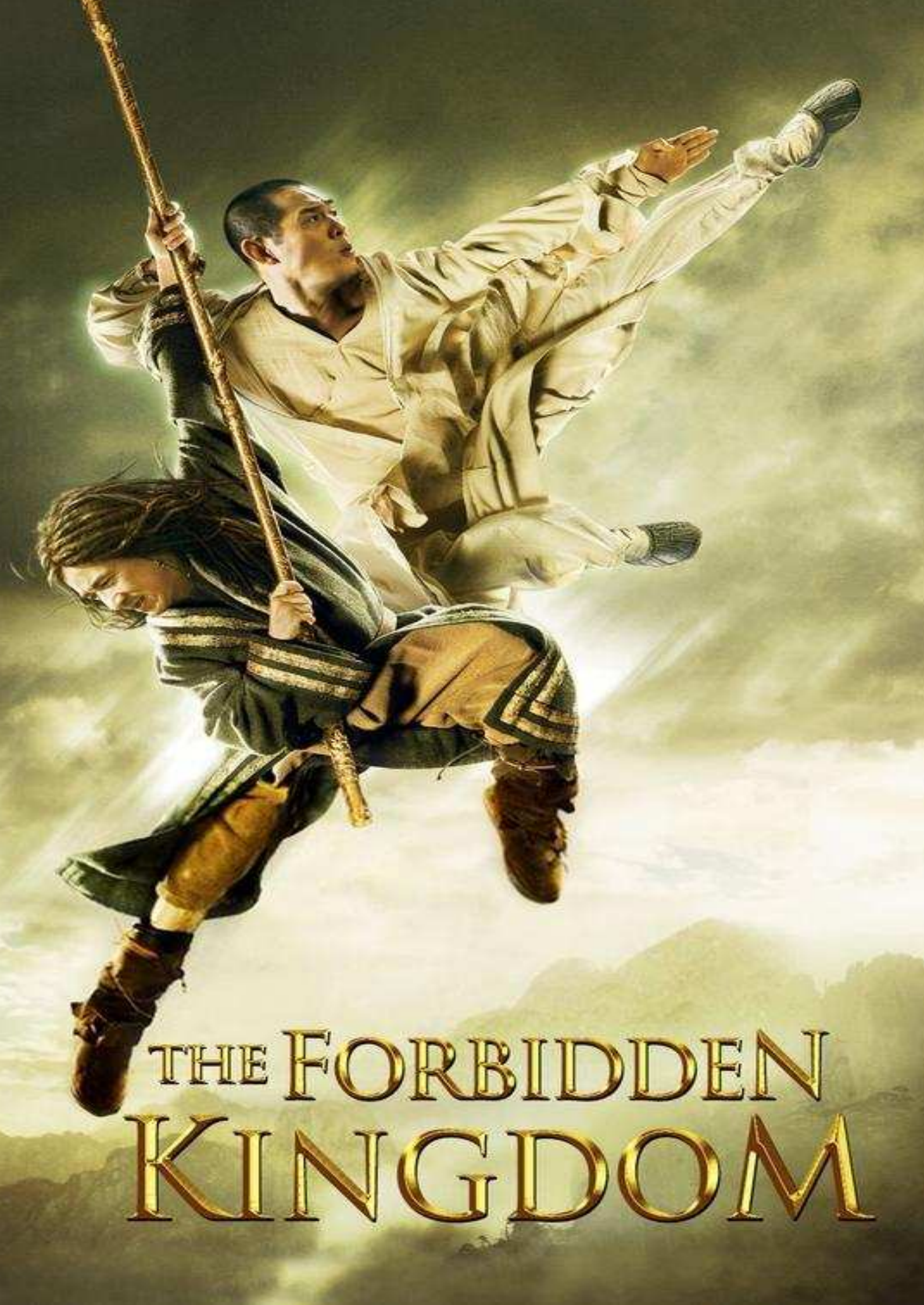

THE FORBIDDEN
KINGDOM

The Forbidden Kingdom

Version 1.2 by SpazzWave



Long ago, in the Forbidden Kingdom, a being was born of a stone, on the Mountain of Fruit and Flowers. It was the Monkey King, a legendary warrior who defied the heavens. He defied the order of the land, but the Jade Army was powerless to stop him.

