

Jade Phoenix Saga Jumpchain

By Wyrd Anon

Welcome to the world of Cultivation - with the LitRPG twist.

In the universe of Jade Phoenix, there is cultivation of course, but there is also a system the gods gave mortals. This system is the Sign. Everyone has one. It records their strength, abilities and accomplishments. Which groups they belong to, their ranks in those groups, and more.

This world is around 10-20 times the size of earth. The Gui Empire is about the size of Earth. It's not the biggest empire, we know at least 3 empires exist AND we know that most of the world is still held by Demonic Beasts. Keep that in mind.

This is an ancient world of death and blood, be warned. There are no shortcuts, there are no cheats and there are no easy roads. The most powerful people are always those who overcome the most pain, and the ones who overcome that pain are always a threat to everyone else who has done anything similar.

After all - the people at the top don't want to lose their spot to some up and comer. So it is a delicate balance jumper.

Do you risk being a threat and having the immortals come after you, or do you go slow so as to go under the radar? Whatever your choice, take this bag of 1000cp. You'll need it in this land of corruption and immortals.



Origins

Gender matters not in this land. Pick freely.

Drop-In -

You're a nobody. You have no name, no clan and no position. However, while all of these are quite horrible drawbacks, there is just something about you...

Roll 1d8+20 for apparent age.

Verger - 100cp

You're from the Verge, which is to say - the very edge of human controlled lands. Surrounded on all sides by monsters, your family is probably very good at combat, but also has less resources. Families tend to be less powerful on the verge in general, but are more comfortable and capable in combat.

Roll 1d8+12 for Age

Noble - 100cp

You're from one of the big cities - far from the Verge, and your family is very important in their district. As a result of this privileged lifestyle, you were raised with the best tutors, resources and more aside. So you really have the most refined of everything. You're certainly better in every metric than any old Verger.

Roll 1d8+16 for Age.

Demonic Beast - 300cp

You're literally a monster, jumper. These beings can rank anywhere from rank 1 - where a human mortal could kill them, to rank 7 - where a group of immortal cultivators would struggle mightily against the beast. You're going to start at grade 1.

Roll 1d8 for age.



Location

Roll 1d8 or pay 50cp to choose your starting location.
You'll arrive the day after Yu is hit by Lightning.

1-2: The Verge

You are on the Verge, jumper. There will be regular monster attacks, but the people out here are generally happier, kinder and more closely knit, due to their shared hardships. Not a bad place to be, really.

3: Long Clan Main Estate

Unless you have Spatial Affinity, you should leave. The Long are known to kill any non-clan member on their lands with EXTREME prejudice.

4: Capital of the Kingdom

You're in one of the capitals of one of the many kingdoms which make up the sprawling empire which the story takes place in. It's very wealthy here, and very politically charged.

5: The City of Lotus Blossoms...

You're in the Capital of the Empire. The Gui clan rules here, and they have a host of rivals. This city is the richest, most powerful, and the most deadly to be any kind of cultivator who is not in one of the 5 great families.

6: The Wilderness

You're in a tree, in the woods, and a Grade 1 Demonic beast is breaking down the tree you're in so it can eat you.

Good luck.

7: The Desert

The Desert is home to grade five through grade seven Demonic Beasts. You should probably leave before one decides you'd be a tasty snack.

8: Free Choice.

Pick anywhere in the setting.

Perks - Undiscounted

System - Free

You have a Sign. This sign tells you how strong you are on a scale which is as follows; Novice, Initiate, Adept, Expert, Master, Grandmaster. You also have 3 stats - Body, Mind and Spirit. Body is how strong your physical ability is. Mind is how quickly you can learn, grow, and so forth - you can think of it like a gauge for how smart you are. Spirit is your Chi Stat. It tells you how much Chi you have, along with other things related to Chi. The higher this number, the better you are with Chi.

These ranks are exponential in their level of power. An initiate is twice the skill of a novice, an adept is twice that and so forth. Most people never go past Expert.

Novice - Free

You're a novice in 3 weapons of your choice, and 1 hand-to-hand style of your choice. This is enough to practice these skills and grow in them with no teacher guiding you.

