Tales of Demons and Gods

Long ago the race of man lived in a mighty empire ruled by the great Emperor Kong Ming, a sage and master of who's knowledge and skill was said to eclipse even the gods, after a time Kong Ming left the world leaving the race of man to their own devices and all was well for a time. The Experts of mankind had no equal and legend ranked masters were many.

One day the race of demons, who are ever the enemy of man, grew stronger. A legendary rank monster unlocked its spiritual knowledge and gained power as well as true sapience and leading the armies of demon beasts billions strong almost exterminated the race of man. Four masters gathered survivors from that great war and brought them to a fertile valley where they built the great fortress and last bastion of humanity which they named glory city.

It has been a thousand years and more since that time and much has been lost, fewer experts of talent are being born. Those who can cultivate to legendary rank are extremely few with the greatest guardian of the city being a single Legendary rank master the great Ye Mo. His son the city lord Ye Zong leads the armies to protect Glory city. Every year the armies of demons come and every year they have been beaten back from the walls of glory city by the armies of man. Man survives but with the amount of experts becoming lower with each generation and the hordes of demon beasts only growing stronger many have started to ask, for how long?

Location

Roll 1d8 for location

1. Glory City
2. Glory City
3. Glory City
4. Glory City
5. Glory City
6. Glory City
7. Glory City
8. Free choice! Lucky you choose from any of the above locations!

Backgrounds

Age is 1d8 +10 while gender is what you come in as. You may pay 50 cp to choose both.

Drop in- you start with no memories and no family, as if you came from nowhere. Only your age has changed and somebody has paid your tuition to Glory Cities finest college Orchid Academy.

Alchemist- Alchemy has lost a lot of power over the years however it is about to experience an unexpected boost to the alchemy guilds authority. You were born to a family that still saw value in alchemy and as such trained from a young age in the secrets of medicine.

Demon spiritualist- you were born to a family with a rich history of demon spiritualists, unfortunately that was the only thing rich about them. At a young age you showed an aptitude for a strong soul realm, Hoping you would bring prestige to the family you were sent to learn the ways of the demon spiritualist. An art that requires you to merge your soul with the captured soul of a demon to use its power as your own. The strongest of Demon spiritualists can use the power of their souls to do things such as fly or even manipulate their soul realms directly as a weapon, however the most powerful abilities rely on merging with a demon spirit bringing out their abilities and your own.

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Fighter- Although you did not show strength of soul for being a Demonologist your physical prowess was amazing. As such you were enrolled as a fighter to learn the ways of strengthening your body. Legend rank fighters have skin stronger than steel and can lift over 1250 kilograms on each arm. This power can slowly be expanded with training over many years.

Perks

All perks are discounted 50% for the matching background.

Soul Realm Cultivation (Free All)- All people have a soul, the center of their spirit and being. You have been taught to grow your soul realms power through concentration and training. Cultivating your soul realm allows you to train your soul, making it more powerful and even larger.

Non Discounted Perks

0 or 100 Blind Spot- Normally the Sage Emperor awaits those who find out about him and kills any who know about his existence. He is the most powerful being in existence and was responsible for killing nie li the first time even at his most powerful. Lucky for you he seems to have a blind spot where you come in. So long as you aren't directly antagonizing him he will not take notice of your existence. This perk is free for all at the start of the jump however if you pay 100 cp for it after this jump it will allow you to make any of your abilities that can see from a distance or through time (for example scrying or seeing the future) undetectable so long as you are not using it for violence.

100 Daoyin massage technique- This technique was all but lost in modern times even though it has many uses. By focusing your soul energy in the palms of your hands you can heal superficial wounds or even heal damage done to a person's soul by a small amount. Also works great for giving relaxing massages.

200 Black Dragon Bloodline- somewhere in your families past someone used secret techniques to combine their blood with the blood of a black dragon. Because of this you find it much easier to cultivate your strength as well as having a moderate resistance to flames. As a bonus you also get a set of black dragon wings extending from your back.