His mischief and defiance eventually reached the Five Elements Mountain, the sacred home of the immortals. Bold and unruly, he crashed a grand banquet held for the Jade Emperor himself. The Emperor, entertained by the audacity of this stone-born warrior, chose to overlook the insult, letting the Monkey King depart with a mischievous grin. The Jade Warlord, however, would not tolerate such insolence.

Furious at being humiliated, he confronted the Monkey King and demanded a duel. Cunning and powerful, the Monkey King fought with skill and guile, yet even he could not escape the Warlord's trickery. Bound and petrified in stone, he could not be slain. The Monkey King's legendary staff, infused with his power, was cast far from the mountains, destined to find the seeker foretold by prophecy. Only the one who could wield the staff with courage and wisdom would restore him, challenge the Jade Warlord, and bring balance to the Forbidden Kingdom.

Into this world you have come, either by destiny or accident. And whether you seek mastery, redemption, freedom, or a way home, your journey will carve itself into the tale of this realm. Here, take these **1000 Chi Points (CP)**, and good luck.

Origins



Lost Traveler
You didn't come to the Forbidden Kingdom by choice. Perhaps it was a wrong turn down a Chinatown alley, contact with a sacred artifact, or a mysterious figure leading you off the road. Either way, you crossed a threshold that should not be crossed, and now you walk a land of immortals, monkey-kings, jade warlords, and drunk warriors. You don't belong here, yet you are unable to go home until destiny is satisfied.

Drunk Fool
You live for only one thing: Alcohol. While you might appear as a fool to those who cross your path, beneath your facade lies a master of martial arts specialized in the Drunken Fist, a technique that turns any drunk into a powerful warrior. People speak of you in stories, telling about an immortal who drinks as he pleases and laughs at authority. Let them believe whatever they want, if it helps you, who are you to deny them?

Wise Monk
Once you were a wise monk in a buddhist temple, but a forgotten vow sealed your fate. Now, you journey through these lands, seeking for the moment the prophecy of the Monkey King will unfold, and your destiny be released. Though you are a master of martial arts, your true strength lies in your unwavering discipline and inner peace, having achieved what others take lifetimes to comprehend.

Orphan of War
The tyranny of the Jade Warlord has destroyed villages, silenced temples and spread fear across the land. And when his shadow fell over your village, it left nothing but smoke, rubble, and memories. You were forced to flee alone, carrying nothing but your grief and determination. The world taught you early that survival demands cunning, courage and will, and you have shaped yourself into the arts of murder and assassination, working for the highest bidder. The tales of rebels who challenge the Jade Warlord still reach to your ears, and they stir the hope that perhaps there is more to this life than contracts and blood.

Jade Servant
You were born, or trained, into the service of the Jade Warlord your entire life, being a cog in the machine of his empire. From an early age, your life has been defined by obedience, strategy and the harsh lessons of power: when to strike, when to retreat and how to manipulate others to serve the will of your master. You know the inner workings of his tyranny: the cruelty behind his commands, the fear that fuels his soldiers and the dark ambitions that drive his conquests. You carried his orders without question, but now the tides of fate stir, and you must choose if you will remain a faithful servant or use your resources to step into a story far larger than the one your master has written for you.



General Perks

Chi Training [Free]
In the lands of the Forbidden Kingdom, there are those who have learned to sense and harness the subtle currents of life that flow through every living being. This internal energy, known as chi, allows its practitioners to move with remarkable agility and balance, and to strike with exceptional power. You have basic training in it, having more stamina and energy than a normal person, along with a small boost to your longevity. With time and mastery, you could even develop advanced techniques.

Martial Arts [100]
Throughout the ages, warriors have developed countless methods to shape the body and mind into weapons, each style reflecting a creature of nature, a philosophy, or an instinct. The ferocity of the tiger, the coiling strike of the snake, the balance of Tai Chi or even the unpredictable sway of the drunken fist. You have access to one of these martial arts, being a novice in them, but with every single bit of knowledge perfectly memorized. This can be bought multiple times. For **200 Chi Points,** you can instead have already mastered the art. All origins except **Lost Traveler** gain a 200 Chi Points purchase of this for free.

