



Literally translated as "Immortal Heroes", Xianxia is an expansive genre of fantasy heavily inspired by Chinese mythology, as well as the philosophies of Martial Arts, Taoism, Buddhism, and more. The core of this genre revolves around the idea of "cultivation", where people strengthen their bodies and souls, and strive towards reaching immortality. The end goal of this practice is usually eternal life or unrivalled power. The method by which they achieve this will vary greatly from setting to setting, but generally involves strengthening their Qi and deepening their understanding of the world.

It is to one of these worlds that you will find yourself appearing. Here you should be prepared to meet monsters and spirits, gods and demons, and immortals and mythological creatures. Very rarely are these worlds peaceful. Might-makes-right here, and even the most kind-hearted souls are more often than not willing to resort to murder to get what they need. In a world where anyone can ascend to godhood with the right encounter, the people here are forced to become ruthless and merciless. Anyone they let go could one day return and destroy everything they have. The idea of giving 'face' or respect to others is incredibly important in these worlds, and anything that might be construed as not giving it can be taken as a fierce insult.

Cultivators, or Practitioners, are capable of many great and varied feats. Every realm they grow in power only increases the number of things they can do, as well as the power they can call upon. The greatest of Practitioners will often end up as the rulers of their world, whether that be a planet, a galaxy, a universe, or an entire multiverse. The average mortal is little more than an ant in front of even the weakest cultivator. If one is lucky, the local cultivators are benevolent and righteous. Many are just the opposite.

It is time for you to enter into this world. Below is a document that will allow you to construct a xianxia world of your own design, whether that be wholly original or a mirror image of one of the stories you have read. You will also have **1000CP** to spend below in order to gain certain benefits and advantages. Spend them wisely.

Ten years is the usual length one would stay within a jump, but in these kinds of worlds it isn't uncommon for a single cultivation retreat to take hundreds if not thousands of years. So rather than ten years in this world, you will be staying a 'sufficient' number of years here. The closest equivalent to what a decade would be in other worlds. What that means is up to you, though the minimum this can be is still ten years.

*To start you off on your journey, it is time for you to design exactly what kind of world you will be entering. **A link to an interactive version of this jump is in the notes.***

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World Building

You can choose to skip this section if you already have a world in mind for your setting.

Cosmology: *First off, you should decide what the overall makeup of the setting at large is.*

Normal World - The cosmology of this universe is one you should be intimately familiar with, for it is the same as the one you currently reside in. An expansive universe filled with planets, solar systems, galaxies, and more. The laws of physics and what can be achieved with them can be a bit looser here, more so than a wholly mundane world. but by and large this universe is extremely similar to a mundane one on visual inspection.

Three Thousand Worlds - Moving away from the mundane, this type of cosmology is more of a classic for these types of settings. Rather than a single self-contained universe, this verse is composed of thousands of different worlds and universes all around and connected to each other. Contrary to what one might think, the name does not refer to the numerical number of three thousand worlds, but rather three sets of a thousand; One thousand thousand thousand. The number of worlds that are interconnected in this cosmology can reach the billions and trillions. Often they will all eventually lead back to a singular massive world that far outstrips all the others in size and richness. Travel between these worlds is not only possible but often common at the higher realms of cultivation.

Ascending Planes - Rather than a loose collection of interconnected worlds, this type of verse is more akin to countless stacked planes on top of each other. Starting at the most basic mortal world, each plane is capable of ascending or descending to the planes above and below it. Every plane you ascend will be greater than the last, with a larger concentration of Qi, more valuable and common rare items, and stronger cultivators. Often the peak power of one plane is at most the midway or even starting point of the next plane up. At the very least this model is suited for relatively stable progressions of power.

Great Multiverse - A bit like a combination of the Three Thousand Worlds and the Normal World, rather than a collection of interconnected worlds, this is a vast sea of universes that all reside near each other. Whether there is a limit to how many universes reside in this space is a mystery. They come in all manner of shapes and sizes, some of them even taking the form of other cosmology templates within this document. Travel between these universes can be prohibitive, but extremely rewarding. This form of cosmology offers perhaps the most variety in what you could potentially encounter.

Infinite Universe - Unlike the previous options, this verse is not many different worlds but rather one singular world. But despite this, its vastness is not lesser to that of the Great Multiverse or Ascending Planes. This world feels like it is truly infinite in size. It stretches on forever into the distance and still grows larger with every moment, though to reach these edges one would have to be able to traverse infinity. As you might expect from such a world, the closer you get to the centre, the more developed civilization is, though conversely the fewer resources there are.



Locations: *Now you should choose what kind of world you will be appearing in, in this setting.*

Earth - You will be entering into this jump on Earth. A normal, mundane-seeming Earth. On the surface it would appear to be no different from any other mundane version of earth. It might even be what it appears. Cultivation, if it exists on this planet yet, is hidden from the general public. You just have to know where to look to find it.

World In Parallel - Instead of starting on Earth, you will be starting on one of its parallels. This is an Earth that developed alongside cultivation. Consequently, society's understanding of science and qi grew alongside each other, and to a certain degree started to merge. In this way the world has given birth to, for lack of a better term, a modern society of cultivators. Appliances are fueled by Qi rather than electricity, people travel by flying sword rather than planes, schools teach basic cultivation methods and understanding, and more.

Primordial World - There are many different cultivation worlds, but you will be entering into perhaps the most iconic one of them all. This is the Primordial World, where Pangu split chaos with his axe, divided murky yin from clear yang, and gave his body to create the world. It is in this world that the tales of Investiture of the Gods and Journey to the West take place. Here is where the Dragons, Phoenixs, and Qilin fight, where Nuwa creates humanity, where the Witches and Demons kill each other, and where the Heavenly Court rules over all immortals. There are many stories and characters that take place in this world, spanning uncountable epochs.

Immortal World - As mentioned, there are many different cultivation worlds. In this case, you will be entering into a more generic world. This is a world of cultivation you might find in any number of different novels. It could even be a parallel to one of those stories. This is a world full of qi, with demons and beasts that roam the land, and powerful cultivators that oversee the world. Many strange and fantastical sights can be found in this world, each with its own unique twist that separates it from any other and allows it to stand out. This is the world to choose if you want a more classical xianxia adventure in a wholly original setting.

Unknown Battlefield - The unknown battlefield is one of the stranger worlds to appear in. Overseen by an all powerful, unnamed Supreme Will, this is a truly massive plane upon which the countless myriad races compete for dominance. Periodically, new species and people from other realms will be brought onto this battlefield to supply fresh life and be challenged by the Will to see if they are suitable to be the lord of all races. New starters in this world are often given a small base and a unique summoning portal to get started, and instructed to build their own kingdom. This is a world that is constantly at war, one where peace and relaxation is a rare luxury. You will need to fight just to survive in this world.



Time Period: *Finally, you should choose what kind of time period you will enter into. These worlds have long and involved histories.*

Chaos - Every world has a beginning, and this is that. You will be entering into this setting when the world has yet to truly form. Chaos has only recently been split, the world has only just been formed, and the rules of heaven and earth are still in disorder as they form. If the World has a will, it has yet to birth its consciousness. Any special primordial species and artefacts are only just starting to appear, most not yet able to assume human form. Depending on the setting, this is when the world is either at its weakest or at its most dangerous.

Primordial Era - In this era the world is still relatively new. However enough time has passed that the beginnings of society have begun to appear. Extremely rare treasures and innate plants are being born and discovered frequently. The lands are yet unclaimed, and powerful beasts roam the land mindlessly. This is a period that is full of danger for mortals, but a period full of opportunities for immortals. Those that seize the opportunity have a real chance of reaching the peak.

Immortal Era - While resources are no longer quite as abundant as in the Primordial Era, this era can still be considered the era in which cultivation is most flourishing. Many of the great powers have established themselves at this point. The powerful wild beasts have mostly vanished or been slain, no longer ruling the land and sky. For the most part, life is as easy as it can be for cultivators. New lands and treasures are still out there to be discovered by intrepid adventurers.

Warring Era - Resources are still plentiful but not as much as they once were. More importantly, most of the land has now been claimed by one force or another. The world is in a relatively stable peace but different groups constantly vie for power amongst each other. The once general peace has given way to a more subtle tension. People can no longer afford to be quite as generous as they once were.

Receding Era - An unfortunate inevitability; populations grow but the resources can't keep up with increasing demand. The most common spiritual plant or ore is now a valued commodity as the ground is scraped bare by those seeking power. Even the once omnipresent qi that filled the world grows thinner with each passing day. Unnoticeable to those at the lower ranks, but all too apparent to those at the peak of cultivation. Each year fewer cultivators are able to break through their realm.

Desolate Era - The once rich world has been depleted. The once great powers have all retreated into special pocket dimensions to postpone their death or have been lost to the sands of time. The most simple qi-infused plants are now as rare as a phoenix feather or qilin horn, and the worldly qi is so thin that most people will never manage to break through the first two realms of cultivation. Cultivation itself is starting to fade from mortal people's memories, becoming a fanciful tale made to wow children. Few can remember the heights it could once reach.



Post Apocalypse - Similar but different to the Desolate Era, this is an era of scarcity not brought on by the gradual consumption of resources, but by the destruction of the world by war and disaster. While the vast majority of resources and heritage has been lost, this is still hope for a return. Centuries after the calamity, the scars of this disaster still linger. They have barely begun to heal, but heal they have nonetheless.

Resurgence Era - Like spring coming after the winter, the world has begun to renew again. Qi has appeared in the world once more and grows thicker with every passing day. Spiritual plants and special materials have started to appear in the untamed wilds and dark corners of the world. Once simple animals grow larger and more intelligent. Mysticism is returning to the world and it is up to the people of this world to adjust.



Civilisation: *Now it is time for you to decide some of the specifics of the world that you will be entering into, to give your world its own flavour. First off, it is time for you to decide the level and direction of the development of civilization in this world.*

Primitive - Civilisation is as primitive as it can be while still existing in some form. People are still living in muddy huts and dark caves, wearing animal skins for warmth to weather the cold nights. Cultivators are like gods to these people in more ways than just power. There is no civility in this society, only might-makes-right.

Medieval - While by no means advanced, civilisation has truly formed at this time. People live in well constructed towns and cities, tend to extensive farmland, and gather in diverse kingdoms. The world has not yet modernised, but there is a clear order to things. The fields of science and medicine still leave much to be desired, but the world would be able to accommodate more advanced concepts being introduced. This is the more common level you might expect one of these worlds to stay at.

Modern - Even in a world of magic, the scientific method still has its place. The civilisations of this world have reached the same development level as a modern earth. Populations are flourishing with solid infrastructure and good healthcare. Buildings are robust and full of convenient features, and travel between settlements couldn't be easier. New technologies and theories spring up every day.

Fantasy - Rather than the route of science, this world has developed down the path of mysticism and qi. It may seem on the surface to be less advanced than a modern society, but this is only because they have developed in a different direction, instead of being primitive. Jade slips record and transmit information directly into people's heads, arrays are used to achieve all kinds of different effects, mystical beasts live alongside humanity, and more. This is a society that you would struggle to reconcile with a more mundane world.

Futuristic - Whether because of the help of cultivation or just simple time, the civilisation of this world has long surpassed Earth's current technological level. It has solidly entered the futuristic age, with commercial ships capable of sailing the stars, advanced personal armours that protect their users, virtual reality helmets that instantly connect people across the universe, and so many other great feats of engineering. This is the stage where fantasy and science fiction merge into one.



Cultivation System: *Next, it is time for you to build your very own cultivation system for the world you are entering. You can use the options below to create a basic framework or insert one wholly of your own making if you wish.*

Aspects

These are some basic ideas that your cultivation system can have. Include as many or as few as you wish. All roads eventually lead back to rome. These systems are usually divided into distinct 'realms' or 'levels' which you ascend through as you accumulate power. Each increase in realm is a benchmark that is accompanied by a notable increase in personal strength and ability.

Spiritual - Perhaps the most fundamental path of cultivation, the vast majority of cultivation systems involve the cultivation of qi in some form. It may take different names, different forms, and different affinities, but the path of spiritual cultivation is all about taking in and increasing the quality and quantity of qi stored within your body. Qi can undergo many changes over the course of cultivation, turning from gaseous to liquid and then to a solid crystal, or fusing with a specific element, or even condensing into a ravenous singularity. The possibilities are truly endless.

Physical - The most basic and easy to visualise, cultivation of the physical revolves around strengthening your body first and foremost. Whether it be from training, conditioning, treasures, or taking in energy, this path of cultivation is all to do with bringing the potential of your physical body to its peak. To make your body the strongest and toughest it can be. Some examples of body cultivators are capable of crushing stars between their fingers, and can regenerate from a single drop of blood.

Soul - The counterpart to physical cultivation, the cultivation of Soul is exactly what it sounds like. Where the path of physical cultivation aims to strengthen the body, the path of soul cultivation seeks to strengthen the soul. This can be achieved with special meditation, taking in pure soul energy, or other more mysterious methods. With this, your soul can become more hardy and versatile, increase in size, and survive away from your body entirely. Those that cultivate their soul can be known to use it to steal the bodies of other cultivators. When weaponised, the soul can become a weapon that few can protect against.

Mental - The consciousness is one of the most mysterious paths of cultivation. This path shares many similarities to the path of Soul cultivation. The path of Mental cultivation revolves around strengthening the power of the mind. Those that enhance their minds become able to spread their awareness over great distances, can influence and communicate with others from far away, and can even remotely affect anywhere they can sense with their mental energy. This is usually the path pursued by psychics and that ilk.

Demonic - For every light, there is a shadow. Demonic cultivation is a common alternative path to Spiritual cultivation. Living up to its name as an 'evil' path of cultivation, those that take this path generally take in darker and corruptive demonic energy. They will use the flesh and blood of other cultivators as supplements, consume souls for food, engage in untamed activities, and live however they want, without care for the consequences. They will usually have little regard for the lives of others. More lenient versions of this path go with the idea of simply following your heart and indulging in your emotions.



Dual - Some people would consider this path dangerously close to that of demonic cultivation. Others would look down on it as crass and vulgar. And there are those who see it as just another pathway that can be taken. The path of dual cultivation is primarily focused on the idea of using passion and intercourse with others in order to further your own cultivation. Dual cultivation can be a wild untamed fervour that does not discriminate between targets and does not limit itself to just one person, or a gentle cooperation between daoist partners. It can be a technique that steals the power of others, or one that helps both equally. Whatever the case, it is not a path one takes alone.

Genealogical - All living creatures are ultimately made out of the most basic building blocks of life. Genes can give rise to dragons and phoenixes just as much as it can give rise to humans. The goal of this path is to unlock that power hidden away in one's genes. Whether by introducing new genes into the body or by activating long dormant gene sequences that already exist, this cultivation path seeks to achieve perfection from the most basic level of life. Cultivate the genes of a dragon to gain their impervious armour, or the genes of the psychic fox to manipulate the minds of others. This is a cultivation path generally reserved for the more technologically advanced civilisations, ones capable of altering their own DNA.

Beast Master - Most paths of cultivation are ultimately focused on one's own efforts. Even dual cultivation involves no small amount of work from the practitioner. The beast masters tread a slightly different road. These cultivators will tame and bond with different beasts. As the beast grows stronger, that strength will feedback along the bond and indirectly strengthen their master in turn. As such, the path of a beast master is one that revolves around maximising the strength of one's bonded beasts. These beasts will be the beast master's sword and shield. And in the rare cases of those that choose beasts known to attain human form, sometimes something more.

Daoism - Dao is mysterious. Dao is all encompassing. Dao is everywhere and everything. At a certain level of strength cultivators will begin to contemplate on the meaning and reason for the world. Once one begins to understand the source of everything, one will begin to touch on the Dao. Knowledge of a thing grants some measure of control of a thing. As a cultivator begins to comprehend the Dao, they will be able to leverage this understanding to make use of it. With control over the very concept of something, the powers and abilities they can exert with this far outstrip any mortal or material means. Of course, in many worlds this merely amounts to greater amounts of biggatons to throw around.

Confucianism - One of the most etherial of cultivation paths, confucianism focuses not on taking in qi or strengthening the body, but rather on Good Deeds, Teaching, and Knowledge. To practise Confucianism is to learn all that you can, to teach others of this knowledge, and to perform good deeds. In exchange, rather than qi, your very words and aura are used to manifest your power. As you speak, the world is forced to listen. In front of a powerful confucianist, a martial grandmaster may not even be able to lift a single finger and armies would turn away. Your words have a weight to them in a very literal sense.



Buddhism - Usually as part of a trio of paths along with Daoism and Confucianism, Buddhism is the path of the Buddha. Taking the path of Buddhism, one seeks to rid themselves of greed, hatred, and other negative feelings in order to reach nirvana and achieve enlightenment. This is a path that walks hand in hand with the idea of karma. Those who pursue this path are generally known to specialise in spells that exorcise demons and have powerful bodies to rival those of body cultivators. On the darker side, it is not unusual for these cultivators to have powers that can forcibly convert others to the ways of buddhism. Additionally there is a saying that buddhism and demons are separated only by the thinnest line.

World - A rare but far from unknown style of cultivation in some dimensions is the cultivation of worlds. At the very start, each person will awaken a small planet little more than a kilometer in size within their soul or in a separate dimension. The goal of this cultivation path is to grow that planet with resources, creatures, rules, and power into its very own universe. As the world grows, so too does the practitioner in strength. The resources required for this are beyond imagining, and battles between cultivators will usually take the form of planar wars, where the winner plunders the loser of their materials. In this world, the owner is God. The form the world and its inhabitants take is entirely up to them.

Other - The above options cover some of the most common variants of cultivation you can find in these worlds, but that doesn't make them the end-all be-all. There are still many other possible paths one could find or create. You can optionally choose something else entirely as the foundation for cultivation in this world.



Tribulations

When one breaks through their current cultivation realm, they will sometimes encounter a tribulation. This is both a test and an opportunity from the earth and heavens. The practitioner will endure a great trial. Should they fail, not breaking through is the least of their worries, with death being a real possibility. Should they succeed however, they will be tempered by the tribulations and become all the stronger for it. Like above, you may choose more than one.

Thunder - The most classical form that cultivator tribulations will take the form of is lightning. The sky will become covered in dark, dense clouds, and the practitioner will have to endure multiple lightning strikes of great power. The heavens are not without mercy, and the strength of this tribulation is usually proportional to the power and potential of the cultivator undergoing it. Those with weak potential may undergo only a few weak strikes, while those who are heaven defying in talent might have to weather 81 strikes that grow in strength with each bolt. With tribulations, the golden number is usually a multiple of nine.

Heart - A less common but still relatively standard form of tribulation is the tribulation of the heart. Usually formed for those who have no need to fear a physical tribulation, this is one that targets the practitioner's heart and willpower. As a more esoteric tribulation, the form that this can take can vary much more. Some might have to resist the temptations of a heart demon that tries to lead them astray. Others might have to undergo the test of a dreamlike reincarnation, attempting to not get swept away by the memories of a new life.

Soul - A rarer form of tribulation but one that will often stop many cultivators. Where thunder tests the body, and heart tests the will, the Soul tribulation will test the strength of the practitioner's soul. Often taking the form of a ferocious flame that burns the soul, the practitioner will have little in the way of defense to withstand this. They must endure their very core being refined by fire if they wish to pass this tribulation. As the soul is hard to protect, and harder to strengthen, this is a test that is often met with failure.

Others - The above three tribulations are some of the most common and well known tribulations that a cultivator could experience, but like with any other aspect of cultivation, they are far from the only possibilities. Tribulations can take many forms, and they can test many things. Maybe a cultivator will need to defeat an army of heavenly creatures, or endure the karmic debt they have accrued. You can choose a different type of tribulation for cultivators to pass if you wish.



Benefits

Cultivation can come with benefits other than merely increasing in power.

Longevity - A staple of most cultivation worlds is the idea of longevity. While not true for every world, it can't be denied that the idea of gaining a longer life from cultivation is true for 99.9% of xianxia worlds. The amount of longevity gained will vary a lot as well, with some peak cultivators of one world only equaling the longevity of the faceless masses of cultivators in another.

Immortality - The most basic idea of xianxia is the theme of cultivating towards immortality. But what immortality actually means varies from setting to setting. Generally, immortality can be considered a watershed mark of cultivation. One's body will undergo a transformation, their lifespan will stretch massively, and their internal energy will become more ethereal and powerful. Immortality can take different forms as well. For some worlds it's as simple as eternal life. Others will grant the ability to revive from death. In some worlds, the highest tier cultivators cannot truly die unless wiped out from past, present, and future at once. What exact brand of immortality this world has is up to you.

