NINE STAR BURDEN

Nearly a century ago this world was just like any mundane Earth. The people, species, and land of this planet was indistinguishable from any other version of it. However, nearly 70 years ago this planet suddenly underwent a monumental change without warning. Large portals to other spaces, akin to dungeons, containing fantastical beasts began to appear all around the world at random. These beasts would wield supernatural abilities that go against the common sense of the world. Alongside this came the appearance of the mystical energy known as Star Power. Quite suddenly this planet was thrust without preamble or consent into the era of cultivation.

70 years have passed since then and the world has settled into a semi-calm state. New Dimensional Spaces occasionally pop up, but the world is able to handle these. The push for pure progress in technology has been pushed to the side to make way for the advent of the Awakened. It is to this world that the main character, Jiang Xiao, wakes up. They were originally a normal office worker from a completely mundane Earth before being transmigrated into a fifteen year old body of this planet for seemingly no reason.

This story would normally follow the tale of him and his group's climb to the peak of this world as they seek to grow stronger and discover the secrets behind the appearance of Star Power and the Dimensional Spaces, as well as compete to woo Jiang's attractive not-related-by-blood sister. Not long into this journey, the appearance of the Dimensional Spaces will begin to increase, while forces in the dark lurk behind the scenes. In five short years, Earth will fully merge with the Alien Sphere that is causing these Dimensional Spaces to appear. You will be entering into this world at the same time as Jiang Xiao would have. To prepare you for your time here, have **1000CP** to spend on the document below.

Origins:

Student - Even the mightiest warrior has to first learn and grow. Disregard the age choice, because you are going to be going back to school. You will be entering into this world as a simple high-school student in your first, second, or third year. You have still got your whole future ahead of you, and whatever path you want to pursue is ready and waiting. Jiang Xiao is currently only in his first year of Highschool, while his sister and future teammates are nearing the end of their third. Whether you are in a military school, public school, or even art school is up to you.

Civilian - The path of the Awakened is not one that necessarily has to revolve around constant fighting. You will be entering into this world as a simple civilian. Rather than getting involved with the military, you have decided to go into one of the many other possible jobs available to you. Perhaps you have even chosen to work at a school as a teacher for the new awakened. With use of Star Techniques outside Dimensional Spaces generally prohibited, being an Awakened may have lost some of its shine.

Soldier - With the appearance of Dimensional Spaces and Awakened, those willing to stand up and fight, to lay their life down for the sake of others, have become all the more important. You will be entering into this world as a member of the military. There are many different roles you could fulfil, whether it be guarding a dimensional space, working as a Wasteland Reclaimer, or maybe even working as one mysterious Guardians of the Night. Whatever the case, you can expect to see a fair bit of fighting this jump.

Fugitive - With superhuman powers easy to obtain, the temptation to bend or break the rules grows ever more. Especially in countries where the mere use of this special power is prohibited. At some point in the past you ran afoul of the law and subsequently you have become a wanted man. They may not have wanted you for anything very serious, but who would be willing to go to prison just as their life was reaching the peak? You ran, and now you have to keep running to escape further punishment.

Starting Location:

Beijing Province - A large portion of the plot is spent moving around and competing in various Dimensional Spaces or international tournaments. That said, the home-base of the cast remains the same and it is here that you will be starting. You may not be appearing on the exact same street as Jiang Xiao and co, but you will be starting in the same kind of area. There is nothing stopping you from travelling elsewhere if you wish.

Foreign Lands - While most of the story takes place in China and then the Alien Sphere, they are not the only lands of this world, nor are they entirely forgotten. Strong it may be, China is not the only powerhouse of the world nor does it have a monopoly on strength or dimensional spaces. You will be starting in a different country from the main cast. No country in particular has been overwhelmed by the Dimensional Spaces, so your options are open.

Upper Dimension - Within each Dimension Space is a holy ground. At this holy ground is a portal to a higher dimension, closer to the Alien Sphere, with richer Star Power and stronger Star Beasts. Those that enter this upper dimension will find it far larger than the lower dimensional space. They will also find that there is no way back. While this Upper Dimension still has a fixed portal in its Holy Ground to the Alien Sphere, the portal back rapidly changes location each second, making getting home a matter of pure chance. You will be starting in the Upper Dimension of a random Dimensional Space.

Alien Sphere - A mirror to the Earth, this Alien Sphere is a world of rich Star Power and potent Star Beasts. Few humans have made it here via the Dimensional Spaces, and those that have generally live under the protection of various tribes of Star Beasts. If living on earth is choosing easy mode, starting in the Alien Sphere is starting on hard mode. Due to the abundance of Star Power here, humans that live here will rapidly increase in strength if they can survive. The trouble is fighting the proportionally stronger Star Beasts.

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

General Perks

Star Power System [Free]
The cultivation system in this world is rather interesting and somewhat complex. It revolves around the concept of taking in Star Power, a form of energy that permeates the world. When a person awakens, they will gain a Star Map. This is what allows them to take in Star Power and is indicative of their potential and power. Each person's Star Map is different, and has a different number of stars, otherwise known as star slots. The more slots one has, the more potential they have and the faster they can progress in cultivation. Even someone with low potential has at least 15 slots. Geniuses can have anywhere between 25 to 30.