Carefree Dao of the Monkey [800]
Legends speak of the Monkey King, a being of boundless power, cunning, and immortality, whose feats have shaped the course of the Forbidden Kingdom and inspired songs for centuries. He had abilities as varied as they were incredible: strength beyond any mortal, chi that burned like fire, the ability to duplicate himself and many other abilities. In your heart, there is a sliver of his essence, giving you the potential to learn all of his abilities. While it would take a decade just to acquire one, you already have access to one: the ability to duplicate yourself removing a strand of your hair, creating a clone that has all your abilities and is connected to your mind and body as the same as an arm. However, the clone is quite fragile, and it should take care in not getting harmed.

Lost Traveler



Kung Fu Movies [100]
In your youth, you have devoured stories of martial arts and distant lands. They were more than entertainment to you, with them being lessons, culture, and windows into philosophy. You internalized everything, making sure to absorb everything you could to the point you didn't even need subtitles anymore. This has manifested into an affinity for rapidly learning languages and cultures, deciphering new tongues and customs in a matter of hours. You might even say that if you somehow found yourself into another world, you would be indistinguishable from a native in one day.

Horrible Teacher, Crouching Disciple [200]
In the harshest of conditions, the body learns what the mind alone cannot teach. You have discovered that suffering is a teacher in itself: every aching muscle, every blistered hand, every moment spent under labor becomes a stepping stone to mastery of martial arts. The more pain and hardship you suffer, the more you absorb martial techniques and improve your body. Within months, you could go from a complete novice who has never learned of martial arts to a complete master of a martial technique.

Destined Dreams [400]
Some people are destined to great things, and fate has a way of telling them what is to come. In your sleep, you have visions of your future, showing you future events and battles yet to unfold. They will warn you of danger and guide you toward opportunity. Alongside this gift, you will also find yourself inexplicably drawn to objects of power. Ancient relics, enchanted weapons and mystical artifacts seem to call you, allowing you to sense and eventually get near them. Together, these abilities mark you as a participant in the currents of fate.

The Prophecy of a Seeker [600]
Power is sought by all beings. Some for protection, some for control. But no matter what you do, you can't achieve more power than it was destined for you. Some people seek power all their lives, only to discover they never had enough to protect them in the first place. But not you. You are destined for great things. For you, death is not always the end. When your body should fail, your spirit is instead drawn to another realm. There, you will have a journey, where the world itself will help you achieve more than you could ever achieve in your world. Perhaps you will find a mastery of martial arts, perhaps you will discover techniques of sorcery. Either way, you will find yourself stronger, and then you will be returned back with your body completely healed to the same time you died, as if no time has passed. This can only happen every ten years.



Drunk Fool



Waste Not, Want Not [100]
Be in the wilds, the streets, or in the villages, those who endure do so by knowing how to live when all comfort and certainty are stripped away. You have learned the ways of survival, being able to gather food from the land, kindling fire, seeking shelter and navigating the streets of towns with enough cunning to procure coins when it's needed. You also have great luck in these methods, always making sure you do not die of hunger or remain miserable for long.

Eight Immortal [200]
In the eyes of the world, not every word carries the same weight, and the speaker matters more than what is being spoken. But you have a presence, a strength of personality so to speak, that helps you more than charm or diplomacy ever could. Your appearance and words do not offend other people, despite their vulgarity. Being dressed in rags does not offend their eyes, being dirty does not offend their noses, and vulgarity in words does not offend their spirits.

To Teach a Sparrow [400]
Throughout the ages, the greatest instructors have known that teaching is not merely imparting knowledge, but drawing forth what lies dormant within the student. Despite not having a way with words, you have the ability to find the most practical path to convey any skill, wisdom, or technique. And these lessons not only guide your pupils but excavate their potential, improving them as they learn from you.