Intelligence - As the soul and body is sharpened by cultivation, so too is the mind. It is all but a necessity for the mind to grow faster with cultivation, otherwise it would not be able to cope with the speeds and scales that a cultivator deals with. For some worlds, this goes beyond merely thinking faster. As cultivators grow in power, their comprehension ability also grows. They become able to understand techniques and concepts with greater ease. What once might have taken years to study would only take a few days or even minutes.

Beauty - Most immortals are described as handsome, ethereal, fairies, and other positive descriptors. But aside from certain innate or special beings, most were not born this way. Cultivation is the process of improving oneself, and appearance is not an aspect that is missed in this regard. There is a general trend in many settings for cultivators to become more attractive as they progress in power. Some powerful female cultivators walk around covered in faint mist, lest they warp the minds of ordinary mortals with their sheer beauty and to avoid harassment from male cultivators.

Beyond Mundane - A noteworthy and common benefit of cultivation is the idea that, as one progresses, less and less will they need to partake in food, produce waste, or require sleep. Many of the normal mortal worries are lost as their cultivation serves to replace their need for energy and breaks down anything that does manage to enter their body. In some worlds, practitioners become so removed from the mortal world that their body becomes untouchable to dust or dirt.

Malleable Body - Another of the more common benefits of cultivation is the idea that as you progress in power, you will naturally gain more control over your own body. Eventually this will reach the point where you are able to mould its shape however you wish. In this way, cultivators are able to choose if they wish to appear young or old, beautiful or ugly, or even in some rare cases which gender they prefer. Worlds with this kind of benefit will consequently rarely judge other practitioners purely on their appearance or apparent age. In line with this, it is not unknown for some cultivation techniques to change one's body too, up to and including changing their very species.



Spiritual Roots: *In many worlds is the concept of a Spiritual Root. You can think of this as akin to an organ inside the body whose function it is to take in the energies required for cultivation. Not all settings have them, and the settings that do will handle them differently.*

Quantity - The first thing to think about; how many spiritual roots are present in the body? Is everyone born with the same number? What is the maximum number one can have? Is having more spiritual roots good? Are mortals those lacking spiritual roots? A common setup is the idea of people having between zero and five different spiritual roots. The fewer they have, the more pure the energy taken in, and the greater the efficiency of cultivation. Those with no spiritual roots would struggle to take in any qi at all.

Quality - The next part to think about; can spiritual roots be divided into different levels of quality? Just as the number of spiritual roots can be used to denote talent, sometimes the roots themselves have a different quality. This quality can affect the speed, amount, and purity of the energy they take in. A single top grade root might be thousands of times more effective than having five medium grade roots. It is the difference between a muddle trickle and a roaring river.

Affinity - What kind of affinities can these spiritual roots have? While in some worlds Spiritual Roots are just the conduits to absorb pure qi, in others they have certain affinities, only taking in qi of a matching attribute. Do the spiritual roots of this world match the five elements of Fire, Wood, Metal, Water, and Earth? Some worlds may have rare or unique roots for other elements such as Ice, Lightning, Darkness, and more. Whether having multiple affinities is good or bad for your cultivation speed will also vary from world to world.

Staticness - One of the last things to consider with your spiritual roots is how static they are. Can the spiritual roots of this world change at all, or are they fixed from birth? Can spiritual roots be gained or lost? Can they increase in quality? Can they change in affinity? Can they be stolen?



Extras: These are extra little things to consider adding to the world or things that are worth considering while creating your cultivation system.

Ceiling Of Power - Xianxia is a diverse genre as are the cultivation systems within it. As such, the heights of power one can reach at the peak is very dependent on the setting that you are in. There are as many stories where the greatest cultivators can overturn mountains as there are where they rule over entire multiverses. Now is when you decide what is the upper level of power you can reach with this cultivation system.

Cultivation Time Frame - Just as cultivation systems can reach many different levels of power, so too can they take many different time frames to reach these heights. Cultivation is rarely a short affair, but the gap in time it can take is as vast as the gap in heights it can reach. As a general rule of thumb, the stronger the cultivation system, the longer it takes to cultivate between realms. Some settings measure their retreats in decades. Others measure them in the lifespan of universes.

Karma - Do good deeds and be rewarded. Do bad deeds and be punished. The basic idea of karma is simple enough to understand. However in some worlds Karma is not just a concept but a real tangible force. Those that perform genuinely good deeds will find their cultivation progressing smoothly, and will experience greater luck. Those that kill and murder for no reason or gain will find their cultivation mired in struggle and bad luck. For some, Karma of any kind is bad, entanglements delaying their cultivation and preventing breakthroughs in their realm. Not repaying one's karma can cause backlashes in their cultivation, an invisible weight that ties them down.

Reincarnation - Death is an inevitable part of life, but the worlds of xianxia will often have the idea of Samsara and reincarnation. Those that die will not simply vanish. Their souls will go through the underworld and pass once more again into life in a different form. This process will often tie in with karma; those with good karma enjoying a splendid next life, while those who did bad deeds will need to atone for them. Some powerful immortal cultivators may have methods that would allow them to keep their memories between lives, getting a fresh start.

Ascension - Generally reserved for settings with multiple planes or universes, ascension is the process in which cultivators who reach a certain benchmark of strength will ascend to a greater and more powerful world. This benchmark is often the peak, or near the peak, of strength realistically attainable in their current world. World going through their desolate period may not have enough Qi in the world for anyone to reach this point anymore. Sometimes there is a test for the right to ascend, sometimes it is as simple as a door in heaven opening up for the cultivator.

Power Of Worship - Like so many other things in this world, worship has its own mystical power. In some worlds, people's faith and offerings of incense can be transformed into a very real power for a cultivator to use. For some settings, it could become the basis of ascension to a form of divinity. In others it could be used to supplement qi intake. Either way, the basic idea remains the same. Founding a religion is a way to provide a relatively stable inflow of power.



Merit - Worlds that have some level of consciousness will sometimes have a method by which they can reward those who genuinely help the world. Spreading cultivation methods, fixing damage to the land, or inventing new things to benefit the population are all things that might be rewarded by Merit. Merit is an invaluable resource, as rare as it is potent. Merit can be used to improve one's cultivation, comprehend techniques and dao, and strengthen the power of artifacts and items. It can be used to gain good luck or wash away bad luck and karmic debt. In the Great Primordial, the merit rewarded for creating the Human Race was sufficient to allow Nuwa to achieve Sainthood, a feat achieved by only one other before her.

Bloodlines - In a world where people can move mountains with the flip of their hand and talent can be passed down by blood, bloodlines hold far more weight than they might otherwise. The attributes that can be passed down a bloodline extend to more than just appearance. Special abilities, powerful physiques, and even ancestral memories are all things that might be passed down in the bloodlines of certain clans. A bloodline inheritance is capable of making a group stand out all by itself. Surprisingly, knowledge is one of the most common things to be passed down in the bloodlines of beasts.

Spirituality - A staple for most xianxia and a necessity for some of the options that will come below, the idea of spirituality is one of the mainstays of the genre. Plants, animals, and even inanimate objects have the chance to gain sentience and sapience as they grow in power. Once they reach a certain threshold, many will even be able to assume a humanoid form of some kind. Whether it be a blade of grass by the side of the road or the sword in your hand, anything has the potential to become a thinking being with the right opportunities.

Supernatural Phenomena - Qi is capable of giving birth to a myriad of interesting and supernatural creations. A force beyond the mundane, it is no surprise that that which it makes is no different. Unique materials, special flames, and strange ores are all things that could appear when qi mixes with the natural world. The more powerful and special the world, the more of these materials are sure to appear. Some worlds stand out from the rest specifically because of the unique creations that that plane spawn.

Spatial Domains - Space tends to be less stable in xianxia worlds. Sufficient power is enough to break it apart, and strong cultivators are capable of creating pocket dimensions by twisting space into knots. A consequence of this is the presence of special spatial domains dotting the world. These are essentially miniature environments enclosed in their own space that form either naturally or with the help of a practitioner. These will often be full of valuable resources or testing grounds from by-gone sects. A rare subsection of these domains can have their own special traits, such as an abnormal flow of time or easy to understand Dao rules.



Weight Of Power - Respect is something to be earned, but respect can also be considered a form of karma as well. In some worlds, the weight of that karma only grows with your strength. In those situations it is ok for lesser cultivators to pay respects to their superiors, however the reverse is not necessarily true. In some worlds, lesser cultivators cannot bear the weight from having a powerful cultivator pay respects to them. The very act of them bowing will cause backlash and injury to the lesser cultivator. That is one of the reasons why people will refuse the respect of their betters. It is not that they do not want it, but that they cannot afford to have it.



Wildlife: *Humanity is not the only species that interacts with Qi and cultivation. In fact in many worlds they are one of the last. Now it is time for you to decide on what other kinds of species call this world home, beyond the mere mundane. You can choose as many or as few options as you wish. Should you have something in mind that doesn't conform to the options below, that too is possible. These are merely guidelines.*

Plants:

Nourishing Food - The most basic form of spiritual plants, these plants are not too far removed from normal plantlife. Taking in the special energy of the world, birthed in unique or extreme environments, these plants are more potent. Food plants are more nourishing, poisonous plants are more deadly, and big plants are more sturdy. Ingesting these plants can help progress with cultivation or with strengthening the body, but not much else.

Spiritual Oddities - These are the plants that have started to stand out as particularly special. The energy they have taken in and the environments they were born in has caused them to gain their own very special properties; ones that firmly separate them from the mundane. These are the kinds of plants that might radiate freezing cold mist or burn with the fire of the sun. Medicinal plants might extend one's lifespan by years and particularly unique plants may even give those that consume them special physiques. How diverse and widespread these kinds of plants are is up to you, though is generally tied to how rich and powerful the world itself is.

Birth Of Intelligence - Spirituality can extend all the way to inanimate objects and phenomena, so it should come as no surprise to find that it is not uncommon for plants to be able to develop intelligence and assume human form. While by no means as common as demons and beasts, it is still relatively common for the special flora of the world to be able to attain not just sentience but also sapience. They can form their own clans or become folded under the umbrella of the demon clan. At this point these beings are no different from humans or beasts, only separated by origin.

Beasts:

Mutated Creatures - Qi has a tendency of enhancing that which it touches, and animals are no exception. Mutated creatures are those animals that have taken in Qi and become stronger from it. Their bodies become bigger, their hides more firm, and their muscles stronger. Creatures as small and peaceful as a little rabbit become capable of taking down mortal men with relative ease. On the flip side, the meat of these animals becomes rich with proteins and energy, becoming great tonics all on their own. People that feast on these creatures will themselves grow more healthy and powerful.

Mysterious Creatures - Mysterious Creatures are not animals that have mutated but rather different species entirely that evolved with the development of Qi. Like those spiritual oddity plants, these creatures will have their own special abilities that set them apart. Unlike the plants however, it is not uncommon for these creatures to be incredibly intelligent, especially the older members of the species. These kinds of creatures tend to have much longer lifespans than humans though conversely those that can cultivate will usually be naturally slower.



Beings Of Myth - Dragons. Phoenixs. Qilin. Creatures spoken of in tales of myth and legend. In many worlds, they are more than just fanciful stories. These are the overlords of the world, species that, from birth, stand at the top of the pyramid. Their bloodlines are about as strong as it can possibly get. If not for the fact that their birthrates were so low, these species would have long conquered the world. The flesh and blood of one of these creatures have countless magical effects, capable of transforming a trash cultivator into a genius. The inheritances left to these clans are some of the most potent in the world. Encountering one of them is either a gift from the heavens or a catastrophe with little equal. With such species in the world, many lesser beasts can be found with traces of their lineage in their blood, owing to ages-old crossbreeding.

Demons:

Mindless Monsters - Born from negativity and driven by an instinct for chaos, these demons are little more than machines of destruction. They spend their lives seeking to destroy and consume all other life, and even each other. Those that develop intelligence only become more cunning, capable of enacting destruction on a greater scale than before, directing their lesser kin to maximise effectiveness. They are a calamity to life and the enemies of the world.

Heart Demons - These demons exist on a separate plane from the material world. They are closer to creatures of consciousness than matter. Their sole reason for existence is to test the minds of cultivators. Whether born from the heavens as a test, a result of the cultivators own cultivation, or an ethereal race of creatures, these demons will appear to test the hearts and minds of cultivators. Those that fail this test will suffer from any number of issues, whether it be preventing them from progressing in cultivation, having their bodies stolen by the demon, or just death.

A Different Path - Just as it is possible for creatures to embark on the demonic path, so too is it possible for demons to walk the humane path. Despite being demons, there is little difference between these species from humanity other than their appearance. They may also tend to give into their baser instincts more often. However these demons are similar enough to humanity that they are able to create a functioning society with their own towns and cities. Rather than a scourge on the world, they are more like a simple manifestation of its darker side.



Factions: *Now it is time for you to decide the possible factions that may exist and rule parts of the world. These factions aren't necessarily one singular power, but could be a loose collection of many under one banner. As with the other sections, the options below are not the end-all be-all and merely act as ideas and guidelines.*

Righteous Faction - Some powers espouse their mission to be maintaining the order and well-being of the world at large. The Righteous faction will generally pursue order in the world, targeting demonic creatures and sects that might cause trouble. Of course, in some worlds they are little better than the demonic sects they target, better known as 'Self-Righteous' sects than true forces for good.

Demonic Faction - The Demonic faction is often the counterpart to the Righteous faction. This faction is usually defined as those who pursue the more demonic and dark cultivation methods. They will usually have an ideology that revolves around freedom for all behaviour, including the unsavory. These sects are as likely to be truly evil as they are to be free-spirits. Interestingly these sects will generally have a more red motif for their clothes and buildings. Always keep in mind if a sect has been labelled demonic merely because they don't fully conform to the Righteous.

Neutral Faction - A middle ground between the Righteous and Demonic, the neutral faction tries to stay out of the affairs of the other factions. They will try to mind their own business and stay out of the problems of the world. Unfortunately this faction is usually the first to be targeted whenever a war between the righteous and demonic breaks out as they rarely have the alliances to hold off a full invasion.

Age Of Empires - Less a faction and more a great power, it is not uncommon for one of the major powers of the world to be an imperial empire ruled by a powerful emperor or empress. This faction is usually formed around a single powerful cultivator whose power allows them to single-handedly rule a significant portion of the world. They create an empire in their name and, if done well, ensure their future generations are strong enough to inherit their mantle for many years to come. In a few rare cases, a powerful cultivator from a higher plane or the heavens itself is the one who assigned the Emperor/Empress.

Beast Clans - The Beast Clans, sometimes known as the Demon Clans (not to be confused with the Demonic faction), are the agglomeration of spirit beasts that have gained sapience. Each clan is often a singular beast race that has banded together for safety and prosperity. The most powerful of these clans are usually formed from the strongest races. These clans will often be based in the wilderness, far from human civilisation.

Plant Paradise - Similar to the Beast Clans, though a notably more rare sight, you will sometimes find that spiritual plants that have attained sapience and a mobile form will gather together into clans of their own. Sometimes this is under the same banner as beast clans, sometimes this is directly opposed to them. Masters of the environment, there are few harder places to besiege than the location of a plant clan.



Ghost Palace - The soul is one of the most fundamental aspects of cultivation. When cultivators die, their soul does not always simply vanish. The Ghost Palace is a faction that usually only resides in the underworld or afterlife where the extremely Yin rich environment nourishes their souls. This faction usually makes it their business to manage everything related to souls, ensuring that they move onto the afterlife correctly and don't linger or steal living bodies. As their practices often overlap in part, it is not strange for the ghostly factions to either clash or join forces with the demonic factions.

Big Powers - In some worlds, the factions aren't separated by race, species, mortality, or belief. In some worlds, the separation between factions is simply one divided by those who have the biggest fist. These factions will happily recruit anyone they can in order to gain more fresh blood and grow their influence. These are the factions formed in worlds where the only rule that matters is might-makes-right. These factions might have their own specific preferences or alignments, but rarely are they unwilling to compromise on those if the benefits are good enough.



Clan: *Your clan is your family, and your family is your clan. You can choose if clans are a notable part of the world and, if so, what kind of clan you are part of. Clan sizes are relative to their world, so what might be large in one world could be not worth mentioning in another.*

No Clan - You don't have a clan to speak of in any real form. You may not even have any family left. You don't have any family background to call upon bar your immediate one. Clans need a certain level of cohesion and strength before they can form, and yours doesn't have that. The resources you can call upon are limited.

Small Clan - While you may be part of a clan, it is only a small and minor clan among the many in the world. You have some background to call upon should you need it, but little with any substantial weight. Your family could be a top power in a small low level town. The support this clan can provide is mainly limited to the early stages of cultivation.

Medium Clan - Now your clan is starting to have some real power in the world. While still far down the totem pole of power, the size and power of your clan is not such that it can be disregarded by just anyone. Your family has fingers in many pies, and is large enough to be a name worth knowing. Unfortunately a bigger clan will often mean more conflicts with more powerful forces.

Big Clan - Aside from those reclusive ancient clans, your clan could be considered one of the top dogs. Where you truly stand on the totem pole of power is still up in the air, but your numbers are spread far and wide across the world. By sheer quantity alone you can call upon a reasonable degree of power. With these numbers naturally comes a far greater inflow of cash and resources. Members of these kinds of clans will want for little until the middle to later stages of cultivation. The downside of such a large clan is the degree of competition you will face to obtain resources both within and outside the clan.

Ancient Clan - Among all the clans in the world, yours stands at the peak. Its numbers are unknown though vast, and its age has been lost to time. For as long as people can remember, your clan has existed. Rarely does the average cultivator encounter one of these clan members. With such an unfathomable foundation and resources accumulated since time immemorial, even the most average member of this clan could be considered a genius to the outside world.



Sect: *A sect is a gathering place for those of a similar interest. No two sects are exactly alike. Like above, it is time for you to decide whether this world has sects in it, and if you are a part of one. This option is not mutually exclusive with being in a clan. It is not uncommon for one to be in both. If you are starting in a sect, you can choose what kind of position you hold within it, whether it be outer disciple or sect elder. Are you a Holy Son that was brought in recently or a floor sweeper that's been there for decades?*

No Sect - Whether or not sects exist in this world, you aren't part of any. You will be starting in this world with no previous affiliation to any sect or school. If you want to try your luck, there is nothing stopping you from attempting to join one or start your own.

Small Sect - The sect you are part of is only a small one. In terms of size and influence, it's so small that it might as well be a backwater. Your sect would be notable to the most immediate surrounding areas, but not much more than that. Should you be in an area with plentiful resources and other powerful sects, it is likely that only the dross would choose to come to your sect first, those that don't have a hope of getting into the more established sects.

Medium Sect - Your sect has moved up in the world somewhat. Not the top, nor the bottom, your sect can only be called average as far as the world at large is concerned. The sect will have a reasonable amount of influence over the surrounding areas and can even start to eke out a claim on some of the more valuable lands. Number wise, even on the lower end it would be hard for you to know everyone in the sect. If martialled together, the disciples would form a formidable force. With access to better resources and rarer techniques, the members of your sect are reasonably strong in their own right.

Top Sect - Your sect stands at the top of the world as one of the strongest. This sect has access to some of the best resources and the most valuable cultivation techniques. People will come from far and wide for a chance to join this sect. As with a large clan, having such a large influence also comes with correspondingly greater enemies. Disciples of top sects like this are juicy targets for other cultivators hoping to score something valuable. It is only the threat of the sect's retaliation that holds people back, and this means little for those who are truly desperate. Interestingly, despite being a top sect, it might have fewer disciples than even a medium sect. With such renown, you can afford to be picky when choosing who to accept. Only the best geniuses can pass your sect's entrance test.



Origins: *Now it is time for you to decide what role you will be stepping into when you enter this world. This is your starting point, but just because you have stepped foot on this path does not mean you have to stick to it.*

Age/Gender: *Age is much less relevant when your species and strength determine how fast you mature and live. To this end, rather than an explicit age roll, you can instead choose between Young, Prime, Middle-Aged, Old. You can also choose your gender for free, though keep in mind that discrimination and bigotry is rife in many of these worlds.*

Slum Rat - To cultivate is to go against the heavens. It is a path filled with adversity and challenge at every step. But your struggles long preceded your entry into cultivation. You grew up on the streets, scrounging for every scrap that you could. Society has little pity for the poor, and it made no exception for you. The advantage of this is that it has long prepared you for the merciless side of the cultivation world, where those who grew up in cushy families are soft.

