Kung-Fu Panda Jump

Welcome Jumper to ancient China, but it's not a China you know about from the history books. This is a world where all seemly all animals except for humans have evolved sapience. A place where sapient animals builds the cities and the nations. But even ignoring this major change there is other differences to this China than you may expect. For this is a place of great spiritual power, demons and other mythological creatures exist as well, and artifacts of supernatural power can be found. This is a China that exists with the supernatural and the mystical, the divine and the unholy.

In this world, one of the most important institutions is the martial art of Kung Fu. More than just a mere style of combat. Kung Fu is an important art developed by the ancient tortoise known as Master Oogway. Oogway developed this powerful art as a tool of enlightenment and taught it far and wide, and over the course of 500 years in this art has become an institution of schools and masters that seek self enlightenment, peace, and order through-out all of China...And order constantly threatens by those who see Kung Fu as only the means to power, or as an outdated relic of the past that needs to be expunged.

So in this vast mystical animal China you have come Jumper, a few days before Oogway will decide to call the Dragon Warrior, a destined warrior who is rumored to be granted ultimate power through the Dragon Scroll. You have a 1000 choice points Jumper choose wisely.

The Ways of the World (backgrounds)

Way of the Traveler (Drop-in) 0cp: You are the spirit of discovery and wonder. You see traveling not as one leaving one's home, but that the journey itself is home to you. To see new things and meet new people is your life and your path. The Way of the Traveler is one often underestimated by their eccentric behaviors, but make no mistake there is just as much power for the Traveler as there is for the Warrior or the Fallen. You start with no memories of this world and no one has any memories of you, surely the start of a wonderful new beginning!

Way of the Dragon Warrior (100cp): You were born into the world of Kung Fu, perhaps as an orphan raised by one of the many schools throughout China, or maybe you simply sought out direction when you were very young when your talent became apparent. Either way you have been a part of the world of Kung Fu for most of your life, training under your master to devote your life to Kung Fu and justice.

Way of the Fallen (100cp): Perhaps you were deemed to be too consumed by darkness for the path of the warrior. Too overly concerned with singular power and glory. Or maybe you care nothing for Kung-Fu and see it as a decaying fragment of primitive times. Either way you scoff at the Masters of Kung Fu and endeavour to grasp the future in your claws through any means necessary.

Age & Gender: roll 1d8+18 for age, or pay 50cp to decide it. You come in as your gender from the last jump but may pay 50cp to change it.

Animal Species

China is occupied by many different species of animals, some mundane as Bovids and pigs, to birds and pandas.

Conventional animal (free): You can pick any land based or amphibious animal for free. You can give your form abilities based on the animal it is based on but within limits. Strength in Kung Fu Panda is not founded on the size for smaller animals that train in Kung Fu. Most common animals are Bovids and pigs. Although just about every animal species is presented in China.

Bird Species (100cp): You can pick any bird species. These come with the ability to fly and in general their fighting styles seem to focus on being in a position to unleash and control strong winds, so they come with a limited form of air control.

Pandas (200cp): The first race to develop their chi and played a key role in the creation of kung-fu. Panda's are considered extinct due to the actions of Shen, although they do live in number in a secret village. Pandas bodies are always big and bouncy, essentially giving them the effects of Rubber Body Style for free. Taking the perk itself would magnify this aspect.

Locations: Roll a 1d8 or pay 50cp to choose a location.

1. Valley of Peace: A large valley founded by Master Oogway as a safe haven for peace seeking animals and the birthplace of Kung Fu. Mainly inhabited by rabbits, pigs, geese, and ducks, although sheep and goats have also been found at times. A few gangs of crocodile bandits and others do inhabit the forests and harass the citizenry at times, but the Furious Five often fight them off.

2. Gongmen City: Gongmen City is a vast, peaceful metropolis located somewhere along the southern coast of China. Once under the rule of the peacocks, it was left under the protection of the Kung Fu Council after the banishment of the city throne's sole heir, Lord Shen. The ambitious peacock placed the city under strict imprisonment in Kung Fu Panda 2 with the aid of his new weapon and arms, but was liberated by Po and the Furious Five with the aid of Masters Croc, Storming Ox, and Shifu.

3. Panda Village: Located on a rocky, snowy peak high in the mountains of China. This is a hidden village populated entirely by giant pandas, serving as a sanctuary to the survivors of the destruction of the other panda village. It is a community built on the grounds of a geothermal spring surrounded by a towering barrier of mountains amidst a glacier. The village itself consists of paddy fields, farmhouses, and various green plants and water features.