Tenfold Draught [600]
Legends are told of the Eight Immortals, people from across all walks of life who drink a specific elixir that gives them their immortality. Sadly, you are not one of them. Yet. Years of drinking special made brews and alcohol have given you a special constitution, capable of improving the positive benefits of anything you drink tenfold. Normal alcohol completely relaxes your body, giving you exceptional flexibility and absorption of force. But if you had the luck and destiny of drinking an Elixir of Immortality? You would see your body filled to the brim with life, restored to the peak of your health and strength, with all wounds regenerated.



Wise Monk



Body of Stillness [100 CP]
Through years of meditation, fasting, and discipline, the body becomes a vessel no longer ruled by want or discomfort. Your body and mind endure conditions that would cripple normal people. You can easily resist hunger, pain and exhaustion, with starvation not weakening you, your wounds aching briefly and your weakness becoming a shadow.

Clear Lake [200]
You have walked the long roads of thought, studying sages and monks. And philosophy has shaped you in ways most people never notice in themselves. Your thoughts are always in harmony and peace, your judgment is never clouded with impulse, and your will doesn't waver under confusion. You always have a clear perspective, serenity and an unshakable inner center.

Wisdom in Motion [400]
In the ways of combat, strength and speed can only carry a warrior so far. True mastery flows from understanding, the true insight into the world and our purpose in it. As your wisdom grows, so too does the power of your martial arts. Every strike carries more power and precision, every defense anticipates its opponent, and every movement becomes a reflection of your spirit. The more you meditate, study and reflect, the stronger you become.

To Birth the Dao [600]
Many temples and masters pride themselves on their martial arts, each one reflecting the history, philosophy, and vision of its founders. Yet few possess the insight and skill to craft a style of their own. To craft a style is something personal, an expression of one's mind, spirit, and understanding of the world. You possess the insight and profundity of thought to craft martial arts from the ground up. More importantly, you have the ability to craft martial arts not just as techniques, but as expressions of principles. You could create a martial art focused on a natural force, a guiding philosophy or a central truth of life, giving it depth, elegance, and power far beyond mere mechanics, and only in a month of work. Learn the form, but always seek the formless.



Orphan of War



Song of a Sparrow [100]
In your quiet moments where you were restless from remembering your past, your fingers sought the strings of a lute. In your devotion for music, you decided to learn from every instrument you could find until your hands and hearts moved as one. You are a master at any instrument you touch, and every time you play you express profound emotions from your heart, affecting others deeply.

Hidden Blade [200]
In every age, there are those who lived in the shadows, walking with hidden weapons and murdering others for money. Their craft is as much theatre as it is ruthlessness, as they move with silence, economy of motion and killing intent. You can conceal, produce and throw blades with incredible speed, accuracy and range, making even the smallest dagger a lethal weapon capable of killing your enemies. No one can find weapons on your body, and you have an intuition on the best moment to kill your targets. You also have developed a vast encyclopedic knowledge on poisons, how to gather their materials and how to create them. As a side-benefit, you can detect poisons and how they were made with incredible accuracy.

Ordinary Leaf [400]
To be unremarkable is a subtle thing, a technique of focusing your body language, appearance, expressions and gestures to blend around you, both in the environment and people. You can move through crowds, soldiers, and people without attracting attention, to the point even the most observant ones will glance at you and see nothing wrong. This skill also goes beyond just your visage, with you leaving no traces that can ever be used to track you.

To Kill an Immortal [600]
Assassins only have one chance at an assassination. Anything else after that isn't leaving the scene of the crime is failure. Your attack must be final, clean and without echo. If you're seen, you weren't good enough. If they scream, you were too slow. If they fight back, you hesitated. A true assassin ends a life before the world even realizes someone has been murdered. You have refined your art of killing to a legendary level, for your strike cannot be stopped once made. Your first strike in an assassination always takes your opponent by surprise, with them not having the time to mount a coherent defense or call for aid. They can only watch helplessly as your attack finds them. This only works if the target doesn't know you are going to attack them.



