to spend the majority of time sequestered away in suspended animation, or find some other way to delay your affliction, if you want to survive to the end of the jump.

Vengeful Sol (+400): You have a dream, an obsession, a goal. One you wish for from the bottom of your heart. You will stop at nothing to achieve this goal… which is ultimately fruitless. No matter how it may seem, nothing good will come from pursuing it, and your stubborn, repeated attempts to do so will only lead to further ruin and pain for you and your loved ones. Yet you cling desperately to this goal. It eats at you. You can eventually reach it, and if left to your own devices, you will. But it'll have been for nothing. To let go of this futile

quest, you'll have to go through significant growth as a person. Only then will you be able to turn away.

Setting Sol (+400): Yi has an additional name on his hit list. Yours. Perhaps you were in the Tiandao Council, an eleventh Sol? Now, in addition to the Nine Sols, Yi will come for your life as well. Perhaps you kept a terrible truth from him and stood by as he was seemingly slain by Eigong, like the others. To him, you've committed a grave enough sin for reasoning with him to be completely off the table. It's him or you. You will not be able to avoid a confrontation with Yi, and killing him will only result in him springing out of the Primordial Roots born anew, ready to fight you once more.

Power Lockout (+600): Expecting to roll over the setting and solve all its problems within an hour with those otherworldly extradimensional powers of yours, were you? Well, not anymore. You have been cut off from those, and may only rely on the body mod, the purchases you've made here, and the non-supernatural skills you've developed the hard way. This extends to any items or companions from other Jumps as well, and seals the Cosmic Warehouse or its equivalent.

Shattered Sol (+600): You begin this jump not in wakefulness, but in dark slumber. You were one of the many who were preserved in the Vital Sanctums after the launch of New Kunlun, waiting for a cure that will never come.

This may seem a blessing, as your Soulscape sweeps you away into the most beautiful of dreams - but this in itself is a curse. The bliss you experience is not real; a dream so exquisite that to leave in the first place would require a titanic effort of will - and even if you manage that, the existential horror of an imperfect world will put you at risk of a severe psychotic break if disconnected, with recurrences possible whenever you face trouble, pain or even simple disappointment. It is very likely that you'll harm yourself or others in this state, and only marginally less likely that you'll suffer brain death.

If combined with **Come, Sweet Death**, the nature of the drawback will psychologically torture you as long as you are here. It has twisted your Soulscape into a nightmarish realm, though it may seem beautiful at first glance. You're trapped in this endless loop of self-hatred and self-castigation, and will not recover from the psychological trauma so long as you are here. This pain will even affect the outside, physical world, warping the senses of those in your proximity and drawing them into your cursed dream. Your outside body has also been reduced to nothing but your preserved nervous system, your brain, nerves, and spinal cord.

LIVE (+600): Do you wish not to die? To live to see another day, no matter how you must suffer? Allow us to grant that wish. Many, many Solarians meet a horrible fate within the game, and now, you shall join their number. You have been put in a state where you are either dead or almost dead in body or mind. Locked away in captivity in the dungeons of Jie, tortured and mutilated day after day by sadistic captors, perhaps. Maybe you succumbed to Tianhuo

long ago and are only kept alive by injections of the flawed Tianhuo serum… causing you to degenerate into a mindless husk of what you once were. Perhaps it's been taken a step further and you've outright become a Tianhuo mutant. Maybe someone's cut off your legs, forced you to stand on the remaining stumps, and clapped a mind control collar around your neck. You will not die. Such is the price to LIVE.

Scenario

Nine Sols

Nine suns in the sky. A hero who sought to shoot them all down to save the Earth. This is the truth behind the story, which will become a myth that will be passed down from generation to generation for millenia. Yet in the end, this quest was ultimately pointless. For whether Yi gets his vengeance and slays the Sols or not, their people are still a doomed race. Each and every one of them is infected with a virus that never fails to end life. The Soulscapes have broken their minds. More and more of them are becoming monsters, hideous shadows of their former selves. The end is now. Ultimately, the final fate of the Solarian Race will fall into the hands of Yi. One that has desperately hung onto life long after it should have passed into the Great Tao. Like butter, spread too thin. But it seems that it has fallen to you to decide their fate as well…

Your goal is to bring an end to the current state of New Kunlun, one way or another. Choose between Solarians or Apemen. You will work towards the best interests of that species, and you make a choice. In a way, it is a choice. You can choose life, choosing to live no matter what horrors you have to face or what evils you sink to, choosing to resist death. Do not go gentle into that good night. Or you may choose to align with the Eternal Tao. To choose inaction, stillness, and to accept the inevitable and return to the flow of the Universe in peace and dignity.