4.Lee Da Kung Fu Academy: The Lee Da Kung Fu Academy is a private school that focuses on teaching students the art of kung fu. Its fame is well known throughout China for being the most prestigious kung fu school, allowing enrollment to only the best fighters. It is important to note that students must pass a tryout session through a heavily triggered gauntlet in order to be considered into the school.

5.Hajin Province: A notable lawless Province in China, home to a great many bandit gangs and rogues. It is a grave place to travel and is known for its bandit gangs spilling out into neighboring provinces.

6.The City Jinzhou: located in some proximity to the Hubei Volcano, Jinzhou was a run

down city where Kung fu was seen as a means to get gain and entertain the city's seedier denizens as opposed to a noble martial art. Originally taken over by the Wu Sisters and their leader Su Wu. The Masters Thundering Rhino, Storming Ox, and Croc met in this city and eventually freed it from Su Wu. It continues to have a shady reputation and is a place where Kung Fu is regarded as a tool for glory than a noble endeavour.

7.Muchang Township: A small village located on a cold mountain side. Mostly inhabited by sheep and rams regardless of the fact that it does have a tiny population of other animals. Have a winter festival and is very welcoming to newcomers....Usually.

8. Lucky draw: Pick a location.

Gifts of the Paths (Perks)

Way of the Dragon Warrior

Iron Body Style (100cp free with discount): Hard training focusing on toughness and strength has made the warrior extremely hard, even hitting a warrior with Iron Body can hurt the attacker, just as a person punching a iron wall with all of their strength. You lose most tactile sensation and feeling pain however.

Iron Fists (100cp): By focusing training on punching hard objects your punches become hard like metal, making for incredibly hard hitting blows and can even block swords with your bare hands. Even traditional soft substances like feathers could be hardened into striking with the force of iron.

Tahlia Leap (200cp): A technique that allows one to scale sheer surfaces and jump impossibly high. This ability increases a warrior's agility ten fold.

Chao Wa Punch Kick (200cp): This oddly named attack is a powerful blow to the middle section of an opponent, paralyzing them and rendering them helpless like a stone statue. A great technique for subduing a foe harmlessly.

Wuxi Finger Hold (400cp): Developed by Master Wuxi in the third dynasty, the Wuxi Finger Hold is a technique to apply pressure to an opponents finger and then if one so wishes completes the move and releases a powerful golden light, making the target disappear into the spirit realm. Which in most circumstances would be a one way trip.

Inner Peace (400cp): Tragedy hurts all but you have risen past your pain to discover who you really are and seek the promise of the future. The technique is a question of

redirection of force, with it you can redirect incredible force and control its direction. You can catch cannonballs and send them hurtling back at your enemies with even greater force. Deflect the most crushing blows and subdue your enemy. Coupled with the ability to use Chi you could even affect energy attacks with this ability. This is also a great will power boost, able to overcome trauma and personal pain.

Hero's Chi (600cp): The Dragon Warrior is not just a man who strives to be a hero, but someone chosen by the universe to fight it worse threats. The universe grants the Hero's Chi to one person in every generation, to be used against some great evil. The universe has provided you with access to this power as well. When in use the Hero's Chi gives it user flight at the 70-100 mph range, superhuman strength of 25 tons and superhuman speed of a similar range to flight, and the ability to fire chi blasts. While not as versatile as the other powers, these abilities are even stronger than most others in this jump. The downside is that once you use the power Hero's Chi needs some time to recharge before you can use it again. Thirty minutes of use would take about two weeks before you could use the power again, an hour would be a month, and so on. The maximum amount of time the Hero's Chi could be activated is 24 hours. Then the power would be expended for an entire year.

Chi Warrior (600cp): The Way of the Dragon Warrior is the history of Kung Fu, both its past and its future. In the past, the Panda's were the first race to harness the power of Chi, being used for healing and defend themselves. Although the true Chi Warrior can become a receipt of the Chi around him, freely given these chi can make him truly the dragon warrior, if only for a short time. With this ability you have full access to your inner Chi and can be utilized to heal others, enhance your attributes and attack with it. Unlike other uses of Chi you can also mold Chi into objects or armor, taking on forms such as Dragons and other figures. Your greatest strength however is that others can freely give you their chi, not enough to harm themselves but together enough for extraordinary feats of power. With this power you could also return from the spirit world.

