# Part 1 - Academic Accolades

Welcome to the Great Thousand Worlds. Contrary to its name, this is a singular massive world, though it overlooks countless Lower Planes. Countless different clans, sects, and races live throughout this vast land. If you have visited the worlds of Battle Through The Heavens or Wu Dong Qian Kun, you may recognise this world as the place that the respective 'main characters' of those worlds ascended to when they reached the peak of their Lower Planes. Indeed it has been several hundred years since they did so, each establishing themselves as a peak faction in the Great Thousand Worlds. However this is not their tale.

Rather, the focus of this tale starts in the Northern Spiritual Realm where a young boy named Mu Chen lives. This is a tiny speck in the totality of the world, with the strongest cultivator being merely Spirit Stage. In a few short years, the Mirror Of Judgement will select those talented youngsters from across the entire Great Thousand Worlds to enter into the Spirit Road, a realm lacking any Spiritual Energy designed for training and tempering those upcoming geniuses. At the end, they will have a chance to enter one of the many academies in the world, including the Five Great Academies that sit as the greatest of all the academies. Unfortunately Mu Chen would not see the end of the Spirit Road, as he would be kicked out halfway through due to the machinations of Ji Xian, another talented genius with a Heavenly Spirit Pulse. However, that would merely be a small road bump on Mu Chen's journey to becoming the strongest expert in this world. You will be spending 10 years in this world, leaving shortly after Mu Chen would win the great inter-academic tournament and reach the Sovereign realm. Though that is not necessarily the end of your time here.

Have **1000CP** to spend below, to start you off.

**Origin:** *Choose your gender now. Roll 1d8+13 for your age. You can optionally add up to an extra 30 years for Wandering Elder and Teacher*

Wandering Elder
In this wide wide world, you have learned that staying in one place can lead to stagnation as you no longer see new things or experience new battles. At some point you decided to leave your friends and family, and wander the Great Thousand Worlds for yourself. With nothing tying you down, what shall you now do?

Academic Student
There are hundreds of thousands of academies for cultivation. Each has their own level of power and fame. The greatest of these academies offer such great benefits from learning there that even the heirs of great clans will disregard their heritages and resources to go learn under them. You will be starting as one of these many students, in a random low level academy. This academy will receive one of the quota for the Five Great Academies, so you still have a shot at entering.

Teacher
The other side of the academies. You will not be entering as one of the multitude of students, but rather as one of the teachers that guide them. In many respects an academy, for a teacher, is a bit akin to that of a sect. You will have elders and a head. You will receive resources as pay, and must look after those within the school. The strength you possess will go a long way in deciding what level of academy you are teaching at. The teachers of the Five Great Academies must be Sovereign level, for instance.

Sect Member
You will be starting off as a member of a relatively small sect. As you might expect, there are many such groups within this world. As a member of this sect, you will have access to more resources than if you were alone, as well as the dedicated teachings and techniques that are part of this sect. Though, as a smaller sect, these teachings and resources are on the more mundane side. You will also be forced to abide by the rules of the sect for as long as you are part of it.

**Race:** *Choose which race you will be entering in this world as.*

Human
There are many races in this world, but the race with the most numbers by far is still the human race. Overall humans lose out to beasts in terms of physical ability, but can more than make up for it in other respects, such as numbers. You'll be starting as a big standard human, one of the trillions that make up this race.

Myriad Spiritual Beast
The Great Thousand Worlds is dotted with various Spiritual Beasts. There is even a ranking list of them, with 1 being the strongest. Near the top of this list though, who is stronger becomes less clear as each beast has its strengths. You will start off as a lower ranked beast, not even in the top 200. Even then, as a Spiritual Beast your physical body is slightly stronger than that of a normal cultivator. This does come with the drawback that some cultivators may come gunning for you in order to take your Soul Essence to strengthen themselves. Luckily only weaker cultivators will do so as Soul Essences loses its use after the Heavenly Completion Stage unless the beast was one of the top ranked ones.

## **Clan Tier:** *Choose what the strength of your clan will be.*

Nobodies
While by definition you technically have a clan, in the world of cultivation that is merely at the level of a technicality. To be blunt, whatever clan you might be part of, it has no power. Your clan might number in the tens or hundreds at best. It's more of a family than a clan. This means they provide little to no support on the path of cultivation. Even the money they might provide is not worth considering.

Small Clan
For every strong clan, there are a hundred weak ones. Your clan is nothing special, one of countless millions spread across the land. It might be able to vie for supremacy in a small backwater, but at its most powerful it might only have a few Spirit Stage cultivators. This clan might be able to provide you a steady starting point, but any kind of genius is going to quickly leave them far behind.

Spirit Clan [200]
There are many kinds of clans in this world, from the Ice Spirit clan, to the Wood Spirit clan. You have entered into one of these clans. They are not the strongest in the area, but they are certainly formidable in their own right. They may be able to rival a powerful academy in strength, if not in fame.

God Clan [400]
You will be part of one of the major clans within your particular continent. These are the kinds of clans that might have their clan leader be an Earthly Sovereign. Their numbers are in the tens of thousands at least, and they could entirely disregard the Great Academies if they really wished. While their members could go to one of the Great Academies, they would not lose out in any way by staying within the clan.

## Location *Choose your starting location now*

Northern Spiritual Realm
You will start off in the Northern Spiritual Realm, a small area lacking any large, powerful clans. Some time ago Mu Chen's father claimed a portion of this land for his clan using his strength as a Late Stage Spirit Stage cultivator, which is near the top strength for that area. This area lacks most any strong resources or people, though recently an 11th ranked Nine Nether Bird settled down in the Black Eerie Swamp located nearby in order to try making a breakthrough to become a Nine Netherworld Bird. She will fail and end up sealed within Mu Chen's Sea of Consciousness.

Great Five Academies
The most prestigious set of academies in the Great Thousand Worlds. You start off near the entrance to one of the five academies, which one is up to you. If you prove yourself to them, they may allow you to attempt enrolling in it. Most of the academies will assign resources with great favouritism, helping only those from great clans or have great potential. The Northern Heavens Spiritual Academy however raises all students fairly, assigning rewards according to their merits. They are the most tight-nit academy because of this fair treatment, though overall the weakest. Do note that the Myriad Phoenix Spiritual Academy only accepts females.

Shattered Continent
This continent used to be home to many strange and powerful sects and clans. However a great calamity struck it long ago and literally shattered the continent. Now all that remains are the leftover ruins of the once great cultivators. You will appear on one of the many chunks of land, alone save for the companions you bring and the wildlife that remains. If you are lucky you may stumble upon the remains of one of the superpowers of the continent before its demise. In a few years, the Great Five Academies are going to send their best and brightest to this continent to duke it out. You may be able to catch a lift away from here at that time if you are lucky.

Daulou Territory
You will start in a place far from the beginning of the story. In fact, you will start on a completely different continent, the Tianluo Continent. To be specific you start in the Dalou Territory which is ruled over by the Dominator. Under the Dominator are the 3 kings, and under them are the nine lords. A certain Nine Nether Bird happens to be the lord of the area you find yourself in. If you reach Sovereign level you can try and vie for the position of Commander under one of the Lords.

Wilds of the World
In such a chaotic world, a lot of the world is left to the wilds, or has had the wilds reclaim previously occupied areas. You will start out in these wilds, a way away from civilisation and (relative) safety. Try not to get killed by any of the number of traps and beasts that roam the wilds with you.

**Perks:** *Perks are discounted to half price for their origin. Discounted 100CP perk are free.*

*General*

*Cultivation [Free]*
You gain the ability to cultivate, starting off at the Spiritual Movement Stage. The cultivation of the Great Thousand Worlds is Spiritual Power. If you happen to have already cultivated in one of the lower planes, you will find that their cultivation system naturally is able to convert into Spiritual Energy This means that you can essentially choose to integrate your two cultivations together and boost your Spiritual Power to high levels immediately, or keep them separate. The cultivation of the Thousand Worlds goes several realms higher than that of Dou Qi, so it can become much stronger. There are 12 stages of the cultivation of Spiritual Power, with each stage being split into a variety of levels. To improve your cultivation, you simply take in spiritual energy. In the more backwater places, a Heavenly Fusion stage cultivator strong enough to rule over everyone else with an iron fist. In the stronger continents you will find entire armies of thousands of Sovereign stage experts.

