



The Legend of Hei (movie 1 & 2) jump
by PerfectlyNormalShard

Welcome, Jumper, to your next stop. This world has similar, if superfluous, similarities to the Earth you might be familiar with. You see, spirits exist, and spiritual power exists too; here it is a balance between human and spirit, modernity and nature. But the battle of such convictions is yet to be fully unveiled, and it is not your main concern; here the protagonist is the titular Hei, who takes his first step into such a world, accompanied by his master Wuxian, a human-turned-spirit, the strongest enforcer for spirit and the equal of Ne Zha, yes, that one, a spirit turned divine by fame. Take **1000 Choice Points**.

Starting Location

In the middle of nowhere, literally, in the middle of the forest where Hei has lived, alternatively in the middle of the guild teleportation array as if you came from someplace else.

Origins

ALL origins are drop-in; age and Gender are up to you.

Apprentice

You are a true beginner, knowing nothing of the world and its ideologies; whatever fate has in store is unknown. All you had till now was desire for survival; who knows what you will grow into.

Enforcer

The armed hand of the guild, to be an enforcer is to be the manifestation of the guild's power of the rules that bind mortals and spirits, so that it may move toward a greater tomorrow.

Rebel

Long ago, you used to be respected; humans coexisted with nature and venerated spirits. Now that age is gone, and so are the world's natural wonders. No more; it's time someone put them back in their place.

Race

Spirit

You are a spirit, a being made of pure spiritual energy that emerges from your soul; whether you are a natural-born spirit of the elements, a revered spirit made from faith, or a human turned spirit, the distinction is largely academic. At the end of the day, you are vastly stronger in every way than the peak of mundane humanity, are ageless, and cannot be hurt by mundane weapons like non-magical bullets. The fire of a nuke can hurt you, as fire is part of nature, much like spirits are.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

The power of chi [Free]

Chi, is spiritual energy, and exist in every souls it is something all spirits are made off and make them mostly immune to mundane weapons, it is generate by the soul space, something you also have, you can even expend it by attaching your warehouse or making it your werehouse, inside, you are god, you can pull thing inside and control anything inside, finally, one can stimulate greater regeneration and spiritual energy by harmonizing your spirit with nature through meditation.

Combat Expertise [Free/200 CP/ 400 CP/ 600 CP]

Spiritual energy, despite being of the soul and aligned with the mind and spirit, is remarkably suited for combat, but all the power in the world means nothing without a body and skill to match it.

For free, you possess the basics every spirit seems to know, enough to equal a local martial arts teacher with skill alone.

For 200 CP, you are Equal to Hei after his training, enough to defeat a group of enemies using it alone and start to seep into martial arts movie feats.

For 400 CP, you are equal to Luye, a senior disciple and one of the best executors the guild ever employed. Able to both fights, adapt, and combine their skills ingeniously in the middle of battle.

Finally, for 600 CP, you are the only equal to Ne Zha and Wuxian; it's no longer martial arts; the harmony of skill and strengthened body is such that you can trounce with pure skill 50 Class A enforcers, more than enough to destroy a country.

Elemental Affinity [Free/100 CP+]

Spiritual energy has flavor, affinity with the natural world; there is no pure version, as a spirit yielded to nature. For free, choose one of the elements: Fire, Ice/water, Earth, Wood, Wind, or Metal. For each 100 CP paid, add another affinity; dual affinities are rare enough, and there might have been only one in existence who embodied all of them; choose carefully.

Apprentice

Bestial Form [100 CP]

Not all spirits take human form; as part of nature, bestial aspects manifest for some, and for the rarer ones, it runs deeper than others. You can take a bestial form yourself, an exaggerated animal such as a giant black cat. You have two new forms, the regular animal and the exaggerated version. This does increase your physical power but nothing else. This also allows you to shapeshift to a lesser degree, like growing wings.

Disciple [200 CP]

You have the look of an ideal pupil; maybe it is your charm, but not only are you a good pupil, but you also learn very well under masters, especially if they share traits with you, like affinities; the more connections, the better.

Talent [400 CP]

Talent, the eternal ceiling of power; fortunately, it is something you have in overabundance. To say you are talented is an insult; you can condense decades of training in a few weeks. This is very effective for martial and spiritual powers or arts.