300 Aspect of Law- You have comprehended an aspect of Law, this means you no longer take damage from one type of element be it fire, light, darkness, lightning or other similar element. In time you have the potential to become a spiritual god of this aspect of law, strongly imbuing its element into all your attacks and inscriptions is as simple as concentrating while creating them. At its base each aspect of law is a highly complex inscription pattern used to collect energy from a single type of natural phenomena. Each person may only comprehend one aspect of law however it is possible to teach others the basics of using law energy to add elemental damage to their attacks.

Drop in Perks

100 Recognition of patterns- You naturally have a knack for discerning patterns, this allows you to quickly and accurately figure out puzzles or decode complex patterns or codes. Useful for figuring out what an inscription should do without activating it.

200 Deciphering languages- It is nearly impossible to do research on inscription patterns without a grasp on the languages most of the ancient texts are written in. Even the most fundamental works such as the Books of Divine Fire Lightning are written in lost languages. However you have a talent for deciphering dead languages, given time to study you can learn pretty much any written language you come across.

400 Primary Inscriptionist- Inscription Patterns are very important. Inscription Patterns are separated into two parts, respectively the Enchanting Patterns and the Battle Patterns. Enchanting Patterns can be inscribed on amours and weapons to increase their durability and power. By using the blood of a demon beast and mixing it with the power of the Inscriptionists own soul realm they can add elemental effects, mild immunities to certain elements to armor and weapons to aid the user in battle. Battle patterns are used By inscribing a pattern onto a scroll with the blood of a demon beast, the more powerful the beast is when used in conjunction with appropriate inscription patterns allow increase the power of the effect in the scroll. For instance a battle scroll made to shoot ice icicles when drawn in the blood of a legend rank ice dragon will be more powerful than one written in the blood of a bronze ranked ice spirit.

600 Demon Soul Arrays- souls have power whether they belong to humans or demon beasts both are a great source of power. You have learned and understood how to build soul arrays such as the Ten Thousand demon array. This allows you to bind the souls of demons to a place or object to act as a power source. The Ten thousand demon soul array for instance used the souls of ten thousand black gold demons to form a barrier that could kill dozens of legend rank demon spiritualists at once or stop an army of demon beasts.

600 Spiritual Dao Calligrapher- a separate branch of calligraphy practiced by many spiritual cultivators is known as dao calligraphy, by writing a single word in calligraphy onto a scroll you can impart a bit of spiritual power and knowledge into the ink and parchment. Simply by concentrating upon the skill and carefully writing the word you can allow others to learn any single soul based ability you possess, although this process takes time the person who seeks to learn from such words can do so merely by studying and contemplating the meanings they have behind them.

Alchemist Perks

100 Alchemist Memory- Alchemy is the art of making medicines, if a single part of the process in making these medicines is wrong what was meant to cure now becomes something that will kill. Luckily you never forget your recipes, your memory is so good that you never forget anything. Unless you want to.

200 Alchemists Eye- Many things in this world have medicinal or alchemical uses which have been lost or simply forgotten. Fortunately for you however you have a kind of sixth sense for what can be used to bring out the best effects in a potion or pill, simply by studying an herb or plant you can discern its medicinal uses and the best ways to use it. To add to that you can easily discern the cause of any nonmagical ailments someone may be afflicted by should you he willing.

400 Acupuncture artist- The meridians of the body govern the flow of energy from the soul, striking one can cause an opponent to lose their ability to move or paralyze them for a short period of time. You know all of the acupressure and meridian points of anyone simply by looking at them and when used you can unlock the potential of a person's body simply with a few silver needles, this may or may not cause excruciating pain at the time of use depending on the individual. When used offensively this allows you to find weak points in your opponents body which you can exploit for increased damage however when used for the purposes of healing you can do amazing things such as increasing someone's recovery rate or stimulating healing of a damaged soul.