Student - While you never truly stop learning, you only hold the title of student in specific circumstances. What could be a more fitting starting point in this new world than the very beginning. You will be entering into this world as some kind of student or disciple. You could be a disciple of a sect, a youth of a clan, a student at school, or something of a similar vein. You still have plenty of time to decide your future path.

Mentor - Student for a day, teacher for life. Success is built on the backs of the previous generations. It is the responsibility of a teacher to pass on their knowledge to others. In a cutthroat and selfish world like that of the cultivation world, there are still those who devote their lives to helping others, even if only a small subset of them. You will be entering into this world as a teacher of some kind, whether that be as an elder of a sect or a mentor at a school. It may not be the most rewarding job, but it's certainly an important one.

Warrior - You never really concerned yourself overly much with the day to day lives of others. Philosophy and the finer arts are all well and good, but never your passion. Your calling is the call of war. Where others studied Go, you studied the way of the blade. When scholars were sipping tea, you were ingraining your martial arts into your muscles. This is a dangerous world, and you've made sure that you're prepared to deal with it. It should be noted that just because you are a warrior doesn't mean you aren't learned in other aspects of life.

Artisan - This world can be cruel and unrelenting, but it can also be beautiful and creative. It is just a matter of what one chooses to focus on. Where others devote their lives to perfecting the way they might destroy, you instead pursued the path of creation. You have made a living selling your services in whatever path of creation you have chosen. Provided you have even a modicum of skill in your chosen profession, you are likely able to live relatively comfortably on the money you bring in.



Wanderer - There is much to see in the world, and you plan to see it all! Well, at the very least you don't like being tied down in one place. You are a wanderer, a rogue cultivator, or an explorer. While you could potentially have ties to a sect or clan, you are quite far removed from them at present. You travel the world, looking for new stories and new adventures. As a wanderer, you are mostly free of any responsibilities bar the ones you choose to bear. On the other hand, you won't have much in the way of backing to call upon should you need help.

Old Hermit - Adventure is a young man's game, for those full of adventure and something to prove. Honestly at this point that just sounds exhausting. You much prefer the solitude of your home. With no distractions from worldly issues, you can focus on cultivating how you like. While a hermit may not be wholly cut off from the world, they generally make it a point to stay out of the politicking and fuss that often goes around. As something of a consequence of this, most people won't even know they are there. That's fine though, less trouble for you. Though for some reason, something about this role always seems to attract young Sons of Heaven and Protagonists like moths to a flame.

Heir - Where there is civilisation, there is society. Where there is society, there are families and groups. Where there are groups, there is something to inherit. You are the heir to something. Maybe you are the prince/princess of an empire? Or maybe you are the next in line to inherit the position of sect master? Perhaps you are the young master of a clan? Whatever the case, you are in the privileged position of being groomed for your ascent power. Compared to others, you have greater resources and responsibilities in equal measure. Just try not to offend everyone on the streets. That tends to end badly eventually when you cross the wrong person.

Other - Maybe none of the above are your preferred background for entering this jump. Maybe none of them fit quite right for your purposes. In this case, you can choose your very own origin for your start in this world.



Species: *Now it is time for you to choose what species you will be starting as. Note that this doesn't have to match with the species you have chosen to inhabit this world. You could be a unique existence in this world if you wished.*

Human [Free]

If there is one singular fact that is universal to all xianxia, it is the existence of humans in some form. Humans are generally the most basic species capable of cultivation, though one with great potential. They will generally have faster cultivation speeds than other species, though this comes at the expense of often much shorter lifespans and weaker bodies. Humanities strengths have always been their reproduction speed, ingenuity, and ability to gather together for support. This option also includes human-adjacent races such as elves or mermaids.

Beast [Free]

You will be starting as some kind of spirit beast. Whether it be a small white mouse or a fierce mutant bear, you can choose to start as nearly any kind of mundane related beast. As a general rule, your body is stronger and more resilient than most humans, and you have a substantially longer lifespan. As a trade-off for this, you have a somewhat slower cultivation speed. You can choose whether, as a beast, you have a humanoid form that you can assume. Creatures such as fox spirits would fall under this umbrella.

Plant [Free]

Rather than some form of animal, you will be entering into this world as a type of spiritual plant that has awakened its spirituality. By luck you have managed to avoid being harvested and consumed up until this point. You can choose what type of plant you have appeared as, whether it be a more mundane type of species or something more special. Do not look down on plant life. There are species out there capable of wrapping galaxies in their vines, or containing entire universes in their petals. Like with the beasts, you can choose if you wish to have a humanoid form that you can assume.

Demon [Free]

If you are prepared for a markedly less peaceful time in this world, you can choose to be a demon of some kind. Though not an all-encompassing rule, demons will more-often-than-not cultivate some form of demonic energy rather than spiritual qi. They will usually be just as strong as a beast with all the talent of a human. While it is possible for demons to live alongside humans, you will generally find they end up as enemies. As embodiments of the darker and more primal aspects of the world, male demons will tend to be muscular and rugged, while female demons will tend to be more akin to seductive beauties.



Alien [Free]

Many would compare one such as this to a demon of some kind. However at their core they are entirely different. Demons are a group born of the world. This is an invader from another world altogether. Being an invader comes with its advantages and disadvantages. Your presence rejects the world just as much as the world rejects you. You have access to abilities and powers that might not normally be possible in the world you have entered. You are not beholden to the laws of the land upon which you tread. On the other hand, the world will innately reject your existence. Should you prove a threat to the world, the world will try its best to get rid of you. Should there be a power to be gained by bonding with the world, the difficulty for you to accomplish this would be many times greater than for a native.

Mythical Creature [Varied]

Rather than the far more mundane type of beast, you will be starting as one of the famous mythical species that dominate so many worlds and have left their mark on countless more. Their fame echoes through every cosmos, from the most mysterious to the most mundane of worlds. As a mythological creature, you have an incredibly powerful body as well as a potent innate ability. Unlike normal beasts, your cultivation is potentially just as fast, if not faster, than humanity. Every part of your body is an invaluable treasure. While your kind rarely stands at the very top of the world, they are usually not far from it. The only downside of your race is an incredibly low birth rate. For **200CP**, you could be a basic mythological creature, such as a Taotie or Flood Dragon; a creature that, while significant, doesn't sit at the true top of the pyramid. For **400CP**, you can instead be a more rare and powerful creature, such as a True Dragon or Phoenix. The number of species that could call themselves your equal could be counted on one hand. You are all but guaranteed to be one of the most powerful species of whatever universe your species calls home.



Perks:

Primary Professions

*There are numerous different and unique professions in these worlds. Below are some of the more notable ones. Choosing any of the options below will leave you equal to a good, though not genius, talent of one of these paths. **You may choose one Primary and one Secondary Profession for free.***

Alchemist [200]

There are many professions one might find in the worlds of xianxia, but few are as commonly found as the art of pill creation. At the most basic level, this is the process of refining specific materials in order to create a mixture that, when consumed, will realise a certain desired effect. Usually this process is performed by an alchemist using special fires, purifying spiritual ingredients in a large cauldron in order to form a pill. This is a complex procedure that can involve anywhere between half a dozen to a few hundred thousand different ingredients. As you might expect, this job can place great stress on one's energy and mind. Sometimes, to even become an alchemist, one will need to meet several specific prohibitive criteria.

Array Master [200]

Arrays or formation masters are those who make that which gives them the name. An array is a stationary formation that uses cultivation energy to actualise an effect on the world. Stereotypically these are created by placing formation flags in complex arrangements, connected by qi. Alternatively these could be formed by forming large diagrams with one's energy or carving runic symbols into special qi rich materials. Arrays can have all manner of different effects, ranging from auxiliary formations that increase ambient Qi or speed up healing, to defensive arrays that hide one from sight or shields from blows, to even offensive killing arrays that can decimate armies of lesser cultivators. Give an array master time to set up and few of their peers could hope to overwhelm their position.

Artefact Maker [200]

Every shocking and awe inspiring artefact has its creator. Every cheat-like item that a genius uses was made by some peerless craftsman. These stories rarely look at the process, only caring about the end result, but even still these tools came from someone. There are many names those of this profession can be known as, but ultimately they all revolve around forging mystical objects and magical ores into tools of power. The most basic artisan might create a sword with a supernaturally strong body while the most skilled creators could forge pearls that contain entire worlds inside of them.

Talisman Creator [200]

A bit of a combination of an array master and an artefact maker, talismans can essentially be thought of as one-time consumable arrays. Their disposable nature means that they can be used with greater ease than a full array, though in the same vein, rarely reach the same level of power at the same grade. These talismans are typically made by drawing an intricate runic diagram on paper with a special ink. This is a profession that demands perfection, so even a slight error can drastically reduce the effectiveness of talisman. To activate one of these, one merely needs to either infuse it with Qi or rip the paper itself.



Herbalist [200]

The spiritual plants used by cultivators are far more special than normal plants, and thus will often require much more specialised care. The basic water and nutrients is only the first step in taking care of them. As such, it is the duty of the gardeners and herbalists to ensure those needs are cared for. They need to be able to identify what plant is what, if it is healthy, what it needs if not, and when it is ready to harvest. Even a small garden of spiritual plants might occupy the majority of an average cultivator's attention. But the rewards for careful tending can be well worth the effort, producing a steady supply of high quality ingredients to consume and trade. Despite this profession occupying so much of their time, a good herbalist might even cultivate faster than other practitioners with the help of that which they grow.

Healer [200]

This world is cruel and merciless. Danger and death lie waiting in every corner. Even the practice of cultivation itself can come with its own inherent risks. The body is complex, and full of mysteries. A proper healer in these worlds needs to not only know about biology, but also about the various meridians, dantians, and acupoints spread across the body. Any half-way competent healer will know some basic acupuncture as well as how to produce simple medicinal tinctures. A truly great healer would be able to save just about anyone so long as they still draw breath.

Beast Master [200]

Unlike with Herbalists, being a beast master is not altogether that different in the immortal world than it is in the mortal world. The main difference is both how smart and how dangerous what they work with are. A beast master is responsible for the breeding, care, and training of spiritual beasts. It is their job to ensure the creatures are in good health, and maintaining a steady population. Some groups would raise beasts to be used as transport, while others would breed mighty war beasts. Naturally, as a beast master, one is expected to understand the behaviour and physiology of their charges.

Puppet Master [200]

Where a Beast Master might command living creatures to their will, a Puppet Master instead controls an autonomous construct. These puppets can take different forms, and can be made from all manner of different materials. Spiritual wood and metal is the preferred choice for many, but it is not uncommon for the more demonic cultivators to convert corpses directly into puppets, filling their pale, gaunt bodies with insidious poisons and hidden weapons. In some worlds, there are those who can turn the still-living into their puppets, helplessly unable to control their own bodies. Puppet masters will know how to care for their tools, and will usually understand how to create more lest they become reliant on other people.



Gu Methods [200]

There are few methods that are as inarguably dark as that of the Gu methods. Synonymous with poison, evil, and death, Gu is the use of dark magic designed solely to harm others. It is most often carried out via the use of venomous or poisonous creatures such as centipedes, serpents, and scorpions. Perhaps the most famous Gu method was the gu pot, where thousands of toxic creatures were placed in a sealed container and left until all but one had consumed each other. That last creature would contain a complex and potent toxin that could be extracted or controlled by the practitioner. The toxin produced can have a variety of effects, whether it be slow acting, one that gets passed on in bed, or one that kills instantly. Those that practise Gu methods usually have a way of controlling insects and serpents, and are often immune to many poisons themselves from frequent exposure.

Divination [200]

Fortune telling is perhaps the most ethereal of all the possible professions one could attempt to learn. Where other arts such as alchemy or forging have clear cut results, one might never know if they have made an accurate prediction with divination. There are many different approaches one can take to predicting the future, with no singular method being the clear superior choice. They range from simple reading of the palms to far more complex astrological calculations. The future is not always set, so the results of divinations are best used as guidelines for one's course of action. This profession is also not without its own potential risks. The Heavens do not always appreciate cultivators attempting to pry into their secrets, and are known to send down punishment should the cultivator overstep their bounds.

Mechanic [200]

A profession typically reserved for the more technologically or scientifically advanced worlds, the mechanic still has a place in this genre. They combine the best of blacksmithing with intricate secrets of science in order to produce mechanical marvels. Combat suits, laser guns, spaceships... A mechanic may not have invented the science behind them, but they are the ones who figure out how to put them together into something workable. It wouldn't be strange for a mechanic to integrate knowledge of talismans or arrays into their designs in order to further boost their creations. After all, what is an array if not a qi-based circuit board?

Scientist [200]

Another profession of an academically advanced world, scientists are those who seek to deepen their understanding of the underlying principles of the world, and how to apply them. This naturally includes qi. It is these people who would unlock the secrets hidden in humanity's genes. It is they who figure out how to artificially replicate the effects of a pill and mass distribute it. It is they who learn how to travel the stars and share it with the common man. Science is the way of progress and understanding, and not even the way of mysticism can stop its steady advancements.



Unique [200]

Just as there are many common professions in this genre, there are also professions unique to a specific world. Whether by some trait of cultivation specific to that world, or due to a unique phenomenon, this is a profession that can only be found in one or two worlds. To put it another way, this is a chance for you to create your own setting-specific profession. To give an example, one world had the profession of Spirit Enhancer, people who could use the energy of the world and their will in order to strengthen the traits of an object. This enhancement could be layered endlessly, each additional success boosting the potency of the enhancement by an order of magnitude. However each subsequent enhancement was far harder than the last and a single failure would destroy the object.



Secondary Professions

The more mundane jobs and hobbies that, while not inherently mystical, have a great potential in them if one is willing to put in the time and effort to take their skill to the peak.

Tea Making [100]

If there were a drink of choice in this world it would, perhaps unsurprisingly, be tea. Tea is important enough that, not only the drink, but even the process by which it is made has been perfected into an art form. Mortals and cultivators alike will dedicate their lives to the art of tea making. This is not an empty gesture either. The process by which tea is brewed and the leaves used in its creation can have a significant effect on the final result. Similarly, tea making etiquette is equally important on a cultural level during this process. If performed by a true master, the tea that is brewed is capable of calming the mind, letting qi flow more smoothly, or even helping achieve enlightenment. And that isn't even getting into what might be possible if brewed with the most mystical of tea leaves.

Painting [100]

In many ways, painting is an art which allows one to depict their understanding of the world and nature itself. The greater one's skill in this, the better one is able to put their understanding to paper. There are several mainstream styles of painting, meticulous and watercolour, and landscapes in particular are often considered the most impressive types of painting. The artistic conception within these paintings can be meditated on to help with cultivation. With cultivation involved, paintings can be so lifelike that the subjects of the painting actually step out of the canvas, given life by the sheer skill of the artist. At the very peak, worlds themselves can be given form within the confines of the paper.

Calligraphy [100]

It may surprise you to learn that it is not painting which is considered the highest form of art in these worlds. Nor is it drawings, sculptures, architecture, or anything else. Instead the art of beautiful writing, of calligraphy, is valued above all other art forms. This is a skill that is particularly useful when used in tandem with Talisman creation, due to the precise nature of the required strokes. Like with painting, the subtle shapes and curves of one's writing can serve as a way to express their understanding of the world and the concept written. If perfected to a high enough level, the writer can imbue their script with their knowledge and Intent. The simple word "sword" could prick the eyes of anyone who read it. "Fire" could make one see the very concept of fire itself. Reading the word "ice" might leave one's skin covered in frost and their fingers blue. The writing of an expert could be a more valued treasure than their greatest weapon.



Music [100]

As with most cultures, music is one of the most ancient ways that one could express themselves. This is true no matter the world. Music evolved over time, with the invention of instruments and musical genres, but its core has remained unchanged since time immemorial. In the world of cultivation, music has a much more active and energetic role than other mortal professions. Its tunes can resonate with the hearts of its listeners. It conveys its message unhindered by the biases and filters put across one's eyes. Since ancient times, music has been used to bolster the fighting spirit of armies and relax the hearts of the wounded. It is not uncommon in these worlds to hear of people using the medium of music to use their spells and techniques. While less common, it can also be used as a far-reaching cultivation aid.

Go [100]

Go is a board game reminiscent of chess, and may well be the oldest board game to have existed. Its popularity in worlds such as these is no lesser than that of chess in others. It is valued for its use in sharpening the mind and teaching of strategy to such a degree that it was at one point considered an essential art for scholars to know, alongside calligraphy, painting, and music. Even the greatest of cultivator minds would struggle to calculate all the many ways a simple game of Go might progress. If you progress beyond being a footsoldier in the army here, don't be surprised if your superior suddenly asks you to play a few games with them. There are cultivators so obsessed with the game that they make it the centre of their cultivation. There are powerful experts who would use the stars themselves as pieces and the world as their board.

Wine Brewing [100]

Unlike with tea brewing, the process of wine making is far less inherently important than the end result. Where tea calms the mind, wine instead dulls it. Like the difference between medicine and poison, it is all too easy to overindulge on wine and fall to ruin. Wine is produced via the fermentation of fruit and rice and, when combined with the existence of spiritual plants, this opens up many doors when it comes to the creation of cultivation supplements. The production of wine can be utilised to condense the fierce energy contained in numerous powerful spiritual fruits into a gentle solution that can be consumed at one's leisure. In situations where spiritual fruits are not available, it is also possible to trap and refine spirits or monsters into a jar and refine them instead. In this way, wine making is a process not altogether too different from the creation of pills. Such potent ingredients are also one of the only ways one can get a powerful cultivator drunk.



Poetry [100]

Of all the mortal practices, poetry might be one that changes the least when viewed through the lens of a cultivation world. That isn't to say it holds no weight here. The art of poetry still holds no small amount of importance in cultivation society. It is a way of showing one's intelligence and education, as well as entertaining guests and telling stories. In certain circles, groups of people will get together to share poetry and couplets under the starry sky while sipping from clay cups of wine. As with anything that conveys information, even poetry can be used to aid in cultivation. The right poems spoken and understood in the right circumstances have been known to induce breakthroughs when the listener's mentality and understanding undergo an evolution. Poetry is often a particular favourite of confucian scholars.

Cooking [100]

The greater one's realm in cultivation, the less they will generally need to eat. The act of cultivation itself is often enough to sustain a practitioner. Some will even forgo it entirely, lest they taint their body with worldly, mortal matter. And yet despite this, cooking is a pleasure that is enjoyed by more than just the mundane. Some cultivators are real foodies, taking any chance to indulge in a delightful meal. It's no coincidence that stronger beasts and rare spiritual herbs tend to have more delicious tastes. A good cultivator cook will be able to retain and refine the energy that sits in the flesh of creatures, making even a simple meal a wonderful cultivation supplement. People would pay a lot of money for a chance to taste such delicacies. Once you've tasted a meal cooked by a top tier spiritual cook, made using high-end ingredients, everything else starts to taste dull by comparison.

Other Profession [100]

Just as with the Primary Professions, the list above is not exhaustive. There are other hobbies, other practices, other professions one might like to pursue while in these worlds. Maybe you like fishing to relax? Perhaps weaving fills your afternoons? You might even enjoy some simple yoga. Whatever the case, you can choose some other profession here to do. At the very least there is a guarantee that, like the above, if taken to a high enough level you will find it has some potentially unexpected benefits for cultivation.



General Perks

*These perks are not divided up by origin or species. Instead, you can choose to discount any **two perks** of each price tier to half price. 100CP perks when discounted are free.*

Cultivator [Free]

This may be the most fundamental of premises for this world. You are a cultivator, or at least have the qualifications to become one. In other words you are not a mere mortal, unable to ever become more than that. There is not much more to say here, for the specific details about the cultivation system is something that you will have already decided already. By default you would start near or at the very beginning of this system. **For an extra 100CP**, you can skip that initial step and start on the second level of cultivation. For comparison, this would be like skipping Qi Condensation and progressing straight to Foundation Establishment. Don't look down on this skip. That first step is one that traps countless hopefuls.