The Zone [600 CP]

The rarest Power in this world, and arguably the strongest as well; it is known that one's soul space dimensions are fixed, and that they reside purely within your soul, not with this. naturally as a Space-type power you gain a space affinity and can wield multiple space type powers as opposed to the denizens of this world; the way it function is simple, you can create a 5m radius dark orb, its inside are identical to a soul space and inside you are god, capable of manipulating everything inside, of course it take exceptionally long and grueling practice if you wish more than move objects inside, the bubble is fixed, but after 30 min of charging it will rapidly expand to 60 m radius and rapidly grow to 1 km radius, once it reach that size it will grow by 1m/s, you fully exhaust your power, the bubble is static, so you cannot move it without dispelling, however conventional powers cannot break it, as space is warped so that moving through the black exterior simply move them to the other side, it can technically grow infinitely but that take energy to grow, and it is quite slow due the fact it only constant grow its radius by 1m every seconds.

Enforcer

Discipline [100 CP]

Talent can only take you so far. It takes a special kind of discipline to be able to turn from human to spirit, let alone become the undefeated, strongest enforcer. With this, you will never fear your mind wandering or your skills dulling ever again; be it grueling or boring, any training can be done.

True Sense [200 CP]

You possess an evolved spiritual sense; every spiritual energy leaves traces, and any spirit can bring out those traces from the inside of things and detect movement. It require far more talent to detect the signature those traces belong to and identify them, soothing you have in spade, your rage is absurd, an entire city with ease or your entire field of view, and the more stationary you are the bigger and more detailed your sense, you can eve peel of disguises or illusions skills from the traces and know who those traces truly belong too.

Shifu [400 CP]

Being powerful is good, and all but cultivating disciples to carry your legacy into the future is good, too. You are an excellent Shifu, able to not only impart your skill fully and with ease, but also direct your pupil's mind into a direction you desire this training incredibly effective if your pupil share similar aspect to you, be it personality or affinities, able to impart things like talents as well, it also impart a familia and respectful bond as seen in the ideal of a master-pupil relationship as well.

Devour [600 CP]

A space type technique said to rival the legendary Zone, this technique is quite direct in application, it is the ability to devour space and anything that happen to be inside that space, it is a unique skill of the space type, and while normally you may only have one at a time, buying it here bypass it, it is an attack that ignore things like durability resistance or things like that. Much like the world-cutting slash, as long as you exist within that space, you are effectively deleted; the only weakness is its range, as only in front of you can this technique be activated, but the radius—how big the area of effect is- can grow.

Rebel

Initiation [100 CP]

A true revolutionary can't change anything alone; that's why you need to find like-minded spirits. With this, you can sense the general feeling and dispositions of potential recruits, how much they adhere, how loyal they are to the cause, and how naïve and easily influenced they are. It's not perfect, but it's far better than most.

Bonds [200 CP]

When one is faced against thousands, a group's bond is often its greatest strength; to put it bluntly, you know how to foster true camaraderie and friendship, and these bonds empower you to push yourself beyond the limits; the deeper the bonds, the greater the drive.

Deception [400 CP]

Hiding your nature is natural, expected of you; grassroots revolutions are entirely based on lies and deception, something you have quite the talent in, allowing you to both skillfully manipulate people and hide your intentions suppress your powers to zero, hide your true powers for decades and even operate covertly across the entire countries, on the flip side, revealing your true self grant you a substantial boost in power, the more you reveal things that were hidden or misunderstood or lied about, the greater the boost, take a day for the boost to fade and a year to restore the conditions to be possible to boost.

Snatch [600 CP]

You possesses a rare anomalous space-type power, snatch, this power allow you to steal the powers of other, you can have as many as you want, but you do not get the skills of their originator and the power is reduced, except for other space-type related powers, and you only can use up to three powers at a time for now, this also steal the elemental and other affinities of the target, and allow you to have more than 1 space-type power as well as have a space-type affinity.

Items

Apprentice

suppressive bracelet [100 CP]

A simple bracelet that, when worn, allows you to seal in part or in full your power if it is stuck to you, also allows you to change your hair color into something regular.