Way of the Fallen Warrior

Slithered Body Style (100cp free with discount): The Fallen Warrior is sleek and fast, agile and can strike like the serpent. You are incredible agile and fast both in speed and reflexes. If you are a snake you can even slither around an opponent before they could

move and control their body like a puppet.

Sharpened Feathers(100cp): A Fallen Warrior has more than a sharpened tongue, they can sharpen their natural body to cut like a sword. Most often used by birds on their feathers, this also increases the innate abilities of claws and fangs, making them truly dangerous.

Golden Lotus Clap (200cp): The weak have no place on the battlefield, their struggle against a true Master is simply blind stupidity to their place in the universe, this technique reminds them of this immutable fact of the universe and shows them how truly blind they are. By assuming a position with their hands above their head, a Master can clap their hands together to make a thunderclap of golden energy. This energy can break steel at close range and throw opponents away from the Master. But its true danger is that anyone whose eyes is exposed to the golden glow will go blind, and can remain that way for days if not treated either through medical means or by a Master to counteract the technique. The stance must be performed and is a well known calling card of the attack in martial circles. Who then will know to shield their eyes from seeing the glow.

Lung Chi Block Attack (200cp): The weak will always be worthless even in the middle of a fight, the strong can remind them their status with a single well placed strike. This is a two fingered strike that blocks an enemies chi and renders them paralyzed for hours unless contracted by a fellow Master. The attack generates a blue glow where it strikes. It might not work on opponents whose bodies are widely different unless you study their nerve points. Also Panda's are immune to the techniques abilities being so rubbery fat it is unable to penetrate their hides.

Ingenuity of the Fallen (400cp): Knowledge is power and you truly understand the phrases meaning. You posses the ability to construct complex devices and weapons far in advance of China's crude wooden technology. You can build overlarge robot arms out of wood and stone (make sure to oil them), turn a martial art training course into a battle suit controlled with levers, or create a flying bamboo umbrella. You can see the murderous potential in anything no matter how benign, and your ingenuity can turn it to dark ends.

Charisma of the Fallen (400cp): Those who are truly strong standalone on the apex of glory and power. That does not mean that they are not those who worship the strong for what they are and seek to fulfill their desires. You are extremely charismatic able to sway the malcontent and the barbarous to your side. You mostly attract members of

the races most known for their barbarity, wolves, alligators, crocodiles, although you can find nearly any race has some members that will be your servants.

The Twelve Impossible Moves (600cp): True strength gives the Master the power to perform the impossible. The power to do the impossible is feared by those incapable of surmounting their own limits. Like the strongest of the Furious Five you too now have the ability to perform singular attacks that unleash chi energy in the form of a blast or perform some supernatural attack. Two named examples of the Impossible Moves are the Thundering Wind Hammer and the Mongolian Fireball. The Wind Hammer is a technique where you spin impossibly fast and fire a green energy attack from your open palm. The fireball is created with a series of movements which launch the namesakes fireball and then implodes on the target, sucking matter into it. Other techniques include stomping the ground so hard it throws your enemies away, or firing a homing ring of energy. You can make these impossible moves but it takes a lot of time to formulate a new one, and all have to involve some sort of starting action and are rather short in duration being singular attacks, if incredibly devastating. Such mastery is universally reviled by martial artists and considered (wrongly) that simply knowing the techniques will lead one to corruption. So obvious use of this power will be as declaring yourself evil to any who see it's use.

What Can be Given can be Taken (600cp): Strength is everything, what is gold or jewels to the power to take them? What is steel compared to the hand that wields it? Strength is the only true treasure in this universe, so giving strength is anathema to the truly formidable. Nevertheless, if the weak can give their strength away then it can also be taken by force. With this perk you have truly become fallen, you can steal the Chi of living beings. This enhances your strength and abilities if in only a small measure. This theft also turns the victim into a small jade pendant that can be transformed into a jade zombie like servant called a Jade Warrior. Jade Warriors are just as skilled and strong as they were in life despite the fact that now simply followers of your will. You can even view and hear everything a jade Warrior can. In most cases however you just have to defeat your enemy before stealing their chi, and the increase in your personal power is actually quite small. It could take hundreds of years to gather truly large quantities, especially from truly powerful masters.

