A Chinese Ghost Story Jumpchain

Version 1.0.0



Taking place in rural China during an era of great governmental corruption. The events focus primarily within a day's ride of the area of an abandoned temple which has become home to a group of ghosts and a 1,000 year old tree demon which rules over them. A young scholar turned debt collector will soon be arriving to this temple, setting off events which will see the tree demon sealed for a century, and within a few years of this will return to the region in the course of events which will see the demonic pretender of a high priest revealed and destroyed giving hope that something will be done about the rampant corruption.

You will be arriving to this world the morning before Ning will enter the abandoned temple. You will be staying here in a pre-industrial China where magic and demons are real for a decade. To help you, take these

+1000 CP

To spend on options within this document.

Age and Gender:

Choose any age that you feel appropriate, and same with gender. A greater age will not affect how spiritually powerful you are at the start of the jump, if you want the power of a 1,000 year old demon, or the like take the perks for it.

Location:

Given the events of the film switch primarily between a small rural village and an abandoned temple you may begin your stay here at either of them as you'd like for free.

Origin:

What will you be and what will your role in the world be? Each of these, with the possible exception of traveler, will grant you a history in this world with connections good or ill within it. Each of these will also grant you discounts on the perks and items associated with the Origin in question.

Traveler (Drop-In): Do you even have a background in this world? If you do you are someone who has loose roots, a traveler, possibly a collector of payments that are owed to a merchant.

Tempter: You are a beautiful… spirit? Well depending upon your perk choices you may still be alive, but you're someone who is valued for their artistic/musical skills and value as a courtesan or beauty.

Daoist: You are follower of the Dao. The Dao that can be followed is not the Eternal Dao, but it is your own Dao. It's possible that you have knowledge of sorcery and "black" magic.

Monster: You are one of the true monsters in this world. Though this background doesn't make you a true demon unless you take the perks for it, you are definitely a predator on humanity, or have been in the past.

Courtier: Perhaps you're a military commander, perhaps you're a noble-hearted rebel, perhaps you're a statesman. You are part of the imperial system, someone involved in the court and its politics in some way.

Buddhist: You are a buddhist monk. Perhaps you are traveling on some mission for a temple, perhaps you are a wandering teacher, perhaps you live in a monastery. But you are on the path of enlightenment, following the teachings of the Buddha.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Adult Reincarnation (200): Once per jump if you would die, or have your soul dispersed, you will instead enter the cycle of reincarnation. Normally you'd be reborn as a baby, but because you're special you will have already been reborn years ago so that now you are in the prime of your life. This reincarnation will be you, but they will lack your memories, as well as the lion's share of your powers and abilities. It will be possible for them to unlock your powers and abilities, though this may require outside assistance. Your memories will be restored at the end of the jump along with your powers and abilities. Reincarnating in this way will not end your chain. It will be difficult for enemies to track this reincarnation if they even have the means and reason to attempt such a thing.

1000 Year Old Spirit (300): With this you might be one if you're a demon, or even possibly a ghost. Otherwise you're merely someone who has cultivated their spirit through asceticism and enlightenment to an exceptional degree. This perk has multiple effects:

First, in this world spiritual power can be grown through time, consuming the life force of others, asceticism, and enlightenment. Now you will find that your spiritual power not just from this world but in general will grow from these factors, with no seeming cap. This allows any of your supernatural powers or abilities to grow passively with time, as well as more actively by consuming life essence, an ascetic life, or growing closer to enlightenment. This won't necessarily be quick, there's a reason the powerful spirits are 1000 year old ones, but you will always slowly improve in your supernatural capabilities, and this will be in addition to any benefits you would see from other forms of training.

Second, any spiritual powers you purchased in this jump now begin relatively mastered. This is not a limit to your future powers from these sources, in fact the first part of this perk uncaps them, but simply that they start off at the level of characters such as Yin Chik-Ha, Master Bai-Yun, or one of the 1,000 Year Old Demons, instead of simply being assured the possibility to reach that level. This also means that even if you are not a sorcerer, demon, or monk you are able to see and interact with ghosts and other selectively tangible spiritual beings even when they do not want you to.

Yang-Chi Transference (300): By kissing someone you can transfer a portion of your life energy to them. This can be used to feed spirits and creatures which feed on mortal life-forces, or to help bolster the vitality of someone who is sick or ailing. Of course when you do it you will find it highly effective in breaking curses and forced transformations. When Ching Fung was turning into a monster due to the venom of the monstrous creature that had bit her it required magic to first seal the effect, but with you that step can be skipped and a kiss - as well as a sufficient infusion of your life force - can serve the purpose of breaking the curse.

Monster of the Black Mountain (600): You appear as a skull-headed individual with a body composed of the faces of your past jump selves. While in this form you will be able to access all their powers (except those that require body parts you lack) and will have some amount of demonic strength and power; you may also choose to have its form reflect a mixture of any alt-forms you possess. Unfortunately this alt-form is a demon with all the weaknesses inherent within; in this case meaning a vulnerability to holy chants/prayers and holy objects (both of which can be overcome by sufficiently superior spiritual power) and to sunlight which can harm or if sustained kill you. Of course these weaknesses will fade if you leave this alt-form.

The real strength of this option, however, is that when you would be destroyed you may break apart into these faces, each one manifesting as your build from the jump they represent, though they will only possess those powers. You may also break into these manifestations of your own volition. These bodies can later recombine into your original form, though you will temporarily lose any perks/abilities from the jumps of any bodies that were slain. These lost powers will return over time, slowly regenerating.

With just this option you are not as strong as the Monster of the Black Mountain from the first film, but you are guaranteed to be able to grow to that level. If taken with **1000 Year Old Spirit** your spiritual power and your physical abilities will begin as his equal, and like him you will be able to, at night, create portals to the underworld that last until daybreak.