Split soul [200 CP]

A lesser copy of a soul, this extra body serves as a storage. Whenever you lose a power, an automatic copy is returned to you in a critical moment; it also serves as both a coordinate launcher, allowing you to teleport to its location, and as a spiritual energy reservoir.

Ink scroll [400 CP]

This scroll allows the user to bring to life whatever is drawn into it; the better drawn and more energy infused, the more powerful, capping at your own strength. The drawing disappears after a day.

sanctum [600 CP]

This is a sanctum, an island with a spiritual barrier that denies and blocks all scrying and allows only those you allow to enter the barrier.

Enforcer

Metal bracelets [100 CP]

These bracelets are composed of a special spiritual alloy that can interact with the spiritual and are extremely tough. They also can be shaped and liquified with ease to take on new shapes and work best with those with a metal affinity.

Jade pendant [200 CP]

Allow the wearer to act as if whatever transaction they wish will always be accepted, be it a credit card or foreign currency. In short, it allows the wearer to have universal access to their fortune and pay with it.

Enchanted weapons [400 CP]

This weapon is enchanted to grow with you in power and enhance your power and affinity when wielded by you and can be telepathically controlled. While not indestructible, it can always be regenerated or reconstructed; it is soul-bound.

The guild [600 CP]

The guild comes with you; hundreds of elite spirits and an enforcer almost equal to Wuxian can now be imported as followers.

Rebel

Your home [100 CP]

This little pocket world is untouched by man and made of nothing but nature; alternatively, it is a modest, ancient-looking house. Either way, this spiritual space contains your home sweet home.

Detective scroll [200 CP]

This scroll, when given to someone, will accurately draw whatever the holder thinks of, perfect for detective work.

Anti-element array [400 CP]

This revolutionary array, when placed, allows one to cancel an element at will. Choose fire, and no amount of power will let you use this element; you need to destroy the eight seals scattered about during the laying of the array to be able to use it again.

Military base [600 CP]

A military base filled with trained soldiers, who count as followers. It is reinforced and furnished with the best of the modern world save perhaps a literal nuke, but has plenty of tanks and missiles; its real value is the regenerating spiritual wood in reserve, useful for creating ammunition to affect any spiritual beings.

Companions

Companion Import [100]

Import a single companion into any origin for 100cp each; they gain 600CP.

Canon Companion [100]

So, you want to take any other existing character from this world. Well then, this option is for you.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years. Be warned: the Longer you stay, the more danger might happen.

Trouble Magnet [+200 CP]

Even away from civilization and in the deepest hidden corner of the world, trouble will find you.

infinity [+200 CP]

Seems to be a translation error curse is spreading, because while you can understand whatever language other spirits use, they sometimes switch to literal or incorrect translation of names, example wuxian being called infinity at random times.

Unfunny guy [+200 CP]

Much like a certain human turned spirit, your autistic self is quite the closed-off guy with the social skill of moss, to be polite.

Sides [400]

Be it against all humans or spirits, create lasting peace or something else, you can no longer be neutral anymore.

wuxian [+400]

You have been targeted by the greatest enforcer of the guild, Wuxian. Whether it is as a potential disciple or enemy, you will be tested until he is satisfied; cross the guild, however, and you will make a powerful enemy.

Divine Time [+400]

Ne Zha is a spirit worshiped as divine; now, all over the world, spirits of equal power that are worshiped as deities now exist.

Snatching target [+600]

You have entered the radar of some spirit with the power of Snatch; any protection you have doesn't work on them. Good luck.

Spirit Lords [+600]

The zone was a unique power said to be the strongest; with this, a type of spirit capable of using a 2 Km size non growing zone has appeared, shifting the balance and making conflict between spirits more precarious.

Lockdown [+600]

You have no **Out of Context** items, powers, or warehouse.

Balance Broken [+800]

The spirits largely held power in this era, with humanity forced to unknowingly coexist with them; not anymore; humans have now gained the power to cultivate spiritual power and evolve into demi-spirits; spiritual energy is far more prevalent, and far more spirits are being birthed every day; still, the human maximum potential is still leagues beneath Wuxian, for that matter.

Decisions

You have three choices ...

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired of all of it? Take this and go home.

Change Log

v1.0

Initial Template Creation