Jade Servant



Tyrant Ruler [100]
In your presence, mistakes are not tolerated, and the consequences of failure are made unmistakably clear. They die by your hand, with their deaths becoming reminders that failure, hesitation, or disobedience are luxuries the world does not afford. And those who witness or learn of these acts? They respond by becoming more competent, more precise and more focused. Anyone that sees or learns of those you punish as an example improve their competency, with soldiers training harder, servants improving their skills and commanders strategizing better. Your reputation also expands, showing others that any slights against you will be punished.

Sorcerous Vessel [200]
The flesh is not always a limit, and some have learned to bend it to will and sorcery. You can alter a part of your body in a supernatural way, turning into a living weapon or utility. You may make your nails sharp and poisonous, extend your tongue as a sharp spike, or turn your hair supernaturally strong and capable of constricting your enemies. You can only have one body part modified at a time, and once changed, you can only change again after one day.

Order-Minded Rule [400]
The Jade Warlord rules not only with strength but with a focus on order. Every province, every soldier and every commerce is bent to his design, and roads, taxes and decrees are made and approved by his will. His empire is a living mechanism, with each failure such as rebellion accounted for and corrected with precision. You inherit his skill in governance and administration, a skill which he developed for hundreds of years. You can easily organize vast networks of people, resources, and information with efficiency. Logistics, taxation, supply chains, espionage, and diplomacy are second nature to you, and you can administrate all of this by yourself without tiring or getting distracted.

Jade Sorcery [600]
Through meditation, study, and knowledge passed down from Immortals you have attuned yourself to the flow of the Five Elements: Wood, Fire, Earth, Metal and Water. Each element can be manipulated in impressive displays of power: You can turn a fountain of water into a fountain of fire, petrify weapons and people into jade, manipulate metal weapons telekinetically and grow saplings into entire trees in seconds.



Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 for 1, 200 for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 Chi Points to spend. You can also import any companion you bought here for a Chi Points stipend.



Sparrow [50]
This young woman is an assassin who set herself on a path of revenge. As a child, the Jade Warlord's forces swept through her hometown, killing her parents while she was hidden in a well. From that tragedy, she grew into a skilled assassin, training every day, to the singular moment where she will meet the Jade Warlord and murder him with her jade hairpin, capable of killing immortals. She often refers to herself in the third person, a habit that masks the weight of her past. Despite distancing herself from others, all that she seeks is someone to trust.



Witch [50]
She is known simply as the Witch, though few truly understand her. The Witch is an ambitious and cunning woman, serving as the Jade Warlord's personal hunter, finding those that rebel against his rule. Legends say that she was born of wolves, and that her hair is alive with sorcery, controlled by her will. Her loyalty is not born of honor, but of opportunity, for she thrives on power, influence, and the thrill of the hunt. Rare are those she finds interesting, but perhaps there is something in you that makes you different from the rest.

Items

You can freely import items. You have a 300 Chi Points stipend.



Gate of no Gate [600]
This mystical artifact made by immortals was done with the purpose of travelling to alternate planes of existence. When one steps with a clear desire in mind, the gate opens to a dimension where the user desires. One could use it to enter worlds where chi is cultivated by the majority of people, where humans never existed or where magical creatures coexist along humans. As long as the intent is clear, the gate will open a passage. Once inside, the gate can be summoned anytime to return back.

Five Elements Mountain [600]
A secluded mountain range where the natural world remains untouched, vibrant, and impossibly pure. Its soil is rich, its rivers clear and its forests abundant with fruit, grains, and herbs filled with chi. Anyone breathing its air feels serene and energized, as the flow of chi permeates their bodies. No blight, corruption, or foul presence can take root here, and anything planted grows ten times faster and better.

Lost Traveler

Everyday Backpack [100]
A backpack made for any traveler that lost himself in another world. It has a water flask that always fills itself, a clean set of clothes every time you dirty yours, a soap bar with a sweet perfume and a small notebook for notes and observations. A humble item, but indispensable for a lost traveler.

Bicycle [200]
An advanced, yet simple and reliable bicycle, perfect for navigating roads, rural paths and rough terrain. The frame is exceptionally durable and reinforced to endure long journeys and obstacles while being as lightweight as possible. Riding it does not tire you as much as a normal bike, letting you travel farther in a day.