The reason these stars are called slots is because they can be used to store a Star Technique. The monsters produced in the dimensional gates will leave behind a Star Bead when they die, which contains all the inherent abilities of that creature. Humans are able to absorb these Star Beads to not only gain the Star Power within, but also to potentially gain one of the abilities contained within at random too. If one is lucky, one might be able to obtain two abilities from the same bead, which will only take up a single slot. This is significant as you cannot remove an ability once a star slot has been filled. The abilities you gain are the ones you will be stuck with for the rest of your life. This is one of the reasons why the number of slots a person has is indicative of their potential. Initially you will only have 4 star slots available to use, but as you increase in realms to Nebula you will unlock four more, then eight in the next realm, and so on until all have been opened.

As the world is relatively thin in Star Power, the primary source of Star Power for people to absorb are the Star Beads. However, because there is a risk of gaining undesired abilities in one's remaining slots if they absorb every bead wantonly, cultivators will generally only absorb beads containing abilities they already have while they have unused star slots. Notably Star Warriors, human cultivators, have Star Beads within them too, though one cannot gain the abilities of a cultivator by absorbing their Star Bead.

The known cultivation realms are divided into Stardust, Nebula, Galaxy, Starry Sea, Starry Sky, and Starry End. Each increase in realm will not only increase the number of available star slots you have, but also allow one to undergo a transformation. There are three transformations which appear in a cyclical fashion as you increase your realm. Breaking through to the Galaxy realm is accompanied by a leap in physical fitness. Breaking through again to the Sea of Stars will transform your Star Map into its own ability. Reaching the Starry Sky gives a second leap in fitness, and then reaching the Starry End produces a second transformation of your Star Map ability. This pattern will then repeat with subsequent realms. As shown above, Star Power is intrinsically tied to the human body, so one can only progress further in star power if their physical fitness similarly improves. It is also important to note that the above realms are not the limit, but only the known realms.

Star Map [Free/100]
Star Maps have been touched on briefly already, but their significance to a Star Warrior cannot be understated. One of the very basic principles of a Star Map is that the shape of the constellation on it correlates to its affinity. This affinity will affect the potency of the abilities within, as well as the ease with which they can be absorbed. Someone without the right affinity may try to absorb dozens of star beads and fail to gain a single ability within them, while another with a strong affinity for the abilities within the bead may obtain two abilities at once after absorbing only three beads. Hence Star Warriors are generally separated into various categories. Rules Awakened have an affinity for ranged and field control skills, Medical Awakened have an affinity for healing and support skills, and Melee Awakened have an affinity for close combat and personal skills.

However, the true value of a Star Map only reveals itself after the Galaxy Stage. At this point the constellation will undergo its own awakening and reveal the power contained within. This power is unique to the constellation and is potentially more potent than any Star Bead ability by itself. With each subsequent Constellation Awakening, it will only grow more potent. The protagonist's sister awakened on her first Constellation Awakening white flames that would never go out until they burned their target to ash. Another Constellation on its second awakening fed the user all the vitality and strength of the earth while they stood upon it, and let them grow to the size of mountains. Alongside this external manifestation of your star map, any of your star techniques that are in line with your star map will undergo a notable increase in potency. For instance a woman with a Flower Star Map had all her flower based techniques dramatically increase in power after her Star Map transformation.

It is time for you to decide what form your constellation takes. By default it will contain 18 slots for use. There is no known way to increase the number of slots in your Star Map. For an extra 100CP, you can raise this to 24 star slots.

Star Power Abundance [200]
When Jiang Xiaopi awoke in this new world and discovered the wonderful system, he noticed that he only had two basic techniques. One was basic fighting, but the other was Star Power Abundance. This is the speed at which Star Power is gathered and recovered. If the Star Map itself is one form of potential, this attribute would be another. It should go without saying, but the greater your ability to gather Star Power, the faster you will cultivate. Never mind the utility of recovering your energy during a fight. Originally this would be 'Brass' quality, the most basic level. By taking this, it will be elevated to the level of 'Gold', a level reserved for geniuses of cultivation. If you wanted to raise it any higher, you would need some form of cheat; an Internal Star Map perhaps?

Awakening [200]
The vast majority of people in this world are too weak to handle Star Power. Attempting to practise it puts too much strain on their body. Of those that do undergo awakening, it is only the rare genius that does this without external interference. Most Star Warriors are awakened with the help of others, and even then many are unable to successfully do so. Going forward, you can now guarantee that you are able to awaken peoples potential to use Star Power in this and future worlds. Channelling Star Power into their bodies will help them awaken their Constellation and begin them on the path of a Star Warrior. Those without the potential may take more coaxing, but awaken they will.

Internal Map Inheritance [1000]
The dream of any protagonist: The fabled Golden Finger. This isn't a literal golden finger, but rather a 'cheat' that will put you far ahead of your peers. The world you are living in is in fact the body of a supremely powerful Star Warrior. The alien sphere merging with it? Merely a Star Technique returning to its owner. This Star Warrior is dying, and so is trying to pass on his inheritance and world itself to someone in this world. To this end, over the years he has blessed three people with an Internal Star Map. One of these is the MC, Jiang Xiao. You would be the fourth.

The Internal Map is split into three tabs: Star Power, Basic Techniques, and Star Techniques. The Star Power tab contains information as to your exact cultivation stage and allows you to increase it via Skill Points, provided your body can withstand the increase. The second tab, Basic Techniques, contains basic skills such as Star Power Abundance or Sword Techniques, which can be increased in quality by similarly spending skill points. For both basic techniques and star power, each subsequent grade or major realm requires 10 times more skill points to further upgrade. Skill points can be gained by accomplishing great feats. Skipping grades to kill opponents at low levels may grant +1 skill points, while doing the same at the Starry Sky stage might grant +100. The greatest source of skill points is by accumulating impressive military medals and the like, which can grant tens of thousands of skill points per medal.