Traveler Perks:

I'm Used to Being Wet (100): You are well accustomed to the woes of traveling. Besides knowing how to recognize places that could be good temporary shelters, and the basics of making a camp, you are able to walk long distances without difficulty, and are less bothered by hardships such as inclement weather. It'll still be as bad as usual, just that your long 'experience' with it has made the effects easier to ignore. That said you are less likely to suffer harm due to the weather, somewhat more resistance to heat stroke or catching a cold due to being soaked through.

The Universe is Infinite and True Love Lasts Forever (200): When one finds love it's worth fighting for. You might not be some powerful sorcerer or master swordsman, but when love is at stake you will be able to find the will to face ancient demons alone if you have to. In general this bolsters your willpower and resolve to superhuman levels when you are acting for the sake of one you love.

Bumbling Hero (400): Let's face it, Ning Choi-san is a bumbling fool a lot of the time. And yet it seems to save him as much as it harms him, if not more. You now share his luck. This luck won't see you wealthy or completely out of danger, but it will help make enemies less likely to strike you, give you a chance at escape, and help you avoid truly fatal situations out of pure accident. This luck is strongest the more unaware, unprepared, or incompetent you are; prepare for a fight and get a magic charm that could easily defeat an enemy and it might abandon you until you do something truly stupid. Stumble into a den of enemies by accident, though, and you're likely to get some clue that will give you a chance to survive; though you'd need to capitalize on this luck competently.

You Seem Really Kind (600): You seem to be a magnet for the love, and to a lesser extent affection, of others, especially those with supernatural powers or natures. They will often simply take a liking to you, finding something about you charming. This affection and charm is increased by demonstrations of a kind and caring heart; the nicer you behave the more powerful this attraction will be. Whether this is just treating them like a decent person, demonstrating a naive faith in human nature, or attempting to save them from a snake that's no true danger to them, by acting like a kind person (even if kind does not equal the most honored characteristic in their culture) you are able to thaw even icy and cold hearts. This also seems to serve as a magnet for such entities. Whether potential allies of a supernatural variety, or more often lovers, you seem to stumble across them more often than one would expect, and in situations that allow you to win their favor. This is of limited use with those who are truly black-hearted and irredeemably evil.

Tempter Perks

Courtesan (100): You possess the skills of a highly trained and valued courtesan. You know how to flirt and seduce, how to make someone feel good about themselves, how to write or recite poetry, how to sing and play some traditional chinese instruments, how to give massages, and generally you possess the skills you would expect from a high class courtesan.

Haunting Beauty (200): You are a true and rare beauty. A single look at you is often enough to draw in those attracted to your gender, your beauty enough to make more foolish or lustful people forget such things like they're in a temple said to be haunted by beautiful, life draining ghosts. Even people with more self-control will be hard pressed to deny your beauty and avoid it influencing their behavior to at least some extent. You are beautiful enough that most people will never meet someone more beautiful in their entire life.

Enchanting Shadows (400): You are able to project illusions. You might make a room appear to be on fire, with even the heat of the flames able to be felt, but the flames wouldn't actually be able to burn anything or exert any pressure on someone. You could project the illusion of a temple, or an individual to fool and deceive others into believing they had escaped an area when they were in truth still within the region of your power, or make them see an illusion of someone they might care for. This doesn't let you turn things invisible - you can cover them up with something else but not remove them - and if someone begins to doubt the illusion it will shatter fairly easily, so it works best on those unaware you possess this power and with illusions that will not tangibly interact with them. Sunlight will dispel and disperse these illusions.

Ghost (600): You died. Oh it's not a chain ending death. But you are now a ghost. As a spiritual being you are resistant to physical harm though pieces of you can be cut off, and you do not age (though you can still grow stronger with it) and do not need to eat, drink, or sleep, though you do apparently still have breath. You can become incorporeal and invisible (though spiritually powerful individuals may still be able to interact with you at this point), fly through the air, project force through your breath (enough to kill a snake but not a human), light candles, lengthen and animate your hair and clothes to use to grasp or bind objects or people, and do the same with your finger nails allowing you to use the as murderous claws. These are all spiritual powers and could in theory grow from here; with **1000 Year Old Spirit** you would be noticeably faster, able to exert some force while incorporeal, light larger fires, and do much more with your hair and clothes for example.

This does have some downsides. As a ghost you are vulnerable to magic designed to work against them, as well as holy objects and the like. You are also dispersed by sunlight if you cannot return to a dark spot or your burial urn in time. You have the advantage, however, of your ghostly state being somewhat like an alt-form, and being able to change from it with the same time and concentration, and will change automatically if you would be dispersed by sunlight. While these may still deny you the advantages of your ghostly state, you will not be permanently barred from such things by it.

Daoist Perks:

I Seek My Own Dao (100): You have a philosophically inclined mind. The sort of mind that is able to pause and look at the world, taking it in and developing your own viewpoint upon it. Your mind is in general quick, and alert, with a fairly good memory, helping you to learn new things and process them. This especially helps you remember things like magical symbols and spells, and the hidden workings of the spiritual world.

Those Ghosts and Monsters Are At It Again (200) : Somehow you seem to arrive just when you're needed. When someone under your protection, or a friend, is in danger you have an unlikely tendency to arrive in time to save them. You have to be actively seeking them out to protect them, but this helps make timing a little more elastic, ensuring you arrive just a bit faster, or danger does a bit slower so that you arrive in time to still save them.