Marks Of Cultivation [Free]

Cultivation elevates one above the mundane. In some circumstances this is an event that changes you on a physical level. Your entry into cultivation has left its own unique mark on you. What this particular mark is is up to you. A not-uncommon phenomena is that of wisps of clouds floating around your form. Alternatively you could have tattoo-like markings under your skin that move or glow. Maybe you have some kind of symbol somewhere on your body that emanates its own taoist charm. It could even be as simple as having strange pupils or vibrant hair colour.

Divine Sense [100]

A trait nearly universal to every cultivation system is the idea of a Divine Sense. At a certain point in cultivation, one's spirit and soul will have developed to such an extent that they are capable of using it to cast their senses over a great distance. As they grow in power, so too does the range that they can sense. So long as they stretch out this sense, they can instantly become broadly aware of all happenings within this range that don't block their divine sense. Like the range, the level of detail they can comprehend and the speed at which they comprehend it will also generally increase with their strength. You have unlocked your own divine sense early, and developed it to become one of your strengths. Your divine sense is notably stronger than most other cultivators of your strength, barring a few special exceptions.

Jade Beauty [100]

The standards for beauty vary from world to world, culture to culture, genre to genre. In worlds such as these, pale, porcelain-like unblemished skin and long black hair is often considered the peak of beauty. Naturally, with the way cultivation works, those cultivators are ethereal in their beauty, standing on a level above the mortal world. Like these few, you can also be considered one of the more attractive people in this world. However this is for a standard of beauty more in line with your personal preferences than the world at large. You may not perfectly fit this world's definition of beauty, but you are undeniably attractive in your own right.



Special Physique [Varies]

There are certain cultivators with special physiques that give them a better starting point than all their peers. In a million cultivators, one might be born with a body that absorbs Qi more easily than other cultivators. In a billion cultivators, one might be born with a body that has a natural affinity for one of the elements. In a trillion cultivators, one might be born with eyes that can see through all techniques and understand the Dao. There are myriad physiques in the infinite worlds stretching across all of space and time. You can choose one of your own.

For 200CP this physique gives a modest advantage over other cultivators. This could be a strong body built for fighting or the special charm of a vixen. **For 400CP** it would, by itself, let you stand out as a genius among those of your level. This could be a pure elemental constitution that greatly amplifies your connection with a specific element, or having a body that automatically takes in qi for you. **For 600CP** this physique has the potential to let you reach the top of the world. These include the likes of the Sword Emperor's body that comprehends different sword intents as easily as breathing, or Heavenly Beast Physiques that give you all the power of a primordial creature that once ruled the world.

Call Of The Wild [100]

While navigating the political and social landscape of the cultivation world often carries risks, most still prefer it infinitely to living in the wild. Out in the woods and deserts of the untamed world, everything that moves, breathes, or blinks wants to kill you without a second's hesitation. Many would do so in such a way that you'd never even know it happened. Forays into the wild are usually done in groups at the lower levels of cultivation, and even then many never return. Maybe you were raised there by your parents or mentor, but you have long adapted to living in the wild. You know what you can eat, where is safe to sleep, and what kind of things to avoid like the plague.

A Sense Of Threat [100]

Instincts are a powerful thing. They are not something to be ignored willy-nilly. This is especially true for practitioners. When a cultivator has a gut instinct about someone or something, it's usually safer to trust it. For those in tune with their instincts like you, they can actually sense how dangerous other cultivators are to them. This allows you to avoid fights that you might lose, or pick out who to be wary of. Be most wary of someone who doesn't register to you at all. While there is a chance this means they are no threat, it could also mean they are so powerful that they are above your comprehension.

Chibified [100]

It's no secret that this genre likes to do things on a large scale. Naturally this extends to the creatures, with techniques that let one grow to ridiculous sizes and creatures that naturally grow larger than galaxies. Less often you will find just the opposite. Large sizes require more energy to maintain. Thus, in order to conserve energy, you are capable of assuming a much smaller, 'chibified' form. The fact this form invariably ends up looking like a small and very cute version of your regular form is just an unintended side-effect. While in this form, you will consume far less energy than you otherwise would have, and likewise regain energy at a greatly increased pace.



Not Counting The Years [100]

Even on the lower ends of cultivation, cultivators can spend years locked away in meditation. Hence the phrase "the world does not count the years" spawned in some settings, as keeping track of how long one has cultivated in one retreat is basically meaningless. Yet, despite these massive timespans passing by, to cultivators this is but a blink of the eye. Not just from the perspective of their total lifespan, but also from the perspective of their cognition. So focused are they on the act of cultivating that, when it ends, it truly only feels like a few hours have passed at most. This same phenomena is one you too experience. While you are aware the whole time you are cultivating, it still seems to pass by surprisingly fast. This would also extend to more monotonous tasks such as practising your sword for years on end.

40,000 Years Of Cultivation [100]

To be immortal is to withstand the erosion of time. This extends beyond the flesh and blood. Even one's mind and soul must be able to endure the years. A cultivator with a weary soul is not likely to go far at all. Despite the days passing you by, you will find that your mentality is as unchanging as your body. It is something of an inevitability, lest every cultivator become radically different people after every retreat. That isn't to say that you can't change your mind, or progress as a person, but rather that you stay who you are at your core unless you truly desire self-change. You would not be alone in this, either. A phoenix might be over two centuries old and still have the emotional maturity of a five year old human. A millenia old 5th stage cultivator might still be more excitable than a century old 3rd stage one.

A Will Of Steel [100]

Cultivation is not a way of life for the faint-hearted. Even putting aside the violence inherent to these worlds, one must be prepared to withstand the passage of years, to watch friends and family age, to see the world itself turn to dust around you. To be a top cultivator requires an unshakeable will. That same grit and determination runs through your own veins. The determination required to stand in fire to forge your own bones, the grit to risk your life in the face of the Heavenly Tribulations, and the will to slay those who would see your body left rotting in the mud.

Scrape The Soil [100]

By nature, most cultivators are treasure hunters of a sort. While exploring the world, there are no convenient banks to store their valuables nor many police forces to ensure fair play. As such, it should come as no surprise to learn that thievery and banditry is common in the wild. Any wandering cultivator is a potential fat sheep. You have an eye for treasures, and can quickly identify valuable items, as well as locate where they might be hidden. From there, picking locks, circumventing arrays, and breaking into vaults is just a matter of course for you, years of practice making you an expert thief. Your teammates may be gobsmacked by your shameless scraping of the soil for every valuable that can be found, but the wealth acquired by this is usually sufficient for them to look the other way.



Pick Your Face [100]

There is such a thing as being too honest. These stories are filled with instances of people pretending to be a pig in order to catch the tiger. There are many reasons why one might need to lie and pretend to get by. They could be a spy inserted into an enemy sect. They could be an evil cultivator who has stolen the body and identity of someone else. They may just not want to show their inner thoughts lest they offend someone they cannot afford to. Lying and acting is a valuable survival trait, one that you have mastered. Not even a powerful cultivator would be able to tell you are pretending based on body cues alone. You could keep a perfectly straight face as you swear that the sky was green, let alone less obvious lies.

New Body New Me [100]

Cultivation can be... transformative. There are many techniques that can greatly change one's shape while in use, be it growing in size, gaining new limbs, or entirely changing species. Some cultivation systems allow cultivators to steal other peoples bodies with their soul, and some systems allow people to shapeshift just as a matter of course. Despite the great and varied changes your body might go through, you will be able to just near instantly. It's not quite the case that you'll be able to use a changed body just as well as your original immediately, but it's not far off either. At the very least you won't be tripping over or embarrassing yourself.

Big Small World [100]

These worlds can be large. Stupendously massive. Planets the size of entire solar systems are normal, and worlds the size of entire galaxies are hardly unknown. In such a vast universe it would be expected that those strangers you meet on the road are once-in-a-lifetime encounters. And yet, despite all odds, you will still find yourself coming across the same few people again and again. Maybe the river of destiny has tied your paths together, because those that you would consider friends or just interesting have a way of stumbling on to your path time and time again.

Progress By Generations [100]

What one cannot do, ten might be able to. What one generation cannot achieve, maybe the next can. Society itself is founded on the premise of passing on knowledge, and the world of cultivation is no different, even if there are those that guard their secrets with zeal. You are something of a mentor yourself. The ability to pass on one's legacy is a valued skill. You can condense your knowledge down into simplified, understandable chunks to pass them on to even the less talented of disciples. This is not without its personal benefits either, as this act of consolidating one's knowledge for preaching can help progress your own understanding. It is not unknown for cultivators to undergo enlightenment after preaching to others.



Decentralised Distributed Qi [100]

Cultivation is undeniably known to have some recurring weakness. These can take the form of an almost literal achilles heel. Human practitioners will gather qi in their dantians and meridians. Beasts will condense energy in their beast cores. Should these surprisingly fragile containers be damaged, the cultivator can be entirely crippled. You are one of the few that have practised a specialised technique or were born with a unique physiology that neatly side-steps that problem. Your cultivation is spread through your entire body and soul. There is no singular weak cultivation point that can be hit to take you out of the fight for good. Though getting stabbed through the heart or brain will still kill you, if it otherwise would have.

Eye For Talent [100]

The lifeblood of any Sect or School are the disciples that flow into them. The best teachers in the world are wasted if all they have to teach are those with mediocre talents. A single true genius disciple could elevate a sect to a higher level. That is why it is so important to be able to spot talent. While it may not be as exaggerated as those cheats that directly allow one to see the qualifications of other people, you are still a very good judge of just how talented other cultivators are, as well as the kinds of professions they would be most suited for. The value of the latter is not something to be underestimated either. A little direction could save a disciple many years of fumbling as they try to find the path they should take.

Carcinisation [200]

Humanity is the race blessed by the heavens, said to be closest to the Tao in form at the very least. Everything evolves towards this same shape, for humanity is the best at growing in strength and expressing wisdom. Whether it be beasts, plants, spirits, or demons, they all will tend towards gaining some kind of human form. And the same is true for you. Not only are you capable of shifting into human form, you are capable of enlightening other things to do the same, even the likes of plants or weapons. It wouldn't take very long to do so for already sentient creatures, though unthinking things will take a bit longer as they require nurturing a consciousness first.

Anti-Discriminatory Aura [200]

Those that are not the same as us will have different interests. This is a depressingly common phrase in worlds such as these. At its core, it stems from the biased belief that, innately, people who are a different race, species, or nationality can never be fully trusted. People may not trust you completely, but at the very least you can get your foot in the door. You will find that at least some people are at least willing to give you a chance, no matter what you may look like or where you came from. You'll have to work to gain their full confidence, but at least you'd have hope.

Punch Wizard [200]

Those who embark on the path of body cultivation aim to bring out the maximum potential of their body. Like with all things, different people will have different limits. Yours happens to be higher than most when it comes to your body. Your body is naturally much stronger than others, seemingly perfectly tailored to undergo body tempering. Compared to cultivating qi, you will find that cultivating your body will give twice the reward for half the effort. Provided that you can obtain a good body cultivation technique, you could quickly start to distinguish yourself from the rest of the crowd.



Sword Cultivator [200]

Whether sword cultivation is a true cultivation path or not, it is almost universally recognised as a path that cultivators can take no matter the world. The name "sword cultivator" may be a bit misleading in this situation. Rather than the sword, you have chosen to learn the way of one weapon specifically. This could be a spear, a saber, a bow, or some other weapon. Whatever the case, you are walking the path of taking your skill with this weapon to its absolute limit. Your talent for this weapon is nothing to scoff at and, if you manage to stick to it, will be able to take you far.

Quantity Vs Quality [200]

A general trend common to many xianxia worlds is the idea that the stronger the creature, the more unlikely it is for them to have children. This holds true even for human practitioners, with it becoming harder and harder for them to produce babies as they increase in cultivation. Some couples could spend millions of years without successfully having one. But for every rule there is an exception. Maybe you have a bit of dragon blood in you, or maybe you are a unique existence, but you will find that your ability to have children is unaffected by things such as your strength or bloodline. While not advisable, it's entirely possible for you to pop out another child every year until you die of old age.

Transmigration Privilege [200]

It is a quite common theme for a transmigrator to take over the body of an existing person in the world they are entering, rather than simply reincarnating. Often this will occur when that person has just passed away or while they are still young and weak. When entering into a new world, you can try your chances at this. You will enter as a primal spirit, and can try to occupy the body of someone of your choosing. Should your soul overpower theirs, you will take over their life. Should you fail, death or fleeing are your only options. It is your choice if you wish to take the chance. More than one cultivator's 'Golden Finger' has been the memories from the soul of a transmigrator who failed to take them over.

Royalty [200]

Royal families are surprisingly common in these kinds of worlds. While any particular world might only have a few of them, the vast majority of xianxia worlds will have them in some form. These families can be quite large, with a single emperor siring anywhere from three to three hundred children between their wives and concubines. You have found yourself waking up as part of one of these royal families in this and future worlds. This affords you a good amount of personal status, plenty of resources, and a straight shot into the games of politics and backstabbing. As part of the imperial family, you will find yourself with something of an affinity for dragons and draconic imagery. You will also be afforded a share of the Luck of the empire your family rules, as is your birthright.

Engagement Plot [200]

Arranged marriages are far from an unknown phenomena in these kinds of worlds. Even the more modern or futuristic based settings might have them. In fact it is not an uncommon plot for a protagonist's parents to have engaged them when they were a baby. Following in this theme, you will find that you have gained an engagement with a young heir or heiress of a powerful clan or company. Luckily, as a consequence of this engagement, you will find that you were introduced and became friends with said heir at a relatively young age. Whether true love will bloom or wither is still up to you.



Qi Luck [200]

Luck is illusionary. It changes from moment to moment. To rely on luck alone is the actions of a gambler and fool. Qi Luck is different. It is more tangible, quantifiable, and more permanent. Those with great Qi Luck will remain lucky for as long as they have it, losing it only as they use it up. Rather than chance, Qi luck is more akin to a currency that can be exchanged for opportunities. You were born with a large amount of Qi Luck, a blessing from the world. Over time you will continue to accumulate more, though this will happen slow enough that you cannot use it wantonly. Luckily you have something of a sense for what would cost you Qi Luck, and can control whether you use it to a degree. But for as long as you have it, you will experience a life blessed with good fortune. It might even help you out of a few otherwise fatal scrapes.

Fated Chance [200]

Fate is an odd thing. As is chance. Destiny is not a force to so easily dismiss in worlds such as these. The strands of fate and karma are less ethereal once one has touched upon the mysticism of cultivation. From some deep part of your soul, you will be able to feel a calling when an opportunity suited for you is about to appear in the world. It will pull at you, letting you know not only that there is something for you to gain, but also the general direction that it is in. The closer you get, the stronger this pull will become. Laying eyes on it would be like being struck by lightning, imbuing you with a certainty that this is indeed what your fated chance is. But while it may be your fated chance, that does not mean you are necessarily guaranteed to get it. Without sufficient strength, you may find others claiming it in your stead.

Cultivation Genius [200]

A bog standard genius. A term thrown around so easily in these worlds that it might as well be a rock for all the term has value. Truthfully it just means you are notably more talented in cultivation than the vast majority of people. The kind of one-in-a-million cultivator who stands above their peers and leap through the early realms with ease. But then, as you explore the wider world, see the billions and trillions of other cultivators, you realise that one in a million is far from unique in this world. You realise how average you truly are on a cosmic scale. But then again, a little humbling perspective never did anyone bad.

The Art Of Ambush [200]

As was already mentioned, thievery and banditry is common in this world. One skill that goes hand in hand with this is setting up ambushes and, perhaps more importantly, noticing them yourself. There is no rule that says the ambusher can't end up ambushed themselves. This particular skill comes in two-fold. The first half is a natural talent and knowledge for setting up a well-hidden and effective ambush or trap, the kind that leaves your prey with no escape route, unaware of the danger until the last moment. The second half, as previously said, is the ability to recognise for yourself the signs of an impending ambush against yourself. The earlier you catch such efforts, the easier it is to circumvent them.



Breeding True [200]

With mystical beasts abound in these worlds, it is not that uncommon to find animals or even humans with mixed bloodlines. Dragons in particular are known for their propensity to breed with any species that catches their fancy. In other worlds this kind of breeding might come with its own downsides, however cultivation has a way of smoothing over rough edges. Not only are you capable of bearing offspring with all manner of species, even those that may not be strictly organic, but these children will inherit the best of both worlds, taking the good traits of their parents and alleviating the bad. The offspring of a phoenix will never be a chicken.

Sect Elder [200]

Personal power is easy. Simple. Just keep cultivating, taking pills, accruing treasures, and you'll have your power. Taking the role of an elder? That requires skill. Cultivation is an inherently selfish pursuit, so one can imagine the difficulty of organising and commanding hundreds of thousands of cultivators. Might-makes-right works only so long as you have the biggest fist. Maybe this difficulty is exactly why so much effort was put into grooming you to be the perfect leader. You know your way around family and sect politics. You know how to appeal to a cultivator's personal interests, how to suppress infighting and get people to work together. Delegating responsibilities to the most appropriate people is one of the most basic skills an elder would need.

Charismatic Senior Brother [200]

Cultivation is a path to many things, but being likeable is not one of them. Power and beauty can only go so far in swaying others. Awe is at best a substitute for raw charisma. Even a small amount of natural charisma could see someone earning themselves steadfast fans, let alone those senior brothers and sisters who are so well liked that their juniors will follow them like ducklings, leaping to the defence of their honour the second it might be questioned. Like them, you have a great charismatic aura about you, something that just makes you seem likeable to people. People are inclined to listen to your words, consider your point of view, and concede to your requests, within reason of course.

Solid Foundations [200]

No tower can be created on unstable ground. The same is equally true for one's cultivation. Cultivators cannot simply accumulate power, they also need to ensure their cultivation base is as stable as possible. Only in this way can they reach the greatest of heights. As you progress, you will form an incredibly solid foundation. It may not be the case that just by cultivating you will create a perfect foundation to progress, but you will find that you don't have to spend much time in order to consolidate and solidify it. Once this is complete, you will naturally progress faster and have an easier time breaking through subsequent cultivation levels.



Worldly Comprehension [400]

The power that can be found in the natural world is not one to be underestimated. Ultimately nearly all cultivation practices came about by copying some aspect of the world. In this vein, there is still much that can be comprehended by studying nature. You have an uncanny knack for gaining enlightenment by observing the universe, which you can use to improve martial skills. The way waves break upon the coast can be integrated into a profound sword art. The way flowers bloom in spring after a long winter can inspire new understanding for a healing technique. There are many facets to the world, and many potential sources of inspiration.

Jumpstart [400]

Not every story starts from the very beginning. Some will start later, sometimes even near the very end of the tale. Cultivation is a journey, but perhaps not one that you are only just stepping foot on. By default you would be entering into this world at the beginning of cultivation, however by taking this you can choose to instead start at the middle levels of the cultivation system of this world. This can allow you to skip all that annoying preparation work of establishing yourself, and let you leap right into the action and adventure. Your foundation may not be quite as solid as if you were to manually climb your way up to this level, but it is by no means shaky either.

Pure-Hearted Demon [400]

There are many different cultivation techniques. Some of them, especially those practised by demonic cultivators, can be considered evil by virtue of how they are cultivated or the effects they have on the cultivator. An oddly desirable trait for a demonic cultivator is the ability to resist those same effects. You'll often hear of that one Saint or Saintess of a demonic sect that can cultivate unimpeded by their technique. This is a special trait that you also share. The normal side-effects of techniques that might cloud your mind with dark thoughts or corrode your body are markedly lessened when it comes to you, to the point of being almost immune to them. Try not to let this slip, lest you suddenly find yourself being kidnapped in the dead of night.

Body And Soul [400]

Accidents are bound to happen, and while the soul can survive many things, the body can be destroyed with far more ease. Losing one's body hits no-one quite as hard as body cultivators, who pour countless hours and treasures into letting their bodies reach the pinnacle. You, however, have practised a mysterious technique that seeks to engrave the blueprints of your body onto every particle of your soul. As long as your soul can survive destruction, you will be able to reconstruct a body every bit as strong as it was before being destroyed.



Jumper Intent [400]

Intent is an interesting concept that will occasionally appear in these worlds. When someone comprehends a skill to a high enough level, they may start to produce a certain type of Intent. In some ways this can be considered a bit like an aura, a physical manifestation of the cultivator's understanding, one capable of producing tangible effects on reality. This Intent might suppress other cultivators with its aura alone, or buoy the attacks of the cultivator wielding it. Sword Intent might cut the skin of those that feel it, while Fist Intent hammers their body. You have started to comprehend an Intent of your own. You may choose what this Intent is. How far this can progress and how powerful it can become depends on the world that you are in.