Affinity - 100cp (First free to all)

There are many affinities to Chi in this world. They are as follows; Fire, Water, Earth, Wind, Ice, Wood, Lightning, Steel, Darkness and Light.

These affinities all require different cycling techniques and so forth.

Chi Type - 200cp (First Free.)

There are two common Chi Types - Aura and Mana Chi. Aura Chi is the warrior's Chi, and leans towards strength and melee combat. Mana Chi is the Chi of a mage, and leans towards grace and ranged combat. While you can have both, having more than one Chi Type will put you in line to be killed, because no one has ever had more than one Chi Type, until now, anyways. There is a third type of chi, which is much more rare, though, and that is...

Aether Chi - 300cp (Discounted for Divine Tribulation Supplicant)

Aether Chi is the Chi of an Enchanter, and is not combative in nature. Aether Chi is ephemeral and allows for rapid regeneration, though it is nearly useless for combat, when compared to the other two, it's extremely valuable for its ability to multiply the power of people who use items made by people with Aether Chi. Because they make enchanted items. Magical weapons, talismans and so forth are what really make or break clans in this setting. Having this along with Aura and Mana Chi would make you an unparalleled talent, but also the most-wanted to be killed person in the world basically. So be careful.

Spatial Affinity - 400cp

The Spatial affinity is the only affinity I did not list above, because it is by far the strongest affinity. You manipulate space, time, gravity and more with this affinity, hence why if you take this affinity, you must either take the Long Clan Member drawback, or take the Against Clan Law drawback, specifically for the Long Clan, and for your parents asking for permission to have you. Either way, you don't get CP for the drawback.

Eidetic Memory - 500cp

You have a flawless memory. You never forget anything - which is by far the best skill any cultivator could have. You can, as a result of this, master any skill an order of magnitude faster than anyone else, and your Mind attribute will grow much faster.

Divine Tribulation Supplicant - 600cp (Capstone Booster)

So, you supplicated the gods at some point, and survived a bolt of lightning which is at least Grand Scale. This is... basically unheard of. A Grand Scale Bolt is enough to destroy a mountain, and most people who get hit by one are vaporized.

Because you survived, the gods gave you a litany of boons. You have Aura AND Mana Chi, you have 3 affinities for free instead of one. One of those must be lightning by the way - and you also have the potential to open $90 + 1d8 \times 10$ Meridians, to a maximum of 156. If you roll an 8 - your Meridians will be Purple quality, which means they're basically mythical in how well they process Chi.

Considering the average person has 50 Meridians and a powerful person has around 70, with the cream of the crop having 90, well. Yea. You're dangerous.

I suppose I should say, each Meridian gives a 1.10 multiplier to your total chi. So if the next most powerful person has 130 - you could have around 8 times as much Chi as them, potentially. Which is... great if you can survive?

This boosts every capstone in the document.

Drop-in.

Charismatic - 100cp

You're very, very good with people, jumper. If you need to convince someone to work with you, teach you, or otherwise help you out - this will make sure they at least consider it. It also gives you an intuitive sense of who you can approach and has something to teach you. Maybe this will even let you get into a clan?

Martial Forms - 200cp

Most people don't realize how valuable melee combat skills are, because they get Chi skills and then just start throwing fire or rocks or what-have-you around. You do not suffer from this issue. You know how valuable melee combat can be - and you're very good at it. You start as an Adept in one weapon of your choice, and find increasing your skill with that weapon will take less time than it should. 500 years to Grandmaster? More like 5 if you focus and 10 if you don't.

Lucky Timing - 300cp

You are always in the right place at the right time, at least if it is reasonable for you to be in such a position. Of course, you don't control this, but if you're running for your life, you may well fall into the pond of a Grade 6 Demonic beast who has absolutely no ill will towards you. Then you might save his child and earn his favor. As an example.