Dragon Map [400]
An aged silk map covered in hand-drawn mountains, winding roads, and shifting ink trails. While it looks ordinary, it has a magical ability: it guides you to what you truly desire. When you focus on a person, object, or place, new roads, symbols, and directions appear on its surface. The more focused your intention, the clearer the map becomes.

Ruyi Jingu Bang [600]
The legendary mystical staff of the Monkey King, wielded by him in his legend. Its balance is flawless, its weight nonexistent, and using it feels effortless. With a thought of yours, it strikes, defends and flies on its own. Crafted from indestructible material, its touch purifies curses and evil magic.

Drunk Fool

Gourd [100]
A simple gourd sealed with a cork and tied with a silk cord. It never runs dry, always filled with a liquor that has the best taste possible to those who drink it.

Jade Dice [200]
A set of six polished jade dice, made to consult the future. When you roll them while focusing on a decision or action, the result indicates your destiny: even results indicate luck, while odd results indicate misfortune.

Chinese Pawn Shop [400]
A neighborhood pawn shop that deals in everyday objects, family heirlooms and the occasional oddity. Locals come and go through the day, being a reliable business that runs by itself without need for managing. However, this is no ordinary store, for every ten years a mysterious magical artifact of exceptional power will be found inside, waiting for you to use it.

Elixir of Immortality [600]
Made by immortals at the Five Elements Mountain, one sip of this heavenly brew will give everlasting life, free from mortal suffering and desire. When consumed, it makes the user immortal, protecting his body from age, hunger, thirst, mortal weapons and the need of air. However, the immortality has a weakness: jade and other mystical materials are capable of bypassing its protection, hurting the user. Its jar refills itself when used.

Wise Monk

Prayer Beads [100]
A strand of simple Buddhist beads, crafted to promote calm and mindfulness. Simply touching the beads creates serenity and tranquility, easing stress and quieting the mind.

Jade Crane Scroll [200]
This ancient scroll is designed to guide its reader in discovering their own path in life. When unfurled, it presents a personalized set of philosophical and spiritual teachings, crafted specifically to be easily understood by anyone. A single careful reading is sufficient for the user to absorb and internalize its wisdom.

Horse [400]
One of the most reliable companions a monk can ever find, this horse was bred for long travel and harsh terrain. Its endurance is exceptional, being capable of maintaining a steady pace for days with only minimal rest and navigating the harshest paths without hurting itself. It can carry heavy objects easily, and whenever you are, a simple call or signal is enough for this loyal steed to find its way to you. And if it somehow dies, it will resurrect one day later.

Buddhist Temple [600]
This is an old Buddhist temple built along the hills near the Five Elements mountain. It is maintained by a community of shaolin monks trained in martial arts and a variety of weapons, all of them following your orders. These monks are also exceptional learners, and will master any martial arts you teach them in weeks. The temple perfectly sustains itself through its gardens and farming, and various wandering seekers often arrive in hopes of learning its teachings, ensuring the monastery always remains alive with new faces and fresh talent.

Orphan of War

Modified Lute [100]
A beautiful wooden lute with a soft, soothing tone to the ear. Hidden within its frames are two concealed throwing daggers, which slide with a flick of the wrist, for assassinations. Whenever a dagger is drawn and thrown, a new one takes its place.

Satchel of Herbs [200]
A leather satchel with a curated collection of poisonous herbs and plants. These herbs remain potent and unspoiled over time, and refill themselves each time you open the satchel. The satchel can also preserve any plant you gather during your travels, and if you find new poisonous plants you can add to its collection, becoming part of the satchel self-renewing stock.

Tea House [400]
A bustling teahouse tucked in a bamboo grove, it is anything but silent. Travelers, merchants, and locals gather here to drink, gossip, and relax, turning the hall into a hub of laughter, music, and lively chatter. The patrons share news, rumors, and stories from their journeys, ensuring you are always informed about the world. A dedicated staff oversees the teahouse, handling everything by themselves without your input.