Moments of Enlightenment [400]

Enlightenment can come and go at the drop of a hat. It is a rare opportunity that some may never experience in their entire life, while others may gain it from a simple walk in the park. Something will simply click into place in your head, and your understanding of something will begin to leap forward. This is a phenomenon usually accompanied by a not insignificant growth in cultivation level that lacks any sequelae. While it would be an exaggeration to say that you frequently undergo enlightenment, it is undeniable that you experience it far more than most others. If you have sufficient motivation and perseverance, you may even be able to trigger this state manually.

Convert, Elevate [400]

The principles of cultivation and qi are broad, their potential endless and their limits few. As such, cultivation is almost uniquely capable of fusing, converting, or integrating with other systems of powers. To this end you will find yourself capable of converting techniques and spells that you learn from other worlds into that of cultivation based abilities, and vice versa. In the process, these techniques will become proportionally elevated to the strength of the greater system. The power of a simple fireball may multiply exponentially when leveraged with the potential of cultivation, let alone the more esoteric abilities. The conversion may take a bit of work to figure out for the more complicated stuff, but the rewards are more than worth it.

Miraculous Misunderstanding [400]

People are not omnipotent. They make mistakes, facts get hidden, and mysteries remain untold. Lacking the facts, people will make assumptions to fill in the gaps. For whatever reason, when these assumptions come to you, and misunderstandings occur, they often end up painting you in a positive light. A fairy saved by a wandering cultivator while unconscious assumes you are the one to have rescued her. An elder who finds what they were looking for while following you assumes that you lead them there on purpose. A master assumes your refusal to take part in a competition due to lack of skill is actually done out of a desire to allow your sect mates to stand out. The leaps in logic people will go through in their head to make you out as the hero can be quite amazing, if you could witness them.



Savant [400]

Everyone has skills that they are good at, but there are a rare few that have a talent for one particular skill that goes beyond the norm. Even the worst savant is still a match for a genius in their particular field. You are one such example of a savant. You can choose one skill or profession and become a savant in that particular thing. What level others would struggle to attain in their entire lives is easily reached within months for you. Even what regular geniuses would struggle with are naught but small stumbling blocks for you. You could become a world renowned alchemist or a peerless healer. You could be a master of painting or brew the most addicting wines. For at least one skill, the path to the top for you is a straight road.

Protagonist Aura [400]

A protagonist isn't just special. Those that meet the protagonist are also those destined for more. How could a great heaven defying genius be friends with random sheep and rats? Those that you meet are generally those who have destined for something more. Powerful cultivators, stunning beauties, and ferocious killers. Even if they weren't special in the first place, just by association with you, they will become so. They encounter special chances, awaken unique physiques, get accepted by ancient inheritances, and more. Cultivation is often a lonely road, but it doesn't *have* to be.

The Power Of Hardwork [400]

The idea that genius is 1% talent and 99% hardwork is a simple lie told to comfort those without sufficient talent. However hard they work, most wastes will always remain wastes their entire lives. But in every lie is a kernel of truth. There are those for whom hardwork truly can overcome all obstacles; those for whom the effort they put in truly can let them rival those geniuses of talent. One could argue this is merely talent of a different sort. Whether it is a talent or not, it is a trait that you share. You will find that as long as you put in enough effort, there is very little you can't accomplish. It may take a while, but once you put enough effort in, you'll see those gains in return. Fear not the genius nor the person who works hard, but rather the genius who works harder than both.

Boundless Love [400]

Love in these worlds can be depicted as a red string of fate that binds two people together across time and space. By this analogy you are more akin to a raggedy yarn doll with how many different threads are sticking off of you. Any time you so much as get close to a potential love interest, those threads will invariably start to reach out to tie the two of you together by fate. This can be avoided with a bit of care, but even you may be surprised by the reach of these ties. On the one hand, having multiple lovers is far from unknown in these worlds. In fact it's rare to find a protagonist with only one. On the other hand, said lovers rarely appreciate the presence of more competition. Sometimes the greatest trouble a cultivator can experience comes from those closest to them.



Golden Finger [400]

A sadly common staple of the xianxia genre is the idea of the protagonist having some kind of cheat ability, the so-called "golden finger". It is so common that one of the first things many isekai protagonists do is try and discover theirs. This ability, true to its name, is an ability or phenomenon unique to that protagonist that gives them an edge over other cultivators. These kinds of cheat abilities can come in any form, physical or otherwise. By taking this option, you are able to use the Cheat Section below to buy your own personalised cheat ability.

Golden Dragon Of Luck [600]

Just as people have luck and fate, so too do the various forces of the world, such as its empires and sects. This illusory dragon is not a real creature but rather a manifestation of good fortune, one that can be tied to a sufficiently powerful organisation. When that force is prosperous, the luck dragon will flourish. Its people will be blessed with fortune, good health, and smoother cultivation. When the dragon collapses, that indicates that the organisation is soon to follow. If pitted against an opposing faction, this dragon will fight and consume their luck. With the right methods, the leader of one such power can even borrow the strength of this dragon in personal combat. In this way, those without their own manifestation of luck are naught but fodder for those with one.

You have your own small dragon of luck, yet unbound to any power. Once you choose to bind it to an organisation, it will quickly grow to match the prosperity of that group. In doing so, it will grant great blessings to all those that are connected to it. If one is able to see luck, one would be able to bear witness to its massive form hovering over the group it is bound to. Subsequently, every time the dragon grows stronger, so too will the people experience further blessings. As the heart of this power, a significant portion of this luck would fall upon you specifically.

Better Than Perfect [600]

To the mundane world, perfection is the peak. Something to be sought after but never achieved. Truthfully, for many worlds, there really *isn't* any level above perfect. You are not so shackled though. Perfection is well within the bounds of your ability to achieve in a relatively short time, and when you reach it, you will realise that perfection isn't the top; it is merely the starting point for true experts. Perfection is but the first step of reaching the Dao. Every skill, every technique, every innate ability that you have, they can all be trained to the point of perfect and beyond. This isn't to say that reaching such a point is easy. Even among cultivators, perfection is the best most will ever achieve. It takes perseverance, luck, and no small amount of talent to go even further beyond.



Son Of Heaven [600]

To have Qi Luck is to be blessed with good luck. To be the Son Of Heaven is to be blessed to never have bad luck. Not truly. Those known as a Son Of Heaven are beyond merely lucky. Their luck can never truly run out. Bad things may indeed still happen to you, but that will only ensure that you will encounter an even greater blessing in equal measure afterwards or because of it. Walking down the road might see them finding a once-in-a-millennia treasure. Visiting an auction could see them finding the exact thing they had been looking for, however rare. Getting ambushed and falling down a deadly cliff would see them landing at the entrance to a cave full of spiritual treasures. Being trapped in a collapsing dimension would see them falling through a gap in space and finding an ancient peerless inheritance. A Son Of Heaven could still fall, but it would require events that would fell cultivators numerous realms above them by the hundreds. Something so horrendous that not even being the favoured son of the world could save them.

Immortal Emperor [600]

A cultivation bottleneck is a phenomena experienced by most cultivators at some point. This usually occurs when one reaches the peak of their current cultivation realm and tries to break through to the next. One's progress will slow to a crawl or even outright stop, and the only way to continue is to overwhelm the bottleneck with energy or slowly chip away at it over a long period of time. These bottlenecks are usually the most common and notable hurdles a cultivator will experience while cultivating. This is important context for how significant it is that you don't experience such bottlenecks. You were born to be an immortal emperor, perhaps you were even the reincarnation of a peak expert. That isn't to say your cultivation started off at the top, but rather that it progresses quickly and incomparably smoothly. You will never find yourself experiencing so much as a stumble in your ascent. Breaking through your realm is merely a matter of spending a little bit more time cultivating. There may be some brilliant geniuses who leave you behind at the beginning stages of cultivation, but time will show you as their superior as they take longer and longer to progress with each subsequent realm.

Bloodline Inheritance [600]

What are natural instincts if not a type of knowledge hardcoded into the genes of a creature? Cultivation is capable of many things, and so naturally it can replicate this basic principle. Typically only seen in the bloodlines of certain powerful beasts, a bloodline inheritance is the knowledge of one's ancestors that have been embedded into their bloodline. Human families that have done this are rare, but not unknown. This inheritance often takes the form of knowledge about powerful cultivation techniques and abilities unique to your bloodline. It can also include secrets about various Professions such as alchemy. You have your own bloodline inheritance. As you increase in cultivation, you will find more and more knowledge being unlocked for you to study. You are also capable of hardcoding your own knowledge into this for future generations.



Physique Stealing [600]

There are certain cultivators with special physiques that give them a better starting point than all their peers. The most potent of physiques all but guarantee their users ascendancy to the top. Such special bodies breed envy. Envy turns into desire. And from desire spawns dark methods. What can be born naturally can also be stolen by force. You have a special technique and ability that allows you to steal the unfair physiques that those blessed by luck like to parade around without care. Whether you take it for yourself or give it to others once you've obtained it is up to you. The original owners rarely survive the process, so it's not like they have any say in the matter. And unlike the originals, you aren't limited to just one physique.

Primordial Being [600]

These worlds rarely had life slowly evolve into the life of later years from mere bacteria. On the contrary, it is often the case that the earliest lifeforms of these worlds are the most powerful. As time marches onwards, the once great bloodlines of the past dilute or vanish entirely. But in you, one of these ancient lineages has seen its re-emergence. Whether because of a unique cosmic fluke of chance or because you yourself were born in ancient times, your body is one of the earliest primordial bloodlines. As such, your potential far surpasses that of later generations. It is possible that simply growing up would see you reach realms of cultivation that many never reach in their lives. In addition to this, you also have a unique ability that is innate to your species. Something that elevates you above the common rabble.



Cheat Abilities: *This section contains some common examples of the kind of cheats found in the genre. Each of the below options uses Protagonist Points to purchase. You start off with 600PP to use at base. CP can be converted into additional PP at a ratio of 2CP:1PP. You may use this to buy multiple distinct cheats or a single powerful one. Any of the example cheats can be personalised to your preferred taste. [Requires: Golden Finger Perk]*

Custom Cheat [200-1200]

While the below are many examples of some of the most common types of "Golden Finger" for protagonists, they cannot be said to encompass all possibilities. A Golden Finger could be any ability you could imagine; from something as simple as having a mentor to something as strange as becoming stronger via having children. To this end, choosing this option will allow you a more personalised cheat of your own choosing that doesn't correspond to one of the options below. How much CP this cheat costs depends on how powerful it is. A basic power that provides a good boost would only cost around 200 to 400PP. While not completely broken, they would nonetheless give you an impressive advantage over your peers. A cheat that provides a more substantial advantage would naturally cost from 600 to 800PP, the kind of cheat that is a real gamechanger, and would all but guarantee your entry into the upper reaches of power. And finally a golden finger that would make you all but unrivalled and invincible would cost 1000 to 1200PP. These usually give you a bit of everything. The kind of thing that all but assures your ascendancy unless you do something *impressively* stupid. What price yours falls under is best left to your own judgement.

Chat Group [200]

The Chat Group is an interesting cheat, because it is one of the few where there is no guarantee it would be hugely useful. The Chat Group is exactly that, a chat group that can bridge space and time, and even across universes. Different cultivators or notable people will occasionally be pulled into this group chat and can talk with each other. They can share details of their world, trade items with each other, and in rare circumstances can even use the group chat to summon help from other chatters. This is where the variable utility comes in. How much help you can get from this depends on how much these chatters are willing to give. It may even end up where you are the one helping them rather than the other way around. For those after a more material benefit, the chat uses a Red Packet system that allows chatters to send gifts, which other members of the chat can try and grab if they are lucky.

White-Washing [200]

Despite these worlds being as they are, this cheat is not what you might expect by the name. This power is a bit similar in effect to the Time Warp, for you are able to effectively edit the backstory of other people in little ways. You can't wholly change the past with this, but you can make changes here and there that when put together, greatly change how the past might be framed. Suddenly an evil villain becomes simply a misunderstood hero. Suddenly a lonely warrior had a long lost childhood friend that they had all but forgotten. Suddenly two fierce enemies become lovers in a previous life, cursed to fight in their next. This power doesn't make sweeping changes, but rather subtle ones that only reveal themselves on reflection. Make the change too obvious, and even the recipient might notice something is wrong.



Shared Talent [200]

This cheat is a basic one, but still nonetheless quite valuable. In essence you are able to designate a target by touching them, and once designated, you can link your cultivation with theirs. What they gain in cultivation, so too will you. When they take a pill, you will too. This does not affect their cultivation in any way, and they may never know you even did it. As you grow in power, you will become able to link more people at the same time. This isn't an instant cheat and, like with normal cultivation, linking with a powerful cultivator off the bat is liable to end with you exploding after being overloaded by the cultivation they take in as a matter of course. The ideal use of this would be linking with a genius cultivator at most one realm above you, but that also requires you to find one, let alone get close enough to touch them.

Cosplay Power [400]

Cosplay, the act of dressing up as specific characters, is not typically an interest you would expect to see in these worlds outside of theatres or plays. One could even mistake this specific cheat for a strange technique of some sort, if not for the power it grants. The ability of this cheat is thus; when you cosplay as a character, you will be turned into them in body and soul. In the process you will also gain any powers they might have, though limited in strength by your own. Conversely though, if you are stronger than the character in question, their powers will in turn be strengthened to bring them in line with your own strength.

Hint System [400]

Sometimes a little help is appreciated. That is what this system is all about. It does not provide material benefits or boost your cultivation speed. Rather, this system provides you with hints in your day to day life: 'That cave contains dangers. This cultivation technique would be useful for you. That fairy needs a bit of help.' That sort of thing. It provides you with the knowledge required to make your life just that much easier, and make the most informed decisions. This is just the most basic type of hint system, and if purchased at a higher price, you might find the hints become more detailed, more helpful, and more far-reaching.

Do The Time Warp [400]

This cheat is an interesting one, because it is one that in theory could be learned manually at the higher levels of some cultivation systems. To put it simply, this is a cheat that allows a degree of control over time. The most basic application of this is the ability to change the age of things. You could turn a decade old ginseng into a century old ginseng at the early levels of cultivation. As you grow stronger, this could improve to a millennia old ginseng or a million year old ginseng. Conversely you could change an old pill that had lost its power over the years into a brand new one that was still brimming with energy. For a higher price, this power could mutate into one that actively allowed you to travel into the past or future.



Dragon Nest [400]

In some ways, this cheat could be considered a legacy of a species, a way for them to rise up and return in strength. In effect, it is a separate space akin to the farming space. But rather than growing plants, this space is designed to accelerate and help the growth of a specific species such as phoenixes or dragons. The space itself is set up in such a way as to maximise the potential and growth of the species it nurtures. This includes a suitable habitat, training area, feeding pens, and more. Every once in a while, this space will generate a new beast egg of the same species with different traits. For instance if this were a dragon nest, it might produce a fire dragon egg, then an ice dragon egg, and so on. The creatures in this space are wholly loyal to you and obey your commands. In addition, their elemental affinities will also feedback to you and enhance your own.

Reaction Farming [400]

Getting a reaction out of other people can be fun. Some people with nothing better to do could spend most of their freetime trying to get reactions out of other people. You know what would make that worse? Knowing that doing so actively helps you get stronger. When you provoke a specific response in other people, be it anger, envy, admiration, or something else, you will gain points in the system. You can then invest those points into your own stats. You could raise your strength, improve your talent, develop your understanding of a technique, and more. The greater the reaction, and the stronger the feeling, the more points you will gain. Do try to moderate your behaviour somewhat. Provoking a crowd into anger is all well and good so long as you can survive the backlash.

Many Body One Soul [600]

Cloning is not an uncommon technique in cultivation worlds, however those are usually the result of some technique that has its own shortcomings. This is not that. When you entered this world, you entered not as one, but as numerous different people. These people can be different races, gender, and even species. Despite ostensibly being different people, they all ultimately share the same mind and soul. More importantly, despite being able to cultivate different techniques and powers the cultivation of each clone is shared between each other. What one person gains, all gain. You can have as few as two and as many as one hundred different clones. As you grow stronger, perhaps you can grow that number even more.

Gacha Time [600]

Functionally the Gacha system works in much the same way as the Sign-in System, only manifesting in a different way. The user can accumulate points over time by certain actions or quests, and then spend these points to spin a wheel of fortune. Whatever that wheel lands on will be awarded to you. Multiple spins at once will boost your chances of getting something better. It's a stereotypical gacha. The things you can receive from this range from items, to techniques, and even cultivation power. Occasionally a limited time event might appear that would even allow you to summon a specific 'hero', one fully loyal to you.



Farming Space [600]

With Spiritual Plants being one of the main resources of cultivation in most worlds, farming is not an occupation one should look down on. This cheat takes the form of a large farming space, contained in a separate dimension. You have complete control over the terrain in this world, though it only starts small in size. The ground here is fertile and full of energy. Anything planted in this space will be guaranteed to set root and grow with enough time. The timeflow here is also altered to allow anything planted to grow hundreds, if not thousands of times faster than it would in the outside world. Seeds can be purchased from the system in exchange for coins. Any plant brought in here will have their seed added to the shop. Similarly any abeasts that are brought in here will instantly be tamed and become loyal to the space owner. As you grow in power, so too will this space grow larger, as does its control over the flow of time.

Almighty Store [600]

When one thinks of powerful warriors and peerless emperors of cultivation, a shop owner is hardly what springs to mind. Yet this is exactly the kind of thing that this system is aimed at. This cheat manifests itself in the form of some kind of shop or store, of which you are the owner. Within the bounds of this shop, you are basically invulnerable. What exactly this shop sells is up to you, but whatever it is, the sales generated by the store directly feedback into strength for yourself. The more of the service you sell, the more cultivation you will gain. The more cultivation you gain, the more services will unlock to offer. It forms a neat cycle that feeds into itself and promotes growth in both you and the store in equal measure. The more famous examples of this cheat include a restaurant and a VR game shop.

Ascension [600]

For every item, there is a better version. For every beast, there is a better spirit beast. Any one of the latter is worth a dozen or more of the former. This cheat is quite simple. It allows you to turn A into B. Or to put it another way, it can ascend A into A+. By combining multiples of the same type of item, or beast, you can obtain a higher level version of what you input. Ten iron could become one Spirit Iron. Ten tea leaves could become one enlightenment tea leaf. Ten chickens could become a Spirit Bird. The list goes on. Things will eventually reach the point where they cannot be upgraded further. A good rule of thumb would be that any item can only undergo ten ascensions at most.

Summoning Portal [600]

A speciality of the Unknown Battlefield, one you will rarely see outside of it. This special portal is capable of summoning troops that will obey your orders. In theory this portal is capable of summoning any species imaginable, even ones long extinct, though each portal will only summon one specific species. While loyal, these troops still have their own thoughts and feelings, and could rebel if treated badly. The frequency with which you can summon is usually tied to how powerful the species you can summon is. Creatures such as powerful dragons or angels may only be summoned once every month, while humans or goblins could be summoned in batches each day. Luckily the portal can be upgraded with sufficient special materials to increase the number of summons or reduce the waiting period.



Sign-In System [800]

This is one of the most common cheats that you may find among xianxia protagonists. It is as potent as it is simple. Based on certain triggers, whether that be a time, place, or both, you are able to 'sign-in' and gain benefits. The trigger could take the form of signing in once a day, or it could only happen when you enter a new place. The benefits that one can gain from these sign-ins also vary greatly. They can be anything from quantitative items such as swords or pills, to innate traits such as bloodlines and physiques, to even something as simple as rewarding years of pure cultivation. What is universal to all of these is the idea that certain benchmark sign-ins will provide far greater benefits, such as on the 1000th sign-in or signing in at a Saint's temple.

10,000x Return [800]

Trades are founded on the basis of equivalent exchange. One pays a price they consider worth it in order to receive something in exchange. This system unheaves that premise. This system will manifest in one of two forms: A giving or receiving system. In the former case, this cheat triggers when you are giving something to someone else, and in the latter this triggers when you receive something. In either case, you will receive a return of up to 10,000 times what you gave/received. This could be 10,000 of the same item, or an item 10,000 times more powerful. For instance giving someone else a Qi pill might see you gaining 10,000 of the same pill. Alternatively being given a cultivation technique might see you receiving a technique 10,000 times more profound. You can slowly unlock higher returns, and more options for said returns as you grow in power.