In the Spirit Stage of the Spiritual Energy cultivation path, one has the ability to ingest the Soul Essence of a Spiritual Beast. However, there is a limit to the Soul Essence. As you get stronger, the Soul Essence that you have refined before will gradually lose its effect. This means that most essences will lose their effect before the Heavenly Completion Stage. However, if the Soul Essence that you have refined is powerful enough, the power may still be effective near the Sovereign stage.

Reaching the Sovereign Stage marks a major change in your cultivation. One must pass through 3 ‘disasters’ where your body, energy, and soul are refined to a higher grade, yet failure is easy and can carry fatal consequences. Once you pass these trials and reach the Sovereign stage you will gain the Sovereign Sea, which is a much more powerful container for your Spiritual Power. The spiritual energy itself of Sovereign Masters possesses unique attributes. This is because their spiritual energies have their own sagacities depending on what kind of energies the cultivator has taken in and have attuned it to. Sovereigns also gain the ability to cultivate a Sovereigns Body which, depending on the rank, can give them great physical power. There are certain Celestial Body techniques one can cultivate to gain a more powerful Sovereigns Body, though they are often closely guarded secrets of clans.

By pouring your Spiritual Power into someone else, you can awaken their ability to cultivate, not that that will do them much good without further guidance.

*Genetic Mutation [Free/50]*
In this cut throat world, you will find that people have characteristics and features that are missing in other worlds. Things like naturally blue hair or red eyes are remarkably common. It may just be a quirk of this strange energy filled world but you too now have a colourful or unique feature that serves to mark you as somewhat unique among the populace.. The first purchase of this is free.

*Pain's An Old Friend [100]*
Almost every step of the way when cultivating, one will experience great pain in one way or another. To reach the Sovereign stage one must endure pain that drives most people mad as their flesh and soul is refined by cleansing fire. When cultivating you will often find your body straining under the energies it is taking in, or are pushing down on it. You can now resist the pain, much like one would ignore an annoying fly. It isn't muted so much as at the back of your mind.

*Not So Strange [100]*
You will find that the weapons and apparel of the inhabitants of this world vary massively. If one were to look upon a crowd of cultivators they would likely see a menagerie of different armours and colours. So why would people find it strange to look at you and see you in odd or revealing clothing? They don't by the way, not anymore. You will no longer have to worry about attracting untoward attention for what you happen to be wearing. People wouldn't question it if you wore silken robes around an army base, because surely you have a good reason.

*Striking Gold [300]*
The Great Thousand Worlds is filled with numerous fantastical treasures and ancient ruins. They can pop up all over the place, in even the most unexpected locations. The trouble is being lucky enough to find them, and if you do find them, being lucky enough to get any rewards from them. Even those treasures that aren't guarded by beasts and traps will often be fought over by the multiple cultivators that catch wind of it. Maybe you were born on a bed of four leaf clovers but you seem to have a rather large amount of luck. Enough that it's not strange for you to uncover some hidden entrance or unknowingly fulfil some secret criteria to inherit something left behind by a deceased expert.

*Skip A Level [50-600]*
It can be boring to always start at the bottom and make your way up. Maybe instead you want to start off at a higher level of cultivation right from the get go. Taking this will allow you to skip through the realms to start off at a higher stage. For 50CP each you can skip past the first two stages, to start at Spirit Stage. This is about the level of an average freshman at the Five Great Academies. For a further 100CP each you can skip through the subsequent stages all the way up to the 1st Grade Sovereign Stage. Only at this point you would be considered an expert in the Great Thousand Worlds. Of course, given that you have skipped all those stages, you will probably not be a match for those who have clawed their way up to that level through hardships and dedication for a while.

*Wandering Elder*

*Veteran Adventurer [100]*
This world is filled with a great number of different plants and animals, each of which have their own strengths, abilities, and habits. Some cultivators have made it their job to hunt down these beings, usually at the request of someone in exchange for a reward. These people are called Adventurers. If you want to hunt something though, you need to understand it. Especially when most of the things you will be hunting would be able to kill you if given the chance. As a seasoned veteran you have a good working knowledge of just about every kind of plant or beast that you will encounter, as well as how they tend to behave. You have to, if you want to survive doing this job. The longer lived and more well travelled cultivators will already know a lot of this information, even if not to this extent.

*Uncivilised Civilisation [100]*
You will need an entirely different set of instincts and mindset to thrive in the wilds. While that can be gained with time, what is less easy is being able to switch back once you exit that environment. The instincts of the wild have little place in the world of civilisation. For you, when you need them, these instincts will rise to the surface and when their time is over they can sink back down. Hidden until you need them again.

*Danger Sense [200]*
One of the more peculiar, though incredibly useful, senses that some cultivators will develop is one of sensing the danger others pose towards them. Just by laying eyes on another person, they will be able to get a general sense of the kind of danger that person would pose to them. Should that person be attacking, the cultivator might even get a sense of the level of danger their attacks would pose to them before they are launched. Naturally this is a sense you have also cultivated, one that will only get honed with time and experience. It's always good to know what sort of fight you are getting into.

*Smooth Talker [200]*
It’s all too easy to make a small mistake and cause someone else to feel like they have lost face. Just obtaining some valuable resources could be enough to set off a confrontation. That’s why it is important, or at least useful, if you are able to de-escalate the situation by talking it out. You were blessed with the gift of a silver tongue and can do as much good with your words as you can with your weapons. With a bit of practise it wouldn’t be too hard to talk people into giving you the better share.

*Friendly Strangers [400]*
Kindness is a precious thing in and of itself. That is why you should treasure it. Every so often you will encounter a kind stranger or a generous passerby. More often than not they will be willing to offer some form of aid if they can, should you be in need of it. These are still strangers of course, so they are unlikely to be giving you anything particularly valuable, but a thousand pebbles start to add up. Maybe you are wounded and need a bit of medicine, or are in need of shelter. Also, they seem to pop up almost everywhere you go. I mean, why would someone set up an inn on the cross section between two active volcanoes?

*Combat Genius [600]*
Who cares about your cultivation level? Cultivation isn't everything, not when many can stay stuck at a certain level for decades at a time. Geniuses of cultivation are a dime a dozen. You are one of those freaks of your generation that are so skilled with your abilities that you can fight those several realms above you on equal ground. Often you will be fighting over resources with those of a similar cultivation as you, so your combat ability will come in great use. In a battle of attrition you may lose out, but in pure ability you are their equal. Your speed, skill, and quick wittedness will make others gape in shock.

*Academic Student*

*Dramatic Timing [100]*
Have you ever noticed how help will almost always arrive at the last moment, just when the tension has built up to a peak? It's almost like they are waiting for the exact right time to enter in order to get the maximum effect. Having seen it so often, you have picked up the ability to tell when is the best time to enter for yourself. You almost have an innate sense for when it would be the most dramatic.

*Will To Advance [100]*
Willpower is one of the most important parts of being a cultivator. If one lacks willpower, they will let opportunities pass them by. They will not be able to push through that last wall and achieve a breakthrough. They will not be able to push their bodies and minds to the very limit. You are filled with willpower worthy of someone who would claw their way to the peak of the world. Those that test it would find it firmer than diamond.

*Learn From Failure [200]*
It is all too easy to keep repeating the same mistakes, not getting better or correcting the faults. Yet there are those, like you, who rarely make the same mistake twice. They remember the mistake and they make sure they don't repeat it. You could fail a technique one hundred times, but every time you would have many fewer errors. Though understandably this does require you to have an idea what you are doing wrong in the first place.