Incorruptible - 400cp

There are three things which can end your chain here very easily - and one is The Corruption. This grants you immunity to that. This means that if you're hit by a corrupted beast, you will not turn into one yourself - thereby dying and chain failing - you will instead just... not suffer the consequences of being infected. This also grants immunity to other forms of corruption in other jumps. Tell the Elder Gods of Warhammer to fuck off, or any other such group you please.

Elder Jumper - 600cp

So, jumper, turns out you're very old. At least a century - and have the skills to match.

First, multiply your age by five. Next up is to move all of your skills to Adept level, at least. You also get a plethora of Grade 1, 2, 3 and 4 skills to use with your Chi, as you are past the Chi Compression stage. This means you can quite literally paralyze anyone who does not have compressed chi and kill them at a whim.

Capstone Boosted - Master Jumper

Now you're just ancient. Multiply your age by five again. All of your skills are Expert level, you have 2 Master level skills and 1 Grandmaster level skill. You are just short of the Immortality stage of cultivation - and have skills for every grade imaginable. You're an ancient monolith of power and influence. Everyone is terrified of you, and wants your favor.

Who needs a clan when you can level the whole nation the clan resides in, after all?

Verger

100cp - Experience

You have experience - first hand - fighting Demonic Beasts. A lot of it. As a result, you know a lot about combat, and are probably in the top 1% of your cultivation stage in the Empire for weapon-to-weapon combat.

200cp - Progress Through Pain

Your master - someone insane no doubt - decided to use the "Evolution by force" method on you. This means you suffered an immense amount, but the benefits are likewise absurd.

Where others have to meditate to get Chi, you do not. You collect it passively. You also are twice as strong, fast and tough as you have any rights to be.

300cp - Politics

You know politics. Not to the level of a master, you can control your emotions, know the art of the deal and how to wring everything out of every situation.

400cp - Prodigy

You're very good at everything you do. You could very well open your first Meridians at 15, practically unheard of, and be an expert in a martial form at the same time, equally unheard of. This also gives you the benefit of purer chi, and stronger Meridians. You're just that good.

600cp - Equal to Adversity

With this - the greater the mountain you must climb, the greater your growth. Do you need to train what most people are taught from the time they can walk until they're years older than you, and train all the skills needed in two years? That's very possible. Do you need to beat those same people in a combat tournament at the end of those two years? It'll be hard as hell, but possible with this if you try your best.

Capstone Boosted - Above Adversity

But what happens when something you didn't train for happens? Say, you need to beat an unruly elder of your clan - who has 2 centuries of experience on you - in a duel when he's many stages of cultivation ahead of you?

When such things come up, you find you go into a sort of overclocked state. While you're in this state, at your level of cultivation, you're unstoppable. So you'll still need to find a way to force your opponent to your level - but if you can get them down to your level to duel them, they may be better on paper, but you'll be better in practice.

Even if you have to break most of the bones in your arm to do it. If you overclock, you're probably going to be in no state to fight afterwards. Keep that in mind.

Noble

100cp - Perfect Technique

Your cycling technique for your chi is flawless for your Chi types, affinities and so forth.

200cp - Refined Politics

You know how to handle extremely high level political things, and manage equally high level political deals. You know how to figure out what people want - how they plan to get it - and more. Your political acumen is good enough to allow you to lead your clan.

300cp - Cultivated Training

Your basic stats, skills and abilities are all at least Adept in terms of mastery, and you have at least Silver - which is to say the second best rank possible - in every category. This means you're so far beyond what any other non-noble could hope to be that the gulf in your power may as well be 1000 Li.

400cp - Elder's Favorite.

You find it insanely easy to get on the good side of any trainers you have. They will teach you more, harder and faster than anyone else as long as you put everything you have into it. They will also defend you and your honor, when you are unable to do so yourself.

600cp - The Bloodline of Nobility

You are guaranteed one powerful non-standard manifestation of your affinities. All of them. This means your potential as a cultivator is half again what anyone with all of your skills would normally be. You also have a family who can train you to more adeptly use your manifestation. Examples include: Lightning which purifies evil, fire which burns insanely hot, light which can be any color, and more.