600 Alchemical Genius- The great alchemists of the past could create many incredibly potent medicines, medicines which could heal any damage short of death, pills to increase the cultivation of mind and body, and pills to cure almost any disease of man. With this knowledge you can make medicines that do all of that from the purple haze grass medicinal bath which increases your gains of soul cultivation by three times to the soul tempering pills and body strengthening pills which increase the gains from training x100 while using them you know how to properly mix and create such miracle drugs and many more. With time and study there shouldn't be any disease you can't cure.

600 Garden of Heavenly Roots- Deity roots are the secret behind how deity lakes create the stones used by cultivators of the heavenly realm to aid in their cultivation. However the amount of deity lakes are slowly dwindling. As the amount of spirit orbs created by the lakes slowly runs out and lakes dry up fierce competition erupts from those wishing to claim the few remaining lakes for themselves. The reason for this is that deity roots absorb heavenly energy to grow and slowly process it into spirit stones. It is for this reason that there is no known way to artificially cultivate deity roots, but you are not a normal person and after much study and perseverance you have learned a way to artificially create an area rich enough with heaven energy to sustain a deity root allowing you to cultivate your own. Deity lakes take time to grow however, do not expect more than a few thousand spirit stones from a young lake as it will often take decades (or even centuries) for them to fully mature and much of their energy is focused into growing. You could always take a fully mature deity root and transplant it if you wished, but doing so would likely invite the wrath of enemies you never knew you had.

Demon Spiritualist Perks

100 Souls Grace- The soul's capable of amazing things, the most basic of which is the enhancement of a cultivators looks. As your soul grows stronger your beauty will increase as well, with power comes beauty.

200 Demon Soul Merge- The key to a demon spiritualists power lies in the demon they merge with, by taking the soul of a demon into your own soul you can merge your body with its body temporarily, using all its abilities and taking its form as your own. While not merged you may also use the demon as a type of watch dog, protecting your soul from being attacked by the souls of other demon spirits.

400 Fine Control- while any cultivator can use their souls force to bludgeon their foes you have much finer control, where they are the club you are the scalpel able to precisely cut exactly where you wish. This is useful if you wish to fight someone with a higher level of soul power then you as it allows you to do far greater damage than those without such fine control by creating a weapon from your soul energy when you need it. However it is also useful outside of battle as it allows you to transfer knowledge by placing your hand against someone's head and pushing a the knowledge through the link from your soul into theirs.

600 Cultivation Master- Your ability to train your soul realm is nothing short of astounding, you have such great understanding of cultivation methods allowing you to grow your soul realm at a much greater rate than what would normally be possible. On top of this you can also teach others how to cultivate their soul realms in order to merge with a captured demon soul. Those who learn from you in later jumps can only cultivate up to legend rank. Pointing out the errors in someone's cultivation techniques also comes easily and this allows you to effectively pinpoint parts that may be damaging or harmful to the user.

600 7 souls- Much like Nie Li you have obtained the ability to integrate with up to 7 demon spirits at once. Holding 7 demon spirits is a powerful and dangerous technique known by so few people it is often thought to be impossible. Although this technique does not allow you to merge demon spirits you are integrated with into one spirit it does allow you a much greater amount of options in battle switching between your pre-integrated spirits with but a moments thought. This becomes part of your cultivation technique when purchased allowing you the ability to contain all 7 demon spirits safely.

Fighter Perks

100 Refinement of Beauty- A healthy body is a reflection of a healthy soul, as you train your strength you will find your physical attractiveness will also increase making you more physically attractive the stronger you are.

200 Cultivating strength- The body is the vessel of the soul but it can also be strengthened by it, the stronger your soul is the more powerful your body will become. This allows you to do such things as jump hundreds feet, throw a fist sized stone over a mile, or hold your breath for a day. After all a healthy body is crucial for a healthy soul.

400 No pain No gain- When in extreme situations the human body can do amazing things. Pushing through adversity to achieve greatness, when you are experiencing extreme mental or physical pain your body and spirit will grow as if you had been receiving an extreme level of training equivalent to twice the amount of time you have endured.