The final tab, Star Techniques, is perhaps the most valuable of them. This contains information on the Star Techniques within your Star Map and allows you to increase their quality by spending skill points or absorbing identical Star Beads. Going from Brass to Silver requires 10 Brass quality star beads. Silver to Gold requires 100 Brass quality, or 10 Silver. Gold to Platinum requires 1000 Brass, 100 Silver, or 10 Gold. And so on. A skill point is equivalent to a Brass quality bead. This ability to upgrade the quality of your Techniques without higher grade beads is unique to the Internal Star Map and the value of this cannot be understated. Each increase in grade allows the Star Technique to undergo a qualitative or quantitative change. If you were to absorb a Star Beast into one of your star slots, you would find you could use this tab to increase the quality of the Star Beast and their Star Techniques with skill points.

One of the most notable abilities of the Internal Star Map is the fact that, when absorbing Star Techniques from a Star Bead, you will be informed of what techniques are in the bead. You will then be prompted with the question of if you want to absorb the techniques or not. If you agree, you will instantly absorb all the techniques contained within the bead into the same star slot. Other Awakened may never gain more than one technique in each of their star slots, but none of yours will ever have fewer than two. Where others are stuck with Brass or Silver quality techniques, all of yours will quickly surpass Gold or Platinum.

The currently existing System has a maximum grade that Martial and Star Techniques can reach, that being Scorching Sun, but this is not a definitive cap on how strong abilities can become. The system was created by a Star Warrior, powerful they may have been, and so can only reach the heights understood by them. Once you reach this capstone, you will gain sufficient understanding of this system to allow you to create your very own versions of the Internal Star Map, which you can hand out to others. Like with yours, these systems cannot go past the level of power or understanding possessed by their creator.

Student

Cram School [100]
Maintaining a proper education while also progressing as a Star Warrior is an awkward affair. You never quite have enough time to dedicate to doing both full time. Once you begin spending extended period training in the dimensional spaces, you will at the same time find yourself spending more time when you get home desperately cram studying to make up for all the lessons you missed. Many long nights have made you an expert at such fast learning. You may not retain all the information particularly long, nor will you magically become an expert, but you are more than prepared to balance a school life with other time consuming activities.

Weibo Warrior [100]
What's the fun of achieving something if you can't share and/or gloat about it to others? You will find your phone, or whatever equivalent you happen to have on you, has a near constant link to a social media site online. How this works in worlds without social media in the first place can possibly be attributed to Star Power crossing dimension barriers. With this link, you can post updates to gloat, chat, or farm reactions from various denizens of the internet.

Team Leader [200]
Those who work entirely by themselves are a rare bunch. Even criminals will form gangs. Once you start working with a team, you'll need a certain level of leadership. An uncoordinated team is arguably worse than no team at all. Even outside of the dimensional spaces, there are a plethora of competitions to take part in. Perhaps prior experience has caused you to step up to the plate, for you are already properly suited for being in a leadership position. You are adept at getting people to work together, knowing how to synergise a small group, and getting each member to coordinate with each other efficiently and effectively. With time, your squad mates will learn to trust and follow your every order.

Negotiations [200]
The Star Beasts of the Dimensional Spaces are mindless beasts little better than animals. Downgraded copies of the original species. Those in the Alien Sphere? Those are not only sentient but entirely sapient. In that world, as a human your tongue is more likely to save you than your fist. You have always been quite good at getting people to calm down. If the situation were ever to arise, you are likely to be one of the first people others would push forward to broker a peace between two parties. Not everyone is amiable to talk, but those that are will be inclined to give you a chance and disengage hostilities before the situation escalates.

Constellation Genius [400]
The worst Awakened will have at least 15 star slots. Geniuses will have upwards of 25. But where there may be thousands with 25 or 26 slots, there would be hundreds 27 or 28, mere dozens with 29, and only one known person with 30. Well, now two people. Other than the sister of Jiang Xiao, you are the second known person to have a full constellation of 30 star slots. Your path to the top is all but assured. Your ability to take in Star Power, absorb Star Techniques, and speed of which you increase in cultivation is one of the best in this world. While you can’t freely absorb any technique you wish, you don’t have to be quite as picky as the average person.

Feminine Fate [400]
Whoever said it's a man's world may be in for a rude awakening when they come to this world. The number of strong Awakened women is no less than that of men, and like Jiang Xiao you seem to always end up surrounded by all the various flavours of them. From cold, aloof ice queens and hyperactive huskies, to foreign beauties and stern mentors, you seem to be perpetually around a menagerie of your prefered sex. This won't affect how they think of you, but at the very least you'll have your pick of potential companions to pursue on your own merits.

Lost Timeline [600]
Everyone has regrets in life. But you should not focus on those regrets. Perhaps the greatest mistake one could make is attempting to go back in time and change them. You will quickly learn that fixing those mistakes only creates branching timelines, and can lead to the total destruction of your own by the Heavenly Laws. A version of yourself that learned this lesson far too late has appeared in your timeline. If you were ever to set yourself on the path towards ruin, this version of yourself will appear at this time and give you one warning to help you avoid it. Restricted as they are by the Heavenly Laws, this is all the help they can offer.

Civilian

Landscaping [100]
You might think landscaping to be an odd skill for a Star Warrior to have, and it admittedly is a slightly odd skill for a Star Warrior to have, but you may find it coming in quite handy down the line. The higher grades of most spatial skills tend towards the creation of personal pocket dimensions of potentially immense sizes. By default these will look quite drab and boring. Hence it is up to you to beautify your dimensional home. You are a real artist at landscaping, tastefully carving the world itself until it becomes a gem in the sea of chaos.