Capstone Boosted - Perfected Nobility

You have the best base stats possible - Gold in everything. You also have 120 Meridians as your base, instead of 90. Lastly, your clan isn't just some random clan - it is one of the great clans. These include the Gui clan - the rulers of the Empire - the Bao clan, their direct rivals, and the Long clan - who are the most powerful family in the empire. If you choose the Long clan, you will only get benefits - and none of the drawbacks. Especially if you have Spatial affinity. No matter what, though, you are a clear, prime example of why your clan is so powerful and feared. Monsters like you are generational in talent, and if allowed to grow, will lead the Empire to a golden age.

Demonic Beast

100cp - Instinct

All demonic beasts have an instinct which tells them if they can reasonably win a fight - they can sense innately how strong something is with Chi. The higher the grade, the better this sense gets.

200cp - Human Form

Mortals do not like dealing with Demonic Beasts, so a number of older, more powerful ones (and their progeny) can turn into human-looking shapes. An example we've seen is a fire bird family turning into people with bright red hair and eyes, with bright red clothing. Some have full robes and some are topless, but they generally stick to their theme. Fire is red, lightning is purple, etc.

300cp - Monster in the Middle

You're now equal to a grade 3 demonic beast, which is to say you're extremely powerful, and able to beat most any demonic beasts who do not rule a territory or serve directly under the ruler of a territory. This gives you access to a bunch of customizable skills. A Fire-Bird will be able to breathe fire, swim in fire, throw flaming feathers, etc. If you skip this power for some reason, you'll lose the skills you would innately gain from reaching this rank.

400cp - Purify the Corruption

You can purify the corruption out of other beings if they manage to reach you within 3 hours of being inflicted with the corruption. Simple, but EXTREMELY useful in setting.

600cp - King of the Forest.

You are a grade 6 Demonic Beast, equal to the Wind Porcupine in strength. Your form is up to you, as always. In your full form, you're probably about 20 meters long. You can take smaller forms at will. You are physically capable of ripping a mountain down, filling the hole with water to make a pond. Or rip a cultivator who is not past the second stage of compression in half with a backhanded, half hearted gesture.

Capstone Boosted - The King of Beasts.

You're a Grade 7 now. A titan of power. You're easily in the top 10 strongest beings in the Empire, and no one would dare approach you with anything less than the greatest respect. You are physically immortal, and capable of using your element to such a degree that if you wanted, you could erase a kingdom - or indeed an empire - from the map using it. It might take you moving around a bit, but anything within around 3000 miles could be a reasonable target for your wrath, if you chose to target it. That would be incredibly tiring though, so you'd be better off just going over and sitting on whatever made you mad. Much less power required and much more effective for wholesale slaughter.

You still have to watch out for the immortal cultivators though. They're your equal, and they will try to kill you if you step too far out of line. Still, being a being of such power allows you to do almost anything you could want in this world where might makes right.

Items

100cp - Beast Talisman, Grade 3

This is a Talisman you can use to bind a Demonic beast to yourself - which is incredibly useful as it amplifies your combat ability, mobility or some other quality of life boost to have a Demonic Beast to help you. Like a giant eagle which can fly you across the empire in three days. Faster than you could hope to do it when you're anything short of an immortal level cultivator.

200cp - Enchanted Weapon

You have a weapon of exquisite make. It will never break, be damaged or otherwise need work. It is flawless, attuned to your chi types and able to work with any skills you have for your chi.

You can import any weapon you want to gain these benefits if you want.

300cp - Enchanted Armor

Like the weapon, this armor is beautiful. It also never will break, and is self repairing if someone blows a hole in it. It's attuned to your chi, and makes you much more resilient to damage from your affinities. In short, this is a very good item for anyone to have.

400cp - Beast Talisman, Grade 7

If you can convince - or find - a beast capable of going to grade 7, you can bind it to yourself with this. It will count as a follower. The benefits of such a beast are obvious and immense. If grade 3 makes life magnitudes more convenient, then a grade 7 could probably solve life for you.

600cp - Beast Cores

Beast Cores, which come from Demonic Beasts you kill, come in many, many varieties. Three levels for each rank of beast. In as many varieties as there are affinities.