Way of the Traveler

Rubber Body Style (100cp free with discount): Whether you possess a fat blubbery body

or are tall and lanky your body is rubbery to a ridiculous extreme. Able to distort, bounce, and absorb tremendous force before rebounding back into your limbs to deliver intense blows. Training this gift can lead you to an inhuman level of durability and rebounding, and many techniques that focus on your body and chi will fail to take hold.

Observation of the Ways (100cp): A Traveler must pick up things quickly, while he might pretend to be idiot...Or might not be pretending all that much, he can repeat and copy moves given some time. This is not as good as Po's ability to copy other moves but you see the methods behind said moves and can mimic them with practice. This really works well on moves that do not require chi, but with weeks of study might be in a position to copy something stronger.

Sticky Dumpling Style (200cp): A Traveler knows that unfortunately one can find themselves in a fight anywhere and at anytime, and one can easily find themselves without weapons. Even tools that could be used as weapons. In this case, you have learned to use a food as a weapon. In your hands, the food takes on a useful consistency. In the case of Sticky Dumpling they may suddenly become almost supernaturally sticky enough to restrain opponents or muck the gears of machinery. Throwing them might make them as hard as rocks or even put a dozen in your mouth and press your belly to spit them out like a machine gun. You may pick another food and will have to decide how it operates in that case. If you buy the food shop option, it will reflex the main dish you serve.

RoF Style (200cp): In your hands brief instances of absurdity and humor can be utilized to your advantage. This helps you in some small way to harness comedy against your opponents. In certain situations, you may enact something funny to distract or confuse an enemy despite their not being amused at the time. A quick "what's that?" while pointing might make the enemy dead set on killing you momentally look in that direction, or a carefully timed use of a banana peal might actually cause someone to slip and enable you to avoid being chased.

Fluttering Finger Mindslip (400cp): The Traveler is blessed with arts few remember, which is ironic given the fact this technique deals with memory. With specific movement of your arm and fingers and a subtle use of chi you can erase the short term memories of a subject. The subject goes completely still for a few moments, and then forgets what you want them to forget. The target doesn't have to be peaceful but it can't be used in the middle of a fight, and only works on one or two people at a time. Note that overuse on a single subject can literally start to destroy their long term

memory as well which would take other techniques to fix, so be wary. Can be resisted by someone with significant chi or magic power or incredible will.

Prophetic Visions (400cp): Everyone travels from the present towards the future no matter how uncertain it may be. A true Traveler however is better at reading the signposts than most. By performing some sort of ceremony often accomplished by flashy images in smoke, you can some knowledge of the future. The ritual must be performed focusing on one specific object, place, or person and is solely based on the choices being decided on by people at that time. Knowing the future can be utilized to change it. When given a prophecy no other rituals can be utilized to garner more information on said prophecy. You may perform the ritual on a knife and see its destiny to slay an important person, you will know who is to use it and on who and generally why. But many details will not come to you and performing a ritual on the assassin will not work to reveal anymore details.

Form of the Deathless (spirit) (600cp) A Traveler has traveled to various places, and has not always come back unchanged. In this perk you have been to the spirit world and come back a spirit. Unlike most spirits in fiction KFP spirits have a physical body, able to feel pain, and enough damage may weaken your body enough to dissipate. However, your body is tireless and ageless, you might feel pain but damage only affects the cohesion of your body, it doesn't damage extremities or leave open wounds. Your attributes and your body is powered by your chi. Too little chi either by physical damage or too much chi than your form can hold will effectively kill you.

Five Mystic Kung Fu Secrets (600cp): The universe has infinite mysteries, unfathomable riddles, and incredible secrets, secrets only the sharpest of minds can contemplate and uncover. Intense meditation and contemplation over the knowledge of sacred scrolls has given the Five Mystic Kung Fu Secrets, and the key to perhaps many more. Secrets are somewhat similar to Impossible Moves as some are offensive supernatural abilities, however the secrets allow for other effects and temporary enhancements of a Traveler's attributes to superhuman levels and other more versatile abilities.

The known Secrets are:

The Iron Heart, which increases the user's strength by boosting it with their chi to a maximum of 15 tons.

The Clap of Stillness, which freezes the movement of anything nearby Jin Tian's Tempest, which grants the user the ability to fire lightning bolts

The Yangtze Spleen Punch, which knocks out anyone within a 100-yard radius

The Wings of Light, which grants the user the ability to fly to 50-80mph.