*Spiritual Blacksmith [200]*
The profession of Spiritual Blacksmith is often talked about in the same breath as when mentioning Spiritual Array Masters. In the Great Thousand Worlds they are considered of equal value, and equal rarity. The grade of artifact a cultivator uses is often the deciding factor in a battle between equals. These blacksmiths can create anything from peerless swords and armour to demonic pillars or energy condensing bowls. Like Spirit Array Masters, one requires talent separate from that of cultivation to progress down this path, and it is this talent you possess. While you may be able to stumble your way to the peak, a teacher would be of great help; to lay the foundation if nothing else.

*Endlessly Changing Energy [400]*
Just as the multitudes of different energies of the Lower Planes can be converted into Spiritual Qi, Spiritual Qi can be converted into a plethora of different energies in turn. From Spiritual Qi it can turn into Sword Qi, Fighting Spirit, and even back into the energies of Lower Planes. As you travel the multiverse, you will encounter many other kinds of energy. Yet as you do so, you will find these energies can be interconverted between each other, the Spiritual Qi acting as a medium through which one can become another. This change, though not instant, still takes place fast enough that it could be used efficiently in combat. Do note that, as with Lower Plane cultivation conversion, this could facilitate the conversion of one cultivation system to a different one. Not just for yourself, but potentially for other cultivators too, if you are willing to guide them through the process, like Luo Tianshen did for the Flame Emperor.

*Parental Protection [600]*
There are many crouching tigers and hidden dragons among the populace. People who have great strength or greater backing yet for whatever reason don't reveal themselves. Mu Chen had his mother, Luo Li had her grandfather, and even Xiao Cai and Lin Jing have their fathers. Your own backing is rather impressive. Each jump, you will find that one of your parents is a peerless warrior, one of the very peak fighters in your world. They may not be able to contend with those at the very top, but there are few that are their match. Of course, those at the top have their own troubles and business, so don't expect your parent to solve all your problems for you.

*Teacher*

*Pill Forger [100]*
While Pill Creation is not considered as famous as Array or artifact creation, it is no less useful for cultivators. Where the other two professions are greatly useful for raising immediate combat effectiveness, pill creation is the most suited for helping with the progression of cultivation. Relying on the draw of his high tier pills is one of the ways the Flame Emperor managed to establish his territory. You have started down on this path too. Maybe you have even been taught by those of the Endless Fire Territory. You have gained enough of a foundation that you can progress well enough by yourself.

*Eye For Talent [100]*
A good student can only shine if they have a good teacher, and a good teacher needs to have an eye for spotting good talents to nurture. A teacher whom only finds mediocre students is doomed to remain in obscurity. You have quite the eye for finding those unpolished gems. At a glance you might be able to get a good feeling about them, whether it be from the looking in their eyes or the control in their walk. Seeing them battle, however bad they may start out, will only seal the deal.

*Teacher For Life [200]*
While the Five Great Academies stand at the peak of schools in the Great Thousand Worlds, there are countless tens of thousands of other academies dotted across this vast world. These academies need teachers, but not everyone is suited to provide teaching and guidance on the path of cultivation. For you, just as you cultivate your spiritual energy, so too are you adept at cultivating your students. While the help one can give with relation to actually cultivating is comparatively little, there are many other subjects that are free game.

*Magnetic Personality [200]*
Some people are just likeable. There is not any special technique or underhanded acting. They simply have something about them that makes people want to believe in them. It could almost be called a magical effect, if not for the fact that cultivators are knowledgeable enough in that subject to know it isn't. Some people would call that effect 'charisma'. This simple effect can be all the difference between feelings of envy and worship when you surpass others. It also makes getting friends and forging alliances far easier.

*Bloodline Breeds True [400]*
While other factors can influence the power of a cultivator, it is undeniable that some bloodlines simply carry a certain level of talent within them. Those born of powerful clans would still soar to great heights even if forced to start off scrounging for scraps. While ideals such as ‘bloodline purity’ have been proven time and again to be nonsense, the idea did not originate for no basis. Any children you may have will inherit your level of talent. Often these talents will be in the same areas as you, making teaching them far easier, but sometimes that talent will take other forms. Whatever the case, the son of a dragon will still be a dragon.

*Spiritual Empowerment [600]*
"There are no shortcuts on the path of cultivation." That is a common phrase. But it's not strictly true. If offered the chance for Spiritual Empowerment, just about anyone in the world would jump at the chance. Extremely pure and gentle energy infused into the body of the cultivator, raising their strength. The Empowerment of the Spirit Road was capable of raising thousands of young cultivators' cultivation realms to the Spirit stage or even Heavenly Fusion stage in a few short days with no negative consequences. The stronger the cultivator in charge of this process, the greater the effect. Relatively uniquely, you are capable of easily converting your spiritual energy into something akin to this energy, which can be used to bolster the cultivation of others. Naturally, as you might expect, how much is entirely down to how much energy you are willing and capable of expending. Unfortunately without anyone to guide this process, about 50% of the energy would be lost in the process, nor is cultivation as simple as providing the equivalent energy of a sovereign to raise someone to that level.

*Sect Member*

*Decisive [100]*
In battle one may hesitate from attacking others because of fear or because they lack the proper battle spirit. They could freeze at the idea of taking a life, or soften their blow because they do not want to inflict pain. This perk gives you the decisiveness and clear headedness needed to finish the fight. No more hesitation when fighting beasts or cultivators, you are able to go straight for the kill shot when required.

*No Bullying [100]*
In this world, those with strength have a slight tendency to look down on and bully those weaker than themselves, or who have worse backing. They will try to force other to give them precious resources, or bits of currency, like some kind of school yard bully. They refrain from trying that with you though, and those around you. It's like you let off an aura that tells them that bullying you would be a bad idea. Of course, if you happen to not be around then any such compulsions may quickly disappear.

*Instinctive Draw [200]*
Buried deep in your bones in a mysterious kind of instinct. It seems to originate from your soul itself. Only in very specific circumstances will it reveal itself. When you encounter a technique or weapon almost perfectly suited towards you, even without seeing it personally, you will feel a yearning from deep in your core pulling you towards it. Similarly, when the best time to achieve a breakthrough approaches you will get a strange certainty that appears from nowhere. It's like your soul knows what it needs best to improve, and has its own way of letting you know.

*Name of Fame [200]*
As you travel this world, you are likely going to end up involved in various events, some small, some large. As you get mixed up in these events, find hidden treasures, and defy the odds, you will find that your name and fame is spreading quite quickly. People will hear of the great deeds you do, even the more minor ones. You will have to prove your prowess less often if people already know what you are capable of. Similarly, arrogant upstarts are less likely to start a fight with someone they know to avoid.

*Solid Foundations [400]*
When you build up your cultivation, or your skills, your foundation should always be as rock solid as possible. As the very base of what you build off of, an imbalanced foundation will prevent you from progressing much further in your cultivation. Your foundation though is oddly firm. It seems to have a natural predisposition towards stability, even as you race through the realms of cultivation. Where others have to spend years trying to solidify their base before progressing again, you only need months, weeks.

*Spiritual Pulse [600]*
Some cultivators are born with natural advantages over others. Whether it be talent, lineage, or other things. Those that are born with a spiritual pulse can be said to be born with a silver spoon in their mouth. Exceedingly rare, spiritual pulses greatly speed up cultivation. When activated they can also boost one's combat power. The number of pulses you have are split into four different levels; Human, Earth, Heaven, and Divine. One or two is Human, three or four is Earth, five or six is Heaven, and seven to nine is Divine. Not even an Earth tier pulse has been seen in the Northern Heavens Spiritual Academy, one of the Five Greats, in many years. You will be gaining five spirit pulses, to match with Ji Xuan. This is already sufficient to reach the Sovereign stage in mere years without any outside help, and cause any of the Great Academies to fight over you.