You have a single low grade 7, three high grade 6, six mid-grade 6, nine low grade 6, and so forth Beast Cores. You get one more set of these every single jump. These are REQUIRED for the best enchanted objects, and if given to a Demonic Beast who is finished maturing, it will advance that Demonic Beast's power equal to half of the distance between them. So if you give a grade 4 Beast a grade 6 Core, it will become grade 5 with some leftovers. If you gave a grade 6 a grade 1 Core, it would be like feeding it a skittle. No notable difference.

Items Drop In

100cp - Monster Manual

Every Demonic Beast's information is in this folio, what their power looks like at each grade and basic strategies for fighting them are included.

200cp - The White Cane

This cane is bone white, and amplifies your Chi Skills to be half again more powerful. Useful for bonking useless disciples.

300cp - Cultivation Resources

You have all the resources you'd need to train anyone in cultivation. Including making your own cultivation more advanced.

400cp - Jade Tablets

You have the Jade Tablets with every Chi Skill you've ever learned - and you get another for every skill you learn hereafter - so you can share your skills with those whom you might deem fit to teach. These Tablets - and any skills you have and would like to transfer into Chi Skills - will be replenished in your Warehouse every week. Truly an invaluable resource for any Cultivator.

600cp - The Sect

In your warehouse, you now have a copy of the Black Dragon Sect, and everything that exists in the sect. Including skills, disciples, elders, and more. You can do whatever you want with your copy of the sect, as you are the Sect leader for this copy. While you cannot put it in this setting, you can put it anywhere in future worlds you might visit. Sect personnel cannot leave the sect in future settings, should you choose to drop it into the worlds you visit.

The Sect is a massive Volcano, surrounded by forest. Inside of the volcano are flying mountains, the largest of which is the size of a small city. The other islands - one each for the Affinities except for Spatial - are the size of a large town. The Sect Leaders island is a mile across, and is flying above the central.

There are other islands - somewhere between the size of Seoul and the smaller islands which are full of shops and housing and other such needful things. It is a massive complex, full of very useful resources and opportunities. There is much you can learn here. Use it well.

Items Verger

100cp - Cultivation Clothes

A set of Cultivators Clothing - designed to be functional, properly covering and of course, to not explode when you light yourself on fire - or whatever you do with Chi.

200cp - Medicines and Poltuices

All of the Medicine an apprentice could need, for when their master decides to punt them across the training field for being impertinent. Comes with a recipe book for all the herbs and tinctures you get, so you know how to make the medicines which the herbs can be used for. These medicines can be used for anything from strengthening your bones to fixing broken bones. They manage to do these things in an hour or less, depending on if you have a good hand at making the medicines. As long as you follow the instructions you'll be fine. You may even be able to improve on these...

300cp - "Bathhouse"

This is a place, now attached to your warehouse, where you can go to rest and relax after a hard day of work. It can be any kind of establishment you want. In cannon - Bathhouses are also Brothels, for example. It could be a bath and spa, or whatever you want it to be, though.

400cp - Chi Plants

You now have a greenhouse with one of every single type of Chi Plant in it. Some of these things are worth fighting wars over. I recommend staying away from those for now, and focusing on other things. The Greenhouse replenishes plants at the rate they would naturally grow, or once per jump. Whichever is faster.

600cp - Soulbound Weapon

Uhh... don't let anyone know you have this, okay? This is a weapon only ONE person can EVER use. It is the pinnacle of Enchanted weapons. When you attune to it, it becomes one with you, and NOTHING can take it from you. This thing has some kind of unique property - like stealing the life force from anything it's stabbed into - healing you and killing the foe. It's also insanely fast. It could kill a fully grown cultivator in the consolidation stage in maybe ten seconds. With one stab to the stomach.

And that's just its base form. These things get stronger as you get stronger. They do increasingly absurd things, and it'll be up to you to decide what those things are. Please fanwank your cracked superweapon responsibly.