> **Ending 1: Home Sweet Home**
> It is too late now to turn back; even in the face of futility and impossibility, you will stride onwards, bearing the weight of Penglai's legacy on into the future. To do this, you must venture throughout the island-ship and collect the symbols of ultimate authority over it - the Sol Seals. Each Sol holds one of them: Loyalty, Equality, Legacy, Discipline, Benevolence, Integrity, Selflessness, Insight, Knowledge and Innovation. Collect all ten, and ascend to the apex of New Kunlun, where the Fusang Roots converge, to take control of the station. With this, you can make the jump back to Penglai, there to strive to cure the Tianhuo while what Solarians survive remain in their Vital Sanctums.
>
> The reward for your labours is **New Kunlun** itself, as it was originally built and intended: A space station built from a sizable island, capable of serving as the heart of a Dyson sphere grown from the Fusang Roots. Provided with sunlight for Fusang to process into energy, the station is entirely self-sufficient and capable of self-repair, though it can only support about a thousand individuals in wakefulness at a time - though up to a hundred thousand ensconced within its Vital Sanctums. It contains facilities for recreation, research, agriculture and more, as well as docks filled with over a hundred vessels capable of carrying thousands over interplanetary distances within days.

The station is also capable of making interstellar jumps - though every light-year jumped will require a year to build up energy from a solar source. This would speed up as Fusang spreads further around the host star.

Control of the Sol Seals also gives you command of the station's guard forces, an army of ten thousand biomechanical war-machines, from basic Tiger Legion guards to elite Dusk Legion warriors. May they serve you well.



"I leave it to you… The fate of all Solarians…"

Ending 2: Shooting Star
When all hopes have proven false, and striving onwards will only increase suffering, it is mere vanity and pride. Though it may be hard; though it may break hearts and go against every instinct of the animal to live on, no matter what, all that is left is to pass with grace, and bring an end to suffering. Free the Apemen to return to their home, find the Rhizomatic Bomb, deep within the Grotto of Scriptures and protected by the wards of the Fangshi Guild, carry it to the heart of New Kunlun, and detonate it. Destroy the island, and strike down the Sols once and for all, so that the Pale Blue Planet might yet live.

The rewards for this ending are threefold. Firstly, you have the **Rhizomatic Bomb** you used to destroy New Kunlun, even if you didn't buy it in the jump. If you did buy it, you are refunded its cost in CP, which may be spent either in this jump, or the next.

Secondly, and perhaps more profoundly, in the moment of your own destruction - or perhaps before, when you truly made your decision - you obtained a glimpse of the Tao, and something of its truth remains with you still. Though you will still feel as deeply as ever, you will forevermore be able to recognize your own prejudices and faults, and to put them aside along with your own pain, to assess situations clearly. You will be able to recognize when there is still hope - and when letting go will cause less pain than holding on. This does not give you additional supernatural knowledge - only let you recognize and accept truths you already know, and act upon them without animal instinct or prideful desperation holding you back.

Finally, once per jump, if you perish in the course of a meaningful self-sacrifice, this will not count as a chain-end. You will still die, and your time in that jump comes to an end, but the Tao will carry you onwards to a new world. These two boons are the **Acceptance of the Tao**.



"All of it has now attained oneness within the Tao, like a shooting star that sears its mark between heaven and earth."



Future

Your time here has come to its natural end. If you made it to this point, you and yours are cured of the Tianhuo virus. In any case, it's time to make a familiar choice…

Heaven and Earth

A tale of a species 500 lightyears away from home. It makes you want to return to your world of origin, and return you shall. You go home, and your chain ends.

Convergence

All paths must converge in the end, and you have chosen to accept it. Through the way of inaction, you stay here in this world, and your chain ends.

The Great Tao

But perhaps some other world calls for you. Just as you have done so many times ago, you leave the circles of this world for the next. May you meet those you left here, under the Tao…

Notes

#30, for Jumpmaker One. #32 if you count the two jumps I helped make but don't really feel I contributed much to. There are areas of hidden text somewhere in this document.

