Red Dragon's Den

Fate Legends: Chinese Myths

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Introduction

In the heart of Asia, protected by the Greatest of Walls, there lies the Middle Kingdom. By some feared as the sleeping giant and in modern times trying its hardest to influence the western world. But few know of just how unique its legend filled past was.

The warring of dynasties and clashing of armies. The strive towards perfection of the self. The journeys to enlightenment. The scheming of consorts. Undoubtedly eventful times to live in be it as a peasant, warrior, mage or emperor. It is a time you will spend the next ten years in. Many dangers are ahead of you but a cunning and capable traveler may just rise above and beyond, being worthy even in the eyes of the heavens.

In order for you to have a better chance than most you will receive 1000 Choice Points (CP) to spend on the following document. Embark on your journey and be wary that the red dragon doesnt swallow you whole.

Locations/Timeframe

The provinces and ages have seen an abundance of varied events. As long as you spend at least a decade here, there are little restrictions placed upon you. Anywhere in China is a satisfactory starting point though depending on the year you will find a very different land. You may select freely when you arrive. To go into detail of all dynasties and eras would be nigh impossible but below some options exist to provide examples of what to expect.

Three Sovereigns and Five Emperors- 3162BCE to 2070BCE

Before man took reign of the worlds future, there were gods and demigods. The first Emperors of China, great sages of outstanding character, communed with the divine as it was central to all life. The Jade Emperor. Chi You. Nuwa. Them and more are most active in these eras.

Xia Dynasty- 2070 BCE to 1600BCE

The oldest and first recorded Dynasty in traditional Chinese historiography. Still a part of the Age of Gods, the legends of these days developed technology and weaponry employing mystery itself. Most of this knowledge has been lost but some of it yet perseveres. Like the R'lyeh Texts, first translated and still kept in later years in one of the many Libraries.

Shang Dynasty- 1600BCE to 1046BCE

At the Yellow River, many events are coming to pass that not only affect China but spell consequences for the world beyond. The Investiture of the Gods comes to pass and Taigong Wang battles Da Ji for the sake of China. Beyond such climactic battles smaller but nonetheless impressive legends also happen. Like Nezha who starts her journey as a Berserker before being reborn as a General of the Heavens.

Qin Dynasty- 221BCE to 206BCE

The perhaps most important Dynasty for the future of China and its people. For the first time truly united under Qin Shi Huang. Though seeking immortality, the Emperor would ultimately be great but temporary. Beyond him there are many more intriguing figures in his court. Like the love story between Yu Mei Ren and Xiang Yu.

Han Dynasty- 202BCE to 220CE

Promotion of Confucian as the state religion, establishment of a centralized state and expansion of the empire marked the Han Dynasty. But not as much as the suffering and chaos corruption would bring on the people. The Yellow Turban Rebellion, lead by Zhang Jue will rise up against it and their fall will give way to one of the greatest conflicts in Chinas history.

Three Kingdoms- 220CE to 280CE

One of the most dangerous times to be chinese. Widespread famine, multiple plagues and a civil war that would be immortalized… and eventually romanticised and dramatised. From the mighty Lu Bu and the wise Chen Gong and many more figures, by the end of it all who will still be left standing?

Northern and Southern Dynasties- 420CE to 589CE

Chaos and war follows political division. The country split in two was an inevitability for more conflict. Still the more things change the more they stay the same, like the immortal Yu Mei Ren who in these times would befriend the Prince of Lan Ling.

Sui Dynasty- 581CE to 618CE

Reunification from struggle and division. That is what the Sui Dynasty is mainly known for. Short lived it may be, yet it laid the foundation for what comes after it and can not be ignored. Even more worthy of being known may however be a certain Journey to the West by Xuanzang the Buddhist Priest, alongside her many disciples, among them even the Monkey King.

Tang Dynasty- 618CE to 907CE

A golden age in history for China, marked by a flourishing economy and culture. Further known for memorable femme fatales for those with an eye on the court. Wu Zetian would become known as the first and only female sovereign in the history of China, rising up from a mere Consort to bloody Empress. The end of this dynasty would come in the form of the princess who set it ablaze, Yang Guifei.

Song Dynasty- 960CE to 1279CE

A standing Navy. Bank notes. Gun powder. What a series of developments in less than three centuries for China. The story of the Water Margin also gets published and establishes itself as one of the four great classical novels in Chinese literature.

Ming Dynasty- 1368CE to 1644CE

Bandits. Mongols. Invasions. Is it any wonder people are scared for their livelihood? Though the Ming Dynasty could boast of expeditions, trade and vibrant porcelain production, there was always a certain level of threat and unease. The Great Wall would be finished in this era, becoming what it is known for in modern times. Yet there are those more proactive against the danger, like Qin Liangyu.

Qing Dynasty- 1636CE to 1912CE

Time goes on and China is not an exception. Mystery may have faded but the people haven't and are struggling with modernization and foreign influences. Perhaps it would be a good idea to devote yourself to connecting with your history, like say through martial arts. Li Shuwen would rise as one of the greatest in these disciplines.

Modern Age- 1913CE to 2000CE

The emperors of old are long resting. The world not so much. This is the most recent time period to enter in. Magic is well and truly on the hidden side of the world now and if you have an interest in the more mundane side of things now is your chance. Besides of course the usual machinations of mages, a potential series of Holy Grail Wars and some truly catastrophic wars.

Alternate Timelines

Among the many ways history has played out, no one is the true absolute truth. Should you desire a different experience, you may select as many of the below options as you like to alter your experience in this world.

Romanticized Reality

Who can truly say what is real with all the stories made upon historical fact and literature that seems as important as the history books themselves? If you'd like perhaps a bit more fantastical happenings in your time here take this option, as it will make the fictional accounts of China's history happen in reality. The Three Kingdoms era is even more dramatic but even what should be purely fiction like the Water Margin has in fact transpired.

Immortal Heroes

Who can truly say they never dared to dream of ultimate power and immortality? To cultivate all the strength in the world through their own body. Though it is little more than a fantasy to some, this world's unique nature of mystery is quite in line with the stories of immortal heroes, Xianxia so they say. It is all too common to come across ambitious taoist's, martial artists, alchemists and more who want to hone their skill. Jade beauties whose mere presence enchant and inspire hundreds to try and claim them. The heavens themselves overseeing the ascensions in progress to see who is worthy. It is an incredibly land, though be warned. Not all who seek power are in possession of morality and a cultivator can easily be as cruel as the most selfish Mage of the western world.

Collapsing Dynasties

For humanity to grow, they must overcome those embodying their demise: The Beasts of Humanity. One such Beast was the favorite concubine of King Zhou of Shang. Instead of simply ending the Yin Dynasty as ordered by the goddess Nuwa, she corrupted the King to bring ruin to all of China as the Beast of Collapse. Daji, with her skill, beauty and power, bested Taigong Wang who couldn't bring himself to kill her after all. Few are left to oppose the Beast's rampage as she is gazing from beyond China towards India. What exactly happened to the man who was supposed to strike her down, if he was simply killed, captured, gone missing or turned to her side is unclear. What is evident however is that all of China and beyond is in grave danger.