World's Greatest Swordsman (400): Whether you struggled to obtain the title or not, you have the skills to make it a believable one. You might not be the very best in this world, but you would be able to easily defeat a band of common bandits who outnumber you several times over. This skill with the sword is actually somewhat supernatural, including the use of chi to enhance your body and perform acrobatic feats like leaps where you appear to fly, or leaping to the top of multi-story buildings, balancing on flying swords well enough to fight normally, running up the sides of buildings, and generally the sorts of combat performances associated with Wuxia and "wire-fu".

Sorcery (600): You have a knowledge of Daoist magical arts. Different sects have somewhat different spells, and you will only begin roughly equivalent to the second, younger Yin from A Chinese Ghost Story III, able to use magic, but often relying on preprepared tools, and scrolls, but this perk guarantees you will be able to reach the level of Yin Chik-Ha with experience and practice. As far as the actual sorts of spells you have mastered, you may be more like Yin Chik-Ha who seemed to focus on spells that work against spirits, having various ways to sense and bind them, though still possessing some general purpose spells - like animating swords, shooting small energy balls, or astrally projecting, or perhaps you are a member of the Kunlun Sect like Chi Chau whose spells seemed somewhat less useful against spirits but included things like moving through the ground, freezing people in place, and more general telekinetic movement of inanimate objects. Given training, and experience you are guaranteed to be capable of mastering your chosen school, and may be able to learn both schools or other magical effects whether from teachers or personal trial and error. **1000 Year Old Spirit** will give you full mastery of your initial school equivalent to Yin Chik-Ha in the second film, able to create

tunnels through cliff faces with fireball spam, astrally project and successfully return to your body, animate dozens of swords at once, etc, but you will only start with full mastery of a single school not both. It will however serve as a leg up for learning others.

Monster Perks:

Heartless Old Fiend (100): It'd be cruel to cast you into the role of a monster and leave you with your conscience. You have the ability to selectively turn on and off your conscience. By turning it off you will be able to kill, torture, betray, and more all without a twinge of guilt or remorse. Even when you turn it on again you will not feel guilt over actions taken while this was active unless you choose to turn off this protection (though once you turn it off for a certain act you have committed you will feel guilt for it whenever your conscience is turned 'on'). You will always be able to turn your conscience back on, and behavior while it was turned off will not bleed in and influence your behavior while it is turned on (though you can still form a habit of turning it off so do be careful).

Life-Stealing Fiend (200): You are capable of draining the life force from others. This will temporarily increase your spiritual powers, refill spiritual energy reserves, and serve to provide you with sustenance (if you need it); if you possess **1000 Year Old Spirit** this will permanently increase your spiritual powers, though by a much smaller amount than it does in the short term (eating ordinary people you'd have to make any discernible difference as a **1000 Year Old Spirit**), and even if you do not it will permanently increase those from the Tempter or Monster perk trees in this jump, or the **Monster of the Black Mountain** perk. To facilitate this you possess the ability to smell living mortals, and to stretch your tongue to a length long enough to stick it down someone's throat into their stomach, by doing so you are able to drain the life out of them. The more powerful you are spiritually the faster you will drain life, and those you completely drain will become withered undead husks that possess the ability to smell living mortals/blood, and will attempt to consume their life force; these zombies are slow moving, weak, and destroyed quickly by sunlight (though if they fed enough or lasted long enough they could become full fledged demons in their own right).

False Buddha (400): Given how much demons in these films are harmed by religious iconography, much less prayers, it's surprising one was able to impersonate a High Monk. Now, though, you share its resistances. Magic, of all sorts, has a substantially reduced effect upon you, and beyond that special vulnerabilities to certain types of spiritual/magical effects - such as a demon or spirit's vulnerability to prayers - are further muted. As a common ghost or demon of this place you would be as resistant to magic as a **1000 Year Old Spirit**, and as a **1000 Year Old Spirit** you would be all but immune to direct effects of even skilled practitioners upon you. This also reduces damaging effects of sunlight due to demonic/unholy natures; or really any special vulnerabilities resulting

from being a demon/unholy creature. Sunlight will still harm you as a **Demon** or **Ghost** from this jump, but it will do so more slowly giving you longer to retreat from it (or leave the alt-form)..

For an additional 200 CP (undiscounted) you also gain the ability to chant corrupted sutras which cause weak-willed listeners to fall into guilt-filled trances; even feeling guilt over past lives' actions. If you have **Life-Stealing Fiend** you can drain life force from those listening to these sutras, and if you have **1000 Year Old Spirit** these sutras can be powerful enough to affect all but the strongest wills or those who have spiritual strength/training of their own, and cause people without spiritual strength listening to them to literally break apart if they approach too close to you (though even if you do not possess that perk you can eventually reach this level of power). You are also able to take on the form of a golden buddha. While in this form your mobility is limited, but your body hardens, your resistance to magic increases, and people will naturally feel it is sacrilege to harm you, and you gain a limited ability to project telekinetic force (and can continue chanting). Exposure to sunlight will prevent these powers.

Demon (600 CP): You now truly are a spiritually powerful monster of this world. This perk grants you the basic power set of one of the major monsters from these films by default as an alt-form. You only get one, but you may take this perk additional times at a discount if it was not already discounted (if it was already discounted, it is still 300 CP per additional purchase). Each time you do choose another of the options below. You get it as another alt-form, and may combine multiple art-forms gained from this perk into a single alt-form that gains the benefits of both (you may also combine these with **Monster of the Black Forest** as if it was an alt-form from this perk). Any option you select needs never fear death of old age, and is spiritually potent enough to forcibly interact with ghosts in this world.