Simulations [800]

What if your whole life was just an illusion? A simulation? Well you better live your life well, so that you can get richer rewards at the end of it then. Once a day, you are able to create and live out a full simulation of your life. This could be a simulation of your current life, letting you know how things would go if you hadn't use this power, or this could be a simulation of an entirely different life altogether. At the end of simulation, depending on the achievements you made during this simulation, you will have the option to pick from several different rewards. This could be some of the raw cultivation power you gained during the simulation, a profound technique you learned in there, or some other trait. Not only does this cheat help you grow a little each day, but it also lets you know in advance of any dangers you might encounter in life.

False Son Of Providence [800]

Luck is an illusory concept that can generally only be felt, not seen. This cheat does just that, however. You are able to quite literally see other people's halo of luck. Using the colour of this halo, you can tell who is lucky and who isn't. Those who have a black halo are likely to encounter a fatal danger in the near future. Those with a purple or gold halo are destined for brilliant luck for the foreseeable future. But this cheat doesn't just end there, as that would be an average cheat at best. Through these halo's of luck, you are able to see the opportunities that other people are destined for. If you choose to share in this opportunity, you will improve your own luck without affecting theirs. If, however, you choose to steal this opportunity fully, you will gain more luck while actively damaging the luck of the person you stole the opportunity from. In this way, as you share in more opportunities, you will steadily become more and more lucky yourself.



Perfection Is The Name [1000]

Few things are truly perfect. Nearly everything has its flaws. Perfection is an unreachable height, but it does exist. And this system is designed to let you reach that peak. A lesser variation of this cheat would only allow you to see the flaws in any technique or process that you witness. Still very useful, but knowing mistakes doesn't mean you can fix them. This system is of a higher order, and will actively fix those mistakes for you. Touching a pill would remove its impurities. A technique would lose all its defects and reach the more powerful it could be. Even someone's body could be cleared of pollution and imperfections. Ultimately this means that anything you use is the very best it can be.

Many Children Blessed Life [1000]

Many cultivators abstain from love and children because they feel it would distract them from their cultivation. But this cheat does exactly the opposite. With it, the more lovers you have, and the more children that you produce, the greater your cultivation. Each lover you have will periodically feedback a small amount of cultivation power. More importantly, any children you have will feed back their cultivation to you wholesale. But not just cultivation, their talent and any special physiques will also feedback to you at their birth. In this way, the more children that you have, the greater your talent will become. This is a mutually beneficial relationship, because as you grow stronger, your lovers and children will be able to cultivate faster in turn, and the chances of giving birth to children with better talents will also increase.

Martial Arts Attributes [1200]

There are many protagonist cheats out there, but even among them this is a potent one. You have the ability to pick up attribute bubbles. These attributes can be from a whole range of things. When a person trains in a specific technique they will drop a few attribute bubbles for that technique. When a person studies, they will drop attributes for the knowledge in that book. When someone fights, they might drop attributes for their technique or their elemental affinity. By touching and absorbing this bubble you will gain those same attributes. The stronger someone is, and the more they know, the more attribute points will drop in each bubble, beginners dropping 1 or 2 attribute points at most. Notably, the attributes you pick up are not capped at the level of the dropper. Even if you were only picking up attributes from beginners, you could quickly surpass all of them by far by constantly taking their attribute bubbles.

Not just techniques, cultivation, and affinities drop though, as special physiques will drop their attributes, as can Dao comprehensions and certain specific stats such as luck or attractiveness. Though in the latter two cases, these kinds of stats will only drop if they are a notable aspect of the person or species. While living beings are the most common source of attributes, objects or phenomena can also drop attributes if they are special enough, such as heavenly flames or spatial portals. Killing a person will cause them to drop far more attribute bubbles, including blank attributes which can be added to any existing attribute to boost them.



Items: *The aesthetic and fluff of any of the below items is highly dependent on the type of world that you enter. To that end, you can change the items below to be in line with your created setting as needed. For instance the Spirit Boat could instead be some form of spacecraft if entering a sci-fi xianxia. Item discounts work the same as with the perks. Rarely in a story will a cultivator start with truly nothing but the clothes on their back. At the very least they'll start with a beginner martial technique or family treasure. To this end, you will also gain a 300CP stipend to spend below.*

Cultivator Robes [Free]

The most basic robes worn by almost all practitioners. They usually take the form of a Hanfu, with only rare instances of them appearing differently. These robes were forged to provide a degree of protection, as well as remain clean of dust and wear. As a handy feature, they automatically adjust to the shape of the wearer. Demonic cultivators tend to prefer blood red robes, while Taoists and righteous practitioners tend to wear shades of white, green, or blue.

Cultivation Technique [Free]

The most basic of necessities of a cultivator: the technique with which they cultivate. While not all worlds require a specific technique in order to take in energy and cultivate, those that don't are few and far between. This is the technique, whether martial, meditative, or otherwise, that allows someone to take in and utilise their variant of Qi. These techniques can be as varied in effectiveness and rarity as any martial art. This scroll contains a foundational cultivation technique suited for you. Getting your foot in the door wouldn't be too much trouble, but how far you can progress will still depend largely on your own talent.

For an **extra 200CP**, this technique will be one of the more powerful cultivation techniques in your world. The kind of techniques that large clans or powerful sects would fight over if given the chance. Even a practitioner with poor talent could go far with access to this. For a **further 200CP**, this technique will be one of the very best in this world, a technique unmatched in potential. Maybe this was the very first cultivation technique to exist, born from the world itself, or the culmination of a peerless cultivator's life's work. Whatever the case, by itself this could turn a waste into an unmatched genius of cultivation.

Combat Techniques [Free]

As you no doubt have gathered by this point, combat is unfortunately a rather significant aspect of almost any xianxia world. Those that cannot fight hide or they die. That is why practitioners are always trying to get bigger and better combat techniques. The person with the bigger fist has final say. At base price, this scroll contains some basic combat techniques, whether purely martial or qi-oriented. These will give you the absolute minimum ability to defend yourself from beasts and other cultivators.

For an **extra 200CP**, these techniques are more than just the basics. They are powerful abilities in their own right. At the very least they put you ahead of the average cultivator. These could be something like a body technique mimicking the physiology of a beast, or a movement technique that has you flitting around the battlefield faster than the eye can track. For a **further 200CP**, like with the cultivation techniques, these techniques will be some of the most potent in the world. They are the kind of things used by the most powerful of cultivators, with lesser cultivators barely able to understand how to begin using them. Once mastered, there would be few people who could stand as your equal in combat.



Auxiliary Techniques [100]

You've got your cultivation technique, the bedrock of all cultivation. Now it is time to acquire the means by which you can make use of that energy. The techniques on these particular scrolls are not the usual combat-oriented techniques. They are used for more miscellaneous or auxiliary purposes. They could be healing spells, rain-summoning spells, shape-changing spells and more. While not as prominent as the more combat-oriented spells, they still have their place in this world. At base price these are some basic techniques that aren't particularly profound. The most basic kind of healing spells or elemental conjuration spells, that sort of thing. For an **extra 100CP** you can upgrade this to more powerful and profound spells. The kind of spell that might let you change your species, however briefly, or summon boundless forests in the sands of the desert.

Xianxia Aesthetic [Free]

This is less of an item and more of a general look. Xianxia undeniably has a certain style to it. For some, that style is one of the main draws of these kinds of worlds. It would be a shame to limit that aesthetic to only things picked up in this world, as would it be if that aesthetic clashed with existing or future items. To this end, you can choose to give any existing items a makeover to give them a matching xianxia aesthetic. This doesn't change how they fundamentally work, but it does allow them to visually integrate seamlessly with your new stuff. In future worlds, you will also be able to choose to give new items this same makeover.

Numinous Treasure [100-600]

Otherwise known as a Lingbao, a numinous treasure is some kind of spiritual object often with its own special trait or ability. With all the many worlds out there, the kinds of numinous treasure in existence are as numerous as there are grains of sand. To try and quantify them would be like trying to contain the whole ocean in the hollow of a spoon. Instead, you can choose to create your very own treasure. As said, this treasure will have its own attributes and can have a special trait that makes it slightly unique. **For 100CP** this would be a relatively minor treasure, the likes of a better-than-average sword or extremely sturdy brick. **For 200CP** this would reach the level of an enviable but not unique artifact, the likes of a powerful cauldron. **For 400CP** this is now a significant treasure of some kind, such as a heavy mountain top imbued with the power of gravity. **For 600CP** this is a truly unique treasure that stands at the top of the world. Ultimately the power of this treasure depends on the level of the world you are entering.

Mustard Seed Ring [100]

Otherwise known as the storage ring, this ring is one of the main staple items of any cultivation world. True to its name as a storage ring, this item contains within it an entirely separate space. Objects and non-living matter can be placed inside of this space and then extracted again at will. It is using these that cultivators can lug around large amounts of material and wealth without having to use massive storage containers or wagons. This particular ring can hold a good amount of material, though the amount inside is somewhat dependent on the level of the world that you have entered. More powerful worlds will naturally have rings capable of holding more. At the minimum though, this ring would contain several cubic metres of space. It could also take the form of a bag or necklace if you prefer, or something else entirely.



Instrument [100]

What is a musician without their instrument? Naturally this is no ordinary instrument and could be considered on the level of a spirit treasure. This means the materials are sturdier, it carries a note clearer, and will not need constant care to avoid decay. The exact instrument this takes the form of is up to you, though traditional instruments would include the likes of Zithers, Flutes, and Pipas. This instrument can be bound to you by dripping a single drop of blood on the surface, allowing you to summon and control it at will.

Tools Of The Trade [100]

Any profession will need their tools in order to carry out their work. Scrap can be cobbled together in a pinch, but that is no substitute for the real thing. Alchemists will need their cauldrons, talisman creators will need their brushes, and blacksmiths will need their hammer and anvils. Depending on the professions that you have chosen above, you will find yourself equipped with the relevant tools for your trade. If you want, this could also include tools for a profession you have not yet learned but have been planning to. These tools aren't special in their own right, but rather the basics you would expect for any professional.

Local Business [100]

Any kind of cultivator family will need a healthy source of income, and most can't just rely on a spirit or gold mine by itself to do so. Not even cultivator families can wholly avoid the grind of a nine-to-five job. To this end, you have found yourself in charge of a modest but stable business of some kind, with a good looking building (or series of buildings) to accommodate this venture. The resources this business draws in would sustain a family quite nicely despite the rare and expensive materials cultivator families may require. Those with a particularly enterprising spirit could try growing this business into a behemoth of their world.

Money Is Power [100]

Money can be exchanged for goods and services. Goods can be used by cultivators to directly increase their strength. In this way, one's wealth can be converted into strength. Thus, those who are wealthy are often stronger than those who are poor. By mortal standards, you are ridiculously rich. Potentially richer than entire mortal dynasties, even. By cultivator standards you are merely richer than most. You have a large amount of both mortal and immortal currency, and can exchange one for the other as you need. A steady stream of money continues to flow into your coffers every day.

Preferred Armour [100]

While weapons are used by the majority of cultivators, armour is used much less often. This is in part because armour is relatively static in utility. As cultivators grow stronger the fights they get into will become more dangerous, and any armour they use will slowly become obsolete. This armour is made from various rare spiritual materials and is useful for the first few levels of cultivation. While wearing it, you would be all but untouchable to beginner cultivators, an iron turtle for second stage cultivators, and slightly hardier than normal for third stage cultivators. On the brightside, the armour itself is quite attractive and automatically shapes itself to the wearer. Even at the upper reaches of cultivation you might be willing to wear this for the aesthetic alone.



Energy Supplements [100]

By and large, cultivation works by taking in energy. This is true whether it takes the form of Qi, blood energy, gene power, mental energy, or something else. With this in mind, it is then understandable that one of the most basic cultivation supplements are pills or potions that provide a sizable amount of energy. This vault acts as a storehouse for thousands of these miscellaneous simple pills. The contents of this vault would be nothing special to a powerful cultivator, but it is of great use to beginner cultivators, such as the young of clan or sect who have only just started their journey.

Stadium [100]

It is no secret that cultivators like to fight and cultivators like to show off. Cultivator organisations just love to have the occasional tournament. These fights can quite easily get out of hand, and so the locations for these competitions need to be good enough to withstand it. This is one such stadium. The fighting platform in the middle can shrink and grow as needed for the level of the fight. It is also wrapped in a shield to protect the audience from any stray attacks. The tiles of the stadium are made from a special durable rock that can resist most kinds of damage with only minor cracks, which are then quickly repaired by some complex arrays embedded in the foundation. The stadium is large enough to comfortably seat tens of thousands of people, and comes equipped with the basic amenities needed for large events.

Flying Sword [100]

Few things are more iconic in this genre than the flying sword. This sword is often, though not always, different from the weapon that a cultivator wields in battle. True to its name, a cultivator will stand on top of this sword and ride on it as it soars through the sky. In line with its function as transport, the sword itself is usually quite large, and carved with various arrays that allow it to travel at great speed. These swords can reach truly impressive speeds, with better swords being able to travel faster while using less qi. This is a top of the line Flying Sword. Its limit on speed is only how much energy you can supply it with. A simple gesture is all that is needed to make it shrink to the size of a needle for storage. A very basic barrier protects the rider from the wind when travelling and mitigates the g-force of acceleration.

Livestock [100]

Just as there are many wild and savage beasts that prowl the wilderness, there are also spirit beasts that have been domesticated just like the common duck or cow. The five-colour chicken, iron-quilled hog, or the spirit-scale carp are all examples of the kinds of beasts one could potentially find domesticated. These beasts can be farmed for their energy-rich and flavourful meat, and useful materials. Certainly any family or sect would be remiss to lack such a resource. You have acquired a small farm of such animals. They require little personal care and are mostly content to live off basic feed and water. Provided you don't over-harvest them, they will remain a stable breeding population capable of supplying a large family.



Longevity Fruit [200]

For powerful cultivators, these fruit have little use. But for lower level cultivators and mortals, their value cannot be stated in words. Each of these red fruit are oddly shaped like a heart. Their effect is simple but invaluable. Whoever consumes one will have their lifespan increased by thirty years. For beginner cultivators and mortals this may increase their natural lifespan by almost 50%. For more powerful cultivators, these few years might well be the second chance needed to make that last effort to breakthrough their current realm. You have received a box of ten such fruit. Each year, another fruit will appear. Due to being a relatively basic spirit fruit, repeated use by the same person will see diminishing returns in effect.

Spiritual Seeds [200]

Spiritual plants will occasionally spring up by chance in nature, but there are also some species that are simply inherently spiritual in nature. This inconspicuous bag is chock full of seeds for various spirit infused plants. With careful tending they will flourish into healthy Spiritual Plants. They can be a bit of a nutrient hog, so try not to place them too close to other plants. Aside from the medicinal benefits of such plants, an interesting trait shared by many spiritual plants is that they will passively emit Qi of their own. In this way, areas with many spiritual plants will often quickly become rich in Qi.

Personal Weapon [200]

Often a cultivator will grow to favour a single weapon. They will practise with it night and day until they know it intimately, able to reproduce every millimetre of it in their minds' eyes. When it is naught but an extension of their own body, that is when they are able to unleash its full potential. This weapon is your version of that. A weapon to accompany you for your entire journey. The exact weapon this takes the form of is up to you. Whatever the case, it has been bonded to you and thus you are able to summon and control it with your will alone. It will grow as you grow. By default it has something approaching a sentient consciousness, one that you can feel when holding it in your hand.

Demonic Possession(s) [200]

Evil or Demonic cultivators tend to use resources that can't be obtained in ethical ways. Certainly not in large quantities at the very least. Blood, bodies, corpses, souls, they are all on the menu when it comes to demonic cultivators. Naturally acquiring said resources isn't only unethical, but it can also be a pain. Wanna-be heroes and righteous cultivators like to pop up and launch into a tirade about how wrong it is. Rather than worry about all that, it's much easier if you had a convenient little farm full of barely sentient bodies to blend up and use for whatever purposes you need. It might be less fun, but it's a stable source.

Fiefdom [200]

For stories that begin in the mortal world, it is not uncommon for cultivator families to own entire sections of the countryside. They effectively act as nobles to the surrounding areas, collecting taxes and tributes from the mundane people in exchange for protection from evil cultivators and beasts. You have inherited one such fiefdom. This area contains several towns and potentially even a central city. As the lord of this land, you can naturally decide what happens inside it. Whether the people pay taxes to you is thus also up to you.



Second Chance [200]

Cultivation is a road one travels, always progressing but rarely looking back. The choices you make on that journey will influence the direction of that path. But sometimes you realise you've taken the wrong path. Sometimes you want to go back to the start and begin anew. Simply abolishing your own cultivation is a risky affair at best. To that end, this pill was created. Simply swallowing this pill will see your cultivation swiftly but smoothly dissolving away, returning it to a clean slate. This would allow you a second chance to cultivate, now armed with the knowledge of your previous mistakes and missteps.

Spirit Stone Geode [200]

The spirit stones cultivators use to absorb qi have to come from somewhere. That somewhere are spirit stone mines. But those mines also have to come from somewhere. At their core is often a type of geode that emits qi. It is this which causes the continued growth of spirit stones in its vicinity. To put it another way, it is the heart of a spirit stone mine. You have acquired one such geode. Once implanted in the ground, it will quickly start to produce the glowing qi filled crystals that cultivators so desire. The amount it produces could easily supply a small sect or wealthy family. If placed underneath a cave abode or building, the ambient qi in the surroundings would show a marked increase. It could also be used to semi-permanently power a large array.

Auction House [200]

Of the many ways one can make money, an auction house has the potential to be one of the most profitable. Auctions are a great way of gathering cultivators who are looking for some treasure or wanting to try their luck. As the one in charge of the auction, you naturally get a fair cut of the price the items end up getting sold for. This particular auction house can comfortably house several thousand people, and comes with obscuring and silencing arrays to protect the anonymity of the bidders. This auction house also initially comes stocked with items that can be brought out for auction in order to start attracting customers. There are also various staff who will go out to look for items that can be traded as well as advertise the auction house. Once the ball starts rolling, you will quickly stop needing to worry about supplying items yourself.

The Help [200]

Servants, slaves, undesirables, whatever you want to call them. A proud and powerful cultivator can't be expected to handle all the menial busywork that comes with life. That is what the help is for. These are mortal or low level cultivators who have entered into service for you. They are bound by contract to follow your orders. Disobeying would not be pleasant for them. They are reasonably competent in whatever area they were bought for. The warrior servants are strong for their weight class, the chefs are accomplished cooks, and so on. If you wish, these could instead take the form of basic puppets that follow your commands.



Spirit Garden [200]

For all their potent power, spiritual plants can be surprisingly fragile. They can require very specific conditions to grow and bloom. This farm may not be able to accommodate the more extreme of those conditions, but it can safely grow those without too extreme requirements. This is a large stretch of land full of fertile, energy-rich soil. The ground has been separated out into neat fields, with the soil itself tilled and watered in advance. A spirit-water well sits in the very centre, to supply the garden with life giving water. Mundane plants are guaranteed to grow wonderfully here, and spirit plants will grow well as long as they are tended to.

Renewable Resources [400]

The many professions in these worlds will often make use of materials unique to them. Without access to these materials, one would effectively have to reinvent the wheel in order to make do without them. This pocket realm serves the purpose of allowing you to replenish those supplies. Effectively a world unto itself, this realm stretches off endlessly into the distance. Just about every terrain imaginable exists here somewhere. The plains and forests are lush with both flora and fauna. Deposits of minerals and ores can be found deep within the earth or mountains. Should you bring in any new species or materials, the realm would adjust to include them too. Once you have stripped an area of its needed resources, you can choose to appear elsewhere in the realm in future, effectively resetting the resource deposits. Just bear in mind that the beasts and carnivorous plants that call this realm home aren't miraculously going to be tame.

Luck Suppressing Artefact [400]

Artefacts each have their own special effects, however there is a certain subset of these artefacts that have an additional ability alongside their main one. They can be used to suppress the luck of a person or group. That isn't to say that this makes them unlucky. Just the opposite in fact. By itself luck is fleeting and even if accumulated to a vast degree will slowly drain away with time. This artefact suppresses that process, meaning that the group remains lucky for far longer. The luck that vanishes is a minute fraction of what it originally was. You have gained one such artefact, whether it be a new one or imbuing the trait into an existing one.