Lost Through Translation

Even the ancient Xian may not truly understand all there is in this Universe. Translating a certain book from the Sunken Spiral Castle into Chinese, they could not have possibly known what it unleashed. In the south pacific something is awakening beneath the seas, slowly marching towards the Chinese coasts as if lured by an

ancient song. The first signs of something strange have appeared in the local lands, odd religious cults propping up and malevolent artifacts. What shall happen upon the Old Ones true arrival?

SIN

A world not meant to be, yet remaining ignored by the world and allowed to persist. Qin Shi Huang, after discovering the artificial body of Nezha, finally was able to acquire the immortality he so long sought. With his new perfect body of steel he went forth to conquer the world. Under his rule and guarded by the Great Wall from threats that could descend from the stars, humanity lives in content peace and stability. They praise their eternal emperor, the one true human, but in doing so became little more than ignorant, happy animals with short lives and a society of basic farmers.

Origins

The people of China are as varied in nature as they are great. Neither do they allow themselves to be so easily placed into roles. To know strategy often means knowing of the arcane. Some Empresses are more beautiful than any concubine and used to be ones. Those seeking enlightenment honed their fists as well as their mind.

In order to properly reflect that variety you may select up to two origins in this Jump for yourself, gaining their respective discounts.

Politician

The true leaders and shapers of times. You are one of the figures interested in the political sphere, perhaps with ambition to rule a province. Or do you even dare to unite all of China? When you walk all shall bow and listen.

Consort

Oh if there ever was a fair maiden to make the heart of even an emperor flutter. There is no shortage of beauties in the harems and chambers you are likely to spend your days in. Yet one should never underestimate just how deadly and capable they can be.

Commander

Perhaps the battlefield calls to you. The clashing of blades and roaring of armies. Standing at the front and being a leader to your man is a great burden to bear. And who better to shoulder it than you?

Warrior

Others lead. You are the one they would salivate at the mere chance to command. When you enter a war the tides of battle are about to turn, your skill and strength in a league of their own.

Strategist

Intellect can be deadlier than any weapon. Finding the right formation to crush an entire force and knowing just what to do to seite victory from the jaws of defeat. Invaluable for any army, your mind will be the key to many successes.

Monk

You devoted yourself to your faith your whole life. Perhaps even glimpsed the distant realms and truths. True enlightenment can only happen through challenges. So what do you wait for? Go out and embark on your journey.

Divine

The realms of the Gods are overwhelming. What kind of being feels at home there? An answer you may have when asked for your nature is reminiscent of the divine themselves. A reincarnated warrior? A chaotic influence of the simian kind.

Martial Artist

There are many fascinating ways humanity has come up with to make their own body lethal. The knowledge of ancient techniques, punches and kicks is what you chase. Whatever martial art you dedicate yourself to will make you rival any blade.

Criminal/Outlaw

Not all fit into the rigid social structure of China. Many try their luck as disruptive influences. Maybe a bandit returning to their mountain of friends after a successful heist. Or an assassin with the goal of ending an emperor's life.

Philosopher

There are many mysteries in the world worth being thought about and studied. A Magus of these lands, you use your genius in combination with the Philosophy Foundation left behind by the Ten officials to shape this very world in your image.

Your Gender can be freely chosen no matter the Origin. Your Age for every Origin besides Divine is 20+3d8. As a divine being you are possibly much older and you may choose any age between 100 and 2000.

Perks

All 100CP perks are free for their origins and other perks are discounted by half for associated origins.

Breathing and Walking (True)- Free/200

All in life comes down to breath. To make the world flow through your lungs and body. Important in magecraft and physical fitness, this art is not as valued by the western magi as it should be. Here in the east one still knows of its value. You have a basic attunement to connecting your inner world to the outer world, absorbing the outer energy, the breath of life, into yourself. With time and practice you can hone your body and magical skill to be a proper representative and warrior in these lands, supplementing your existing skill and power. Especially martial arts harmonize well with this talent. This is further aided by 40 Magical Circuits of good quality, allowing you a good start into such endeavors should you seek them.

For an additional 200 CP however you are not merely adapting this style. You are born with the proper way of instinctually Breathing and Walking, someone who if found in childhood would be treated as a prodigy if not a holy child desired to be taken in by those following the path of the supernatural. Your body acts as one pure, natural Magic Circuit. Even without knowing about magecraft you can reproduce greater Mysteries than most Mages. Actualizing magical things naturally as a beginner. Who knows what you can reach with a proper guide.

Banditry Abolishment- 100

Woe be to all who are against peace when you are around. These rogue bandits must not disturb these lands any longer. Few would be as capable as you in taking these lowlifes out as your mere presence strikes fear into their hearts. More than that, your every attack is more potent when used against those connected to piracy and banditry.

Star of Destiny- 100

Long ago there were 108 Stars. 36 Heavenly Spirits and 72 Earthly Fiends. They all feared for their country and its peoples safety and together they came at Mount Liang. You may be one of these stars or a forgotten 109 but within you is that same kind of affinity. At its core this allows you a small boost to some aspect of yourself, perhaps martial skill or strength. More importantly however is the fate this star represents. Destiny itself will put you in the direction of adventure and redemption, as well as towards meeting new colorful people and opportunities to aid those who need it. Follow your star and cherish the journey.

Loyal Soldier- 100

The truly most important asset in any conflict is loyalty. No one can achieve anything if they can not be sure of each others support. Questions of mistrust or shifting

allegiances are rarely ever to be directed at you though. When you give your genuine loyalty to a lord or superior, it will be evident you speak the truth. They will know your services are without deception or hidden schemes but more than that they will become inspired by your example, growing ever more loyal to what used to be a mere pawn. This loyalty can also be directed towards you by others, inspiring similar feelings in those that fight for you. Such sheer passion works to even empower you ever so slightly when under another's service, their enemies suffering a little bit more from your attacks than normal.

Veteran- 200

Look at all these rookies. So young and full of potential. Yet they haven't even begun to climb the mountains you surpassed. You are the likes of men others revere for they have mastered themselves. You will always be at your mental and spiritual peak, other factors like exhaustion non withstanding. Putting yourself in a state of serenity and quiet confidence is as easy as breathing, allowing you to remain collected no matter what troubles occur. What truly makes you a veteran however is that you can bring others into a similar state. Through your guidance these novices who so desperately want power can potentially reach it. Introspection with you makes them realize a personal failing. Meditation brings them one step closer to their full potential. When they eventually go off on their own to teach others what they learned, everyone will know why you are worthy of your stature.

Lone Charge- 200

Those that stand in your way shall not receive mercy. There is no time to waste on distractions or impediments, not when you have a lady and child to save. Mirroring Zhao Yun, you have the uncanny ability to temporarily ignore anything that may impede your actions, even those rooted in spells. Until you arrived at your destination or completed your goal, you will be emboldened and empowered, the likes matching the madness of a Berserker only more focused and in control. This state is announced upon activation by a bright golden streak of light, making it clear you have dedicated yourself fully to your goal.