600 Sensei- your body is a work of art and your martial ability is unquestionable you are able to master martial arts that would normally require years in mere days, and should you choose to do so you can teach others how to train their bodies and cultivate their souls in order to become as strong as a legend rank fighter with all the strength speed and durability that entails.

600 Weapon Dao Mastery- A master of weapon dao is never truly unarmed. When choosing this option you may choose a class of weapons (such as swords, spears, clubs, bows, etc.), by selecting this class of weapons you can summon a weapon of that type made of your soul essence. This weapon (its sharpness, strength, durability, and the amount of damage it can inflict on an enemy) depends on the power of your soul. The stronger your soul the more powerful your Weapon Dao will be. Although powerful nothing more complex than a bow can be learned in this manner.

Items

50- 100,000 demon spirit coins- a moderate sum of demon crystals which are the currency in glory city, enough to live a few month extravagantly.

50- 100 bundles of purple smoke herb- when burned this produces an insect repelling smoke. If used properly it can be refined into a catalyst to aid in soul cultivation. Also can rejuvenate the body if made into a bath. (Better than the best beauty products at making a woman look younger)

50- wrist weights- A set of wrist bracelets that can be used to train your muscles, they always seem to weigh roughly 80% of the users max carry weight.

50- Set of inscription tools- a set of brushes and carving tools useful for those who practice inscription. Also comes with a bottle of silver rank demon blood, refills weekly.

50 Box of Blank Spiritual Stones- these low grade stones are used to test a person's aptitude for cultivation and learn what attributes their soul has. Useful for determining the best way to train someone.

50- Alchemy Furnace- A necessary tool used in the refining of elixirs this furnace can help you to make all kinds of potions and pills.

100- Interspatial Ring- A ring that is linked to an alternate isolated space room roughly 50 meters square, extremely useful for storage you merely have to hold your hand over something and concentrate to remove or store stuff within it. Even though time moves very slowly inside these isolated "spaces" it still does advance. Things like food and elixirs can eventually go bad over many hundreds of years. Cannot store living things.

100- Soul weapon- This weapon can only be used by one person. When used the first time the weapon becomes a part of their soul and can be summoned whenever the user needs it, it will grow stronger with the user. Can be any melee weapon.

150- Box of Blood Gems- This box of thumb sized rubies are filled with spiritual energy useful for cultivation, they also have another use where if they are inserted under the skin of a creature it will become much stronger than a normal member of its species as well as becoming extremely violent. The box is roughly the size of a shoebox and refills monthly.

150- Spiritual Origin Fruit Tree- A very rare item that is rumored to be found in the Nine-Layered Deathlands of the Nether Realm normally It only can grow in places where there are mountains of warriors' corpses although this one seems to be surviving just fine inside its (admittedly large) flower pot. The fruit appears as pure as snow and contains an extremely well-refined energy and is known to greatly benefit a person's cultivation, every few months a new fruit will grow upon the tree.

150- Demon Beast Spirit- You have obtained the spirit of a demon beast that is both strong and strangely loyal to you. Choose a nonsapient creature to have as your demon beast spirit. Said creature can be a creature from a past jump if you wish. Alternately you may choose a type demon spirit canonly used in the series. Cannot be used to obtain the spirits of the space-time demon beasts or deity rank demon beasts.

150- Nightmare Demon Pot- this ancient urn has depictions of demons on the outside, when used correctly it allows the owner to place 10 demon spirits within to be combined into one demon spirit. The resulting demon spirit will be of higher quality than those put into the pot, however there is a risk of failure involved. When the pot fails a combination all spirits inside of it are destroyed.

200- Alchemical Garden- a small garden filled with many different types of alchemical herbs from this world will attach to your warehouse, any herbs taken from it will regrow over the course of a week.

200- Fountain of law- A large cavern with a lake roughly 100 ft square attaches to your warehouse. This water is filled with law energy, by soaking in it you can train your powers over law energy. The deeper you go into the pool the more concentrated the law energy within it, beware trying to absorb too much law energy at one time is hazardous to ones health.