*Human*

*Hidden Fame [100]*
As you grow stronger, and carve a place out for yourself in the world, it is inevitable that your fame will begin to grow. People will hear tales of your feats, your strength. Yet despite this, these rumours and stories never seem to quite go into detail about your actual abilities. Even if you are known by almost everyone in a city, you will still find people being surprised to learn you are a spiritual array master, or an artifact forger, or whatever else isn't readily apparent. You may be well known, but what you can bring to bear is far less so.

*Spiritual Array Master [100]*
Making a Spiritual Array is a special method of resonating Spiritual Energy. It will activate the Spiritual Aura within the world, creating a plethora of effects. These can range from offensive and defensive arrays, to illusion arrays, to arrays that increase ambient spiritual energy for cultivation. These arrays are made up of Spiritual Seals, which in turn are formed by the cultivator. As one advances as a spirit array master, they become able to make and control more seals. As one might expect, the more complex arrays require more seals to form. Seal masters are generally divided into 9 ranks, with rank 6 being about equal to a Sovereign expert. Despite it sounding simple, once you get to the threshold of a rank making the next seal becomes much harder, similar to making a breakthrough in cultivation. Spirit Array Masters are greatly valued experts for any group. If you decide to go down this path, you will find you have a rather impressive talent in it. Right from the get go you will be able to enter the Heart Array State, which outside of geniuses is only achieved by rank 3 spirits array masters.

*True Love Conquers Clans [200]*
In this dog eat dog world, where the strong stand head and shoulder over the weak, you will rarely see a case of love between someone who is weak and someone who is strong. The two groups simply live in different worlds. Even when love does bloom, familial ties tend to rear their ugly head. These reasons are why Mu Chen was forced to part with both his mother and his love until he was strong enough to take them on himself. Yet for someone like you, this is not so much a problem. Perhaps some of your Jumper nature leaks through, but such petty things as "not being strong enough" will be unable to keep you separate from those you love.

*Poison Finger [200]*
Due to the actions of a powerful expert, a seal was placed on one of your fingers. This seal was used to contain a tyrannical poison. While this seal has long since faded, it has left you with a strange mutation in that finger. The finger has retained the ability to absorb and store poison, its own resistance raised to frankly ridiculous levels. As long as this finger is capable of withstanding it, it can continuously absorb poisons from various sources, concentrating them within. Then, when needed, this can be used as a weapon, injecting the poison into whatever that finger is touching. Unfortunately as this poison is not something your body produces, any use will use up the poison within until more can be absorbed.

*Spirit Condensing Ancestor [400]*
Countless years ago, in the antiquity age, there was a special race called the Spirit Condensing Race. They were called this because they possessed a special ability for condensing spiritual energy into a pure liquid form. Using a drop of their blood, they were able to create artifacts capable of the same feat, becoming items sought after the world over. You could be called a distant descendant of theirs, for some of their blood runs through yours. Enough to give you this same special talent for condensing spirit energy, and creating artifacts capable of the same. Post jump, this might even be able to work on energies separate from spirit energy.

*This Is Your Story [600]*
Lucky encounters and miraculous breakthroughs may let you reach higher levels, but they aren't something you can rely on for your entire cultivation. The best assurity is the ability to reach those great heights entirely by yourself. Simply put, you are a genius when it comes to the field of cultivation. This is real, proper talent. No shortcuts, no cheats. You are the kind of genius who would be able to stand at the top of any of the Great Five Academies, even without a Spiritual Pulse. Skill can take you far, but sometimes overwhelming power creates a gulf that cannot be bridged. It's time that you are the one creating that gulf, rather than chasing after it.

*Myriad Spiritual Beast*

*Switchable [100]*
Being a great big beast or exotic creature can be fun or useful a lot of the time, but sometimes being humanoid works better for the situation. Now you can transform from your beast forms into human equivalents and back again, with only a few markings that cross between forms to indicate your original race. Maybe your hair has a few oddly coloured streaks, or long whisker like ahoges. Maybe your clothes have certain feathery or scaly patterns on them. If you happen to already be human, this instead grants you a beast form that you can assume, that matches your cultivation strength.

*Meridian Mitigation [100]*
The network of meridians within your body, which circulate your cultivation and allow you to make use of spiritual energy, are known to be rather fragile things when compared to the rest of the body. A good targeted hit can cripple someone if they are unable to guard themselves. But just because they are comparatively weak doesn't mean they are actually weak. There are various ways to temper these meridians, to allow them to withstand more abuse from both outside and within, and yours have undergone such tempering. While not invulnerable by any means, they can withstand far more abuse than you would otherwise expect.

*Real Big [200]*
One thing you will notice is that as a beast grows more powerful, it also seemingly grows progressively bigger. This is not necessarily the case for all beasts, but it certainly seems applicable to many of them. Like them, as you grow more powerful so too will you grow larger. By the time you reach the Heavenly Completion stage you would be tens of kilometers in size, able to overshadow mountains. Who knows what sizes you may reach by the time you get to the peak of cultivation? Luckily you are able to compress down your size to more normal levels as you wish without any real trouble. Being the size of a mountain would make socialising a bit troublesome.

*Leader of Beasts [200]*
Animals and other creatures for some reason feel safe around you. You can manage to get others of your race to follow your instructions with only a small amount of prodding. It wouldn’t be very hard to get a few dozen members of your race to guard a jaded essence fruit tree, something that might make even teams of cultivators wary. Wild creatures of other races are inclined to let you pass unobstructed or may even come close to you to check you out if they are curious enough. The wilds feel slightly less wild around you.

*Inherent Power [400]*
One of the best things a warrior could hope for is a tool that they can rely on. The flames of the Nine Nether Bird race are special, for they evolve just as their owner does. It is an ability that will not be outgrown or made redundant for them. But there are thousands of different races, and who is to say the Nine Nether Birds are unique in this respect? You have a singular ability that will evolve alongside you, just as the Nine Nether flames do. This can be something like a special element or natural trait, or perhaps even one of your prior existing abilities could be imported into this option. This will be an ability that will grow with you. It is not one that will lag behind or leap forward. A constant trusty companion

*Blood Of Antiquity [600]*
Evolution is a shortcut that any beast can take on the road of cultivation. Even the most common of beasts, if they are willing to take the risk and brave the tribulations, are capable of evolving to become stronger. But similarly the more common the bloodline of the beast, the greater difficulty they will have traversing these tribulations. Given even a beast as powerful as the Nine Nether Bird, with the unrivalled bloodline of the Undying Bird, failed its tribulation multiple times, one can tell just how hard these tribulations are. Like the Nine Nether Bird, you have ancient blood running through your veins. While still a great hurdle, the difficulty you will have overcoming the tribulations will be much less. Additionally, each time you go through an evolution, your power will undergo a significant qualitative and quantitative improvement.

**Items:** *You may choose to discount any two items of each price tier. 50 and 100CP items are free upon discounting. If the item fits, you can choose to import an existing item into an option instead.*

*General*

*Spiritual Arts [50-300]*
Spiritual Arts are the techniques by which a cultivator is able to mobilise and use their spiritual power. They have multiple possible uses, ranging from movement and attack type abilities, to body tempering and energy amplifying arts. The latter, energy amplifying, is an important aspect, as the greater the level of amplification, the stronger the energy when it is released. Most cultivators will know several Spiritual Arts and aim to be proficient in all of them. These arts are divided up into several tiers: Common, Spiritual, Deity, and Divine tier. While the higher tier arts are more powerful they also generally require a proportionally stronger cultivator to use. For instance a genuine Divine art could only be used properly by a Sovereign stage expert. A Common technique costs 50CP, Spiritual tier costs 100CP, Deity costs 200CP, and Divine costs 300CP.