However despite the power these forms give you, they do come with weaknesses. Prayers can cause harm to demons of this world, though sufficient spiritual strength will negate this weakness from all but powerful priests, and you can outgrow this weakness. Holy objects and tools can also cause you additional harm, or bar your access to areas; again sufficient spiritual strength helps you overcome these effects. Finally the light of the sun is a universal weakness. While many of these possess some means to avoid it in some way, direct sunlight will burn you and eventually kill you no matter how powerful you become, although this vulnerability is only part of this alt-form and will not persist once you leave it.

Select one of the below options each time you take this perk:

- **Centipede**: You are a giant demonic centipede. Your large size gives you increased resilience, and your carapace is thickly armored. Your large size also gives you great physical strength and you can burrow through the ground and even stone. Despite your size you are able to compress yourself down to fit inside of a human corpse and wear it as a suit, preserving it from decay as if it was alive, and allowing you to impersonate them. You can use these corpses to shield you from sunlight, and reduce the effect of holy objects upon you. With just this you will not be as large or powerful as the centipede demon in *A Chinese Ghost Story II*, though with time you could grow to such power, and **1000 Year Old Spirit** will skip you to it, making you at least a hundred feet long and able to survive having a stone fissure sealed shut upon you.
- **Demonic Tree**: You exist as some sort of evil genius loci. An ancient tree, you are able to control other trees within a range around you, causing them to move, even rapidly, rising or falling from the ground, reaching out to strike at others, or shifting positions, and to stretch out a giant 'tongue' of wood to act through which burrows through the ground. This tongue is large and powerful in combat, able to grasp people or even ghosts, and resilient enough to mostly ignore mundane swords and weapons. The tip of this tongue can open up like a mouth to reveal a human face within and several tentacles you could use to pull someone who was out of range of the tongue itself in. You are also able to turn the end of this tongue into a humanoid 'avatar' of yourself (though it does not , shaping it into a human-sized alt-form you possess. If you have **Life Draining Fiend** both the face inside the tip of the tongue, and the 'avatar' are able to extend out their own long tongue capable of stretching several times the length of a human, and shattering through the bark of a tree. Your main tree is not harmed by sunlight, being a normal tree during the day, but it will be unable to act and vulnerable to destruction. As a jumper you can leave your tree form behind when you change from this alt-form, losing access to it and its powers until you return to its range as a genius loci. You may also instead have the tree disappear and become part of you once more, but you will have to root it in a new location before being able to use these powers again and it will take about a week to return to your full range with these powers. With just this you will not be as powerful as the tree demon, the length of your tongue and range of trees you can control being more limited, but you can grow to that power and **1000 Year Old Spirit** will skip you to it, allowing you to slowly shift trees in the area even under sunlight to confuse trails and paths and potentially keep someone trapped in your domain.

- **Ogre**: You are a creature like the unnamed demon that haunted the villa from *A Chinese Ghost Story II*. That is you are an ogre-like entity about twice the height of a man, with powerful sweeping claws and rending fangs. While a master swordsman might be able to cut you in half or behead you, your individual body parts are able to survive and act independently if removed, your head even able to fly on its own power if you happen to be decapitated. However your body can be burned by anti-demon spells, and your head must remain mostly intact or you will die. You carry a dangerous venom which can turn those you wound into demons themselves, you do not have special control over them, but even once destroyed you can strike back at your opponents through their own allies corrupted by this venom. Unlike the other options you start fully as powerful as the unnamed ogre-like demon from the film, and with **1000 Year Old Spirit** (or time and growth) you will become stronger than it, with faster acting venom, harder and thicker hide, and the ability to cause your individual limbs to fly and fight on their own.
- If you take Centipede and Demon Tree instead of combining their powers, you can instead be a creature like the Mountain Demon from *A Chinese Ghost Story Part III*. Instead of possessing a tree as a daytime form you instead possess a small house as your daytime form, though it is only a cover for a stone demon which functions much like the avatar of the Demon Tree option. At night you can pull forth a great body of several structures, seemingly more resilient than a centipede demon, and you can control rock in the region as the Demonic Tree might control trees. With sufficient growth (or the **1000 Year Old Spirit** perk) you will also be able to conjure thick clouds which will typically prevent the sunlight from reaching beneath them, though by noon you may find it starting to melt these clouds. If you want this and one of those options' other special traits you can take them a 2nd time to combine them into this if you have the CP.

Courtier Perks:

Role at Court (100): You are at least accustomed to court politics. You know the basics of maneuvering in them, how to tell who holds power without offending anyone, how to work within an imperial bureaucracy, and how to garner favor with those in power if you're willing to do what it takes.

Imperial Weapon Master (200): You are a master at odd uses of weapons, or odd ways to use them. Besides giving you skill with a wide variety of weapons, you are able to throw swords and other such weapons as if they were actually designed for it, to wield swords in your mouth if not as good as with your hands then at least well enough to fight with them, and a talent for using weapons in other such unwieldy or awkward ways.

If taken with **World's Greatest Swordsman** you will be able to do things like throw multiple swords at once from containers on your back, launch entire capes filled with daggers, and use a whip to retrieve and sheath multiple swords at once from afar.

World's Greatest Swordsman (400): Whether you struggled to obtain the title or not, you have the skills to make it a believable one. You might not be the very best in this world, but you would be able to easily defeat a band of common bandits who outnumber you several times over. This skill with the sword is actually somewhat supernatural, including the use of chi to enhance your body and perform acrobatic feats like leaps where you appear to fly, or leaping to the top of multi-story buildings, balancing on flying swords well enough to fight normally, running up the sides of buildings, and generally the sorts of combat performances associated with Wuxia and "wire-fu".