200- Stairway to heaven- A large spiral staircase attaches to your warehouse, this staircase can be used to train your body as each step is twice as hard to climb as the last step. Extremely useful for workouts as each step weighs down not just your body but also exerts pressure on your soul as well.

200- Deity Puddle- Deity lakes supply the spiritual stones required for cultivation after one reaches past the ranks of a legendary cultivator. A cultivator can go through thousands of them just to raise their power by a small amount. Unfortunately deity lakes are (usually) immobile as trying to remove the deity root results in killing the lake. This allows you to get around that problem by giving you a small deity lake warehouse add-on. This deity "puddle" is really more of a pond and will produce between 10 to 20 spiritual stones a month. The pond

comes equipped with a small pier, a gazebo of Chinese design, a cherry tree, and koi fish you never have to feed.

Companions

50 Companion import- import 1 companion, they get 300 cp and a background of your choice.

50 OC Companion- A person from this world has decided to join you, they receive 300 cp and a background of your choice.

Drawbacks

You may take up to 1000 cp in drawbacks.

+100 Super Arrogance- you are just so arrogant! You constantly deride others as inferior while never admitting your own faults, prepare to make a lot of enemies.

+100 Bad Memories- Every night you will have nightmares where you are hunted by demons as those you loved die around you. If you don't sleep then you will start having hallucinations of them.

+200 Amnesiac- You don't know anything about all this jumping business and you sure as heck don't remember anything about this setting other than what would be normal for your background. You still have your powers but good luck explaining how those work to everyone else.

+200 Nie Li, Nie Li, Nie Li!- No matter what you accomplish or who you save Nie Li will always get the credit, it wouldn't be so bad if it didn't also make you like him more every time he gets credit for something. (Cannot be taken with no jumper you are the demon beast)

+200 Teachers Pest- For some reason people in charge hate you, no matter how strong you get somebody in charge (and often more powerful than you) will attempt to make life hard for you. Sabotaging your works, setting you up to be injured, even attempting to kill you if they dislike you enough (they will dislike you enough).

+300 Crippling Teachings- Something is wrong with the way you were taught. Your cultivation is far slower than most students your inscriptions lack power and your potions lack potency but you just can't understand why! Out of jump abilities are similarly affected.

+300 Stuck in the Abyss- Instead of starting in glory city you will be starting in the abyss, this gloomy world is inhabited by hordes of dangerous demons, ruled by a family of oppressive winged slave drivers, and experiencing a severe food shortage. As if that wasn't bad enough none of your powers seem to work here. Nie Li and company will show up in a couple years and it's possible to hitch a ride out with them in two years, until then good luck surviving!

+300 No Jumper You are the Demon Beast- Ok I don't know how this happened or what you did but somehow you have been sealed within the soul of one of the main characters as their demon beast. You have no direct contact with the outside world and they can use your powers as the would a normal demon beast spirit. For the entire jump here you must do your best to make sure they survive because if they die its game over for you.

+300 Saving Face- In this world people will do anything to save face. That means if someone slights them in any way, whether it be by being better than them, doing something they could not, proving them wrong at something, or even just something as small as not paying them the proper amount (to them) of respect. Now you have this exact same problem! If anyone slights you in any way you cannot think of anything but how you will get back at them. No matter how small the slight it will burn in your mind until you get your revenge. Be warned in this world doing something as small as not sucking up to someone can be considered a slight punishable by broken limbs.

+600 Spiritual Constellation user- It appears you used the spiritual constellation technique to achieve a younger body. Now your soul is constantly burning. You suffer extreme almost crippling pain at all times and at night you break out in severe bloody sweats, should anyone find out they will most likely attempt to kill you. You may eventually become able hide your symptoms but you will still feel the pain. Does not work for the purposes of no pain no gain training. For those who are a bit squeamish about child sacrifice you get all the pain of having committed the technique without the need to actually murder a couple hundred kids.

+600 Inherently Bad Idea- Your entire time here you will be completely unable to tell the difference between a good idea and a bad idea, fight the new guy who just happened to show up from nowhere and get rich in a month? That is definitely going to happen, Attack the teacher for making you look stupid? Probably. I hope you have some very responsible friends because they are going to have their hands full with you.