These effects are often temporary as they are powered by the Traveler's chi and therefore can lead to needing rest and recovery after use of them for extended periods, although the user can quickly end a fight anyway. Further secrets must be discovered through intense and long meditations, which may last days, weeks, or even far longer. A Traveler could defend themselves if attacked but would be rather distracted and would not want to abandon the contemplation unfinished. Travelers are often attracted to sights and sounds and to be whimsical and scatterbrained for some time afterwards as there deep musings have left their minds unbalanced and in need of outside stimulation and downtime.

Some secrets can be resisted with chi that is as strong or stronger than the Travelers, secrets like the Yangze Spleen punch and the Clap of Stillness.

Friends on the Path (companions)

The Furious Five (variable cp 400cp max): All of your companions may pick animal species for free and join you on your journey. Of course, maybe your group is The Serious Seven? The Enraged Eight? Be sure to come up with a snazzy name for your group! Each companion receives 200cp for every 100cp are added to the cost of this perk to a maximum of 400cp (800cp for companions).

Trinkets on the Path (Items)

Standard Quality Weapons (50cp): A collection of standard weapons one can use, from swords, to bows, to shields. Changes to fit local standards in proceeding Jumps.

Local wardrobe (50cp): A full wardrobe in your warehouse of local clothes and minor items. Will add new options as one travels onward from this point to represent local clothing.

Tortoise Shell restraint (100cp): A powerful restraint device that uses acupuncture to mostly immobilize thier targets. A subject would be unable to use any powers or abilities while being immobilized, but doesn't necessary stop all limb movement, so be sure to secure a prisoner fully, even their tails.

Fine Quality Weapons (100cp): A higher standard of weapons and armor than the last

bunch. These are the ones that most famous warriors would use, and in time may earn names of stories of their own.

Shift Stone (200cp): Stones that weave an illusion around a subject to make them appear and sound like someone else. The appearance is only an illusion and can be used to make one look like a specific person, provided they have seen and heard the target.

Mind Control Formula (200cp): A mysterious formula that has the capacity to control the minds of people injected with it. In the case of a venomous animal the formula can be imbued and then administered through your natural weapons, although non-venomous characters can administrate it through syringes. Ingesting the formula will imbue your venom with the formula for about a month until you need to digest more, less for heavy use.

Secret Formula for Living Clay (200cp): Once upon a time in China a crocodile warlord held the secret to making clay warriors that could be imbued with an aspect of life. These warriors were hard and strong as stone despite their origins and he grew in power and wealth. Fortunately the formula was lost before he could create a truly enormous force, but now the formula has ended up in your hands. Bear in mind it takes time and skill to make a clay warrior, but the end result is a loyal warrior.

Zhou Deng Soul Gem (400cp): A mystical gem ruby with the ability to enable the user to switch bodies with a target. Must be employed in close proximity to the target, destroying the gem would switch the person back to thier original form, or could be done with the gem itself.

Mist of Morpheus (400cp): You gain a weapon able to spew out a mystical mist known as the Mist of Morpheus, this mist puts its targets into a deep sleep, making it perfect for containing an enemy, be warned it can be resisted by incredible discipline although even they will succumb if exposed long enough, and long term exposure could put a subject into a permanent coma although that takes hours of exposure at least.

Kung fu shoes (400cp): A pair of mystical shoes that enhance the kung fu skills of the wearer. Wearing these shoes the wearer can walk on walls and perform kung fu at incredible speeds, but be warned, wearing these shoes for longer than two hours will result in the shoes possessing there user, turning him or her into an unstoppable engine of kung fu destruction.

Food Shop (600cp discount for Traveler): A fully stocked local business placed in your starting localization. Also comes in a wheeled mobile version. The store tends to

magically repair itself and can once a month restock for free (although you would probably still need local vendors between restocking, especially if you do really well). In further jumps this location can be placed in a new jump, in a manner that fits local standards and equipment if you wish. A wheeled mobile version may become a food truck, and so on. Although will always have a Chinese aesthetic to it.

Training Hall (600cp discount for Dragon Warrior): A training area/dojo fully made to test and hone one's skills. Full of areas to fight in and even a fully automated obstacle course full of moving dangers and obstacles. Along with other training areas with dummies, areas for bow and ranged weapon training, and even sleeping quarters and servants to clean and keep the place. Don't let mad inventors inside however, or you might find yourself fighting your own Training Hall. Starts off connected to your warehouse but can be placed once per jump in any starting area. Will change to fit local levels of standards and technology if you wish it to, although will always have a Chinese aesthetic to it.