Jade Hairpin [600]
A beautiful hairpin carved from deep green jade. Despite its delicate appearance, it is impossibly sharp and never cracks, dulls or breaks. When used against immortal enemies, this weapon will pierce their natural defenses and open a rupture in their bodies, forcing their lifeforce and chi to violently dissipate. This ensures their death. If lost or somehow broken, it returns to you immediately, as though it had never left your hand.

Jade Servant

Guandao [100]
A weapon fit for a lord. This is a well-balanced, lightweight polearm that always stays sharp. The spine of the blade has an engraved demon head with jade in it, adding to the aura of the weapon.

Golden Armour [200]
A masterfully crafted black and gold suit of armor, forged with beautiful inlaid patterns. The armor provides extraordinary resilience, capable of deflecting and absorbing impact of spears, swords, and even arrows. It also disperses force, greatly reducing injury in combat, and it's quite comfortable.

Company of Jade [400]
This is a disciplined unity of 150 soldiers, all trained in coordinated tactics, formations and absolutely loyal to you. They are equipped with armor, shields, spears and ranged weapons, and they can hold strategic positions, attack enemies or perform routine duties like guarding and patrolling. Their needs are met, without need for logistics.

Mandate of Heaven [600]
This majestic golden luxurious robe embroidered with ascending dragons carries a majestic presence. Simply wearing it commands respect and attention, marking you as a figure of authority. The heavens themselves have given the mandate of heaven through this robe, and both the common people and the established institutions accept its legitimacy. In any land with a formal government, be it a kingdom, republic, empire or similar, you are granted a position of high authority upon your arrival. Once this title is secured, you do not need to wear the robe to maintain this title.

Drawbacks

The End of All Things [+0]
If you do not completely derail the main plot of the movie, you can leave at the end of the fateful meeting where the Jade Warlord destroys the Monkey King staff brought by Jason or if the Jade Warlord is killed by the protagonists of the movie. If this event does not happen at all, you can leave after one year.

Main Character [Free]
Assume the life of any canon character that is related to your Origin.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

First Day Here? [+100]
People find your appearance and expressions completely ridiculous and strange, almost as if it was your first day in this world. You will be mocked, overcharged and underestimated by anyone who meets you. Even your martial arts will look like something from a bad kung fu movie.

A Monk's Life [+100]
You have chosen the path of a monk, committing yourself to a life free from worldly indulgence. You must abstain from meat, sexual activity, and excess born from money. Your meals are simple, your robes plain, and your life guided by restraint.

Miserable Traveler [+100]
You will be constantly harassed by criminals and thugs during your stay here. Be in towns, travel routes or even in forests there will always be a chance of finding them, and no matter what you say, they will constantly try to physically intimidate and humiliate you until they are satisfied.

To Walk Sideways [+100]
Masters of qinggong are capable of incredible feats of lightness, being able to glide through the air, run on water and walk on wires without falling. However, no matter how refined your chi or flawless your technique is, the grace of qinggong will forever elude you. While others dance across lakes and balance on bamboo stalks, you move with the weight of solid stone. For an extra +100 Chi Points, the very gravity itself affects your movement, changing direction without warning. You might awaken to find yourself lying on the ceiling, clinging to a wall or dangling sideways from a tree.

Learn From the Farm, but Seek the Farmless [+200]
Everyone, including the lowest civilians, are all trained in chi techniques and martial arts. From the bakers to the farmers, everyone will use martial arts in their daily lives and travel around soaring through the air.

Everybody was Kung Fu Fighting [+200]
Any personal conflict you have with others, such as a serious grievance, betrayal, challenge to honor, hostile intent or simply looking at someone wrong, must be settled with a martial duel. This duel cannot be avoided.

Full Cup [+200]
Your mind is filled with stupid preconceived notions that block genuine understanding, making it hard for you to learn any type of skill or philosophy. However, with sincere effort on your part, you can eventually overcome this.

Another Village Needs Your Help [+200]
For some reason, everyone you meet will have a small task for you, and you absolutely can't say no. While you are only forced to accept one task until you finish another, these tasks will force you to be constantly travelling through the world, limiting the amount of free time you have.