Notes!:

Demon Spiritualists and Fighters have five different ranks, which are: Bronze, Silver, Gold, Black Gold and Legend rank. Each rank is then divided into five levels, from 1-star to 5-star. A legend Ranked fighter can lift roughly 4.5 tons, while a legend ranked Demon Spiritualist can integrate with a legend rank demon to achieve similar feats. Each rank is generally considered to be unbeatable by those below it, a bronze is considered inferior to silver which is considered inferior to gold etc. Generally those of a rank lower cannot over power those of a rank above except in special situations.

Although in The Tiny World Legend rank is the top there actually exist many ranks above it and Legend rank is often called the true beginning of cultivation. The ranks of cultivations after Legend rank are Heavenly Fate ranks 1-9, then Heavenly Star ranks 1-9, then Heavenly Axis ranks 1-9, followed by Dao of Dragon ranks 1-9, and finally the topmost Ranks of Cultivation the ranks of Martial ancestor which also contains 9 ranks. Under normal circumstances each rank should have the power to defeat any rank below them.

A Fighters top strength can be increased to up to three times their normal strength by augmenting it with their soul power.

If the Demon is stronger than the spiritualist there is a chance of the demon rebelling.

In addition there are beings known as Spiritual gods of law who embody an aspect of reality, be it fire, ice, death, time, nether, or any other natural phenomenon. As long as this natural aspect exists they cannot permanently die and will eventually reform over time. If you become a spiritual god of law and take up an aspect this basically allows to you add that aspect to your attacks. Dieing as a spiritual god still counts as death for the purposes of jump chain even if you would reform in time.

After the jump a demon spiritualist may integrate (merge) with the soul of any creature so long as it can reasonably be said to have some form of soul and as long as the creature is not itself a spirit (basically no ghosts) The abilities of this creature are then open for use by the spiritualist.

Demon Spiritualists may only be merged with one demon spirit at any time. However if they take the time they can switch demons outside of battle by trading one for another. The only exception is those who have taken the perk 7 souls perk which allows you to integrate with up to 7 demon spirits at a time although even then they can only merge with a single demon spirit at any time at once. This means that while they can hold up to 7 demon spirits and switch out in battle they can only actively use 1 of those demon spirits at a time.

The difference between fighter and a demon spiritualist is a fighter cultivates their soul and body to increase their physical attributes while a demon spiritualist merges with a demon and uses its elemental attacks, strengthening them with their own soul power. Basically this boils down to fighters having a lot of power physically while demon spiritualists have more of a potential variety of powers depending on the type of demon they merge with. Demon Spiritualism also has its own risks and if a demon spirit you decide to merge with rebels it can harm the spiritualist to an amazing degree. Demon spirits are housed in the spiritualists soul when the at all times unless released by the spiritualist.

Should you or anyone who comes with you achieve heaven ranking and achieve extra souls you may only use these extra lives once per jump to avoid death.

Demons run the gamut of animals and shapes, generally the most powerful type of demon beasts are something from the dragon family but we also see everything from rabbit demon to fanged panda as well as snake demons and gorilla demons. When merged the demon spiritualist seems to become something like a humanoid version of their demon. Any elemental abilities it would have are generally what the demon spiritualist will have. For example if you used a panda you would basically become kung fu panda Po but if you used a dragon you would have the tail scales horns teeth and such along with the fire breathing or whatever elemental property the dragon has along

with any physical capabilities it has. One of the MCs demons can turn invisible and has sickle claws so this allows him to grow bone claw scythes from his arms and go invisible.

The Fountain of Law is 50 ft deep here. Law energy is sparser at the top but near the bottom it is packed at around 50 times the amount as near the top.

Law energy water is dangerous because if you absorb too much law energy the following symptoms occur: Explosion by excess soul pressure. You should have no problems though as your body will start to feel hot to a point you cant stand being in the water anymore long before you get to that point.