*Spiritual Artifact [50-600]*
The supportive power that spiritual artifacts can bring to a cultivator need not be stated. Whether it be in the form of a weapon or armour, a good artifact can be the difference between victory and defeat. But just like arts, arrays, and cultivation itself, there are levels to Spiritual Artifacts, with stronger artifacts needing a correspondingly larger amount of energy to use properly. A Divine Artifact is the kind of thing that Sovereign cultivators would salivate over. A single Low rank artifact can be bought for free with subsequent similar purchases costing 50CP, a Middle rank costs 100CP, High costs 200CP, a Peerless artifact costs 400CP, and finally a Divine artifact costs 600CP.

*Your Look [50]*
People in these worlds have a certain kind of look, a certain style. Often dozens of cultivators will move around wearing the same kind of clothes, with only minor details differing between them. You have picked yourself up a set of clothes that suit this worlds style. Flowing silken robes, colourful dresses, and sturdy adventuring armour. Whichever happens to have struck your fancy, you now have a set. You can also optionally have the clothes come with a Hagoromo, the floating strips of silk. If damaged or destroyed, a clean set will appear the next day.

*Xianxia Architect [100]*
Clothes are nice, but maybe you want to go all the way. You get a large chest full of plans for buildings that have that classic Xianxia look. Among the plans are also various reports detailing how you can decorate pre-existing buildings with furnishings to make them feel like they are straight out of one of the stories. If you request it, the box will also provide small bits of authentic pottery and the like to dot around the buildings.

*Spiritual Map [100]*
It can be very easy to get lost in the wilds of the world, or in the twisting alleys of the cities. You could even find yourself further from where you wanted than when you started. Good thing for you that you have a handy tool for just such occasions. This is a strange spiritual artifact in the form of a map.This automatically scans the nearby surroundings to update its details, showing anything around for up to hundreds of miles away. Everything you can see can also be added to the map by infusing your spiritual power into it.

*Book of Array Diagrams [100]*
Having the ability to create and summon array seals is all well and good, but it is next to useless if you do not know any of the ways to arrange them in order to create an array. There are hundreds of different kinds of arrays one can make and a single misstep will cause your array to collapse. This book that you have found yourself with contains the formula for several arrays of your skill level. This book also gives details into creating your own arrays and a bit into how they work. A good starter guide if you ever wanted to teach others. These arrays will range from defensive ones, to attacking ones, to illusion ones.

*Transfer Spiritual Array [100]*
If there is one thing that can be said about the Great Thousand Worlds, it is that it is very big. This can make travelling around in this world quite time consuming if you were to walk, or fly, everywhere. Fortunately cultivators are nothing if not thorough. Said smart Spiritual Array master came up with the diagram for these Transfer Spiritual Arrays, which allow the user to teleport between the two linked arrays, no matter how far away they might be. The only trouble with them is that you need to actually travel between the two locations to set them up in the first place. You find yourself in possession of two array seeds that can be used to set up a linked set of Transfer Arrays. You will get a new pair each year.

*Jaded Essence Fruit [100]*
Not just a Jaded Essence Fruit, but a Jaded Essence Fruit tree. Every year this tree will flourish and sprout up with a dozen or so different Jaded Essence Fruits. These fruits contain very gentle Spiritual Energy. Those that eat this fruit can take this energy into themselves and use it to increase their cultivation. This fruit is most effective on those below the Spirit Stage as the fruits themselves do not contain very much of the Spiritual Energy, meaning that the fruits are just a drop in the ocean for later stage cultivators. These are the treasures of the more backwater towns.

*Spiritual Beast Soul Essence [200]*
When a Spiritual Beast dies, it will leave behind a Soul Essence. This is essentially a bit of its power. Others can absorb this power into their cultivation to ‘borrow’ some of its power. The catch is that unless the Spiritual Beast was one of the top ranked ones, this power will fade away into nothing after you grow strong enough. You start this jump off with a vial of Soul Essence of a strong spiritual beast. Consuming this will give you a leg up through the initial stages of cultivation.

*Monster Blood [200]*
Somehow or other you have managed to get a vial containing a strange concoction that mysteriously smells like the blood of a young beast. Which beast? That is the question, isn't it? Any beast parent that smells it will smell their child's blood. It's a very pungent smell as well, so will spread fast and far. It's a good way to cause a distraction. Try not to spill it on yourself unless you want every beast in a five mile radius gunning for your head. This vial will be restored a month after use.

*Mustard Seed Bracelet [200]*
While these bracelets may seem like treasures to those who live in the middle of nowhere, you will find that any cultivator worth his salt will have their own version of one of these. This little bracelet can act as a storage unit, sucking up and storing truly vast amounts of material within the space created inside of it. If it struck your fancy, you could probably suck up tens of thousands of liters of water into this thing. Things that contain spiritual power, like living creatures, can resist being stored inside the ring if they have a will of their own.

*Divine Spiritual Plants [200]*
This world has some pretty fantastical plants. Coming in all manners of shapes and sizes, these plants are useful in a number of things, such as raising cultivation, cultivating physiques, and doing alchemy. Unfortunately once you leave this world, you would lose access to those same plants. Not so much anymore. You will get a garnished box that contains a mix of various spiritual plants. Each year it will refill with lots of common plants, a few rare plants and a single divine plant.

*Spirit Convergence Array [200]*
This array is one of the more common yet most sought after arrays you will find in any faction below the Sovereign realm. It has the incredibly useful effect of increasing the ambient levels of Spiritual Power in the immediate vicinity. The higher rank the Array, the more the ambient levels are increased. Naturally this means cultivating within this area is incredibly beneficial for speeding up cultivation. A rank 8 array would already be considered a legendary existence, the jewel of a Great Academy. You gain a Rank 6 Spirit Convergence Array to use as you see fit. At this level it forms a small realm for cultivating within. Such an array can increase the ambient energy by many orders of magnitude, to the point where you may see physical "tides" of spiritual energy in the realm within. However make sure to remember that those not strong enough will find such levels of energy more of a hindrance rather than a help.

*Portable Realm [400]*
You have acquired a Spiritual Artifact that is extremely rare, a treasure that entire provinces would covet. A large sword with an unusually blunt edge, inlaid with a strange crystal that seems to contain swirling clouds. Using the gem in the pommel of the handle, one can open a gateway into the Realm contained within this blade. Inside is a calm green valley, covered in wildlife and a few animals wandering about. If one wanted, they could probably turn it into a great place to store various spiritual plants, or install a nice villa. Don't let the sword get destroyed while you are in there though, as you may just end up stuck in a collapsing space. This wouldn't be lethal, but it would be pretty unpleasant.

*Defensive Measures [400]*
With the many dangers that are present in this world, you will probably want some kind of safety net for your homes or bases. You never know when a cultivator will take offense at some perceived slight and try to destroy everything you love. Now you have been given a set of defense measures that you can deploy at your wish. Not limited to just Spiritual Array seeds, which will set up the spiritual array imprinted on it immediately, this gives you plans for various mechanical traps as well as seeds for mystical plants that specialise in tricking and killing intruders.

*Autonomous Puppet [400]*
A seemingly unassuming metal puppet, this silent warrior has frightening potential. Made by an ancient sect lost to the great calamity that befell the world, this puppet was their greatest assurity. Now it belongs to you. At base it only possesses the strength of a Spirit stage cultivator. However, by pouring Spiritual Energy into this puppet one can increase its strength. Once it uses up the energy it will need to be manually recharged again, but what's special is that this puppet can take a seemingly infinite amount of energy into itself. These types of puppets are especially useful for training young cultivators, and giving them a taste of real combat, should you choose to.

*Sect Hall [400]*
Every sect that exists has its own base of operations. Its own Sect Hall. Most of them are rather standard places in towns or at the edge of cities. Yours sits atop a mountain surrounded by peculiarly dense clouds. This sect hall is decked out to allow the habitation of hundreds of people, nearly one thousand if you don't mind sharing space. It has tranquil sleeping quarters, luscious spiritual gardens, and sturdy training halls. It even comes with a few work areas that would be good for use in smithing or alchemy. It has just about everything needed to live comfortably in and prepare the next generation for later life, while remaining undisturbed from the mortals below.