Room Of Time [400]

Cultivation is a long process. The pursuit of eternity naturally stretches out time to infinity. Eternity may be endless but the world itself isn't. A century of closed-door cultivation is a century of missed time. This room doesn't make you cultivate faster, but it does give you more time to experience the world. The time flow inside this room is much faster than the outside world. The exact speed that time flows inside is dependent on how much energy you can supply it with. At first you may only be able to spend two days inside for every day outside. This room also doesn't do anything to extend your personal lifespan. A year of time spent inside is still a year off your own life, even if only a few weeks have passed outside.



Testing Grounds [400]

On the outside, this would appear to be a massive pagoda that reaches high into the sky. Once you enter the building, you will seamlessly be transported into the hidden realm within. This realm is made up of countless floors that seemingly never end. Each floor has a different test, getting progressively harder as you climb higher. Every certain number of floors is a watershed mark that rewards the cultivator with something of proportional value for their achievement of reaching that point. A large black stone monolith outside the building keeps track of the highest recorded floors reached of various categories. Once a person fails a test, they will be instantly transported back outside of this pagoda.

Spiritual Boat [400]

A flying sword is all well and good for a cultivator, but it requires a certain amount of skill, a constant supply of energy, and a lack of passengers to be used efficiently. For more comfortable travel nothing beats a good old Spiritual Boat. Taking the form of a massive wooden boat, this vessel soars through the sky and space as easily as it does water. Despite ostensibly being made of wood, this boat is sturdy enough that it would take an incredibly strong cultivator to damage it. It's also large enough to fit over a thousand people on the deck comfortably. The interior has been expanded by various spatial folding arrays to make it far larger on the inside. This inside is chock full of comforts to make the journey as pleasant as possible. Do not mistake this vessel for an easy mark, however, as hidden from view are numerous powerful weapons to scare off monsters or pirates. The only disadvantage of this boat is how much energy it takes to run.

Special Tree [400]

Among the many different spiritual plants that dot the worlds, trees stand at the peak of the pyramid. There are many unique and powerful trees in the world, such as the World Tree or the Tree of Enlightenment. There is the Five Element Pine, the Willow Tree of Space, the Phoenix Parasol Tree, the Immortal Flat Peach Tree, and more. These trees are also useful as they are one of the few innately replenishable sources of spiritual fruit and leaves. You have obtained a young tree of one of these great species. It isn't quite a sapling, but it is still a fair distance from being fully grown. Once planted, it won't be long for it to spring its first crop.

Gate Of The Underworld [400]

The fabled Gate of the Underworld is not a sight most people would want to see. It does not manifest in the day, the powerful Yang energy of the Sun anathema to the Yin energy that fuels the dead. Only at night will it appear, a massive gate formed of strange black stone lit by haunting green torches and guarded by several ghost soldiers. Crossing through the doors of this gate would have one enter the underworld, where souls of the deceased end up to receive judgement. The underworld is home to many resources useful for the soul, and if one can find them, one could potentially abscond a soul from the clutches of death. Should you do this though, prepare to be hunted down by the forces of the damned. That which is dead belongs to the dead, and they do not let go willingly.



Sword Tomb [400]

Mortal blades decay fast. Within a year of disrepair, they wouldn't be usable in combat. Cultivator blades are different. They can last thousands of years without their edge dulling. When a sword cultivator falls, their weapon is not simply discarded as scrap. Generation after generation of fallen warriors have had their swords return to the Sword Tomb. These swords are planted in the ground like monuments to the fallen, wisps of remaining sword intent and sword dao suffusing their surface. Future cultivators can make pilgrimages to this tomb. They can try to meditate and comprehend the left over legacies of these fallen warriors. If they are judged worthy by the remnant will, they can even inherit the swords themselves. You have inherited the legacy of one such sect, and gained ownership of their Sword Tomb. If you wish, this tomb can be filled with weapons other than swords.

Weathered Stone [400]

This is a large, hard, cliff-face filled with scars that look like they were made by a great battle. In fact the markings upon this cliff were left there with clear purpose. Each cliff scar contains the profound intent of the cultivator who left it. Other cultivators can come here to attempt to comprehend the intent left behind by these predecessors. Once a cultivator comprehends their own intent, they can come here to leave their mark here too; a testament to their skill and understanding. This isn't wholly altruistic. There is no small amount of prestige to leave behind a mark like this.

Sect [400]

In the section below is a small bit for designing a sect. By default this would have been the sect that you are part of when you enter into this world, and it still can be if you wish. However now you can choose to use this section to create your very own sect that will follow you when the jump ends. This naturally includes the teachers and disciples that make it up, with them continuing on as followers. This sect could be separate from the one you start in or the same one. It is up to you. You will be the sect master of this specific sect, in charge of the whole thing.

Elemental Emperor [600]

All things ultimately share the same root. Tao produces One. One produced Two. Two produced Three. Three produced All Things. Just as some creatures are born to be Emperor, so too can circumstances conspire to bring about the birth of special elements that stand above others. Water that is so heavy that each drop weighs as much as an elephant. Fire that burns not just the material, but the immaterial. Wood that contains an endless font of life force. Metal that can't be scratched by the sharpest of swords. Clay that can bring about life if just moulded right. Every element has the chance to birth an emperor with its own unique trait. Those that command that Emperor would hold dominion over that element. You have acquired an example of one of these rare phenomena of your own choosing. What you use it for is up to you.



Dao Streams [600]

Water is but the most mundane of rivers that flow through the world. Many of the different types of Dao can form a physical stream, winding through the layers of the universe. There are streams of Life which heal any wounds placed in its waters, and streams of Death that contain the countless souls of the dead. There are streams of Time that contain everything that was and will be, and streams of Destiny that contain the fated path of all things. There is even an odd river that makes any woman who enters it pregnant. Right at your back door flows one of these rivers. You can choose where specifically it manifests, as well as in what way it is special. Extracting any of the water from this river would require an incredibly potent vessel.

Universal Virtual World [600]

A common feature of futuristic xianxia worlds and a rare but not unknown feature of more typical xianxia worlds, the Universe Virtual World is a massive network hard-coded by peerless experts into the fabric of the universe itself. What this is is exactly as its name would suggest; a massive virtual world that one can enter in order to trade information, buy goods, or train in simulated environments. Some people will spend their entire lives inside this virtual world. Anything bought via the network can be digitised and instantly transported to the recipient. The creation of devices to enter this network is incredibly simple, with the network itself doing most of the work. This Virtual World will follow you from world to world. You can choose if this network will make known how to access it to the residents of the world at large upon entry into said world.

Death Substitution Doll [600]

This creepy voodoo doll-like object may be disturbing to look at, but that doesn't mean that cultivators wouldn't go mad fighting to acquire it. Once bonded to a cultivator, the doll will vanish into the cultivator's body, floating by their soul. The purpose it serves is simple but incredible. It will take on the full damage of a fatal blow. This happens instantaneously and automatically, and thus cannot be circumvented by attacking faster than the doll can activate. Depending on how severe the damage is, it may at most be able to resist a second before wholly disintegrating. If activated manually, it can be used to take the damage of less than fatal blows, however this will still damage the doll and the repairing process takes a long time.



Sect Builder: *A place for like-minded individuals, a refuge for those hunted, a tool for a powerful cultivator, an academy to teach students; whatever you choose for this sect to be, it is a gathering place for cultivators. You gain 1000SP to build your own sect. CP can be converted to SP at a ratio of 100CP:200SP*

Basic: Free for everyone. Staples of any sect

Aesthetic - Sects can take many different forms, and appear in many different locations. To start off, you should choose what kind of appearance your sect will take, as well as the kind of land it is set upon. The most classic image of a sect is a picturesque mountain range, with the sect located at the very peak, surrounded by misty white clouds. Alternatively it could be set in the middle of a deep valley, embedded deep under the sea, or floating over a massive volcano. Ultimately the choice is yours.

Accommodation - Every sect needs somewhere for its members to live. While by no means super fancy, your sect has plenty of places for its disciples and elders to live. Depending on your aesthetic preference, you can choose if these are basic huts, mountain caves, or something else entirely. For a poor peasant, these are practically a luxury.

Library - Just as every sect needs somewhere for its members to live, so too does it need somewhere to store its shared knowledge. This library, which classically would take the form of a large pagoda, is filled with jade slips, scrolls, and/or books upon which are written a multitude of different techniques for its disciples to learn. Generally these techniques will be sorted onto each floor based on their complexity and potency, though this depends on the form you have chosen for this library.

Training Ground - Theory and practise go hand in hand, and this is the area in which sect members are able to put into practise the techniques they have been learning. The specifics of this area is up to you and can vary depending on the location of the sect and what kind of techniques the sect specialise in. They might include sections for tempering the body, for testing one's control over their qi, and other sections for different things.

Protection Array - These worlds are not peaceful. Protection is a must, whether it be from other practitioners or beasts. This large array was created with the sect centre at its core. Once activated, it will form a giant defensive array that serves to safeguard everything within it. As long as there is energy to supply it, this array will be able to keep running indefinitely. The more it is attacked, the more energy it will consume.

Garden - With so many disciples and elders in one place, a sect will need a steady and reliable source of crops for both food and to fuel their alchemy needs. Scavenging among the wild can help cultivators gain opportunities, but such practices are not suited for long term use for a sect. This 'garden' extends for miles and miles. Most of the crops to be grown in here are the more mundane variety such as variants of spiritual rice. However more core areas to the garden have been curated to allow for the growing of more valuable plants. It is not uncommon for entire plots to be set aside for core disciples to grow their specific wants.



Profession Halls - There are many different occupations one can major in when they aren't focusing on cultivation. From alchemy, to forging, to talisman creation or beast taming, cultivators have many avenues to pursue if they have the talent. These halls are made for exactly those professions. For as many or as few occupations as you wish, these halls have been created and refurbished to allow disciples to practise and perfect their pursuit of these skills. They are also often one of the main sources of revenue for a sect.

Resource Hall - It is a natural fact that over time, a sect will accumulate treasures. Disciples will bring back hard-fought trophies, elders will harvest treasures, and other sects will trade for valuables. This is the place for a sect to store these treasures. It is designed to ward off thieves and stave off break-ins. Arrays on the inside ensure that what is stored in here remains in good condition and does not deteriorate. By default this will come stocked with a modest amount of loot, to be used as needed.

Cultivation Supplier - Among the many things a sect has, one of the things it needs is a steady influx of resources to use. This isn't just spiritual plants or food, but more material things. Stuff such as spiritual stones for cultivation, metal for crafting, or wood for talisman creation. In the area surrounding the sect, at most a few days' travel for the weakest of cultivators, are several sources for these kinds of special but not unique resources. They are set up already with the basic infrastructure needed to harvest them.

Mentors - The last basic requirement for any good sect or academy; people who are there to guide the disciples. Rather than allow their initiates to stumble along blindly, the sect has a selection of cultivators who disciples can come to if they need any help. These are those cultivators. There are enough mentors that each teacher need only take a few dozen students under their wing at any one time. While not overpowering experts in their own right, they are competent practitioners and can pass on their knowledge without harming the foundations of their disciples.

Fill In the Gaps - The above are some of the more foundational parts of any sect, but they may not necessarily be the end-all be-all of what could be in there. While they are intended to be open ended, it is possible they have not covered all bases. Sects are diverse and complex. In this case you can choose to 'fill-in-the-gaps' and add in those extras. Once again, these aren't the kinds of things that a top sect would have, but rather what you might find in an ordinary or just above-average sect.



Advanced: Money can be exchanged for goods and services

Advanced Basics [100SP]

The above basic amenities are a staple, but that isn't the limit of what they can truly be. Each time you take this, you can choose to upgrade any one of the basic amenities to a higher level. From average to top tier. Maybe the library contains unique and profound techniques specific to your sect. Maybe the protection array hides away the entire sect in a pocket dimension. The exact nature of the upgrade is naturally up to you.

Natural Barrier [100SP]

Your sect may have various defenses, but sometimes simple is better. Surrounding your sect is a large naturally formed barrier of some form that keeps most unwanted visitors away, unless they are particularly determined. This could be a large mountain range that encircles the sect, or perhaps a massive chasm, or maybe a treacherous ocean. Whatever the case, it will grant your sect peace from any kind of errant beasts and make besieging it for more work. It also serves a good aesthetic purpose.

Sea Of Clouds [100SP]

A variant of the classic sect protecting shield, the sea of clouds is a large array that cloaks the entire sect in its namesake. This array masks the sect's location, making it almost impossible to find and enter unless one is part of the sect. While this array doesn't provide much in the way of material defensive power, it does one better by stopping enemies from finding the sect in the first place. This array is usually on by default, and doesn't require much qi to upkeep once activated.

Disciplinary Hall [100SP]

Once a sect is large enough, it will start to need some way in which it can police itself and protect disciples when they go outside. The Disciplinary Hall is a section of the sect dedicated wholly to maintaining the order within the sect, as well as providing protection to disciples when they travel outside of it. This hall is usually made up of strong disciples and elders from within the sect itself. Multiple checks and balances have to be made to ensure that the disciplinary members don't abuse their position and, should someone be found to have done so, the punishment is swift and harsh. In ideal circumstances, this hall is the pillar for justice of the sect.

Transportation [100SP]

Like all things in a xianxia world, sects can be truly massive in size. This can make travel inside it tricky for lower level cultivators, let alone travelling outside of them. Your sect addresses this problem by providing transportation to its members. As a stable way of travelling the large distances between peaks, the sect provides flying beasts or artefacts that can quickly get people where they need to go. For those in more of a hurry and willing to incur the cost, one can make use of teleportation arrays that can nearly instantaneously transport between arrays or to a predetermined fixed point.



Size Upgrade [200SP]

Sects can range from having a few hundred to a few hundred million disciples. How many specifically depends on both how vast the world is, and how powerful the sect is. However large it might have been originally, it is now verifiably on the larger end of sects in this world. Population wise, the sect is closer to a city than a simple organisation. The territory owned by the sect has similarly expanded in order to account for these residents, allowing the sect to avoid feeling packed.

Qi Gatherer [200SP]

Sects are places for cultivators to gather, but these places need incentives for cultivators to stay long term. There are few better incentives than being an area with greater amounts of ambient Qi. Whether it be in the form of dragon veins, spirit stone mines, or Qi gathering arrays, your sect has a far higher concentration of Qi throughout the location. Those who cultivate in the sect will progress notably faster than if they were to do so in the outside world. In some worlds, the top sects have such thick concentrations of Qi that the air itself is like treacle, with ethereal clouds of energy that pervade everywhere you go.

Annexed Area [200SP]

Sects are not just places for cultivators to learn. They are powers within their own right, factions that lay claim to entire stretches of land. To this end, your sect has a massive area around itself of annexed land. Numerous villages and towns lie within this area, all of which 'belong' to the sect. These pockets of civilisation will frequently pay tribute to the sect, providing them with resources and fresh blood. Naturally the size of this annexed area is proportional to the size and strength of the sect itself. If large enough, it's possible for other smaller sects to fall under the umbrella of annexed groups.

Prison Pagoda [200SP]

A sect will form enemies and it will encounter people it deems require punishment. But not all problematic cultivators can just be put to death, for a variety of reasons. This multi-story pagoda is the place that the sect sends cultivators that they wish to imprison, interrogate, or punish. The floors of this pagoda extend deep into the ground. Its walls and chains are carved with ancient runes that suppress and slowly drain the cultivation of those within. The further down one goes, the greater this suppression and draining effect is. In this way, weaker cultivators and those with lighter punishments can be kept at the upper most floors, while stronger cultivators and those with more severe crimes will be kept lower down.

Sect Branches [300SP]

Once a sect grows powerful enough, a single sect location may no longer be sufficient to oversee all of its territory. Smaller branches of the sect will be created in key locations throughout the claim, possibly in new territory altogether. Your own sect has several branch sects of its own. These branches are generally weaker than the central sect, and will feed back resources and powerful disciples that have proven themselves to the central sect. These branches function well to further spread the sect's influence, as well as prevent the sect from vanishing if any particular branch is destroyed.



Special Realm [300SP]

One of the greatest treasures a sect can have is the existence of a hidden realm within or nearby the sect. Sometimes sects are specifically built around these realms once they are found, forming the foundation with which the sect can become powerful. These realms are often special in their own way. They might have unique attributes that improve cultivation, or be filled with valuable and rare resources. There are realms that speed up comprehension of those within, realms that strengthen the bodies of cultivators for every beast killed within, realms that flourish with thousands of spiritual plants, and more. What exactly your realm is like is up to you.

Sect Artefact [300SP]

With the constant competition between rival sects, friendly or otherwise, sects will often need something that allows them to solidify their position. This comes in the form of a powerful sect artefact, a potent item or formation that can be called on by the sect in special circumstances. This artefact could be some kind of weapon to kill powerful experts, or something defensive to ensure the safety of the sect. It could even be something wholly auxiliary, such as something able to find the best disciples for the sect or divine the secrets of the heavens, though this type of treasure is the one most likely to attract attacks of greedy thieves. Whatever the case, this artefact by itself allows the sect to stand out from its peers in its own way.



Companions: *You may take two companions for free from the below or the custom companion section. Due to the nature of how freeform these worlds are, the details as to the kinds of abilities each of the below have are up to you. Additionally, you can choose to freely change the gender of any below of the companions to personal preference.*

Import [100]

The below includes a reasonable sized list of companions you might wish to gain in your time here, but maybe you'd prefer to bring in some companions of your own from previous jumps. You can choose to import up to eight companions into this jump. They will gain 800CP to spend on the options above.

Adorable Disciple [100]

Those who have never experienced it could never understand the joys and pains of having an adorable disciple of your own. Their triumphs are your triumphs and their failures are your failures. They are also so full of innocence and wonder, it's hard not to want to tease them. The heavens have blessed you with your own adorable apprentice with a level of talent that can take them to impressive heights. They have placed themselves under your care and tutelage. How they grow and the kind of expert they will become is dependent on how well you teach them. Try not to teach them anything too weird. Or do; people won't judge too much. The cultivation world can be surprisingly open minded at times.

Cultivation Beast [100]

Whether you are a disney princess or a cultivation protagonist, it never hurts for you to have an animal companion. Nuwa had her Phoenix, Bai Xiaochun had his Beastbirth Seed beast, Xiao Yan had the Seven-Colour Heaven Swallowing Python, and Linley had the Godeater Rat. These beasts are not just pets, but true companions, cultivators of their own right, each with their own terrifying potential and stories. Like many protagonists before you, you encountered this beast when it was a young orphaned child. It has been attached to you ever since. What specific species this is is up to you. You could choose a cloud walking crane, or a nine-flame fox. It could be a wolf with the blood of Fenrir or a nearly pure blooded qilin. It could even be one that isn't native to the world that you have entered, a trait that, while rare, isn't unheard of. It may be small now, but it will grow up faster than you might expect.

Daoist Companion [100]

A daoist companion is your other half. They are the love of your life, the person you are willing to spend all of eternity with. It is not a title that is given lightly. With an eternity to spend together, any differences and troubles between you would be amplified by infinity. Losing them would be like losing your heart. That is why it is so important that your Daoist Companion is perfect for you. This person truly could be called your other half. You two are a match made quite literally in heaven, so perfect for each other that the Heavenly Dao itself sent down auspicious red clouds on the day you met.



Mysterious Teacher [100]

People always speak in hushed voices when discussing your enigmatic and mysterious master. Not much is really known about them to outsiders. Most don't know what their name is, fewer still know what they look like. Not even you know much about them, truthfully. You first met them in an inn, and after a brief chat, they declared themselves your teacher. The longer you stay with them, the more mysterious they seem. They always seem to know the answer to every cultivation question you ask. Even as you progress in cultivation, you will find that they always remain unfathomable in strength to you. The greatest of arrays are but toys in their eyes, and the most beautiful of paintings but scribbles to their mouth. Your only clue about their backstory is the one night a year where they drink wine and stare wistfully at the sky, almost like they are looking for something.