On Tianhuo
Any characters infected with Tianhuo are cured upon leaving this jump, and are no longer contagious. No need to worry about spreading the disease further - unless, for some reason, you really want to.

The Cortex Center
What's really going on here? Well, the Cortex Center is where the harvested brains of the Apemen go. They're used as organic computers to power the soulscapes of the Solarians in cryosleep. Soulscapes are VR dream systems that are used by the Solarians in cryosleep to maintain brain activity. Lady Ethereal created them. Think Sword Art Online, the Lotus Eaters in the Odyssey, or Nozick's Experience Machine.

Unfortunately, they don't work as intended. The soulscapes allow those hooked up to them to experience the most perfect, wonderful dreams in their sleep. The trouble is, the initial tests proved that the dreams were too perfect, to the point where dreamers lose track of where it ends and reality begins. When disconnected from the system, they immediately experience psychotic breaks and devolve into violent insanity, harming or killing themselves or others.

This was discovered in the initial round of tests. It resulted in the deaths of all of Lady Ethereal's colleagues, including her girlfriend, Xiaohe, who was so far gone that she attempted to strangle Lady Ethereal. Eigong forced Lady Ethereal to claim that the soulscapes worked perfectly and that they were clear to move forward with the project.

Understandably, Lady Ethereal experienced a lot of anguish from this. Her mental health took a nosedive, and eventually she attempted suicide. Her body died, but her nervous system was removed and preserved in her vital sanctum - that is, her cryostasis system. The profound mental pain she's experiencing is so powerful that it distorts the perception of even those outside of her Soulscape, which appears to be a beautiful realm of hot springs, but is really a nightmarish hellscape indicative of her trauma.

Jades
You can think of each jade as a chip with a specific program on it, acting in conjunction with the Jade System to subtly modify the flows of qi through the body, and thus the techniques that can be used with them. Each jade lists the number of computation units (CU) it takes in parentheses.

Talisman Jades

- **Stasis (2):** Enhances the user's talismans to spread a spike of qi through the target's body, momentarily paralysing them.

- **Mob Quell - Yin (2):** Expands the effects of Talismans or similar spells to an additional nearby target. Can stack with Mob Quell - Yang.
- **Mob Quell - Yang (2):** Expands the effects of Talismans or similar spells to an additional nearby target. Can stack with Mob Quell - Yin.
- **Steely (2):** Deadens the user's sense of pain when using a Talisman or other spells, preventing injury from interrupting their use of the spell.

Training Jades

- **Pauper (1):** Allows the user to exert a magnetic force, drawing small metal items towards them, such as jin.
- **Soul Reaper (1):** By detonating a Talisman on a target, the user can extract from them any possessions of the user the target has taken, including supernatural energies.
- **Avarice (2):** Bends fortune through mysterious means, leading the user to be more lucky when searching for wealth.
- **Cultivation (2):** Refines the meridians which flow through the brain, slightly increasing learning speed.

Offensive Jades

- **Immovable (2):** Drawing qi from the heavens and earth, you can execute a Charged Strike or other charged powers or techniques more quickly.
- **Harness Force (1):** Harness the power of enemies' attacks with a perfect parry, allowing an immediate use of a Charged Strike, or other charged powers.
- **Swift Blade (2):** Enhances the user's muscular and nerve system, allowing for increased speed of attacks - but inflicting some internal damage due to strain with each such strike.
- **Qi Blade (3):** Consume two qi charges to greatly enhance the power of a strike, and send a short-ranged blade of qi flying forwards.
- **Health Thief (2):** Successfully executing a Shadow Strike steals vital qi from the target's body, healing you.
- **Focus (3):** When executing a charged strike, consume a qi charge to greatly enhance its power.

Defensive Jades

- **Hedgehog (3):** Sends shockwaves through an opponent's body upon a perfect parry, inflicting mild internal damage.
- **Reciprocation (2):** Enhances the Unbounded Counter to subject the attacker to an internal shock, transferring some of the user's internal damage to them.
- **Bearing (2):** Connects the user's qi with that of their surroundings, allowing them to resist and dissipate forces which would push them back or move them around.
- **Divine Hand (2):** Retains impressions of the user's qi-patterns for a short time, allowing for Unbounded Counter to be re-used many times without the need for re-charging its power, after one successful use.
- **Ricochet (1):** Refines the user's manipulation of qi during a parry, allowing them to redirect ranged attacks even without perfect timing.