Cool Beauty [100]
There does appear to be a relatively definite connection between power/potential and good looks, however tentative. Maybe it is just who Jiang Xiao happened to meet, but most of the strong men and women he interacted with were quite attractive in their own right. By the standards of humanity, you would be considered a model. At a school you'd be considered the campus prince or beau. The tribes of the alien sphere such as the Savage Tribes might consider you incredibly ugly though, with their vastly different standards of beauty.

Entrepreneur [200]
While Star Warriors hold much of the real power of the world, the common person is still not without their means to make money. Sufficient money is enough to form the foundation of anybody's path as a Star Warrior. One of the reasons Xia Yan was able to be such a spendthrift was her successful mother. If you wanted to try your hand at it, you would find that you have a quite strong business instinct. The do's and don'ts for beginning a startup company come naturally to you, and you will soon find yourself making a modest profit.

Teacher For Life [200]
Humanity is still very much in the growth stage after the appearance of star power. Every year the next generation is just that little bit better trained, that little bit better equipped. It will be your responsibility to train that next generation, and you take your job seriously. You are one of the better tutors to pass through whichever school you go to. You are adept at condensing information down into easily digestible chunks, and can efficiently pass on the knowledge you need to teach, whether that be book knowledge or martial stances. How far they can go will depend on their talent, but should they fail it won't be because they weren't taught properly.

Blue-Blooded [400]
Those of 'highblood' have always been at a greater natural advantage than the average citizen, and this has not changed with the advent of Star Power. Their power of society has allowed the various aristocratic families around the world to swiftly take their place as some of the more powerful warriors. Their reach and influence allows them access to any number of rare and valuable star beads. You will be starting this and future jumps as a member of a royal family in some form if you wish. You will have been trained in the proper etiquette for interacting with others, and the correct way to speak.

Bead Collection [400]
Star Beads and the Star Map are intimately linked. The Star Map requires Star Beads to fill, but Star Beads only appear in creatures that cultivate Star Power. That would be a problem in future worlds. Not so much anymore. As you go to new and different worlds, you will find the various supernatural creatures of this world forming beads inside their skulls when killed by you. Using these beads, you have a chance of acquiring the innate abilities of these creatures. Of course without the Internal Star Map you are going to have even less of a safety net when it comes to gaining the powers you want, with no prior experience to rely on.

Collision Of Worlds [600]
Nearly 70 years ago was when the first dimension spaces began to open on Earth. This was due to the actions of an alien Star Warrior. Now it is your turn to do the same. In future worlds, you are able to start the collision course of that world with its very own Alien Sphere. This will introduce Star Power to the world, and start the opening of dimensional spaces around the globe. Like here, these dimensional spaces will be filled with an assortment of random creatures whose grade ranges from Brass all the way to Platinum and Diamond. Any world where this happens is likely to undergo a massive upheaval, though society itself is unlikely to be threatened in any major way as the process is designed at its core not to.

Soldier

Healthy As A Horse [100]
It has already been mentioned that Star Power is intricately tied with physical fitness. While it is true that as you advance your body will experience leaps in fitness, this also works on the flipside. Your body needs a certain level of strength otherwise your cultivation will stagnate. Luckily that is one thing that has never really been a problem for you. Your body has always been incredibly healthy and full of vigour. You would have had to undergo a shocking increase in cultivation for your body to ever lag behind, and even then it won't be long before it catches up once more.

Military Discipline [100]
Whether it be the awakened or normal students, a large proportion of the population of China and other countries have gone through basic military training. It is a simple matter of survival when a Dimensional Space could appear anywhere and at any time. Like so many others, you have been put through basic military training relevant to your country. You may not be the equal to a full fledged soldier with a weapon, but you know the basics of combat and formations and have been trained in military discipline.

Camouflaged [200]
It is an unfortunate fact that more often than not within the dimensional spaces you are going to be at a natural disadvantage. Not only are the beasts in their home turf but also often travel in groups. Even a genius Star Warrior needs to know how to hide from sight if they want to survive for long. Invisible you are not, but you are about as close as you can get with mundane methods. You can move silently, know how to blend in with the shadow and surroundings, and how to choose paths that avoid lines of sight. A few choice Star Techniques and even sensor type Star Warriors would be hard pressed to find you.

Analytical Role [200]
For all that Jiang liked to play around and have fun, it was at key moments where his surprising intellect and analytical ability would show itself. His ability to accurately deduce the important facts and situation was valued not just by his teammates but even higher ups in the military. Even when he was wrong, he tended to be on the right track. Your mind has similarly gained a sharp analytical edge, to match that of Jiang. Your ability to figure things out is the bane of any of your enemies, and is pretty useful in most other situations too. Once this talent is known, don't be surprised if you end up becoming your team's strategist.

Emotionless Machine [400]
When forced into truly dire straits, pressured by a seemingly unbeatable tide of foes, Jiang Xiao was able to enter a state of consciousness where all distracting thoughts and emotions were muted to silence. He became a machine; a fighting force unmatched in efficiency and brutality. In this state his fighting ability is brought to the maximum it can reach. This is not a special ability, but rather a state of mind brought on by fights of life and death. If the circumstances are right for it, you will find yourself also entering a similar mode where your fighting potential is maximised.