*Divine Elemental Lotus [400]*
Sometimes the energy of the world will give birth to natural wonders. These are things not forged by man, but by the Heavens and Earth themselves. In areas which contain vast amounts of extremely pure elemental energy, various types of spiritual lotuses have a very small chance of being formed. When consumed these will massively boost the recipient's physiques and cultivation abilities that are in line with the element. You have managed to obtain two of these lotuses of elements of your choice. Try not to spread this fact as even the strongest of cultivators might be interested in obtaining these.

*Black Paper Fragment [600]*
Mu Chen near the beginning of his journey would encounter this mysterious paper fragment. What he did not find out until later is that it is one piece of several. You have managed to obtain a different piece of it. This paper fragment is a piece of the Immortal Catalogue, a technique that describes the creation of the 4th ranked Sovereign Celestial Body. This fragment though only contains the Great Solar Undying Body, a Celestial Body ranked within the top 30. But such matters are likely not of more immediate use. More imminently is the

fact that this fragment contains mysterious runes originating from the Primordial Mandala Flower, said to be capable of sealing all things. In the fragments case, this manifests as a mandala flower which can be used to seal anything up to the Divine or Sovereign rank with little trouble.

*Physique Cultivating Divine Spiritual Art [600]*
This is a scroll containing a mysterious and hard to understand technique that nonetheless will grant those who practice it a powerful elemental physique most suited for them. It has nine stages, each harder to cultivate than the last. It can take years to even reach the first stage, though some special geniuses may only need a few years to reach the peak. By the tenth, one will become all but immune to harmful effects of that element unless it is exceedingly powerful. Not only that, your body itself will be many fold stronger and tougher. Cultivating this technique requires taking in the elemental energy. The drawback of cultivating something like this too early is that a stronger body and physique means that when promoting to Sovereign the Human Body Disaster is several times worse as the body has to be refined to a much greater degree, in a trade off for having a superior body when you finally do reach Sovereign.

*The Great Pagoda Art [600]*
The Great Pagoda Art is a mysterious Divine Art that is used by the Ancient Buddha Clan, one of the Great Thousand World's most powerful and feared powers. The technique is split into two parts, with the Yang half being fierce and overbearing, while the Yin half is extremely gentle and reserved. These can be cultivated separately or both together, though the latter requires the clans royal bloodline to work. This specific art has been changed to work for your bloodline as well. The art creates a Pagoda within the user’s aurasea, which when called upon can protect the user from physical attacks, as well as be used to strike opponents. Once fully formed, the pagoda comes with 9 physical levels. As you unlock each level a golden dragon is added to the Pagoda, formed from an exceedingly fierce flame. Those caught within the Pagoda will be refined away by these flames within. Try not to let it spread too far that you have this, otherwise you will find yourself the target of a clan whose weakest warrior is a Sovereign.

*Cultivation Academy [600]*
There are countless academies spread throughout the Great Thousand Worlds. Some are famous, some are unknown. The Five Great Academies stand as the greatest of the acadamies; a shining star even among all the factions of the Great Thousand Worlds. Their students will often end up leaving as powerful Sovereign grade experts. With so many academies, who would question one more? You have come into possession of a cultivation academy of your own. Since it is your academy, you can decide the rules and ethics of the school. Be it a gentle guiding school, or a demonic, bloody battle ground. The specifics of the Academy is something that you can create in the section below.

**Academy Builder:** *This section is reserved for those who chose the Academy item above. You will gain 1000AP for this section alone. CP can be converted to AP at a ratio of 1CP:2AP*

*Personal Living Area [100]*
Learning and cultivation can be negatively impacted if the students are not comfortable. They could live in basic houses spread across the academy, but why do so if they can be provided with nice personalised sleeping and staying quarters. These come with comfortable beds, silencing arrays to keep disturbances down, and a good deal of space for the students to cultivate to their leisure. If you have bought the Spirit Convergence Arrays, you will find that these living quarters are in range to enjoy the benefits of the lower grade arrays 24/7.

*Study Hall [100]*
While this world is not a place where you see particularly formal teaching, some good classrooms would never go amiss. With this you will receive a variety of different sized lecture theatres, meant for large scale teaching, as well as more informal and personalised teaching rooms for when students need a more personal touch. Each classroom comes with large blackboards and spirit array projectors for better teaching, as well as more silencing arrays to minimise disturbances.

*Combat Arena [100]*
Practising by oneself and against puppets is all well and good, but equally important is for the cultivators to get experience against other cultivators. It can also just be a good way of relieving stress or grievances. This is a large open stone fighting arena, several hundred feet in diameter. There are stone seats arrayed around it for the viewing pleasure of others, which are protected by a defensive shield. The arena floor is made of an extremely hardy material, but is inlaid with arrays to fix it in the event that it does get damaged.

*Spiritual Garden [100]*
Students have their own wants and needs, and sometimes that includes places to cultivate in a more floral sense of the word. Spiritual plants often require carefully curated grounds, so this is a large section of fertile farmland for the students, or teachers as the case may be, to grow their own herbs and plants. The soil and air is rich in spiritual energy, and the land itself is sectioned off into multiple different allotments, each with the option to fine tune the environment of the field. An all around useful area, and a nice way to pretty up the academy.

*Dedicated Teachers [200]*
While by default your academy would come with some general teachers who could help students in various areas, it was by no means special. Now though, you have gained a sizable workforce of knowledgeable, and not to mention loyal, teachers. The strongest of them is a Grade 1 Sovereign, suited for guiding those stronger geniuses. Other more specialised subjects such as Spiritual Arrays or Spiritual Artifacts have specialist teachers ready to give guidance as need be. A good school needs a good staff.

*Spirit Convergence Arrays [200]*
The specific of what these arrays have already been covered. However, any academy will have at least some of these. Even academies teaching Spiritual Rotation stage brats will have a rank 3 Spirit Convergence Array. You will receive a selection of arrays. Ten rank 3 arrays, five rank 4, three rank 5 arrays, and a single rank 6 spirit convergence array. Such a line up is enough to attract many potential students .
For a further 200AP, you will gain as many arrays as one of the Great Five Academies. That means one hundred rank 4 arrays, sixty rank 5, twenty rank 6, ten rank 7, and a singular rank 8 array. That should be more than enough for anyone under the Sovereign rank, and even some bigger factions might be interested in sending their hopefuls to your school.

*Tempering Space [200]*
A common but no less useful thing you will find in the better academies is a kind of tempering space, a cultivation ground where the cultivators must endure the abuse of some divine element. In exchange this element will strengthen both the recipient's Spiritual Energy and their body. As this is your academy, you can choose which element makes the foundation of this space. The cultivation ground is split into multiple levels, with each subsequent level having a more powerful form of tempering, though those within must withstand an equally more powerful hail of abuse. Generally each level is divided by a light screen that can only be broken by those of a certain strength, preventing those too weak from progressing beyond their level.

*Resource Hall [200]*
No good deed should go without its reward. And what better reward for a cultivator than some form of treasure. This large pagoda, often dubbed the treasure hall, is the place that students can come to trade in whatever form of contribution points the academy has in return for a treasure of some form that they require. The more valuable the treasure, the more points it requires to trade for. By default this pagoda comes stocked with a variety of useful but generic rewards, however you can choose to add your own belongings to the hall if you wish.

*Technique Tower [200]*
What kind of academy would this be if it didn’t have a large library of techniques for its students to look through and select the most suitable one for themselves. Many of the poorer students will be coming in from places lacking any significant techniques, which would only be able to carry them so far. This structure has several floors, with each floor having various techniques of a given level. Each floor has several thousand different techniques to choose from, and goes all the way up to Quasi-Divine tier arts. Any higher is the kind of technique that can only be sought out in the world. At the bottom of the tower stays an elder who oversees the tower to make sure nothing untoward happens.