Elder Statesman (600): Like Elder Chu or Lord Fu you possess the skills and abilities of an elder statesman to be respected across the land. This won't guarantee you aren't arrested or sentenced to be executed in this period where corruption (and a centipede demon and its servants wearing half the court as people suits) rules the land, but you are an individual with the intelligence to rise in the traditional Chinese examination system, the wisdom to be an effective ruler, and the charisma needed to be a successful and high ranking official in an empire, as well as the capability to win personal loyalty through your deeds and actions. You could, if you needed to, rule an empire such as China competently and well; or aid an emperor in restoring it should it have fallen to misrule, corruption, and mass demonic impersonation.

Buddhist Perks:

Mendicant's Life (100): You have the potential to be a true ascetic. While you can still fully enjoy comforts and pleasures, you find it easier to deny them. This helps you resist addictive effects, and temptation in general as well as the hardships of privation. You won't last (much) longer without water than an ordinary person, but you won't be feeling faint from merely a single day without food, or a single night spent praying.

Being Near a Woman Would Break My Vows (200): You are above seduction and the effects of beauty. Well you cannot be led into lust and desire springing purely from it, at least not by mundane means. Even magical temptation would still be substantially weakened against you. That said if an actual emotional connection, based off of mutual love without ill-intent, is involved it would be possible for someone to seduce you.

Chance to Redeem Yourself (400): When you hold another in your power and you spare them, you will find that doing so fans sparks of good in them. This works just as well (better even) for saving them as well, and can work for sparing them from fates not as bad (or worse than) death. But when you spare or save someone, and give them some moral advice, you will find them sliding towards a morality that you would find acceptable. It won't necessarily completely convert someone in one go, and it won't work if you repeatedly initiate the encounters yourself, but given time you could get all but the blackest hearted demon to come to renounce evil. You can quickly get a feel for if someone is too opposed to your morality for this to work on, and yes you can use this corrupt people; it moves them towards a morality close to your own, not actually 'good' or 'evil'.

True Monk (600): You really are a monk. With this perk you begin somewhat more than equal to the monk Shi Fang, who when he wasn't actively attempting to sabotage attempts to exorcize the ghost was able to harm ghosts with his prayers to the extent that they could not directly touch him, and could have been cleansed away, could set up wards against their entrance, and even dispel their illusions immediately on becoming aware they were a ghost. With time and experience, or the **1000 Year Old Spirit** perk you will be the equal to Master Bai Yun whose prayers could harm the 1000 year old demon tree (though were too weak to defeat it without aid), sense evil spirits, purify his own body of venoms and other impurities, influence the magic of a weaker Daoist, animate his robe to fly upon it, or using his life force and blood paint Shi Fang with a spell to cause him to collect and amplify the cleansing light of the sun. Compared to Daoist sorcerer you will be somewhat better at dealing with evil spirits, but worse at dealing with the material

world; these differences are compared to if you followed Yin Chik-Ha's school, and will be compounded by Chi Chau's more physical world focused magic.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Prayer Stained Coat (200): This simple, traditional outerwear has somehow become stained with a set of prayers on the back of it. These prayers will repel ghosts, evil spirits, undead, and unholy creatures. This repulsion can be overcome, but it will fill them with revulsion like a crucifix to a vampire, and will take effort on their part to touch it, or even to approach you from behind. This is less effective on them the more powerful that they are. This will work even on those ghosts, evil spirits, undead, and unholy creatures not normally repelled by holy objects.

Traveler Items:

Book of Accounts (100): This book lists debts owed to some merchant in the local region. Carrying gives you a license to act as a debt collector for said merchant, able to keep a portion of the proceeds for yourself. It will auto-update with debts to collect, and is guaranteed to never run.

Travelers Pack (200): This is a simple pack that a traveler might carry on their back. Or in your case not so simple. Things in it are never damaged or spilled, it holds several times more than it should, and things in it weigh a full order of magnitude less than they should. Perfect for carrying whatever you need on your journeys.

Diamond Sutra (400): This is a book of Buddhist prayers which repel ghosts, undead, evil spirits, and unholy creatures. Simply opening it and presenting it to one will knock them back as if with physical force. A common ghost would not be able to approach this book if it was opened, and touching its pages to even a **1000 Year Old Spirit** would harm and weaken it. This will work on ghosts, undead, evil spirits, and unholy creatures of future jumps as it did here. Individual pages from this book will retain their effect, though each page removed will weaken its effects, and the removed pages themselves will be noticeably less effective than the entire book. Even so if one were to stick on a **1000 Year Old Spirit** it would weaken and cause it pain.

Once per jump you may cause the book to explode, spraying its pages out as weapons like some sort of anti-demon grenade.

Elder's Pendant (600): This pendant, once belonging to a wise and renown scholar or statesman, will cause those who see it to mistake you for them and treat you as a respected and even revered figure. This effect can be broken, but the individual will normally be one who has retired from the public view (or died), so they are unlikely to cause this themselves unless you really make waves with this. This pendant will update to a new individual each jump. By default it will be an OC, but you can choose a canon individual but this gives no guarantee that they will be retired from the public view in that case.

Tempter Items:

Alerting Anklet (100): This anklet with a small bell on it will never ring if you (or another) does not intentionally attempt to ring it. When it does ring it will alert any ally or allies informed to be listening to it, even from more than a mile away, allowing them to know you are signaling them to come. Others won't hear it any louder than it normally would be. May be a hand bell instead if you prefer.

Bathtub of Concealment (200): This is an old, traditional wooden tub. It seems perfectly ordinary, but things submerged in the water are immune to the senses of others as long as they remain completely submerged. This extends to magical, or scientific sensory, but not if they reach in and touch things.

Qin (400): This traditional 7 stringed chinese instrument has a soft sound meant to be played alone or accompanied by singing. The music of this instrument carries further than would be expected given that softness, and when you play it you may choose to seemingly transmit your emotional state to others. Those who could love you, and you could love, who hear this music will be attracted to it, drawn to you while you play. Beyond that it serves as an excellent carrier or focus for your magic should you have any.