Beast Tamer [400]
While most choose the path of filling their Star Map with abilities from Star Beads, others like to choose the rarer path of being a beast master. If you can get one willing to do it, you are able to insert a star beast into your Star Slot and make it into a Star Pet. Getting an adult star beast to do this is near impossible, and any rejection leads to the death of the beast. A Star Pet is able to provide support by both using its own Star Techniques and can also supply its owner with its Star Power. This may be a path you have been considering, for you are very good at working with animals and gaining their trust. They seem far more amiable to being around you than they would most others. Consequently, you are likely to have far more success absorbing beasts into your star slots. Rather uniquely to the path of a star beast master, any star pet that dies genuinely does die forever, and the star slot is then freed up for use again. This is the only known situation where a used star slot can be emptied.

Martial Genius [600]
Genius can take many forms. Where others might be geniuses of cultivation, you are inarguably a true genius of martial combat. The way of martial art techniques has long fallen to the wayside with the advent of Star Power, but that is merely because the world has yet to truly discover its potential. You are able to quickly pick up and master nearly any kind of weapon or fist based skills at frightening speed. With only weeks of proper training, your skill in any particular art will have reached Gold quality already, one of the best in the world. In months your proficiency would be touching on Platinum. The only person who could pick up these skills at a similar pace is a young barely-into-her-teens girl trapped in the Alien Sphere.

Fugitive

Survivalist [100]
Any proper Awakened warrior is going to need to know how to survive in the wild. Even the spoiled blue blood brats that want for nothing must know how to live off the land while in a dimension space. There is no food or shelter in these spatial dungeons but what you bring with you or can hunt. If you were to be stranded in one of these places for an extended period, you would be able to get by just fine. You know how to hunt for food, how to construct shelter that is hidden from sight, and how to avoid the savage beasts that patrol the lands.

Toxic Tongue [100]
Jiang Xiao was known by the title of Toxic Healer for more than just the embarrassing enjoyment felt by those healed by him. His tongue was as much a reason he was labelled toxic as his healing. Like him, you have a way with words when it comes to insulting people. Even a few innocent seeming comments can quickly 'poison' other people with little effort. Few would match you in a verbal beatdown. Hopefully you have the skills to avoid the likely subsequent physical beatdown that is likely to ensue.

Forced Evolution [200]
By pumping a creature full of energy, you can force it to 'level up' in quality. Their strength, intelligence, and power will grow to another level. If left for long enough to adjust, their skills will eventually adjust to a higher level too. This works on a one-to-one scale. Inject the energy equivalent of a Platinum quality creature and you will produce a Platinum quality creature. Useful if you want to farm higher quality creatures or gain higher quality star beads. This even works on Star Warrior cultivation to an extent, though the effect is far less pronounced.

Seafarer [200]
The sea based star beasts of this world have a power as deep as the murky waters themselves. Despite this, these sea creatures are quite peaceful and willing to coexist with humanity quietly. While this changes once the alien sphere merges with earth, for the next few years this makes the ocean a place of bountiful resources to explore. As such, you have been trained in and gained the necessary abilities for both navigating and *speaking* in the water. For you, there is little difference between fighting and exploring on land versus in the sea, bar the degree to which your surroundings are unknown.

Lucky Pick [400]
Any singular Star Bead is going to contain multiple abilities. Some contain as many as five or six different abilities. For every technique out there that grants you angel wings and holy light, there is one that makes you lose control or makes you feel unending pain. That is why there is always a risk when absorbing a star bead, especially ones where you don't know what they contain. Luckily for you, you seem to have the luck of the devil himself when it comes to gaining the star techniques in a bead. You'll almost always receive the technique you wanted, and it wouldn't be uncommon to gain more than one technique in a slot. This luck seems to extend to other things in life that come with a degree of gambling, but it is particularly prominent with star technique acquisition.

Stolen Face [400]
As long as people have enemies, espionage will always be a valuable skill to have. The practice of working undercover only became easier with the addition of skills capable of changing your appearance or even stealing other people's bodies. Even still, you need the accompanying acting skills to properly pull it off. Even without supernatural abilities, you would be skilled at pretending to be something or someone you are not. You would only need to spend a short amount of time around other people to get an idea of how they act and speak, and copy any of the more subtle mannerisms.

Divine Knowledge [600]
Outside of Star Techniques, Earth is still limited to the crudest utilisations of Star Power. But they have only had 70 short years to explore it. Star Power has a long and detailed history, and the ancient star warrior who created this world is willing to impart some of his knowledge of it to a select few. Hopkins, the other inheritor of the Internal Star Map, was one such person. You are now the second. Contained within your Star Map is a veritable treasure trove of information about the use of Star Power and Star Techniques. As you unlock your Star Map at the Starry Sea stage, this knowledge will begin to reveal itself to you. Using this knowledge, one can boost the effects of people’s Star Techniques or seal them away entirely. You could convert any incoming Star Techniques into pure Star Power, or unleash someone’s potential for a one-time boost in cultivation level. At the highest levels, this knowledge could even reveal the knowledge on the creation of star power runes capable of forming personalised Dimensional Spaces and Star Creatures. This information is not entirely freely given, for you will have to study and understand the information to unlock more of it.

Items: *You will receive a discount for one item of each price tier. Discounted 100CP items are free. Suitable items can be imported into the options if you wish.*

Starter Beads [100]
Star Beads can be divided by quality. Those ranks are: Brass, Silver, Gold, Platinum, Diamond, Star, Candle Moon, and Scorching Sun. On Earth only a handful of people have Diamond quality skills, and any higher rank is a myth. All newly Awakened will have to start with the basics. Those who can absorb a Gold quality bead before the Galaxy stage are few and far between, and even Silver quality beads are rare as a first choice. This bag is filled with a variety of hundreds of Brass and Silver quality beads of different common types, specialisations, and origins. Their market price could vary anywhere from a few hundred yuan to a few tens of thousand. With these you and your companions or children can be assured to have whatever kind of start you want. They also make for a good source of Star Power during the early stages.