Miscellaneous Jades

- **Qi Swipe (3):** Increases the user's qi capacity, and doubles the qi harvested via a perfect parry - but this high performance places strain on the user's system, inflicting some internal damage on a perfect parry.
- **Swift Descent (1):** Manipulates qi at the surface of the user's skin, allowing them to rapidly accelerate downwards while in the air, and incidentally reducing the recovery time for the Immortal Dash technique.
- **Last Stand (2):** Hooks into the adrenal system, releasing a burst of ferocious energy when the wielder is near death, dulling pain responses and strengthening the muscles.

Health Jades

- **Iron Skin (3):** Spreads a lattice of qi through the skin. This distributes force across the entire body, partially converting wounds to internal damage. Internal damage can be healed after a short duration.
- **Breather (2):** Regulates the user's qi respiration, allowing them to inhale qi expelled by attacking an enemy, recovering internal damage by doing so.
- **Recovery (2):** Increases the recovery rate of internal damage, removing vulnerabilities faster and getting you back in the fight.
- **Medical (2):** Regulates the spread of vital qi through the body, slowing the healing provided by vital qi (e.g. via the medicine pipe) but increasing its power by half again.
- **Quick Dose (2):** Speeds the uptake of medicinal substances, significantly accelerating the effects of such treatments.
- **Revival (2):** Creates an internal repository of vital qi, allowing for an instant revival upon death, healing lethal wounds. Requires recharging from a significant qi source, such as a Root Node, before it can be used again.

Damage

The game divides damage into two categories:

- Internal Damage, which is received upon a slightly mistimed parry or other means. This recovers in a few moments, but taking direct damage converts this to direct damage as well.
- Direct Damage, which is received from direct hits. A real wound. Cannot be recovered from unless you visit a Root Node, or via powerful healing effects such as the Medicine Pipe.

Companion Perks & Items

- **Wildcat:** Peach Blossom; Martial Discipline; Stillness, Overcome Motion; Forged in Agony; Nanoclothes; Fusang Amulet, as well as senses enhanced beyond normal Solarian abilities, claws able to cut through metal, and incredible agility. Companion is based on Catra. Sort of.

- **Prince of Flowers:** Listen, Follow, Believe; "Academy-Educated"; Leaps and Bounds (Engineering); Martial Discipline; Warlord; Nanoclothes; the Sword of Yih (an Advanced Weapon which also has the capabilities of a 400 CP Azure Bow). Companion is based on Lion-O.
- **[葡西盾] Strange Mascot:** Listen, Follow, Believe; Hope for this World; The Way; Nanoclothes; Mystic Nymph; Access Token. Companion is based on Poscidion, our fellow Jumpmaker.
- **Monkey King:** Kanghui Regeneration Gene; Divert the Waters, Break the Rocks; Listen, Follow, Believe; Huangdi; Martial Discipline; Stillness, Overcome Motion; all Fangshi Techniques except for Qi Blast and its advanced techniques. His Strike manifests as a fighting stick, rather than a sword. Companion is based on Sun Wukong.
- **Wayward Soldier:** Divert the Waters, Break the Rocks; Huangdi; The World Will Know; Martial Discipline; Stillness, Overcome Motion; Warlord; Advanced Weapons (arms and armor of an Elite Tiger Guard, modified to fit an apeman body). Mulan.
- **Old Master:** Limitless Sage, Sage, The Way, Resonance, I-Ching, Armillary Sphere, Fusang Horn. Also, a water-buffalo, somehow. Companion is based on Laozi.

Links I think are helpful
Wikipedia
Nine Sols Wiki
Interview with Vincent Yang
Red Candle Games Reddit AMA
The Game's Steam Page

Changelog
I, Jumpmaker 1, bought Nine Sols on March 19th.
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"We are Sols.

Outshining all species, never to be extinguished,
Leeching off bygone glory to fuel our brilliance.

We are survivors.

Our feverish flames have failed to forge hope, inflicting blistering pain with each searing embrace.

Working in vain, painting our colours across the sky over and over again. Probing and feeling.

Night descends, and our light is already faded.

No one's at fault, for we are only Sols."