A Painting of Yourself (600): This is a perfect painting of you, by a master artist. This painting perfectly replicates your beauty, carrying any effects that would be applied by someone looking at you (but not other senses), and even metaphysically counting as you when you desire allowing you to use magical abilities through it as if it was you. If you give this painting to someone you will find that it serves as a reminder of you. Any feelings they have for you will not fade while they keep this painting in their possession, and in fact love they hold for you will only grow stronger as long as they keep this painting; they have to have love for you for this to take effect, though it can be a small amount which could eventually grow into something substantial (though best to help it along). If you lose this painting, or leave it behind in a jump, you get a new one at the start of the next jump.

Daoist Items:

Heroic Gear (100): This is some lightweight bamboo armor, a bow, a quiver of about a dozen arrows, a set of small, about half a dozen metal throwing spikes, and some paper scrolls. The quiver and supply of paper scrolls will refill daily, and any of the metal throwing spikes will return to you about an hour after thrown unless you are still using them to pin something in place. The paper scrolls will automatically be inscribed by any spell you know - and desire - that is designed to be written on a paper scroll when you reach for them, but you must have the supplies, and any requisite energy, and they will be used as if you had written the spell on by hand; this merely saves you time.

Roll of Swords (200): This is a rolled up bamboo bundle of swords. It contains over a dozen swords. By striking it on the ground you can cause all of these swords to launch up into the air. These swords are particularly receptive to magic or other effects from you to wield them telekinetically, cause them to animate, or just an attempt to wield them from afar with a whip, allowing you to do so with less effort and difficulty on your part.

Miraculous Armor (400): This chest and shoulder armor isn't necessarily better than most armor as armor, but when worn you will find your running speed increased several times over. This armor can be stored rolled up in a scroll as pieces, and when you throw this scroll it will unfurl and the armor will fly onto you and merge back into a full suit of armor.

Deity Sword (600): This sword could be said to be a deity manifesting as an avenging weapon. On your command it can animate and fly, moving as you direct with no need for you to supply it with magical energy. It is also a powerful weapon against ghosts, undead, evil spirits, and unholy creatures, harming them more than a normal sword would, even able to harm them if they would normally be intangible, and causing wounds which are harder to heal, resisting regeneration and attempts to magically heal them. While powerful when animated, it is even more powerful in your hands, able to shatter mundane swords in a few blows, and seeming to project your spiritual might outwards, causing even more damage and harm to ghosts and monsters when you wield it directly. It is a weapon that could kill a 1,000 year old mountain demon.

Monster Items:

Demon Whip (100): This whip seems to be made from the flexible material of a demonic tree. It is able to harm ghosts and normally intangible spirits as if they were fully corporeal, and will cause extra pain to such beings.

Ghostly Entourage (200): This is a group of about twenty servants. Except that they are all incorporeal spirits. They may perform basic servant functions, fetching your belongings, cleaning, and the like, but are otherwise unable to interact with the world. There are two palanquins that come with this item, however, which they may carry and move, allowing them to carry anything on them.

Collection of Mortal Remains (400): These five urns each contain the ashes of a beautiful woman. These women are bound to the world as ghosts possessing the **Courtesan, Rare Beauty,** and **Ghost** perks. They are unable to go more than a few miles away from these remains, but as long as you possess their remains they are bound to obey you as you may either free them to reincarnate/pass on to the afterlife, or destroy their soul forever with them. If you allow any of these ghosts to pass on or destroy them, you will obtain a new urn with a new ghost to replace them at the start of the next jump.

Haunted Temple (600): This is a fairly large temple, and its associated grounds including a large graveyard behind it, which is notoriously haunted causing those who live nearby to avoid it. They're not completely wrong as the grounds are in fact haunted, several minor animate corpses existing on the grounds, though these will not attack you or any you tell them not to. Anyone who dies on these grounds will be unable to pass peacefully into the afterlife unless you choose to allow them, allowing you to bind them to the temple grounds as another of these minor corpses, or otherwise turn them into undead if you possess the ability, or simply keep their soul from passing on, trapped instead with their physical remains in this temple; removing their physical remains from the temple's grounds can free them from this effect. While on this temple's grounds you will find any demonic, unholy, or necromantic powers you possess heightened.

Courtier Items:

Imperial Armaments (100): This is a set of weapons fit for a military commander. It consists of a whip, four swords, and a cloak full of daggers. All of these weapons will maintain and repair themselves, and any daggers you throw will be back in the cloak by the next day.

Purebred Horse (200): This is a well bred, hardy, and healthy horse. A rather mundane horse. To make it worth noting, it will always be faster than you would be on foot while you are riding it, and will be able to survive you riding it into combat unless it is directly targeted, or struck by something that could kill you.

8 Loyal Rebels (400): These are 8 skilled subordinates who are each absolutely loyal to you, willing to risk their lives - or sacrifice them - in your name. They are all fairly competent and capable individuals in general, as well as expert swordsmen (though not to the level of **World's Greatest Swordsmen**), and able to perform various wuxia/'wire fu' feats (though again not to the level of **World's Greatest Swordsmen**).

Magistrate's Office (600): You hold the position of county magistrate, along with the authority, power, and prestige which comes with it. So long as you do not directly insult or act against your superiors any gross ineptitude, corruption, or neglect of your duties will be ignored by them. In future jumps you have a similar position in the lower rungs of the local government waiting for you with similar protections from the consequences of abuse of power.