Phone [100]
A good phone is a wonder, even in a world of Star Power. Want to chat to friends? Easy. Want to listen to some music as you work out? A click of the button. Want to live stream a school competition to your thousands of adoring netizen fans? Couldn't be simpler. This is the latest model of phone available in this world. It has terabytes of storage, a very good camera, and is reasonably sturdy as is required for anything used by Star Warriors frequently.

Now That's A Knife [100]
You call that a knife? That's a toothpick! Now this is a knife! Measuring nearly two meters in length, this beast of a weapon easily stands taller than just about any human, and nearly as wide. Despite being the kind of weapon you would expect a final fantasy character to wield, this giant butcher's knife was in fact the primary weapon of Jiang Xiao's teammate and later Jiang himself. A copy of this weapon has made its way to you. If you prefer, you can choose for this to be an oversized weapon of a different type, such as a halberd.

Survival Gear [100]
It is not uncommon for an Awakened to spend extended periods of time training in the Dimensional Spaces. Few trips last less than a couple hours, and many can go on for at least a week. This is a set of survival gear used by those explorers for when they are braving the wilderness. This includes some camouflage clothing, a camping tent and sleeping bag, bottles of water, and various cans of food. You may not be living in comfort, but you aren't scrounging to survive.

Training Equipment [200]
The power of a Star Warrior is intimately linked with their physical fitness, so what better for an Awakened to have but a small personal gym filled with training equipment? This spacious basement area comes complete with a moderately sized eight-sided netted ring for sparring, numerous weights, several running machines, and a scattering of other miscellaneous bits of gym equipment needed for working out. The equipment is geared towards Awakened, so should be able to keep up with the demand for the first few stages of cultivation.

Human Star Beads [200]
The second one becomes an Awakened, one will form a Star Bead within their own head. Because the beads of humans are not as 'pure' as star beasts, Star Techniques cannot be gained by absorbing these beads. There is too much noise, too many contaminants. However on the other hand this makes these beads prime material for absorbing star power. Awakened can absorb these beads without fear of losing a slot to a random power. The only trouble with obtaining these is the whole 'murder' aspect. You have gained a few dozen beads from unnamed human warriors, giving you a steady supply of Star Power to help in your cultivation. This will restock each month.

Cash Reserve [200]
Paradoxically money is something an Awakened will always have plenty of, yet at the same time never enough of. The ability of an awakened to generate money by selling their loot is not to be underestimated, but they also will spend fortunes on the star beads they need personally. You may not be able to spend without a care, but you have gained a quite tidy sum of money. In your bank or in cash, you have a nice round million yuan. It sounds like a lot, and indeed it is, but the expenses of the Awakened cannot be compared to the mundane. A single White Ghoul Witch cub could sell for hundreds of thousands of yuan at the low end. This money will turn into the local equivalent of wherever you start each jump.

Special Beads [400]
There are some beads that one can simply not acquire from the market however much money they have. Not even via the black markets. These are beads controlled by the governments, whose effects have too much potential for danger for them not to keep a tight control over. Most beads that allow for teleportation or the opening of pocket dimensions fall under this umbrella. Generally only a handful are given out when someone wins a national or global competition. Rather than messing around with that, you have received this small bag filled with a dozen or so of these rarer beads. You'd have to be quite unlucky to gain nothing from absorbing all of these. They will restock after a year.

Combat Mecha [400]
With so many different abilities in this world, it is little wonder that some attack in more esoteric ways. This is the body of a relatively powerful Galaxy stage Star Warrior who was unfortunate enough to have their soul destroyed by a strange beast. This has left an empty shell of a body with no memories or will. If one were to figure out a way to put a soul, maybe even theirs, into this body then they would find themselves with access to all their cultivation and Star Techniques. Even the host's Star Map would be usable by the possessor. This body will come hooked up to some basic equipment that will keep it alive while vegetative.

Arena [400]
Earth is not the lawless wilderness of a usual cultivation world, or the Alien Sphere. Fighting is had among Awakened, but they take place in proper arenas for competitions and dueling. This is one such arena. Measuring nearly one hundred meters across, this large stone platform can comfortably accommodate either solo 1v1's or team battles. There are a large number of seats for spectators to view the games placed in a ring around the central fighting area. This arena will appear somewhere appropriate for you in this and future jumps. The deed and paperwork for the arena are all taken care of you.

Alien Sphere Loot [600]
The Star Beasts in the Dimensional Spaces are mere lesser copies of their originals. The same could be said for their Star Beads. By some flook of chance, you have managed to obtain the Star Beads of some of the original Beasts of the Alien Sphere. These can be of the same type and specialisations as the Starter Beads, however they are of notably higher quality. Where the other option had Brass and Silver quality beads, not a single one of these is lower than Gold in quality, and there are a fair few Platinum. You could even see a handful of Diamond quality beads. The Star Power and Star Techniques contained within are proportionally stronger, and can be used to upgrade any Star Techniques of the same species in your Star Map. It would be best to leave using these until you have the power needed to handle the abilities within.