*Punishment Hall [200]*
Even an academy needs its own defenders. Both for threats within, and for potential in-fighting among students. Students they may be, but they are also powerful cultivators. The punishment hall lives up to its name by storing several hundred autonomous puppets, each at the Heavenly Completion realm. These can be used to fight off invaders, punish errant students, or even sent out on rescue missions to ensure the safe return of besieged students. They also can be useful for combat practise.

*Experience Hall [200]*
Students need some way of accruing contribution points in a short time, and they need some form of tempering for when they eventually go out into the world. This hall quite neatly fits into both of those two niches. This experience hall uses a powerful spiritual artifact to gather information within a few hundred thousand miles. With this information, it generates a series of quests for the students to do, ranging from defeating terrorising beasts, suppressing evil cultivators, or exploring ancient ruins. The difficulty of the quest will determine the amount of contribution points the students earn.

*Hunting Realm [200]*
The elders of your academy have come together in order to create an entirely separate space for the students. Taking the form of a large set of stone doors, once you enter into it you will find yourself in a pocket realm filled with a variety of creatures and natural treasures. The creatures themselves are generated by the special kind of energy within the realm, and will drop small orbs of pure spiritual energy upon death. These can be collected by students and when they exit the realm can be used to speed up their cultivation. Unfortunately such a space guzzles Spiritual Energy to maintain, so usually it would only be used for grand competitions every few years.

*Array Shield [200]*
It cannot be said that this world is a peaceful one. Cultivators fight, they form grudges, and factions destroy each other in order to secure more resources or space. That is why it is good to have an insurance policy in case you are attacked. Created by a Spiritual Array Grandmaster, this massive dome shield covers the entirety of the academy. At base level it can resist the onslaught of Heavenly Completion Realm cultivators indefinitely. When supplied by energy from the elders, it may even be able to resist an Earthly Sovereign for a time.

*Bigger Is Better [200]*
Xianxia worlds tend to do thing on a large scale. Smaller clans can number in the tens of thousands, continents span lengths larger than Earth, and people live long, long lives. So why should a cultivation academy be any different? Taking this will drastically increase the size of the academy and the facilities within. Where before it would be akin to a valley or town, now it would be akin to a grand mountain range, stretching as far as the eye could see.

*Mirror of Judgement [400]*
The Great Five Academies are not omniscient, so they would not be able to select all the geniuses from any corner of the world by themselves. Instead they made use of this divine mirror. Nearly a kilometer in size, this mirror is capable of assessing the potential skill and talent of youngsters across the entire Great Thousand Worlds. Its light can cross space and even shine through to different planes and dimensions. If you wanted a good way to select your students, there are few that are better than this.

## Companions

Import [50]
Maybe you want to bring along a few friends from past worlds. For 50 CP each, you can import up to 8 companions into this world. They will gain 800 CP to spend how they like.

Canon Companion [100]
While there are many things that can be said about the people of this world, it does have quite a number of beauties and heroes. Perhaps among one of the people you've interacted with in this world, there is someone you have taken a fancy to. For 100CP, if you are able to convince them to willingly come with you, you will be able to bring someone from this world along with you as a companion.

Myriad Beast [Varied]
As you enter into this world, you will encounter a wounded Spiritual Beast. It has tried and failed to undergo its evolutionary tribulation, and now desperately needs to recuperate. Your aurasea just so happens to be somewhere perfect for this. Not one to forget favours, if you were to allow it to recover and treat it well, it will be willing to form a Bloodline Bond with you, tying its life to yours. This bond is levels higher than the method of spirit essence ingestion usually used by cultivators. Your powers would truly fuse together. If you were human, it would essentially turn you into a human version of this beast. The beast itself has a personality of your choice. The exact strength of the beast depends on how much you pay for it. For 50CP, it is a basic beast listed around the 200th rank on the Myriad Beast list. For 100CP, it is in the top 100. For 200CP, this beast is listed in the top 50, and for 300CP it is equivalent to one of the top 10 ranked beasts, equal to the likes of the Nine Nether Bird.

Star Crossed Lover [100]
At some point in the past, you crossed paths with this cultivator. It wasn't the best meeting. In fact it led to them chasing after you for half a year. However, when they finally caught up to you, they found that they could not raise their blade against you. In many ways, this person would seem to be your other half, a Dao Companion or soul mate if such a thing existed. They perfectly complement you, and you will find yourself willing to go to the ends of the earth for each other. Their talent is no lesser than your own on the path of cultivation, able to walk side by side with you to the end.

## Drawbacks

*Continuity [+000]*
This universe seems familiar. Have you been here before? It seems like any changes you might have made in previous visits to this universe have transferred across into this jump. This might only lead to The Flame Emperor and Martial Ancestor recognising you on sight, or it could lead to you being known by the Great Thousand Worlds at large. It really depends on what you've done here.

*Manga Vs Novel [+000]*
There are two different versions of this world. A more lighthearted version, from the manga, or a darker, more serious version that was in the novel. Originally the jump is set to take place in the darker novel version, but taking this drawback means that it instead takes place in the manga verse.

*Bloodlust [+100]*
It's almost like the blood of a demon runs through you. You just have an unquenchable thirst for combat, and always desire to kill your opponents. Others may be able to sense your bloodlust and react accordingly, even if you were intending to be civil. If given the chance to meditate you will be able to suppress these urges but getting into a fight will reawaken the feelings in a heartbeat.

*Slipped My Mind [+100]*
You must have bashed your head or something when you entered into this world. Somehow you have managed to lose all your out of jump memories and will have to rely entirely on what you know from this jump. You may occasionally get flashes of memories but they will be over quickly and confusing to understand.

*Broken Aura Sensor [+100]*
You have a chronic inability to detect (or are simply oblivious to) the cultivation level of your opponents. You wouldn't be able to tell a Sovereign from a Heavenly Fusion until they were punching you in the face. This may result in picking fights with people way out of your league, or spending a lot of time hunting a "rare" soul essence only to find out that it was an ordinary low ranked one. You will have to rely on others to accurately gauge it for you.

*Poor Poor Cultivator [+100]*
You are a bit short on cash. Forever. No matter where you go or what you do, you always seem to have trouble getting the money required to buy the things you want. On particularly bad days you may even struggle to scrounge up enough to pay for an inn. But you are a powerful cultivator right? Who needs such material things like a soft bed, or helpful elixirs?

*Xianxia Protagonist [+200]*
When you inserted into this world, you replaced someone. This someone happened to be one of the main characters of this story. This could be either Luo Li or Mu Chen. Either way you will almost inevitably wrapped up in the affairs of the ancient clans and with powerful cultivators. Luo Li has the responsibilities of her clan to deal with, who are solely betting on her talent to survive, even going so far as trying to get her to marry someone from another powerful clan. Mu Chen would have to hide from the eyes of the Buddha Clan who would exterminate him simply for existing.

*Crippled Cultivation [+200]*
Something has gone wrong with your cultivation. For some reason you struggle to draw in any energy from the outside world. Entering into a tier 8 spirit convergence array might let you cultivate at the speed a normal person does in the outside world. Even things like elixirs and spiritual plants will have a significantly reduced effect on increasing your cultivation. Don't expect to be reaching great heights in the next decade.

*Volatile Elements [+200]*
The energies of this world are usually pretty calm, but in your hands they are as unstable as nitroglycerin. The tiniest flaws in technique and concentration will threaten to spill the energies you're trying to manipulate into a dangerous backlash. You will have to take cultivating slowly if you want to be safe while you do so. This does mean that after the jump is over you will have much greater control over your cultivation energy, as you will have fought tooth and nail for every inch.

*Not Just Hot Air [+300]*
When people threaten you, saying how strong they or their family are, they are not just full of hot air anymore. When they say they are strong warriors they actually mean it, and their families really are powerful leaders of the land. Suddenly this world just became a much more dangerous. Do not offend someone lightly, for retaliation will be strong.