Drunken Vagabond [+200]
You are extremely addicted to alcohol. Even worse, the smallest sip is enough to make you drunk and inebriated. With time even water tastes sour, tea feels weak and being sober becomes uncomfortable to you.

Monkey Fool [+200]
Your mind always assumes the best in others. You believe in honor, promises and good intentions even when your logic screams otherwise, and as a result you accept the words of anyone at face value. Quite dangerous in a world filled with assassins, trickers, and tyrants.

Actually A Forbidden Kingdom [+200]
All the forces charged with enforcing the law and order of some lord or another have the funny idea that you are trespassing. Specifically, that it's forbidden for you to be anywhere that isn't open to everyone, male, female, rich, poor, even foreigners and slaves, both officially and in practice. If they see you so much as step into a private residence, even immediately after being invited by the owner, they'll respond to that crime. This gets more intense the closer you are to some nation or lord's seat of power, with being near a capitol city being enough for them to try to kill you when your fingertips trespass a private threshold. For what it's worth, a general prison cell does count as open to everyone.

Moonlit Curse [+400]
You have been cursed with a horrible thing: Loneliness. No companion, mentor, or ally can remain at your side for long, for every bond you make is destined to fray, fade, or end. Allies will vanish, mentors will be called away, and your loved ones will depart or die. The deeper the bond, the harsher the separation.

Venerable Ancestor [+400]
No death goes unanswered. Every time you kill someone, no matter how justified, fate ensures that someone stronger learns of your deed and comes seeking retribution. These avengers might be a loyal disciple, a vengeful brother, or even a powerful master. They will always be stronger than the person you killed, and they will not stop until you die. The only true peace to this lies in restraint, learning to walk without blood on your hands.

Marked for Death [+400]
The Jade Warlord is aware of your existence and considers you a threat to his reign. Skilled warriors, assassins, and mercenaries will constantly be dispatched to hunt you down, no matter where you are.

Watched too Many Movies [+400]
Despite your knowledge of martial arts, you actually have no training in it, and must learn it from zero. If you are a **Lost Traveler** who doesn't have training in martial arts, any training you do will inflict double the pain on you.

To Kill an Immortal [600]
The Jade Warlord took everything from you. Your home, your family, and your peace. And these scars will not heal on their own until you kill him. He is stronger than you know, though nothing stops you from training until you can reach him. This desire for revenge will shape your days, and you will find it almost impossible to focus on any project that does not lead to him.

The Prophecy [+600]
The Jade Warlord's sorcery has claimed you, turning your body into jade. You are not dead, instead your spirit remains awake within this prison, without being capable of moving. Fortunately, you have predicted this consequence and as a result a clone of you is now within the Forbidden Kingdom, working to find a way to free your body from the Jade. You can only watch him and guide his actions as he has his own will, but fortunately he has all your abilities and items. If you cannot free yourself before ten years, your chain ends.

Ending



Every path in the Forbidden Kingdom is shaped by choice, courage, and the hands of fate. Perhaps you mastered martial arts, achieved immortality, saved the Monkey King or even conquered the Mandate of Heaven for yourself. Either way, your journey has left a mark on this world that will be remembered for ages.

Stay:
So you decided to stay? The world you have shaped, learned and fought for is now part of you. You will live among those who remember your deeds, and you can continue to train, protect, or teach. Here, take these 500 Chi Points for choosing the Forbidden Kingdom as your new home.

Return Back:
There's nothing like your first home. You carry all that you acquired here, and returning to your own world, you are forever changed. May the memories you made here guide you.

Go Forward:
The journey never truly ends. Another world calls, beyond the mountains and the horizon, filled with new challenges, allies, and enemies. Do not look back, for the trials and the friends you made are stitched in your being. No matter where fate leads you, one truth remains: the heart that has faced it all cannot be swayed by fear or doubt. You are ready, for your next adventure begins.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Some small changes to perks, modified the Elixir of Immortality to be permanent, added an item stipend, added To Walk Sideways and Venerable Ancestor as drawbacks.
V 1.2 - Added a drawback to leave early, to assume the life of a main character and supplement mode, small fixes