Gong Lu Medallion (600cp discount for Fallen): A powerful medallion that increases the users abilities and skill....At the cost of his mind somewhat. Users of this item gain a powerful increase to thier abilities but it makes the user act like a Cloudcuckoolander the longer he wears it. With this Medallion one could conquer all of China, but he might also talk about building a bridge of tofu to the moon and call himself the moon emperor.

Hindrances on the Path (Drawbacks)

Need more CP? Of course you do, take up to 600cp worth of drawbacks, if you wish.

Cloudcuckoolander (+100cp): You are not capable of pulling your head from the clouds for the next ten years. Everything you do is silly and more than a little stupid. You can still plan and be clever, but you can't help the odd ways your mind works.

Arrogant Kung Fu Guy (+100cp): Kung-Fu is an extremely serious matter to you now. You are recognized as hard, stern, and heartless, you find any person above you in some position to be someone to work hard for their approval, and they will not give it lightly.

Awesomeness Is a Force (+100cp): You appear to have been given a peculiar disability in this jump. From now on anything suitable "awesome" is actually a force that can blind you if temporary. The more awesome it is the longer and more incapacitating this

drawback becomes. A cool moment might make your eyes a bit blurry, a totally awesome moment of defeating a hundred foes or throwing cannonballs back at an enemy may leave you very shortsighted for a little while.

Your story might not have such a happy beginning (+200cp): Whether sometime during your background's history or when you arrive in China a terrible event will occur. This event may be tied to your other drawbacks if you have them. This event will not endanger your companions but it will somehow greatly affect you emotionally. Perhaps even more than it should.

HIM!? (+200cp): Well you are certainly an unexpected occurrence...And more than a little unwanted. Just about everyone is surprised and more than a little repulsed by your arrival. Although it will usually come with some great title that propels you into the spotlight. The Warrior might be deemed the next leader of a Kung Fu group, a Fallen may be chosen to be the next leader of a bandit army, and the Traveler will be considered a prophet or next big thing of the culinary world. Expect your peers to both disrespect and want you gone. Although with time this effect does diminish, especially if you help them.

Po's is your number one fan (+200cp): On top of being a Kung Fu fan Po somehow knows a lot about you and is your number one fan. He knows a lot about your exploits and can find you no matter where you run or hide. Even shape shifting can't hide you from him. However, this fanboyish will annoy you the most is the way that it will manifest. And he will get into your warehouse no matter what you do, and probably will break something or two. After ten years, he can be a companion if you wish and the annoying aspects to his fanboyism will disappear. Po will now know of high sceince and magic but see's it as kinda in a television show or comic fashion, and will not realize the implcations of such even as he see's it, if not for a while.

I hate Prophecies (+200cp): You have somehow become the tool of fate. A prophecy has been foretold or will be involving you basing on your background. Being a Warrior will make your fight with an big bad inevitable, being a Fallen will probably mean your defeat (but not your death) is foretold, and being a Traveler means you are the one who made the Prophecy, and something will occur because of it that you will greatly regret.

Jump of the Dragon (+300cp): Ke-Pa, a dangerous and evil demon dragon knows about you and believes your blood holds the keys to starting a new age of darkness... And it's true, who would have though? Ke-Pa has powerful magic, is a dragon, and for some

reason now with your arrival is empowered by the very concept of evil, and will return to hound you for the remainder of your stay no matter how you try to destroy or imprison him.

Jump of the Peacock (+300cp): You start your jump after the events of KFP 2, Po disappeared after failing to stop Shen's fleet from leaving the Harbor and is presumed dead. Shen has conquered most of China and most of the other franchises villains work for him all over the land ruling in his name. On top of that he knows you 're arrived and has invented firearms and has most of the series magical artifacts and secrets to use against you. Also even if you overthrow him he has plot armor that will do its best to keep him alive and threatening you for the rest of your stay.

The Destination of the Journey

Whelp your ten years here in China are over where does the journey go from here?

Home: Sometimes we can go back, you are sent back to earth with everything you have collected so far.

Stay: This land has many more secrets and adventures waiting for a person on the path, stay and see where it leads.

The Journey is the Destination: But even more so than here, worlds await, your true journey continues.

Notes:

- The Wuxi Finger Hold will open to a spirit world of some type in any new jump, in jumps with a reasonable facsimile you will be able to go there, and if its completely without one the target will find themselves in a somewhat dream scape spirit realm that looks somewhat like the physical world, but with supernatural elements around, and is rather empty of intelligent life...for now.