Buddhist Items:

Alms Bowl (100): This is a simple bowl that a priest would carry when begging. And when you carry it to beg you will find that your results as a beggar are particularly effective, and you are particularly likely to be viewed as nothing more than a simple beggar or mendicant monk - depending upon how you present yourself - assuming you do nothing major to upset this image.

Scattering Stars (200): This is a long rosary as a buddhist priest might wear. By spreading it out and commanding the beads to scatter, however, you can launch the beads as projectile weapons causing small explosions where they strike, and working particularly well against ghosts, the undead, evil spirits, or unholy creatures. While the effect will be minimal on the more powerful of these creatures, if you should grow spiritually stronger than **1000 Year Old Spirit** would make you the effects of these beads will grow as well. Another command can cause them to return to the rosary, which will curl up into a ball as they do so.

Holy Objects (400): This is a collection of holy objects, primarily talismans with prayers written on them and rosaries, but also golden ink for writing sacred text with, which repels undead and evil forces when they are attached to the walls and entrances of a building. You could completely seal a building with these objects, and even a 1000 year old demon tree would be unable to enter it on the grounds that the tree inhabits. These objects can also be used as foci for holy magic you may possess, making it easier to channel it through them. You possess enough to completely seal a moderately sized temple main building. The ink's effects will fade with time needing to be reapplied but will regenerate at the same rate as it fades. In future jumps this will be equally effective to keep out undead, ghosts, evil spirits, and unholy creatures as here.

Xīzhàng (600): This staff, topped with several rings, is a potent tool against evil. While you hold it any holy magic you possess is increased in power somewhat. Its rings will also clatter and sound out in the presence of evil spirits. By throwing it you can command it to fly to a location you desire - though it goes in a straight line not too high from the ground so it can be blocked by obstacles - carrying with it anyone who hangs on to it. It can be used to easily pin a ghost, demon, or other such creature that is significantly weaker than you in place, unable to move or use their supernatural powers, and its mere presence can cause harm to such entities, as well as physically pushing them as if it was surrounded by a forcefield that repulsed and repelled them potentially protecting another

who you lend this staff to. Entities closer to your own power level will be able to resist this.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

By paying the price to recruit a companion a second time you may give them the **1000 Year Old Spirit** perk as a free perk.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character who appeared in these films.

Your True Love (Free): If you managed to make someone here truly fall in love with you, you may recruit them for free.

Loyal Daughters (300): These two women, a fair deal younger than you are, are your daughters. They are very loyal to you, and possess copies of all perks you purchased in this jump, and non-follower/non-property items. However they are younger than you and will not have the full benefits of purchased perks until the end of the jump, instead having somewhat weaker versions (or if you purchased **1,000 Year Old Spirit** having the version without its leg up) until then. In addition they are your children, and inherit anything that your children would inherit from you. In future jumps they may share a companion slot if you choose.

Envy the Ducks (400): Ah love, true love. Create or import a companion who loves you deeply with an origin of choice and 1000 CP to spend as they see fit; you may transfer additional CP to them at a 1 to 1 ratio (you pay 1 CP they get 1 CP). Your love with them will remain eternal like that of ducks lasting even through the cycle of reincarnation.

In future jumps they do not count against the limit for the number of companions who can be imported into a setting and are imported freely into each jump. If a jump has multiple import options this uses any 100 CP or less option, or the cheapest (if it is more than 100 CP), and you may use a more expensive option discounting it by 100 CP or the price of the cheapest import option if you prefer. If there is no import option, or you

would prefer they instead gain 300 CP and may gain a background as normal. Regardless of the import method chosen, you may transfer additional CP to them at a 1 to 1 ratio (you pay 1 CP they get 1 CP).

Drawbacks:

You may take up to 1200 CP worth of drawbacks for additional CP. These drawbacks all end at the end of the jump, fading away as if they never were.

Other Adaptations (Toggle): The films this jump was based on were themselves based on a story from *Strange Stories from a Chinese Studio* which has been adapted several times including two which were explicitly adaptations/remakes of the first film of this trilogy. If you'd like and they still don't have a jump for them you could use this jump to go to the animated version or the 2014 remake. What you purchased here won't change in power or effect, though. And I've never seen one of them and it's been a long time since I saw the other so you may need out of jump resources.

Part 3 (Toggle): The 3rd film takes place a century after the first two, putting it a little outside of the normal length of a jump. With this toggle you may change the start date to the 3rd film's beginning, or leave the start date alone and extend your stay time till up to 10 years after the 3rd film's events.

Self-Insert (Toggle): Want to replace an existing character? As long as you have the set-up to do so feel free.

Arranged Marriage (100): A marriage has been arranged for you with someone who you do not love, and in fact find absolutely loathsome. This marriage is enforced by social expectations, and to go against it would shame politically powerful individuals. If you're mortal this is merely powerful individuals in government, but if you are some form of spirit this would mean angering at least one powerful 1,000 year old spirit.

High Class Taste Low Class Status (100): You are dead broke, or near to it. No matter what you do you will never be able to make more money than just enough to squeeze by for necessities. Any out of jump sources of wealth are obviously absent if you take this.

Historical Setting (100): You, and your companions, lose access to all technology, both from out of jump or made by you, more advanced than China at the end of the 17th century. You can't even get such technology from other parts of the world, or teach natives to create it. As far as you and your companions are concerned technology from beyond the 17th century (in China) does not exist.

Loveless (100): For a series of films ultimately focused on love, most of the characters here do not find it. Lotus cannot win the heart of her monk, Yuet Chi's feelings for Chi Chau are never expressed to him, and really except for Ning and Ching Fung no one finds

love. And now you are among those loveless many. If you manage to find love while you are here, you will have it ripped painfully from you before the end of your stay, and you will even find previous lovers you brought with you cold and emotionally distant, your own love for them absent for the period as well.