Star Bead Encyclopedia [600]
There are many different Star Beasts in the world and even more Star Techniques. Keeping track of them is difficult at the best of times. This large tome is thus useful for any Awakened. Created using ancient Star Warrior knowledge, this book is based on the abilities of several information type Constellation abilities. When this book is in the vicinity of a creature, it will automatically update to include information of their species' strengths, weaknesses, and any abilities that would be contained within their Star Bead. No longer do you need to enter into a Dimensional Space blind. This information could very well save your life.

Dragon Cave [600]
Most Dimension Spaces within this world take copies of creatures from the Alien Sphere and project down an endless stream of lesser copies. The Dragon Cave is singularly unique, for there is no analogue in the Alien Sphere. Instead, the creatures and indeed terrain itself are created wholesale by special Star Power runes that form the basis for the space. You have come into possession of a similarly unique space. This Dimensional Space will house creatures of your choice, whose power can potentially reach the Diamond grade. The peak most existence in this place could even reach the Star level, though killing or removing them would cause the space to collapse for months. Any single Star Bead from this place is a world class treasure unmatched on Earth or the Alien Sphere, but the danger one must face to get one is proportionally greater.

Companions:

Import [50]
Even the main character, with his golden finger cheat, was accompanied by his teammates almost his entire journey. While you could go this alone, there is no reason to say you should. For 50CP each, you may import up to eight companions into this jump, giving them 600CP to spend on perks and items of their choice.

Canon Character [100]
There is quite the colourful and happy cast in this world. Maybe you've taken a shine to some of them. If you are able to get them to willingly accept, you may make one of the people from this world into a companion who will join you on your chain.

Star Beast Pup [100]
As a general rule, the best Star Beast to integrate into your star map is a Star Beast pup. There is less chance of rejection or failure with a young creature. When you enter into this world, you will find yourself next to a Star Beast youngling of an as-of-yet unspecified species. Because Star Beasts come in all shapes and sizes, what species this is is quite open. It could be a seductive succubus or a tiny fairy, a ferocious dragon or a sentient flying cloak. They seem quite attached to you for some reason, and should you try to add them to your star map, you will find it an all but guaranteed success. This beast is of platinum quality, and will be a powerful force multiplier when they grow up. Make sure to treat them well though; even as part of your star map, they still have their own will.

Shiny Star Beast [200]
Sometimes a Star Beast will undergo a mutation at birth. Their innate species-wide characteristics will manifest within them so strongly that it will take the form of an entirely new additional Star Technique that they could use. These individuals are so rare that an entire species may not even have a single one. Jiang Xiao would bond with a mutant Golden Red Candle Flame whose innate characteristic of dependence was so great that it gained the ability to ‘rely on’, or rather fuse, with other beasts, allowing Jiang to gain multiple beasts in the same Star Slot. The species and mutation of this particular beast is up to you to decide. Like the previous option, they will appear next to you when you arrive in this world, and seem very attached to you.

Drawbacks:

Self Inserted [+000]
Jiang Xiao was shoved into the body of Jiang Xiaopi without warning or reason. He was put there by beings so far above the common man they might as well be gods. Originally he was unique in this aspect. Not so much anymore. At the same time he wakes up in the body of a fifteen year old trash awakened, you will also be waking up in the body of one of the cast members. Jiang was blessed with his Golden Finger Cheat in the form of the Internal Star Map. Your Golden Finger is the build above. You will unfortunately not gain any of the strength, techniques, or cultivation of the person you insert as unless bought in the above document.

Nine Star Trash [+100]
By default you would be starting this jump with at least 18 slots in your star map. Now, however, you will be starting with the same trash title as Jiang Xiao. You will be entering this jump with a measly nine star slots in your star map. By most metrics of a star warrior, you would be labelled as trash. You can only absorb a limited number of abilities, will take in star power slowly, and will need to absorb dozens of star beads to gain any techniques. Post jump you will gain back the slots you would otherwise be missing.

Poor And Penniless [+100]
There are those who are able to use their money and connections to get to the top. Most people aren't. Those like Jiang Xiao, Han Jiangxue, and you, despite being geniuses, have to rely on winning tournaments and relying on achievements in order to get the more valuable Star Beads and equipment. You never seem to be able to hold much money at once. Every step of the way, you always end up being one of the poorer of those of your standing. Anything you want to get this jump, you'll have to earn through hard work and grit.

Fatty #2 [+100]
As fitness is so closely tied to Star Power, to the awakened even those with an average build are considered fat. Your own build has earned you the label fatty among your peers, for while you are not overweight, you are nonetheless not the most athletic individual. As you progress through the stages of cultivation, you will always find your physical fitness being the thing slowing you down. Even if you are long prepared to advance in cultivation level, you will still need weeks or months for your body to catch up to the right level of strength.

Misunderstandings [+100]
The local fuzz is swiftly going to get acquainted with you. You keep ending up running afoul, or being suspected of running afoul, of the law. It's possible you may be locked up and interrogated for hours for something as simple as wandering into the wrong area of a Dimensional Space because it happens to be near the Holy Ground. The issues can generally be cleared up easily enough, but both you and they are going to be annoyed by how much time you are spending in their cells.

Dimensional Disruptions [+200]
While the existing Dimensional Spaces are generally under control now, new ones will occasionally pop up in odd places. This is often accompanied by a few vanguard creatures appearing out of the now open portal and causing chaos. Given the global nature of this and the randomness of the event, one would think you wouldn't experience a Dimensional Space opening next to you more than once. Yet you appear to have the misfortune of often being in the exact wrong place at the wrong time. Maybe once a month, a Dimensional Space will open nearby. This is both dangerous, and generally quite annoying. Only once the two worlds fuse will this stop. If you are starting in the Alien Sphere, expect to frequently encounter wandering tribes of Star Beasts.