Items Noble

100cp - Chi Stones

These rocks - for that is what these are - rocks - purify your Chi beyond what you could reasonably achieve by yourself. This ensures your Chi, Meridians and body are as pure and powerful as can be. You have a box of 100 of the highest grade stones, and get 100 more every month.

200cp - Chi Food

An infinite supply of Chi Replenishing foods. For Every Affinity, Neutral Affinity and even Chi-Food for your beasts. Literally, this is food for any and all occasions.

Don't feed to people below Meridian Formation, or they WILL explode.

300cp - Blackmail Material

A book full of all of the blackmail you'll need on any factions you'll encounter to get them to leave you alone. As long as you don't go around making them unreasonably angry, and aren't allied with their enemies, they'll just leave you alone. They don't want the dirt you have leaking after all. This updates every jump to be applicable to any major faction in that setting.

400cp - Spatial Storage Ring

A massive Spatial Ring. This thing can hold whatever you want it to hold - as long as it fits within a 250 cubic foot room. Getting things in or out of the ring is as easy as thought.

600cp - Clan Compound

A copy of your clan compound attaches itself to your warehouse. Probably about the size of the Forbidden City, it has all the members of your clan inside, along with your trainers. They're all more than happy to help you train and grow your power. If you choose to import this into any settings - as with the sect - the people cannot leave. Still, they'll help you in any way they reasonably can.

Items Demonic Beast

100cp - Trinkets

You have a stash of trinkets which you like. These can be anything from a favorite type of plant to a couple trophies from fallen foes - including enchanted weapons and armor which work for - but are not idea for you.

200cp - Beautiful Objects

You now have a lot of random, extremely nice art from this setting just tastefully sprinkled about your Warehouse. It's all masterfully done and perfectly preserved. It is immune to all kinds of damage, somehow..

300cp - The Den

You now have a Den of a size big enough to comfortably house you, a mate and a whole clutch of children. This is automatically attached to your warehouse, but can be anywhere in setting which is not already owned by someone who could put a boot through your chest for making a house on their land.

400cp - The Hoard

You now have a Hoard to equal that of Jeyong, the Grade 6 Demonic Beast who rules the forest next to Yu's home of Fei-Shu city. Well, everything except his soul-bound weapons. Sorry, you have to find or buy those elsewhere in this document.

600cp - The Wilds

You are now the ruler of a tract of land in the world proportional to your power. Post-Jump, you'll be given a tract of land equal to Europe in size to rule, with lesser demonic beasts throughout the land who answer to you. You could, of course, import this into future worlds if you want. The beasts will stay in your territory, but defend it from all invaders.

Companions

100cp - A New Face

You can import a single companion from a previous jump. They get 1000 cp to spend on the document. They cannot purchase anything in the companion section.

100cp - An Old Friend

You can take any one person with you from this setting with this option - but not the one person excepted from this at the bottom of the companions list.

300cp - The Gang

Up to 20 Imports can be used for this - enough for you to get a faction - or small clan - going. They get 600cp to spend on the document.

400cp - Clan Jumper

You can take anyone from this setting with this - except for the one below. As long as you can convince them, that is.

600cp - Yu

You can take Yu with you on your journeys. Let me tell you what that gets you and why that is so valuable.

She has every perk in this document except for the Elder Jumper perk and the Demonic Beast Perk Tree. That includes every affinity (save Steel and Light) and Chi Type. She has a grade 7 beast bond who does have the whole Demonic Beast Tree. She's an Immortal Level Cultivator. Well she is when she turns 50 or so. If she is not that old when you end the jump, as she will canonically be 25 when you finish the jump, she will be jumped forward to her full potential. There were Grade 7 Demonic Beasts fighting Immortal Cultivators for the right to *train* her. She didn't know that was what was happening.

Her affinity strengths are the highest seen in generations, she is immune to heat, she is able to teleport across the world. She can enchant anything you can imagine which doesn't require Steel or Light affinity, and she is undoubtedly the best martial combatant in the world. Or will be, if she doesn't die. Since when you arrive here she is still very weak... that changes quickly. Very quickly. Within 4 years she'll be done with over half of the cultivation stages.