Cogito Ergo Sum- 300/600

I think, therefore I am. But what is it you are? A weapon created by three great Mages coming together to stop some end of the world scenario? Given the unique state of your existence you might be the prototype of what would one day be Ergo, only having ripened to completion far earlier. You don’t have any of his baggage or connection but the power is real as you have been allowed to feast on the flesh of a god or comparable being. While you do not have enough power to match said being, you can call upon its powers within you like Bai Ruolong. Perhaps a great dragon making it possible to project wings from your back and even use their Noble Phantasms of a storm with scarlet scales.

Should one being of such power not be enough for your hunger you can pay the price of 600 CP to have feasted on even more like Ergo has, three to be exact. They can be as strong as the likes of Set, Sun Wukong and Oceanus though not much stronger. Their powers and Noble Phantasms will be available to you without the risk of losing your identity and mind to them.

The only limitation of this power is that the gods making up your being must be having a united theme, which will in turn affect how this power is projected. A theme like ‘water’ and ‘hands’ would leave you a copy of Ergo with your own version of the Phantom Hands.

Conqueror of the Wilderness- 400

A living relic of battle. A cornerstone of an eternal empire. A soldier that any army would be blessed to have. That is what you are, a machine of war who may just be able to usher in a peaceful world and could function solely as a deadly weapon. Your body is that of Xiang Yu himself, a marvel of war and superior to 200 foot soldiers as your galloping swallows up an entire army. A Knight of the Round Table could swing their sword with all their might and barely even scratch your frame. These cybernetics did not only affect your physical power. What truly makes you invincible on the battlefield is your ability for high-speed calculations in any circumstances. You can use these to create hypothesized alternative scenarios based on different conditions. Knowing what your opponents do in battle and making you avoid their every attack, as well as seeing into the near future. All these are the result of your mind that surpasses a Knights instinct and borders on precognition.

Divine Authority- 600

The Gods have always had an influence on this world, reigning from on high and watching all who dare to dream of steppin their domain. For you such a daydream is no longer such as you are a part of these heavenly courts. Be it as a Xian or something similar you are a Divine Spirit with all the power that entails. Your Authority, given to you by the world itself, allows you to cause all kinds of effects related to it as long as you have the magical energy to spare. It is far more efficient to create magical effects that relate to your Authority though there are a vast variety of effects you can cause. Your Divinity roughly matches that of those that once accompanied Xuanzang, allowing you to destroy entire Fortresses.

Zhenren- 600

It seems Xiang Yu’s Consort isn’t the only one who is a mere eternal bystander in the world's history. She may just find in you a familiar face as you are a unique kind of Elemental just like her with vampiric attributes. A Zhenren. This makes you one of the most formidable beings in all of China. Your raw strength could blow away even the most well trained warriors. This is further aided by your ability to draw unlimited amounts of energy from the natural world, though this does not translate into

unlimited output. You can however draw upon much more energy by sucking blood from others, though you are not suffering from the bloodlust of True Ancestors. Manipulation of the world comes easy to you as a part of it, using telekinesis to control your blades or even manipulating the elements. What truly makes you stand out however is your sheer inability to die. Your immortality is so strong there are very few things that could truly kill you. Even overloading your own body repeatedly to turn into endless barrages of blood bombs wouldn't kill you, as you simply reconstruct your body using the energy you siphon. Short of being isolated in a deserted wasteland, there is no way to starve you as your siphoning fulfils any sustenance needs.

For a being so fundamentally different from humanity it might be a challenge to live among them. Worry not because you can easily conceal your presence in the natural world, even outright combining with it if so desired.

True Human- 800

What is a human? A question worth pondering but the answer you embody may surprise even the most knowledgeable. You are a true human, the likes of which Qin Shi Huang could only embody in a different timeline. You do not control the gigantic machine that guarded the lands but you are in possession of the eternal Zhenren body Qin would utilize against Chaldea. You will walk among your subjects as an Emperor should, with grace and power. Power that matches the Saint Graph of a Grand Servant. Truly transcending yin and yang and manipulating mercury into various shapes, as well as mighty blasts of fire. You are not only strong in body but also in mind, the ennui of the ages finding no old on your indomitable will. Even should you ever find your knee touching the ground, it will only be when you yourself have been genuinely bested, gracefully accepting any loss and open to things that can change your worldview.

Made in China- 1000

Mages, Gods and similar beings often have looked at the laws of the world and decided they do not need to abide by it. From Solomon creating the foundation for Magecraft itself to Gilgamesh's own creation and later denying the Gods. China is no slouch when it comes to doing the impossible, exemplified best by the Summit Courts creation of Philosophy Magecraft itself. All by making an artificial replacement for the Root in the Philosophy Foundation, a gigantic library of knowledge. It is a kind of Mystic Code that even with these 10 godlike beings could not 1 to 1 replicate the Root. The goal of China's Mages is to complete the Foundation, a task best compared with repairing the most complex device in existence without having all the tools.

In any case while you do not have a Root yourself, you might just make a decent imitation. Much like the Xian of old you have a fundamental knowledge in regards to metaphysical structures. This doesn't give you any ability to manipulate them. But

copying them? Making your own version? That is a much more likely possibility. Even if it is nigh impossible. These structures don't so easily get made, requiring exorbitant resources even if you had 9 other individuals matching you in power and you all worked in perfect harmony. Whatever you make may always be an 'Imitation'. Though achieving this feat alone is worthy of acknowledgement is it not?

Politician

Hearts of the People- 100

An adept in the arts of political intrigue and the administration of the state, you are far from a stranger to social games and oft deadly negotiations. Quite the prodigy even, given your rare talent for seeing the bare hearts of those around you. Understanding their dreams, beliefs, pain, fears. It's this understanding that supports your charismatic leadership, helping you guide others to heal old wounds and support the most righteous beliefs. Which just happen to be the ones you yourself believe in. With your easy understanding of political movements and societies on the macro scale, it would not be difficult to begin creating a cult of personality around yourself. The king who understands his subjects can easily become a beloved ruler.

Emperor's Command- 200

To rule in China is to war in China. Military action is but another tool of diplomacy with a surprising amount of crossover. Those such as you find that the greater their talent as a ruler or political official, and the greater your presence, the mightier your armies will grow. You'll realise how easily your administrative skills translate to keeping an army efficient, how your charisma inspires your men to fight like cornered tigers for months on end, even to craft horribly deadly strategic plans. Such is true in reverse as well, with your talent and achievements as a military leader increasing your prowess as a peacetime leader. Imbue your people with military discipline and the wills to work until they drop. As either side grows, you'll come to develop an almost tangible presence of authority to awe and cow those before you.

Imperial Cultivation- 400

Absolute rule is a gift that so many have squandered. It is a chance to sculpt an entire nation to an ideal but so few have the skill and fewer still the will to see it through. To you, society and politics are just the start, as you effortlessly lead all but the most skilled adversaries around in circles to achieve your goals, even those few struggling to keep up. Even the most cunning schemes and dishonorable tricks become easy to pull off, as you excel at concealing your true intentions.