Side Effects [+200]
Not all Star Beads contain techniques that are desirable. Some may even contain abilities that one could consider a curse. One of the very first Star Beads you absorbed this jump had a small unnoticed mutation, and gained a quite unpleasant side-effect. There are several known undesirable abilities and you've managed to inherit one of them as a secondary technique in your Star Slot. This could be something like the flame demon's unending pain, or the iron panda's unmatched laziness. Whatever the case, it is not going to be fun to deal with for the next few years.

Sanity Check [+200]
Just because all Awakened are physically fit doesn't mean they are mentally so. You have been targeted by a quite insane Galaxy stage warrior. Maybe you beat their son fairly in a contest, or bought some jewellery they really wanted, but they have decided that for your transgressions against them, you and those close to you deserve death. They remain in their right mind enough to realise going after you on earth is a sure way to get locked up or worse, but they are just waiting for an opportunity to get you when you enter a Dimensional Space.

Sealed Power [+300]
Hopkins has taken a special interest in you. As anyone else he has taken an interest in can attest, this can only mean bad things for you. He wishes for you to reach the peak of cultivation as swiftly as possible, so to this end he has laid upon you a powerful suppression. Not only are all of your out of jump powers ineffective for the duration of this jump, your Star Map is similarly restrained to the point where you are unable to use any Star Techniques. You may be able to absorb techniques from star beads, but you will not be able to use them. The only thing available to you is pure Star Power and any martial techniques you can learn. If he thinks you are progressing too slowly, Hopkins may just 'poke' a few things your way to motivate you. Do not underestimate his reach. If you can achieve the peak of cultivation of this world before the jump ends, this seal will break in advance.

Foreign Spies [+300]
The more things change, the more they stay the same. With the world settling down again into a new but old routine, old grudges and rivalries inevitably rear their ugly heads again. Looking to destabilise an otherwise stable resource, a foreign country has been targeting your own and they have somehow managed to get you wrapped up in the mess too. Their plans unfortunately end with your death, but it's nothing personal. The first time at least. Once you foil their plans a few times, they may turn their attention to you more specifically. You're going to have to deal with spies, sabotage, and plots for the foreseeable future.

Hopkins Legacy [+400]
The world has generally managed to keep on rolling fine after the appearance of Star Power, but there are still those that wish to discard the mundane and pursue ultimate strength. The Star Conversion Organisation is a small group of renegades and fugitives wanted by the entire world. Any single member of this group is a world class warrior with a star map entirely filled with powerful and rare abilities. Occasionally they like to go recruiting, and set targets for initiates to fight. You have for some reason been designated one such target. If you defeat one candidate, their sponsor will come to finish the job as revenge. Kill them too? More will come. Hiding in the Alien Sphere is even less viable, as dozens of members all at the peak of strength have long made this their home. This is a group of Awakened that every government in the world has failed to find or kill. Good luck, Jumper.

The End: *Your time in this world is over. Now comes the choice of what you wish to do moving forward.*

Stay Here You have found a life that you quite enjoy in this universe, and have decided to stay here. Your chain ends, any drawbacks you took disappear, and you stay in this world

Go Home You have grown to miss your original world, and so have decided to return to your roots. Your chain ends, and you disappear back to your home universe, keeping everything you have gained on your journey.

Move On This world may have trapped Hopkins, but it will not trap you. You still have other worlds, other stories to explore. You decide to move on to the next jump. Your tale is far from over.

Notes:

The Dimension Spaces can be broken down into several layers. Upon entering the space you will be in the Lower Space, where the weakest creatures and thinnest star power is. Even then, this will vary from Space to Space. The weakest creature of one Space may still be stronger than the strongest creature of another. At the center of this space is the Holy Ground, where the creatures within appear seemingly without end. Going through the portal in the Holy Ground will take you to the Upper Space, where all the creatures are of higher grade and the air is much more full of star power. The portal back to the Lower Space is constantly changing location every second, so few people ever return from here.

The Upper Space is far greater in size but still has its own holy ground, which again endlessly spawns creatures. It also has a type of 'projector', which is a spatial phenomenon which copies the beasts in the upper space contained in the holy ground and endlessly produces inferior copies in the Lower Space holy ground. Going through the portal in the Upper Space's holy ground will finally bring you to the Alien Sphere itself, a mirrored copy of the world where the Star Power is thickest and the creatures are not only strong but scarily intelligent. This world has many 'projectors' which, like in the Upper Space, will send down inferior copies of the creatures living in an area to the corresponding dimensional spaces on Earth. There is no known way to return from the alien sphere, unless the worlds fully merge. Time itself is easier to cross than moving between these dimensions. Without a portal you would need a Scorching Sun spatial technique supported by a second awakened spatial talent Star Map to move between worlds.

Star Bead Techniques - The sheer variety of potential powers of the Star Techniques you might obtain in this world is truly staggering. There truly doesn't seem to be any limitation on what type of ability you could gain. The only real limitation on the techniques is that their power, range, and potency is limited by their grade. A Silver quality teleportation Star Technique might only move you 30 meters in one leap, while a Scorching Sun quality star technique of the same bead series could let you jump anywhere in space or time. Similarly a Silver quality pocket dimension may only be 10 meters in radius, while a Star quality pocket dimension could give you an empty mirror copy of the entire world. A Brass quality technique that changes your face could be a technique that lets you change species, but not size, at the Diamond quality.

Jump by Lone Valkyrie. Hope you enjoy.