Empress Of Time [100]

She had reached the peak. A peerless Empress who stood at the top of all worlds. She only had one final barrier to surpass before she broke through to a level no-one else had before her. But as she was in the midst of overcoming the tribulation she was struck down by a rival she had thought defeated. As she lay dying in the mud, with no-one around her to help her, she came to realise just how lonely her life had been. She closed her eyes for the last time... and then opened them again in confusion, countless years in the past. It didn't take long for her to realise that she had somehow returned to her carefree youth. With that revelation, she resolved to reach the realm she hadn't before. She would right the wrongs of her first life, get revenge on those who had harmed her, complete her journey, and in *this life* the footprints she leaves behind would be side by side with another.

Eternal Rival [100]

The cultivation world is a world of blood and combat. Battles happen everywhere. But just because two people are rivals does not presume the existence of malice. While less common, friendly rivalries abound in this world too. This particular practitioner takes that more seriously than most. Having grown up in the slums, fending for themselves for every scrap, they have nurtured an incomparably firm heart. Their constant fights for food has given birth to a competitiveness that lasted beyond their years of poverty. You just happened to have had the unfortunate luck of being in the wrong place at the wrong time to be selected as their target. What started out as a one-off spar has become a lasting rivalry with this practitioner appearing to challenge you every time they make a breakthrough or learn a new technique. The fact that the two of you seem to increase in strength at a similar rate likely plays no small part in this rivalry. At least they have the good grace to not disturb you when you are in retreat. They are even quite happy to team up with you to go exploring the wilds from time to time. Admittedly that is in no small part because that means more fights. If it wasn't obvious by now, they are a bit of a combat maniac.



Demon Saintess [100]

Those who embark on the demonic path are often far more intune and free with their emotions, good and bad. This saintess of a cultivator clan indulges in feelings of love. Not carnal lust, as one might expect, but rather the purer love of a daoist couple. She has set her sights on you and, enamoured with various love stories when growing up, wants nothing more than to have a romantic relationship with you. The harmonious atmosphere she is after is slightly hampered by how possessive and protective of you she is. She'd jump in front of a carriage splash if she thought it was headed for you, and heaven help any woman (or man) that makes eyes at you. Perhaps because of this clinginess, extricating oneself from her limbs in the morning can be quite tricky. She holds on more tightly than an octopus. Unfortunately you'll also have to put up with her clan, and parents in particular, constantly trying to get her to take over leadership of the clan. Some of their messengers are getting a bit sick of it, truthfully. One particularly memorable incident had you find a note with just the word 'please' on it, and a few suspicious blots on the paper.

Protagonist Template [100]

This senior brother is the very picture of a xianxia protagonist. Since birth they have been blessed with incredibly good looks, even more incredible luck, and a heaven defying talent for cultivation. Charming in their own way, they have a way of making friends everywhere they go. Usually the story goes that other people get embroiled in your adventures but, with this senior around, you'll have to be careful you don't end up embroiled in his adventures instead. The life of a protagonist is never peaceful, and this doesn't look to be any exception. As long as he's nearby, you can guarantee that some arrogant young master will pick a fight, or some demonic beast will rampage through town, or some ancient inheritance will appear nearby. On the brightside, just picking up the dregs that he leaves in his wake would still leave you in far better stead than most cultivators. As this world's version of a knight in shining armour, he is always happy to share some of his gains with his friends and juniors.

Dragon Princess [100]

The first time you saw this stranger, they were sitting in the corner of a restaurant, a large brown hood hiding their face from others. Unfortunately fate had other plans for them, and a disruptive bar fight saw her hood being lost, revealing her stunning appearance and two large curled dragon horns that jutted from her frosty white hair. She fled, but that was not the last you saw of her. You met her several times since, in various different happenstance. On one dark night, she shared her story with you. Born on the first day of the year of the dragon, as the sun rose and auspicious Purple Qi flooded the horizons from the east, she was practically marked at birth as the next fated Dragon King. Her eldest brother and long-time original heir to the throne took issue with this, jealous and thirsty for power. After a failed attempt on her life she fled her home, much like she fled that restaurant all those months back. Now she hides her face to avoid attracting attention from her brother's minions and her parent's searchers. One day she hopes to become strong enough to return home and reclaim her throne. Until that time, she stays in the shadows. With so little experience interacting with other people outside the palace, she struggles to talk to others and gets flustered very easily. For someone with such great aspirations, it is quite impressive how red she turns when complimented.



Friendly Fatty [100]

To have a wealthy and generous friend is always a blessing. While his cultivation talent might not be anything to take note of, this person more than makes up for it in the amount of money they throw around. Spirit stones and gold coins pass through their pudgy fingers like grains of rice. His parents had always felt that he would have been better suited as a merchant than a cultivator. He, on the other hand, really didn't want to get betrothed to the girl, who was both taller and more muscular than most men, that his parents had arranged for him. Given the choice between that, and cultivation, he chose cultivation. Unfortunately he failed to plan for said headstrong girl to follow him anyway. They were together within a year. Combining his merchant sense with her bartering skills has led to a terrifying combination that is quickly gaining a foothold in local trade roots and businesses. They make an odd pair, but there are few people more loyal once their friendship is earned.

Three Pure Maidens [100]

One origin, three bodies. These three cultivators were born of the same source. As triplets they are physically identical in nearly every way. Despite this, what stands out when you meet them, other than their great beauty, is the difference in temperaments they have from each other, which stands in stark contrast despite their similarities. The oldest sister is gentle and kind. She prefers light blue dresses, treats everyone fairly, and seeks peaceful times. The middle sister is loud and boisterous. Donning a grass-green dress, she makes sure that all are aware of her presence. Unfortunately her impulsive personality is known to get her in trouble. The youngest sister is the most serious. Walking around in a lightly armoured red dress, she can usually be seen practising her spear techniques in the dojo or perfecting her martial arts. Despite their differences, you will find that they will rarely contradict the opinions of one another on anything serious. For matters of importance, they are always of one mind. By a stroke of chance, these three sisters have become acquainted with you and, liking your personality for whatever reason, have decided to travel with you. Other cultivators are going to envy the sight of you walking around with these three fairies. They aren't going to envy the trouble that may cause you, however.

Forsaken Concubine [100]

Originally she was to be the latest concubine of a great imperial emperor. Her gentle soul and beautiful face attracted the envy of an evil fox spirit, who possessed her body on the night she reached the capital. With its capricious and malicious nature, and access to the ear of the emperor, she soon led to the downfall of the entire empire. Reviled and spurned, she was chased by thousands of cavalry who were ordered to execute her on sight. It was only by luck that she managed to escape death. Having had its fun, the evil spirit abandoned her, but not before leaving her its own twisted gift in the form of five large fluffy fox tails and a pair of soft fox ears. Distraught by the destruction wrought by her unwilling hands, with her life having fallen apart around her, and frequently mistaken for a demon, she desperately seeks someone that can still love and protect her. Her only consolation, pitiful as it is, is the great talent for illusions and interfering with the minds of others that she has gained as remnants of the possession. Not that she likes to use it, gentle soul that she is. Fate has set her on a path that will coincide with yours in the very near future, as she flees another armed mob of mortals fearful of her appearance. She is just about reaching the edge at this point, and any kindness would be the light in the dark for her.



Heavenly Doctor [100]

The facts that can be gathered about the history of this young miss are few and far between. She was the eldest daughter of a noble house, one rarely seen after her mother passed away and her father remarried. Her step-mother insisted that she was very sickly. Then one day, a few months back, she suddenly entered the public eye once more in meteoric fashion. She had blossomed into a beautiful young woman and displayed an unprecedented heaven-defying talent for medicine and alchemy. The servants of the house whispered that it was like she became another person following a failed poisoning attempt by her handmaid. Those rumours became far more lowkey when her rivals started experiencing one disaster after another and her step-mother fell ill out of nowhere. While that was happening, this young miss was quickly establishing herself as the best doctor in the country, seemingly able to cure any and all ailments. But she has her eye on a far larger stage than just one small country. With her previous engagement annulled, and her fame rising with each day, she needs someone to pretend to be her lover in order to stave off unwanted advances. That is where you enter the story. When she picked you out on the street, she wasn't expecting anything special. She'd never even considered that you might refuse. She *certainly* hadn't planned for any real feelings to bloom afterwards.

Drunken Witch [100]

Seemingly straight out of the stories of old, this is not the type of witch you might be familiar with. Rather than an occupation, this slovenly and drunkard woman is part of the Witch race. More human-like than most Witches, all that marks her apart visually are the two large horns that stick out from her head. Though unlike the usual image of warlike and fierce Witches that are her family, she seems far more preoccupied trying to get the last few dregs of wine out of her clay bottle. Get in the way of her pursuit of alcohol though, or otherwise anger her, and you will quickly learn how big of a mistake you've made. Wielding a massive iron club bigger than she is tall, and surrounded by a dense cloud of evil spirits refined from the souls of the many mortals she has slain, she will quickly turn any conflict into a bloodbath. Morality is more a question for her, and the answer is usually no. Locating her is usually just a matter of following the destruction left in her wake as she wanders the world in pursuit of something else to drink. Apparently you survived one too many encounters with her, and now she periodically seeks you out as a source of wine, and the occasional fight if she gets the itch. Though that is probably less annoying than the fact that she keeps referring to you as "slave".

Custom Companion [100]

Maybe none of the above options suit your taste. There are still plenty of worlds out there, with an infinite amount of parallels, all filled with different and distinct people. Given you have already designed your own world, it's hardly a step further to also design your very own companion. If you wish to, you can use 800CP to design them using the options from the above document. Their appearance, personality, and backstory are up to you.



Drawbacks:

Ugly Bastard [+100]

There is no nice way to put this Jumper. You are ugly. In a world of handsome men and jade beauties, you are an unattractive average joe. On the brightside, with the litany of techniques and special pills, there are ways to get around this. Unfortunately those aren't available to you at this time. You'll need to get to a sufficient level of strength first before you can safely restructure your bones for any kind of permanent timeframe. At the very least you'll have to climb a cultivation realm or two.

Cultivation Troubles [+100]

Just as there are cultivation geniuses, so too are there cultivation idiots. For every above-average cultivator, there must naturally be a corresponding below-average one. Your own talent is nothing to write home about. At least not compared to your peers. Most other people with your kind of qualifications would cultivate at least two times as fast as you. Yes, for some reason you are only able to progress half as fast in cultivation as you otherwise would have. An extra year to break through a realm doesn't sound too bad. And then it is an extra ten years for the next. Then an extra hundred for the one after that. An extra thousand, extra million, and so on. And yes this can stack multiplicatively with other slowing cultivation drawbacks

Cultivation Furnace [+100]

You have the unfortunate grace of being born as a natural cultivation furnace. What does this mean? It means that you are the perfect being to be used by other cultivators in order to further their own cultivation. The methods that they can use to do this are rarely pleasant either. Luckily for you it isn't obvious at a glance what you are. But if someone were to sweep your physique with their senses or cultivation, they would quickly realise the truth. Be careful who you interact with, lest the truth spread. Or get strong enough that it doesn't matter even if it does.

In The Drink [+100]

Not even immortals are truly free of the base desires of the mortal flesh. At some point in the past you discovered a love of wine. A love that goes beyond indulgent and moderation and goes straight into alcoholism. There are whispers of Wine Immortals who drink with one hand and slay the gods with the sword in their other. You aren't that. You just like to drink. Any chance you get, you'll be looking to acquire more of it. That isn't to say that you can't be sober. But more often than not, you aren't.

Poor Poor Jumper [+100]

Wherever you'd intended to start in this world, that isn't where you've ended up now. Instead, you've ended up in one of the poorest parts of this world, where the qi is thin and even the most basic resources are rare. Even when you do gain some wealth, you will find it quickly draining away via expenses or use. There is little chance for you to rest on your laurels, long term wealth is but a fantasy for you. You'll need to go adventuring often, or otherwise turn to robbery, if you want to keep ahead of your cultivation needs. It's a surprisingly common trouble for a protagonist, that even as their money making ability increases so too does the value of what they need to buy.



Engagement Plot [+100]

Thirty years in Hedong and thirty years in Hexi, don't bully the young and poor! You've really kicked off this jump in a true classic way Jumper: The infamous engagement plot. You've appeared just in time for a fiancé of yours to arrive in order to declare a divorce. This is an incredibly disrespectful act, the kind of mark that will stay with you forever unless you resolve it swiftly. To this end, your best recourse is to challenge them to a duel in several years time. Only by defeating them in honourable combat can you clear your name. Don't expect this to be an easy fight either. They are quite the genius cultivator in their own right, and have the backing of a powerful force.

Cultivate That Mindset [+200]

For people who are supposed to be unfettered and above the mortal world, it cannot be denied that cultivators in general are often quick to anger and rarely let a perceived slight go. One of the main flaws of these settings is not the world but the people, or rather their attitude and behaviour. Unfortunately you will be fitting right in with the worst of them. Racism, sexism, hypocrisy, ego, short-temper... If you could name a character flaw, you probably have it.

Fortune In Misfortune [+200]

It is said that to gain something, you must lose something else in exchange. This applies not only to trading, but also more fundamentally your karma and luck. For every good thing you get, you must first go through something bad. For every instance of good luck, you will first encounter some bad luck. Well, not every instance. Just the notable ones. Unfortunately the reverse isn't true. It is not so much that you are unlucky so much as that you will have to earn everything that comes your way, willing or not.

Cultivated Minds [+200]

The people of this world have not neglected the prince's arts. They are careful thinkers, observant and cunning. They will make plots, lie to your face without blinking, and learn from the mistakes of others. You cannot rely on the foolishness of your foes to win your battles for you. You must instead practice constant vigilance and careful planning if you wish to survive the game of social niceties and plays of power. Note, however, that while the people you meet will be smart and thoughtful, they will be no more evil or malicious than they would be without this drawback. You can still make friends here. Just not stupid ones.

Offend The Ancestors [+200]

By a chance of fate or unlucky circumstances, you or those close to you have offended a member of an ancient and powerful family, one of the top in the world. You are an eyesore to them, and so they want you gone. Fortunately for you, such families also pay attention to their reputation and so they will not make any overt movements. Rather, they will send steadily stronger cultivators to arrest or kill you. The louder you are, the more they will send after you. Even if they were to quieten for a while, do not mistake that as them giving up or moving on.



Junior, You Dare?! [+200]

Cultivator culture can be... unreasonable. Young masters could be offended by you not giving them your wife, old elders could be offended that you bought an item before them, little mistresses could cry because you walked in their way. For the world as a whole, these cases are relatively rare. Nine times out of ten, the people you meet would be entirely reasonable. Unfortunately you have that odd protagonist quirk that ensures you frequently encounter that last one in ten cultivator who overreacts to some perceived slight that any normal person wouldn't even consider.

Shattered Orphan [+200]

What protagonist would be complete without a tragic backstory? You will be starting off this jump as an orphan. Your entire family or sect was cruelly destroyed by a powerful cultivator or group that wanted them gone for whatever reason. All were slain but you, who managed to escape only by pure luck. This event has left you slightly traumatised, and in hiding. Should they ever learn that one survived, this group will return to finish the job. After all, when killing you need to make sure to get everything related as well, lest the remnants come for revenge. Out by the roots.

Crippled [+200]

Not long before entering into this jump, you were met with a rather unfortunate accident, one that has left you with a long lasting scar. Your dantian, or the closest equivalent, was left damaged. While you can still manipulate qi, your ability to naturally take it in has been entirely ruined. Any qi that you use will have to exclusively come from the likes of pills, treasures, or spiritual plants. This hasn't blocked your path of cultivation, but it has certainly made it far harder.

Mouse In The Snake's Den [+200]

By happenstance, bad luck, or malicious action, around when you enter into this world you will have found yourself deep in the dangerous wilderness. You aren't in immediate danger, but that will change if you don't start moving soon. The more you explore, the more you will realise just how deep into the wild you are, and just how dangerous some of the beasts that prowl these parts can be. Even if you don't travel slowly and carefully, you will find it taking several days, if not weeks, to get to somewhere more safe. Hope you're prepared for some camping.

Beast Elixir [+200]

A single drop of blood in the water would drive a school of piranhas crazy. You have a similar effect on beasts. Your body emits some unique pheromones that attract wild beasts to you and drives them into a completely crazed state. To them, you smell like the most delicious meal in the entire world. Should your scent get into the air, they'll form entire beast tides as they rampage through the area in their attempt to get to you. As you get stronger, this scent will only get more potent, attracting stronger beasts in turn.



Danger From Within [+300]

Not all danger comes from your enemies. Sometimes the worst danger is the one that you would never see coming. One of your supposed friends or colleagues is actually plotting your downfall. They have been biding their time for ages in order to catch you when you are most vulnerable, and leave you dead in the mud. They won't be too hasty in their actions. They've been planning this a long time, and they are perfectly content to wait for the perfect occasion. Unfortunately you don't know who, nor are you even necessarily aware of the impending betrayal.

Heaven Blessed Villain [+300]

For every protagonist, there is an antagonist. How can a cultivator grow stronger if they don't have an adversary to overcome? Just as you fulfil the role of protagonist in your own story, the heavens have designated another cultivator to be your antagonist. And a true rival is not the kind of person that can just be brushed off or stomped into the ground. They are every bit your equal in talent, set to rise at a rocket pace right alongside you. When their personal strength fails, they will have their own opportunities to match yours. Pushed by fate, they consider you their greatest enemy, the kind of person they'd push into a herd of hungry beasts even if it meant increasing their own chance of death.

Villainous Fate [+300]

It is possible to commit no mistakes, and still lose. That is life. Everyone has a destiny, and the world is seemingly set on making you the villain of yours. You don't even have to do anything bad personally, because other people will do the work for you. People will misunderstand your actions, they will be suspicious of your kind intentions, Sons of Heaven will assume you are in their way, and fairies will think you a cruel person. Attempts to explain yourself are only met with disbelieving looks and sceptical expressions.

Calamitous Body [+300]

Bad things happen all the time, and to everyone. Some people are lucky, some people are not. Rather than saying that you are unlucky, it might be more accurate to describe yourself as hated by the heavens. You were born with a special body whose only real trait seems to be a curse that attracts calamities onto yourself. The tribulations you would experience when breaking through a cultivation realm are ten times more deadly than for your peers. Beasts will go crazy and attack your home. Cultivators will aggro on to you specifically in a fight. If you want to remain alive, you will need to be stronger than geniuses.

World Shattering War [+300]

Just as cultivators will undergo tribulations in order to prove themselves and grow, so too will worlds undergo their own type of tribulations. Unfortunately for you, you've entered right into the middle of one such event. The world itself is on the brink of war, whether that be from internal fighting or an external threat. Just going out to explore will put you at risk of death, and not even hiding away in a hole is truly safe. This is the world's way of cleaning up itself, and removing the unwanted dross.



The End

And so the end of your time in this world draws near. Now it is time for you to decide what you want to do from here on out.

Stay Here: This was the world specifically chosen and designed by you after all. It should come as no surprise that you might want to stay in it. Your chain ends here, but that does not mean the adventure does too.

Go Home: If your time playing in this sandbox has done anything, it's made you miss your original home. It's time for the toys to go back in their box. Your chain ends here and you return to the world that you started in, keeping everything you gained up to now.

Move On: This was (hopefully) a fun time, but just as one door closes, another one opens.



Jump by Lone Valkyrie. Hope you enjoy!



Notice:

For any questions related to the world building section that start “Can I...?”, the answer is Yes.

The World Building section is ultimately a guide to help you construct the setting that you will be entering. It should never be taken as any kind of limitation.

Can I use the cultivation system builder multiple times? Yes

Can I disregard the section entirely? Yes

Can I copy the cultivation system from Y setting? Yes

Can I steal the entire section for use in my own document? Only if you take me on a date first.



Notes:

The interactive version of this jump can be found on: <https://lonevalky.neocities.org/>

Companions - Any notable similarities of the OC companions to existing characters are incidental. A couple are vague references to characters from classic Chinese tales, several are based on common character archetypes in xianxia, and the rest are fully original. All out-and-out expys are in the Unofficial Companion Supplement document separate from this.

Custom Cheat Prices - As the prices are up to your own judgement, albeit with guidelines, and the potential powers are extremely open-ended, that means it is up to you to price it. Try to judge this fairly. Naturally this opens it up to abuse, and I know many people will be going straight for this option, but there is little that can be done about that. If you want to get a "win" over the document by taking a powerful cheat for cheap; congratulations? You've successfully 'beaten' a random story-prompt document on the internet for your single player imagination game.