Your true focus is the long term change of kingdoms and political factions to the forms, culture and laws you desire. You possess a comprehensive understanding of all aspects of life and how they interact, from the lowliest farmer and artisan to the many feuding nobles and the secretive magi sects. With this understanding, comes the ability to cultivate it as you please, easily working around the resistance of others to change.

Once in a position of power, you know how to begin guiding disparate groups of people to slowly develop. New policies that appear innocuous at first

but develop as desired years down the line. Social works to alter the landscape for projects a generation later. Even within a mortal lifetime, you could unite many kingdoms into one great empire. What could you do with an immortal's span and an empire of your own?

Imperially Privileged- 600

It is only natural for an Emperor to possess all things. Simply unacceptable for one to be unable to perform in all areas of need. The blessing of this position is that you can take what you need by force, emulating the skills you need to a superb degree. By applying your will, you can force yourself to become an expert at a variety of tasks, the only limit being that they must in some way be associated with the position of Emperor. Swordsmanship, tactics, horsemanship, social charm, the creative arts and more. A dozen skills at once could be maintained, though each would fall short of mastery and far short of the superhuman heights some can reach. Should you already have proficiency in something you claim power in with this, your existing skills will instead be enhanced greatly.

The same imperial authority that grants the above can also be used to enhance yourself overall at the cost of lessening all those around you. Friend and foe both find themselves sharply weakened overall, in and out of combat, while in your presence. In return, your own skills and abilities are greatly enhanced. But this form is the embodiment of an Emperor's absolute authority, seeping such thoughts into your personality the longer you retain it. Though it may make you mighty, you'll be left to stand alone and become increasingly tyrannical with its use.

Consort

Consort Dreams- 100

Raised as a noble lady in your time, you've a wide education on comporting yourself, noble matters and the methods to conduct espionage at court. Though no master, you are very much able to create your own bloody schemes and hide your criminal acts.

You can restrain your own feelings, not just to ignore humiliation and pain but even to force down inhuman impulses for countless years at a time. Wish it and you could make yourself commit any bloody or cruel crime for the sake of your goals, burying the guilt far below. Such a patient mind is well suited for cunning games and waiting out the outbursts of violent men. They may look down on you now but it'll be worth it once you're on top.

Princess of Pain- 200

It's time for torture and scarce are those more suited than you to extracting screams of pain. Years of sadistic games giving you the experience or an inborn talent for misery, you've mastered the many ways to cause pain and break the wills of others. Physical pain, emotional anguish, isolation and so on. The exact methods to cause it as well as the understanding of the human mind as to limits, pushing people past them and moulding them after they're broken.

Break them into enough pieces and they could become whatever you desire, in time. Should a subject try to fight back, you'll be able to show an uncanny ability to turn torture implements into deadly combat weapons, even the most impractical becoming dangerous tools. Your knowledge of the body also helps in a fight, allowing you to hurt tough opponents even if you lacked strength yourself, such as the case of many cruel young princesses.

Lady's Claws- 400

You don't need to grasp the heart of the nation to survive in the courts. You just need to understand the individuals with actual power. You're as lost as anyone when it comes to understanding the masses but individuals and their strengths and weaknesses are open books to you, particularly in how to make yourself appealing. You can discern the desires or interests of others and figure out how to adapt yourself to catch their eye, even to keep their interest for years at a time. String along a gaggle of wealthy admirers or trap a powerful lord in an addictive infatuation.

Understanding the weaknesses of others has aided you in knowing where to strike your rivals at their social weakpoints and the knowledge of personal strengths teaches you who is most effective as an ally or servant. Given time to study someone, you can seem like the perfect anything, by moulding your image and outer

character to their inner desires. The perfect wife, the perfect leader, the perfect servant. Anything to climb higher.

Outer Fairy- 600

Three thousand beauties gathered from across China and yet, without compare, you outshine them all. That visage is one that leaves destruction in your wake, countless powerful men driven to terrible deeds in hopes of catching your eye or possessing you for themselves. With your well developed talents as a consort and courtesan, leading them in desired directions is quite possible. Even those of an inhuman nature are susceptible, exemplified in the gifts you've received from an eldritch patron.

A strange blue fire wreathes you when desired, powerful energy from outside of reality. The gift of an Outer God, it scorches and annihilates anything you direct it against, while empowering your own body and gifts. Incinerate entire regiments of soldiers or grant yourself the strength to harm even heroic spirits. The flames can be channeled into tools or abilities you possess to reinforce them greatly, allowing an ordinary consort to accomplish magical feats. A skillful Biwa song might summon destructive fire spirits to dance and slaughter your enemies. If your charm or beauty happened to develop further, the passions twisted with these flames will grow hotter and allow you even more power.

Commander

War-Born- 100

Just as some men are born with a talent for brawling, you were born with a natural understanding of battle. Even without a day's training, you sense how war should and could work in your time, along with various ways to turn a battle to your favour. A natural wisdom for command that makes you a capable military leader on it's own, albeit one with ideas not coloured by any sense of morality. Pair it with real skill in strategy and you'll be able to quickly adapt rigid stratagems to almost any situation on the fly.

Resounding Command- 200

A sense for armies as a part of your own body. Your voice and presence for command give you a preternatural level of control over your forces, even those who've barely been with you for days. They respond quickly and decisively to your commands, should they be loyal, as your voice echoes across the breadth of your forces. Preplanned strategies become reflexive actions even to peasant levies, drawing on your commands as instinctual responses.

Your voice will never be lost in the confusion and even magic struggles to obscure it. Even a novice could do a great deal with an army that responds perfectly to his every intention, provided he gains awareness of the battlefield situation.

Bewitching Beauty- 400

With such radiant beauty on their side, who would not fight with their all? Yours is a face that could bewitch cold-hearted brutes, leaving anyone short of a disciplined veteran entranced and distracted for a time. Your voice is similarly beguiling, drawing attention and soothing wrathful tempers with a few words. In a pitched battle your visage might not stop the enemy cold, unless you suddenly revealed yourself, but it has potent effects still. Your allies will be able to draw on the strength of raging tigers, their morale heightened far beyond reasonable levels as long as they can see your beauty unmarred. A wound to your face might only inspire them further, in fury. Your enemies, on the other hand, will feel disheartened and demoralised as they oppose you. Strength leaves the blades of men who can't bear to hurt someone so pure.

Great Wall- 600

Leave the grand movements to the strategists. On the battlefield, the only word that matters is your own. A peerless general, the sort who could pierce through an army of ten thousand soldiers with barely five hundred men, before turning around and protecting a city from those thousands with ease. The most valuable treatise on battlefield command are whatever notes you've most recently written, as you constantly find ways to adapt and evolve your military might. Unlike some of your

peers, you've little business with dirty tricks, aside from the best ways to counter them.

Instead, your greatest ability lies in drawn out battles and affairs of endurance. Repelling sieges, smashing castle after castle and long marches are your forte. Not only in tactical skill but in something your men whisper of as a supernatural force. They believe that your presence as the head of an army imbues the men with superhuman vitality. That their bodies can run for hours without rest and shrug off deadly wounds for hours, when they'd normally be felled in minutes. It might just be sheer talent at maintaining morale but few mortal armies can keep up with one headed by yourself.