She is fated to die, though. If you can save her... a more powerful and useful companion you will likely never find.

Drawbacks

No limits on CP gain from here.

50cp Longer!

You can stay for longer. 10 years per purchase. You can only get cp for this twice. Take it however many times you so desire.

100cp - Fucking Assassins!

There's always more god-damn assassins looking to kill you. They have some source of information which gets past every trap, alarm or otherwise you set up. Only active guards watching every conceivable entrance to your rooms could stop them from having a stab at your life. They come every month - like Clockwork. Unless you're in a Sect - then it's just once per year, instead.

100cp - What did you *do*?!

Suddenly - everyone who wants to prove they're the best at anything will challenge you. For no reason. They will fight you at every step. Most of these people are ill trained louts, little more than punching bags. Once a month or so, a real challenge will come out and try to kick your teeth in. Not really deadly unless you insult them, but still, this will get annoying.

200cp - Long Clan Member

You're a member of the Long Clan. They're not nice, and like to brainwash every member of the clan to think and act how they are expected. If you don't do what they want - they'll probably try to have you killed. If you do - it'll result in them sending you on suicide missions eventually. So, pick your poison. Do you leave and risk their wrath, or do you stay and attempt to weather the storm?

200cp - Broke Clan Law

You broke the law of one of the big important clans, or someone you're related to did - and they hate you now. And your family, too, but you especially for some reason. Maybe you sneezed on a scroll, were born without getting permission to be born, or otherwise. It does not at all. You're being hunted by a powerful clan. Good luck!

300cp - Scaling

"Ha" you say, looking at this setting. "I wish this would actually be challenging."

Take this, then. The setting will scale to however busted you are. 500 jumps in, and able to crush multiverses in a snap of your fingers? This world can do that too, now.

300cp - Sealing

Your Out of Jump Powers and Warehouse are sealed - you can take anything out of the Warehouse which is NOT larger than a car and would fit in with the Warring States period of China. After that, you're stuck with what you have, and what you got from this jump. Good luck!

600cp - No More of Yu

Yu - the protagonist of this story - is gone. You have to do everything she would have, because the Jing kids killed her the day before you came into this world.

With her dying, every single enemy she had or would have known you to be the next roadblock they have to overcome, and they'll do everything in their power to break you like an egg. You cannot run, either. You MUST save this world, or your chain fails. I really hope you use these points for something good.

Incompatible with You are Yu.

600cp - You are Yu

You're now Fenghuang Yu. You only have what you got in this jump doc, though. You're required to go through what she went through in the plot - though how you resolve that is up to you. The plot will come and it will need to be resolved.

Incompatible with No More of Yu.

End of Jump

With your time here at an end, you're free to make your choice -- as always.

Go Home:

This world... it is understandably a bit too much for some. You may go home with all that you earned and my thanks for traveling.

Stay:

You wish to stay here? Well if that's your wish then you're more than welcome to stay. Stay here, I will see to your affairs being set in order back home.

Move On:

You're ready to keep on keeping on? Very well then let us proceed as usual and keep on going to the next World.

NOTES:

The world is huge. So imagine something around 10x the size of earth. The main character is in south-central china to start. Everything lines up with earth, just scaled up 10x larger. I have seen nothing to convince me otherwise. Mountains are 10x higher, etc. Some supernatural things are around but other than that, I am working on the assumption this is just a really big planet earth.

Because to the West of where the MC is there is literal Europe with "Wizards" who are cultivators but they call cultivation "magic."

So if you want a world map, there you go. The Long Family Estate is probably in the Western super rural parts of China, where there's nothing really. Everything else is kinda all over. The Black Dragon Sect is on a volcano in central-ish China. It's pretty clearly made from magic, so we have no way of knowing exactly where, since we have no world map. But it's like, many thousands of miles from her home city. North-East. She's probably from "Chengdu" and her sect is in Wudalianchi. She mentions crossing a desert. And growing up in woods near mountains. Seems to line up roughly.

Anyhow. If people have other questions with this, I'll update it again.