Miserable Weather (100): The weather does not seem to like you. While it will remain seasonally appropriate, expect the weather to turn bad on you more often than not, often much more rapidly than would normally be natural. And bad means how you'd dislike, not necessarily wet and rainy; if you were hoping for thick clouds you'll not get them, and if you were hoping for a nice sunny morning to drive away the undead expect thick clouds and heavy rain.

Wolves (100): You seem to attract angry wolves to your location, eager to chase after you. While no more dangerous than they normally would be, expect to find wolves attacking you regularly should you venture away from large settlements at night, and should you manage to avoid them attacking you for long enough they will come to you in what should be completely secure areas eventually. Don't expect it to be a nightly thing, unless you go wandering about in the woods every night (and even then they might miss some, especially if you're walking in the same woods every night) but expect it to happen.

An Honest Man (200): You are one, at least if you're a man. Whatever you are, you are honest. This doesn't mean you can't lie, but you will find yourself unable to engage in corruption, or truly selfish behavior where you harm another for your benefit. More you are naive and trusting, easily led to believe lies and deceptions as you just seem to want to always believe the best in **everyone** who makes even a small attempt to be something other than overtly evil.

Do You Have a Brave Heart? (200): No, no you do not. You are easily scared, jumping at shadows and the smallest of sounds in the night. While there may be things that will motivate you to face your fear, expect to spend much of your time here terrified, and unless it's a matter of someone truly important to you's life and death (or worse) expect to be avoiding perceived dangers. And even if you're an invincible god you will find yourself being terrified of things that would scare a normal person.

Haunting Magnet (200): The ordinary debt collector, Ning, managed to run into 3 different haunted locales, and 2 additional 1,000 year old demons, in only a few years, and he spent a noticeable portion of that time in a dungeon cell. Now you are like him. Likely worse than him. You seem to just stumble into haunted villas, temples, and inns,

as well as roaming ghosts, spirits, and monsters. The supernatural is attracted to you, and it's normally less than friendly.

Wanted for Murder (200): You are wanted for murder, with a sizeable fortune offered up for your head. Expect to see posters of you advertising this fact spread throughout the world wherever you go, and people willing to take noticeable risks to bring you in and claim the reward.

Your Negative Chi is Too Strong (200/300): No this doesn't mean you're not allowed to enter temples or religious ceremonies, but like the imperial commander Hu you possess no spiritual or supernatural powers above that of an ordinary person. You can still pull off some frankly exceptional feats of swordsmanship (if you could before) but if any ability is supernatural, including super powers, magic, psychic abilities, etc, you will find it beyond you. For 300 CP this affects your companions as well.

Don't Allow the Sunlight to Touch You (300): Ghosts, and demons, in this world are burned away, their souls dispersed, by direct sunlight. Normally even if you were one of these creatures you, being special, could change into another alt-form, or toggle off your ghost status, to avoid these effect. Now, however, not only are you burned away, and your soul dispersed killing you no matter how immortal you might be, by direct sunlight, you also possess their weakness to holy objects, prayers, and anti-spirit spells. Like demons and ghosts here you can become strong enough to resist these effects, but it will always require noticeable effort and leave you not at your full power while doing so.

Soul Bound by a Demon (300): A powerful demon of this word possesses an urn containing your mortal remains. It is hidden from any special senses you - or your companions - may possess, as well as any technology or summoning capabilities you may possess. The demon keeps it well hidden as well. By destroying this urn they may scatter your soul, instantly causing you to fail this jump, and they will use this threat to cause you to obey their will; and they may possess servants warded like the urn ready to do so should they be slain. The demon is immune to any special charisma you may possess, as well as powers to influence or control its behavior/thoughts/mind, or to read its mind. The demon will not destroy your urn out of pure spite/evil, or actively seek your destruction as long as you serve it loyally, and if you're skilled and clever enough - and possess allies who also are - you might be able to steal the urn back… though should it be destroyed it will still be a jump fail so you will need to keep it safe yourself.

Outro:

Your time in this world has come to an end. Now, assuming you did not fail your chain, it is time to decide where you want to go from here:

Take my ashes home: You would like to return home. You won't necessarily be as ashes, but it is time that you return from whence you came. Your chain is over, but you retain what you have gained in it.

Envy not the immortals: Perhaps you have found love, perhaps you just enjoy this fantastical world. Either way you will stay here. Your chain is over, but you retain what you have gained in it.

Back into the cycle of reincarnation: But not in this world. Your chain continues, proceeding to another world taking with you all you have gained here.

Notes:

Jump by Fafnir's Foe.

I used Wikipedia's spelling of character names just as the easiest to access source while writing the jump.

Adult Reincarnation is cheap for a 1-up perk because quite frankly it's a pretty bad one with you not having your full powers and amnesia, both can be worked around (they're not drawbacks) but make it a relatively bad ones. Still was big enough I had to offer the option.

I added **1,000 Year Spirit** in part to help balance how the protag and ghost were typically the weaker members of the cast, often with both an older and younger heroic 'mage' who was stronger than them. In part because they kept calling the demons 1,000 year (blank) and it made me want to give you an uncapper that let you passively increase in power.

I sort of had to streeeeeeetch a bit with the Courtier perks, had the items, and wanted to have something for Hu and Fu, and it sort of just came together.

I sort of had to streeeeeeetch a bit for the Tempter items. The qin had to be given non-canon effects (magic channeling), and so did the painting (it counting as you) but both felt at least somewhat appropriate.

The Deity Sword is based on Yin's sword from the first film, with the other Yin's sword from the 3rd film's ability to cut through swords.

Changelog:

Version 1.0.0: Posted. I have not actually re-read over it since writing it up so probably has typos or some such.