Warrior

Rough Training- 100

A sight to behold on any battlefield. A body honed to have the strength of a hulking bear, and quite likely the size of one too, through years of intense training. In the process of training this form, you were also taught to be a fine swordsman, spearman, archer and rider of horses. To match it, you have an instinct for the battlefield that allows unnatural perception of the conditions. Even in the bloody thick of it, you can glean an understanding of how a battle is progressing, as well as when the best time to run might be. It even helps you keep the edge sharp when lost in a bloodrage, ensuring your madness won't dull your skills.

Rebellious Spirit- 200

Words are for the weak, real men decide their fate with razor steel. Even when those simpering officials try to bring you to heel, you ignore them with a laugh. Your spirit is such that entire armies and the worst of monsters fail to make you flinch. Distractions, feints and confusion can be ignored by setting yourself to unbreakable focus on a desired target. Even when gilded by magic, most attempts to control, charm or sway you can easily be ignored in this way. This brutish manner can make others cower and accept your shirking of laws or customs, your growing power turning into an aura of dominating fear to any opposition.

Cavalry Exemplar- 400

A man of the horse, if ever there was one. Running for hours or days has never troubled you, your stamina essentially inexhaustible. Running strengthens and hastens your body, though it bleeds away once you stop, and you can force yourself into bursts of unreal speed in an instant. But on a horse, you leave even this behind. Born for the saddle, you can push even a lame beast to unreal feats of strength and agility, crushing stone and leaping gorges. A proper stallion could dance through an enemy army or run straight up a castle wall. You can transfer a portion of your physical prowess to any ridden horse, moreso the higher quality the horse. They share in your previously mentioned running abilities and the mere act of riding ensures that your combat skills are sharpened. War simply makes more sense from the back of a horse. From the way any of your steeds soon learn to tear out throats or kick in ribcages, even without instruction, it's apparent they agree.

[Peerless]- 600

A honed body and sharp skills worthy of the strongest of the Three Kingdoms. You are a master at the arts of war, able to wield any weapon found in these olden times with the skill of a master. Your form is likened to that of a demon, tearing through men and monsters like a scythe through wheat. Enough to match with demigods evenly. These skills and this power together make you a match for whole armies or a threat to some of the strongest beings in China. But it is your instinct for combat that is the

most dangerous. The breadth of your experience and the natural talent for it allow you to instantly react to any combat situation, no matter how bizarre, with a considered response. There is no hesitation in your fighting techniques, your body moving the instant you recognise a threat. Surprise attacks are blunted and you can instinctively repurpose and adapt combat moves on the fly. Even totally unknown situations, such as being forced to fight underwater or midair, are adapted to and handled as if you had already trained for it. Trickery is worthless against such a peerless warrior.

Strategist

Tactician's Advice- 100

Battles are fought with weapons but won with intellect. That single truth is the core of a strategist and what makes them so invaluable. You yourself have taken the first steps to being most cherished and useful for your lord with this. Analyzing and understanding a situation comes easy to you, as does quickly coming up with and giving correct advice. The smarter you are, the more you know, the better your advice becomes. While this can be used for all kinds of problems, interpersonal or the like, this is most potent in military matters. Fitting for your live in war this comes with basic training in military strategy. Do not be concerned if you ever do fail however as you also gained a talent for rapid adaptation and learning from mistakes. Those lives lost may have just been a necessary sacrifice.

Discerning Eye- 200

It takes an intelligent man to understand war but a wise man to understand people. With whom can you win if not for the best among the best? With anyone really, as long as you know how they can be best put to use. This is where your specific kind of observation shines. You have a talent for deciphering another person's skills, where they excel and how you can make them draw out these skills with your commands. As you show them their worth, so does their morale get boosted, even physical ability of individual soldiers being improved when a part of your strategy by your human touch.

Item Construction- 400

Ingenuity and sheer skill could easily be mistaken for acts of magic. Too many underestimate intelligent design and perhaps a hint of something extraordinary. The lines blur all the same as you can design and create most valuable tools. Weapons that are masterpieces and combine all major characteristics of large two handed weapons, perfectly assisting the wielder in their fighting style. Your lord could hardly ask for a better weapon.

But beyond smithing you have a few truly magical skills relating to purely strategic magecraft. Instantly deploying siege engines or creating arrow hails to name two examples.

Great Strategist- 600

Though there may always be mountains to climb on the path for more skill and knowledge, you yourself have become a summit. You are no longer a mere strategist but a legend in the war rooms. When you speak all will know of its importance as your talents as a military commander are peerless, rivaling the most brilliant in all of China. This is only the mundane use for such brilliance however.

Within your mind you developed one specific formation. Not a mere way to arrange troops but one that creates magical territories with various effects. Sima Yi's Unspeakable Formation, creating an illusionary moon over the area that crushes your opponents strengths and exposing their weaknesses would be an example you can base your own formation on. Those strong on land will be as if standing in the ocean and those weak to the sun will feel as if underneath the noon star. Alternatively it could be something like the Two-Pronged Formation of Chen Gong, sacrificing an ally and using their own lifeforce for a devastating blow. Though you only know this one at first with study and experience you may be able to learn more.

Monk

Spirit Traveller- 100

A wandering monk perhaps but not one that has not earned their place. You've gained the in-depth knowledge of Buddhism expected of an experienced practitioner, along with self defence experienced with your bare body and weapons like the staff or spade associated with monks. Enough to fight off a few lowly bandits in any case. There's also a tendency for you to gather interesting company around you whenever you travel, happening upon strange situations and unique people in need of aid. They might not become your friends or may even be quite troublesome, but it ensures you'll rarely have a boring journey or fail to leave a mark on the lands you traverse.

Demon Attracting Rose- 200

Rosy cheeks that bewitch evil spirits ceaselessly. Any man would be forced to admit you are a jade beauty, one blessed with a bountiful body, but it is in the eyes of demons and evil spirits that you inspire awe and desire. The closer your connection to the divine, from being godly to merely holy, the more potent this demonic attraction will become. It's easy to sweep up those attracted to you in your wake, gathering new students from the strangest of places, and those who feel such attraction are much easier to pass instruction onto. It even becomes possible to bring light to the demons that gather about you, if you spend the time they need to heal.

High Speed Sutras- 400

The ancient arts of Buddhist sutras, turn from religious practice into practical forms. You're an expert at casting spells through this medium, primarily focusing on ways to bind or seal, suppress and ward, as well as methods to destroy the demonic or draw on other aspects of Buddhism for spellcraft. One sutra you've learned in particular allows you to borrow the tools of those who have become your disciples, temporarily projecting a replica of even mighty artefacts, provided the teacher-student bond remains genuine and current. You are also exceptional at high-speed casting of your spells, letting you complete lengthy chants in mere moments and even set up warded territories that might take hours in just a few minutes. The deeper your knowledge of the sutras becomes, the more powerful your spells will be.