*Joker Sparrow [+300]*
In the past you were forced to make a bloodline bond to someone who turned out to a… less than ideal beast. Sharing your mind and body with them, they like to play with it on occasion, like doing ridiculous things in serious situations, grabbing people who you didn't want to grab, and generally messing around. And to boot they're rather annoying to hear in your head. They're not any more powerful than you, either, so don't think they'll get you out of a tight spot when they're in control. A side effect of this is that you will not be able to make another bloodline bond while bonded to this beast.

*Luck Is(n't) A Strength [+300]*
Luck can play a large factor in determining how far someone will go in this world. The idea that luck is its own form of strength is a common mentality. Unluckily, ironically, this is a strength that you are sorely lacking in. You are just extremely unlucky while in this world. You always come across treasures after they have already been looted, and always find spiritual beasts that are either too strong or too weak. Such misfortune!

*Clan Trash [+300]*
You have been labelled as clan trash, and the world knows this. Other cultivators will look down and shun you. Only those who get close to you will see you for who you actually are. Your name and face are known far and wide as someone who should be denied all assistance on the path of cultivation. In a society so dependent on mentoring from one's superiors, most teaching will be denied to you. Shops will turn away your business, and even inns on the road would refuse your patronage. You will have to steal, trick, or take by force any assistance from others.

*Targeted [+300]*
You have gained the attention of a large and powerful sect. It isn't good attention. They have decided that you need to be captured or killed and are doing everything in their power to make sure this happens to you. While you are still young and weak, they will mostly act through third parties so that other clans don't learn of their intent and possibly interfere, but once you start to gain in strength and fame they will move against you themselves. Expect to be harrassed by cultivators and bounty hunters for the majority of your stay.

*What Trump Card? [+300]*
Somehow or other, other people seem to find out what kind of treasures you happen to have recently obtained. It's like there is a board in the sky that tells the nearby people what you just found, they will just know what special techniques or special plants you have uncovered. As such, many will make their way towards you in order to obtain said treasures. This will also mean that any trump cards you happen to get will not remain secret for long.

## The End

Stay Here - Maybe you have decided you like your life here, and wish to stay. Your journey ends here.

Move On - Alternatively you have decided that you still have more to do. Your journey continues on to the next jump.

Go Home - Finally, maybe you have tired from your journey and simply wish to return to your home world, taking everything you've gained along side you.

## *Notes:*

Cultivation Levels:

***1: Sensing Stage*:** At this stage you can sense Spiritual Power
***2: Spiritual Movement Stage*** - Split into Initial, Middle, and Late Phases.
At this level, one will be able to absorb the Spiritual Aura into the body.
***3: Spiritual Rotation Stage*** - Split into Initial, Middle, and Late Phases. One will be able to condense the Spiritual Aura of the body into a cycle. The degree of Spiritual Energy would far surpass the Spiritual Movement Stage.
***4: Spirit Stage*** - Split into Initial, Middle, and Late Phases. This is the highest cultivation level you will encounter in backwater places like where Mu Chen was raised. At this level, one's battle power far exceeds the Spiritual Rotation Stage, as one gains the ability to absorb a beast's spirit. This is also the lowest level one must be, before they reach maturity, to apply for a Great Academy.
***5: Heavenly Fusion Stage*** - Split into Initial, Middle, and Late Phases. The average cultivation level of students who have just entered a Great Academy.
***5.5: Quasi-Heavenly Transformation Stage.*** Half way between the Late Phase of the last level and a proper Heavenly Transformation stage.
***6: Heavenly Transformation Stage*** - Split into Initial, Middle, and Late Phases
***7: Heavenly Completion Stage*** - Split into Initial, Middle, and Late Phases. Middle to Late phase of this is the lowest level you will likely encounter in the Great Spiritual Academies Tournament, whereupon every academy in the world will compete against each other for prestige. At this level, unless the spirit was particularly strong, the boost from the Beast spirit absorbed at the Spirit Stage will have faded away.
***7.5: Three Sovereign Disasters*** - Split into the Human Body, Spiritual Energy, and Spirit disasters. Each disaster has the part in question undergo great strain and agony as it is refined to a higher level. Failure in any of these disasters is often fatal. The Spirit disaster itself is split into three stages of completeness, even after the disaster is finished: 1st, 2nd, and 3rd grade.
***8: Sovereign Stage*** - Split into 9 ranks. You are only really considered anyone of note in the Great Thousand Worlds once you reach this stage. The instructors of the Great Academies are around rank 5 of this stage.
***9: Earthly Sovereign Stage*** - Split into Lower Position, Upper Position, and Great Perfection.
***10: Heavenly Sovereign Stage*** - Split into 3 levels, Spirit, Immortal, and Saint, which are themselves split into the three phases. Of the Ancient Clans, warriors of this stage are frighteningly common. Any of these cultivators are strong enough to destroy a Lower Plane.
***11: Ruler*** - Once you have written your last name on the Firmament Board, you will ascend to the Ruler level, able to mobilise a portion of the energy of the Great Thousand Worlds. The number of people who have reached this stage can be counted on one hand.
***12: The Great Ruler*** - Only once you have written your full name on the Firmament Board will you reach the true peak of cultivation, able to utilise all the power of the Great Thousand Worlds.

Spiritual Array Levels:

***Spiritual Array Master:***
Rank 1 - Equivalent to Spiritual Rotation Stage
Rank 2 - Equivalent to Spirit Stage
Rank 3 - Equivalent to Heavenly Fusion Stage
Rank 4 - Equivalent to Heavenly Transformation Stage
Rank 5 -Equivalent to Heavenly Completion Stage
***Spiritual Array Grandmaster:***
*- Human*
Low - Equivalent to 1st Rank Sovereign
Middle - Equivalent to 2nd Rank Sovereign
High - Equivalent to 3rd Rank Sovereign
*- Earth*
Low - Equivalent to 4th Rank Sovereign
Middle - Equivalent to 5th Rank Sovereign
High - Equivalent to 6th Rank Sovereign
*- Heaven*
Low - Equivalent to 7th Rank Sovereign
Middle - Equivalent to 8th Rank Sovereign (Half 9th)
High - Equivalent to 9th Rank Sovereign
***Scholar:*** Equivalent to Earth Sovereign
***Ancestral Master:*** Equivalent to Heavenly Sovereign

Re: Spiritual Arrays.
In a few Lower Planes, it is easy to arrange Spiritual Arrays. This is because the energy there isn't as rich and complicated compared to the Great Thousand World. Therefore, the Great Thousand World's Spiritual Arrays are more advanced and complex compared to the ones at the Lower Planes.

One's Sovereign Celestial Body was a mark of recognition to one's promotion into the Sovereign realm. Only a genuine Sovereign would be able to congeal a Sovereign's Celestial Body, and control the heavens and earth. Any single wave of its arm possessed power that could decimate the heavens and sunder the earth.

As long as one has 10 percent of their Sovereign Sea's power, it would enable the practitioner to hide their spirit within it, so that even if the physical body was destroyed, the spirit could still survive under the protection of the Sovereign Sea. As long as the practitioner could cultivate a physical body again, they could make a comeback in the future.

At a certain level (Sovereign and above) one can form a Spiritual Body that contains the consciousness of the cultivator. Created spiritual bodies can even carry their consciousness after death, though it will dissipate after running out of energy. If the spirit body is forcefully destroyed while the cultivator is in direct control, the users consciousness will suffer a backlash.

Once you join a Great Academy, you can only graduate once you reach Sovereign class. Sovereign Masters possess spiritual energies, which have unique attributes. Some people's spiritual energies are cold in nature, and some are blazing hot. This is because their spiritual energies have their own sagacities

Note that this jump is based on the first 650 chapters of the story, up till when Mu Chen leaves the Northern Heavens Spiritual Academy having graduated.

Hope you enjoy. Jump by Lone Valkyrie