Sandalwood Buddha- 600

Closer to enlightenment than most can ever hope to achieve. You feel a connection to the greater world around you, bringing peace and understanding naturally. Not only is your knowledge near complete and your mere presence enough to calm and terrify in equal measure, you can draw on your enlightenment to maintain a 'Buddha Mode'. In this state, you are surrounded by light that will repel most effects against you, be they attacks or mental interference or status effects. This same light will swiftly heal you and your allies and you can even exert minor authority on the world within the light's reach. A mighty enough attack, in comparison to your own power, may still

break through. But you yet have a final resort, a call-out to a great teacher. By restraining this light and badly straining your own spirit, you call a part of the edge of the world, a palm from the venerable Buddha himself. This gigantic palm will seek out and crush your evil foes, striking with the force to shatter a fortress with ease. The greater the damage you let yourself take from this, the more mighty Shakyamuni’s palm will become.

Divine

Taking Suggestions- 100

Why be boring and remain fixed into one form? Have some fun like the world's most chaotic monkey himself. Updating your ‘design’ is a simple manner, receptive to suggestions you allow. These purely visual changes could make one think of you as a visual aid embodied as you easily and without need of any effort transform into what they would find interesting. These transformations don't have any additional power but there is something to be said about the convenience of changing your gender and form in a blink.

Buddha Guard- 200

There are always those seeking enlightenment. Unfortunately they may not have all it takes the brave a particularly perilous journey. Who else can be asked to keep an eye on them? Much like Nezha and the Monkey King you excel at being a bodyguard. You know exactly when a person you are responsible for is in danger, allowing you to rush to their aid. Something that could be exhausting if you need to do it again and again so unlike Nezha constantly getting sent towards Xuanzang you can choose to turn this off for whatever reason. If you can stomach the idea of them being on their own. All kinds of awful creatures lurk on the roads after all, but none you can’t sniff out, your senses detecting hostility even beyond the Boundary Fields of a most skilled witch.

Immortal Beast- 400

It is one thing to be of heaven. It is quite another to be one of its generals. An elite general of the cosmic forces. An honor you could be deserving of as Nezha herself became. Your very body is made from the Sage Arts of the Shang Dynasty. Both human and immortal with a Spirit Pearl as the core for your being. As long as this pearl is intact, buried inside of you, you will continue to resurrect from it. Your physicality is improved by this body to be a match for lesser divinities, even striking them down and that is without taking your transformation into a truly divine beast, six times bigger than your normal size with three faces and six arms and capable of both great offense and defense.

Equaling Heaven- 600

Though many have sought to challenge the heavens, few can claim to truly have pressured them. No one man has ever given them a fight quite like the Great Sage. Just maybe you could be the one who makes their armies remember these heaven shaking battles. Your martial skill is worthy of a deity, matching that of heavens finest generals in a duel and enough to overpower ninety-six demons. Your reputation precedes you, as winning such great battles will rapidly spread your infamy.

What weapon could be worthy to be wielded by a Sage like you? That is an answer only you know as you could even repurpose pillars holding together the bottom of the ocean and make them your most iconic tools.

But raw strength isn’t enough to match the numbers of the gods, so it is good you are an army of yourself. Thanks to a Reality Marble like skill you are capable of creating perfect copies of yourself. The process behind it is akin to the sword of infinity possibilities, the Tsubame Gaeshi.

Martial Artist

Martial Cub- 100

Through iron discipline and mastery of the inner self, you've started on the path to martial perfection. Taken in by a sect of martial artists, you've learned much of one of the varying styles of ancient China. With your unarmed body and a selection of fitting weapons to your style, you're more than a match for a dozen armed warriors. Your fists smash solid trees with as much ease as the plank boards you grew up training on, one of many practices that taught you to have extreme self control and discipline. Your talents lie foremost in the foundational techniques of your style, allowing for easy progress and mastery of the basics. With enough effort, those same basics could become deadly secret techniques in their own right.

Tiger's Soul- 200

The furious spirit of a tiger hidden within your breast, chained down tightly until the moment you need it. Your mastery of the self lets you easily control your own emotions, intent and presence. Act with perfect logic when desired or easily conceal the intent of your blows. With further mastery of your body and Qi, one might learn to fade from the awareness of others outright. When you unchained your inner beast, you'll be able to use the savagery to make yourself unpredictable in combat and fearsome enough a sight to make veteran duelists tremble at the sight of you. The vigorous adrenaline that comes with the tiger spirit will push your physical form to the limit as well.

Sagacious One- 400

Though modern martial arts rarely has much to do with the internal energies, the situation differed in ancient times. Mastery of your Qi, the life energy within your body, is vital for any seeking perfection of martial arts. With it, you are able to leave the realm of mortal men and achieve magical abilities. Having learned to control this energy, you can enhance your body to superhuman levels, heal wounds with unnatural speed, run across thin branches as if they were sturdy stone and inflict a variety of curse-like symptoms with your strikes. Paralysing or blinding a foe with a tap are classic examples. Such skill you possess can appear similar to the true methods of Breathing and Walking, and further mastery might allow you to learn magecraft-like abilities.

Martial Peak- 600

Master of masters, unsurpassed under all the heavens. To speak the name of your style, is to speak your name, so closely have the two become interlinked. You've not merely learned the lessons of your art but revolutionised it in your own right, mastering both the physical and spiritual teachings. Even an elderly man, decrepit of frame and battling severe illness, could evenly battle a team of heroic spirits relying only on sheer skill. Such deadliness is only greater with your weapon of choice in

hand, a specific tool relevant to your style with which your talents are even more fearsome. Without even drawing on Qi arts, you can strike at spiritual cores, balance on water and accomplish other supernatural feats. In some ways, you have already become more myth than man.

Criminal/Outlaw

Ruffian -100

A life on the streets has taught you more than some fancy tutor could ever hope to. True, it's almost all illegal and dirty skills you've picked up but people only look down on you for that until they need you. You've gotten experience with and showed promise in just about every criminal enterprise under the sun. Theft, street brawls, kidnapping, arson, scams, gambling and even a spot of running your own gang for a bit. You're pretty good at it all, especially the street fighting part. One area that was always easy was causing chaos, essential for distractions. Making mayhem and causing a fuss is a specialty, all the easier the more high class a situation you find yourself in.

Prodigal Son- 200

Dispossessed nobility, unruly children of local officials, there's all sorts that find their way into the underbelly. Before you left the daylight world, you were seen as a rising star in the arts. An ingenious young man who'd struggled to find something he wasn't graceful at, they said. Your natural talent, and extensive training by expensive tutors, for all artistic pursuits common in this era is hard to deny. You'd be a sensation at most courts if you unveiled your work there, if not setting the trends in your own right. These creative talents aren't solely limited to art as well, being able to apply the same standards of beauty and grace to other fields with enough work. Cultivate your street brawling into a graceful display of athleticism or your speeches into enchanting oration. The beauty will only improve your effectiveness, even if moderately.

Cloaked Spy- 400

The core skills to any sneak that wants personal involvement. You've the abilities to perform as a masterful spy and thief. Both the mundane skills to slip around guards and defences, as well as an unnatural ability to conceal yourself from detection. Only similarly unnaturally keen guards or spells will be able to see more than a slight haze in the air, at least as long as you stay non-violent. Physical infiltration is only half your skillset, as you have matching value when it comes to organisations themselves. Skillful disguises and concealing your true intentions. Inserting yourself into them and gaining the trust of those involved, sniffing out dirt and valuable intel from inside, all the while preparing easy getaway plans- it's too simple. They might not even be able to find any trace you were ever there, save for their own memories.

Knife in the Heart- 600

With all their armies and claims of immortality, even the greatest emperors still fear a knife in the dark. Your agility, speed and skill with knives or poisons would let you carve a bloody swathe through even the most well defended castle. You have a mind perfectly suited for infiltration and assassination, making schemes to bypass complex defences and causing specific kinds of death become relatively easy to pull off. Even

if it takes months of set up, you can weave together a chance to get at almost any target. Additionally, you'll have the will to carry out even apparently suicidal missions. The more personally dangerous your current assassination plot becomes, the more capable you'll become at everything needed to successfully pull it off, at least until you've taken your final shot at the target.

Philosopher

Beginner Taoist- 100

Whereas the Mages in other parts of the world chase the root, the people of China have a different idea. The Philosophy Magecraft's goal is to make the Philosophy Foundation left behind match the Root in its accuracy. An act akin to trying to fix a long-broken plate while missing many parts but an endeavor to strive for all the same. It functions like a library, where only one with the right Philosophy Key can get certain knowledge out of it. Something to be passed down from Master to Student.

While you may not have the blessing of a Master, you have a good grasp on the fundamentals of this kind of magic. The principles of Philosophy Magecraft, build upon the knowledge of Taoism, are known to you, with enough basic knowledge to create basic effects and some advanced ones with the right combination as well as a speciality of your choice like say alchemy. To truly excel in these arts you require a teacher but as long as you remain open and obedient, that should not be much of a problem, easily finding those you can prove yourself too.

Legend of Jumper- 200

There is little better an opportunity for growth than travel. Something Xu Fu must have surely realized as they went through the provinces of China and Japan alike. Much like her you find embarking on a journey to be a great opportunity for teaching and learning. Arrive in a new city and quickly learn of its cultural practices. This can be more practical knowledge of arts but also simple understanding about say various kinds of death. You are not the only one who learns in these encounters, often having the opportunity to instill something in return be it ironworking, pharmaceuticals, ceramics or more. Already you have a decent breath of knowledge to impart that many could benefit from. And as they benefit it is likely they will revere you for it, holidays and shrines being made in your name.

Transcendence- 400

The line between man and god is not as clear cut in china. Not when a mere mortal can rise to the level of the Xians, at least in the Age of Gods. Though you are not quite there yet, you can ascend your mortal shell with time and practice, eventually becoming an equal to heavenly forces as you work your way through the Xian Realm. Should you wish perhaps a small start into such ascensions you can become a Shijiexian like Zhang Jue. The lowest of corpse-free immortals but still something beyond a mortal coil.

Grand Philosopher- 600

Others still learn and train. But you? You have long since completed your training, gathered the Keys to some of the deepest corners of the Philosophy Foundation and returned with knowledge unrivalled. You are now like Taigong Wang one of the

greatest Taoist Practitioners, a match for the twelve golden immortals and spoken of in the same breath as titans. A Merlin of the eastern world perhaps. A Beast would for others be an unsurpassable obstacle but for you a worthy rival as your Xian Arts and Fangshi could make even them hurt. Magic from the Age of Gods, quick analysis, techniques to support your allies and weaken enemies, cooking fire without making smoke, teleportation, flight for yourself and others and much, much more is within your grasp. Thanks to how many formulas you are aware of, over 200 different ones, it becomes furthermore nigh impossible to figure out the ins and outs of a single spell.

Items

You may pick 1 100 CP item for free and gain a half-price discount on 1 200 CP item and 1 400 CP item.

Song of Selfless Loyalty- Free

It seems someone has sought to reward you for your services. In a far more artistic way than expected. In your hand are a set of poems, much like those Qin Liangyu once received. There are no other benefits to this, simply some pleasing literature directed at you. More is to come in future Jumps by this fan of yours.

Celebrations- 50

How else are you going to run a party for a whole band of outlaws? A vast supply of alcohol is found throughout China. Huangjiu, Baiju, beers, wines, spirits and more. The container has enough of each variety to satisfy over a hundred hard drinking warriors, restocking to full by the next night. Even an immortal could drink themselves silly with this much booze.

Traditional Ink- 50

Intricate art snaking around your entire body, at least as much as you'd want it to. The best tattooists in China have spent days working you over, designing and applying body art exactly to your specifications or desires. It might mark you out as a ruffian but even those against the artform might find themselves admiring the marks left on your body. You've a contact in most places who can alter, remove or add new tattoos as well for a reasonable price. Their methods surpass even what can be done in the modern day, though their styling is limited to what is found in China itself.

Benefaction Drug- 100

A healthy folk is a happy folk. Only the best of medicine in an eternal Empire. Within your grasp are exactly the kind of drugs required in such a situation. Pills created with advanced technology based on the sage arts to cause all kinds of effects. They can make the taker happy through psychotropic effects, boost the immune system to superhuman levels and ensure your bodily fitness while keeping you free from disease and ills. With a single pill they will never even so much as catch a cold. However as a side effect they cause a lethal production of chemicals once it detects hormones signifying old age, killing even those with perfectly healthy bodies around the 80 to 100 year mark. You receive several barrels worth of the pills that replenish daily as well as the exact recipe for their creation. For you these pills can also come without any unwanted side effects like the old age death sentence.

Wheat Fields- 100

Wheat is such a wonderful thing. Filling bellies and tanks alike, what can it not do? It alone can be the backbone for an entire Planet spanning empire. What you have

here is the exact same kind of Wheat Qin Shi Huang had access to, an entire province worth of genetically modified Wheat to be exact. Perfect to be made into ethanol or food and noticeably more efficient and effective than usual Wheat.

Mask of Lanling- 100

An ornate face mask, crafted with masterful skill. While a pretty thing that rests comfortably on you even in combat, its purpose is actually to protect others from your own grace. The mask will allow you to moderate and seal away abilities that activate through sight. This might mean preventing others from being distracted by your beauty or sealing away dangerous Mystic Eyes that you cannot otherwise deactivate.

Demi Waver- 100

A Briton has come to China. Such are the remarks on seeing you in this new avatar body, an empty vessel you or another spirit allied to you can fill with ease. The body of one Waver Velvet, in mature or youthful forms, and able to contain your presence no matter how big or strange you are. You might even feel a little more perceptive and astute while wearing this spiritual flesh-suit. Should you have a need for additional bodies, one can be provided each day on demand.

Martial Arms- 100/200

An extension of your body, the tool to use in tandem with your martial arts. A weapon of some kind from these eras, such as a staff or sword. While it at first appears ordinary, it is just shy of unbreakable and will clash evenly against all kinds of legendary weapons. How dangerous it'll be will depend on your skill. If somehow broken, a similar weapon will soon make itself available, with minimal work on your part.

For an additional 100 CP, you receive a fine weapon indeed. Akin to Bai Chu Qiang, it has been crafted to a level beyond that of human limits. Swords that cut through stone walls like paper or a staff that strikes as if it weighed thirty times what it feels to hold. These tools perform particularly well against a certain class of being, decided upon creation. The narrower and less grand this class, the more potent it becomes. An Anti-Divine tool would see a small buff in strength, an Anti-Hero weapon noticeably deadlier against the heroic and a sword for cutting up bandits becomes almost unstoppable against those targets.

Elixir of Immortality (Fake)- 100/200

Long is the dream of a long life. One that doesn't end. Many are those that have chased this dream, one of them may be yourself. You may not have achieved it but have come rather close, gaining a false imitation. For yourself, drinking from this elixir will quicken your recovery. Anyone else will become damaged if they were to do the same.

For an additional 100 CP you also receive a single bottle of the proper elixir, made with the finest alchemy. One version Qin Shi Huang has no need for it but it would make a fine Valentine's Gift. It will grant the drinker immortality of the eternal youth variety without any harmful effects. You get one bottle for one person that refills every Jump.

Red Rabbit- 200

A prince among horses, a bloody red streak on the battlefield worthy of the greatest riders alone. This nigh-mythical steed has violently refused all riders until you appeared, deigning to allow you to ride him. He gallops faster than the human eye can track, has hooves able to smash down heavy castle gates and the foul temperament to outfight anything short of a master warrior on the battlefield on his own. To a genuinely capable rider, a strange trait will become evident. You'll be able to fuse your body with this beast, becoming half-man and half-horse. You'll be no less agile than before, your combined bodies instead moving swifter than either could alone.

Mercury Maid- 200

Golems can be such handy beings for Mages. Ever dutiful, untiring assistants. This Mystic Code, created by your own hands or inherited, is a particularly great one, leading design in the field of automata and entirely unaffected by any decline of mystery relating to artificial humans. Made of liquid metal, this Maid uses her versatile body to serve her Master. Cleaning and invading spaces but also turning her hands into hammers, becoming a steed to ride upon or even a suit of armor that strengthens the wearer are well within her capacities. She can even take the appearance of another person, down to imitating their behavior and habits to a certain degree. Statistical analyses, pattern recognition and hacking are further tools with which this loyal tool aids you.

Containment Measures- 200

The Sage Arts can give way to many unique tools and techniques but few could be so versatile as this. These Talisman are enchanted mystic codes with the ability to seal spirit origins away. Applying some of these to a knocked out servant or even god would make it impossible for them to use their vast power. Keep them restrained and weak and they shall not bother you again. Considering this Item also comes with a prison cell and mechanical dolls specializing in tormenting a captive non lethally, that should not be a problem for you.

Non-Returning Dagger- 200

The blade that is to put an end to an emperor needs to be special indeed. Hidden within a map scroll is the tool with which you may just accomplish such. It is extraordinarily well concealed and nigh impossible to find but being so well secured is only one part of what makes it so useful. The dagger is laced with a potent poison,

promising instant death with even a scratch unless they have any kind of resistance. That alone may be enough for certain targets but not all which is why there is one more effect innate to it. If the wielder is prepared to not return from their mission and use all their strength for it, any attempt at assassination becomes proportionally harder to avoid.

Ku Li- 200

A cursed retinue, each man and woman present concealed behind masks. The Ku Li are your personal followers and servants, numbering several dozen in total, and devoted beyond all limits. They're capable household and personal servants but their purpose is primarily that of torture. To torture or to be tortured. Each Ku Li has some manner of tool for exacting pain, which they've managed to become capable enough in combat with to rip apart the average human easily. They share a portion of your talent for causing pain and can be summoned at a whim, wherever they've gone. Should you go too far in testing your own torment techniques on them and break one, a new masked follower will appear a day later.

Gaomi Luozhi Jing- 200

A magical book containing all the lessons of torture that Wu Zetian became infamous for. Sealed in here are not just instructions on countless ways to murder and maim but also the tools to accomplish it all. Blades, hammers, execution devices, poisons and more. Many notes throughout the book are in Wu Zetian's own writing, on ways to exact ever more extreme punishments. Your fearsome armory has become particularly potent as well, perhaps due to all the death and pain they've caused over the years, and each tool is capable of hurting something on the level of a Heroic Spirit. It might be awkward to use these things in combat without proper training, even if you can rapidly summon and dismiss them at will, but once a hero is in your clutches, they'll regret it for sure.

Taipingjing- 200

Make use of this to make the world a better place. However if you misuse it you will undoubtedly receive divine punishment. These were the words you had been told when an immortal gifted you this tome. Three Volumes titled "The Essential Art of Great Peace". Misusing it won't cause you any downsides rest assured, that is what you pay for. But the benefits? They will be no less great than what Zhang Jue could gather. Study will quickly allow you to master many of his mystical arts, especially the act of controlling the weather and painting the azure sky yellow.

Immortal Killer (Failure)- 200/400

Woe be to all forsaken by death and cursed with life. Sometimes death can be a blessing, a wisdom you must be aware of to be in the possession of this item. It is a mask, accumulated with all forms of death. Those who wear this mask have death confered to them, no matter what kind of organism they are and reduces their

possibility of survival to the minimum. This version is sadly incomplete and lacks effectiveness against targets that are never fated to die or those related to the netherworld. For an additional 200 CP however you gain the variant Xu Fu made inside of a Micro-Singularity, capable of even killing the immortal Yu Mei-ren.

Other World Library- 400

A record of another world-path. A tome with far too many pages, seemingly created using ancient sage arts. Detailed within are technologies that would be fanciful imagining in our world, built on a divergent technological tree to ours. This is a repository of knowledge from an alternate world where Qin Shi Huangdi became an immortal being, reigning for millenia over the globe. From genetic modification, pills that reverse aging and cure any known disease, orbital super-structures, advanced war robots, cryogenic freezing of warriors to be preserved until they are needed again and all sorts of means to interact with magic. All this technology is made without the miniaturisation that our world took up along the way or even with the idea of electricity, supported by combusting fuel, large amounts of resources and sage-art inspired techniques. The only thing in these tomes is of the Sage Arts themselves and the body Qin made for himself with them.

Ruyi Jingu Bang- 400

Once upon a time a Sage decided that the best weapon for him was one that held together the very world. This Staff is in many ways like that very same one the Monkey King claimed for himself. Though it is light in your hand it is mighty and tall, magically extending its length if desired. Originally its purpose was to give form to what is vague, holding together the Texture of the bottom of the Ocean much like the Holy Lance Rhongomyniad. When hitting something the wielder can further make use of its innate Authority, creating a solid block of air that pins the target in place.

Draconic Mount- 400

It is dangerous out there. Don’t forget to keep a dragon nearby. Such powerful phantasmals with strength to match many dangers you could be made to face. You have one of your very own, with physical and magical might to match the average draconic being. Furthermore it is capable of shapeshifting, into either a horse or a deer-like qilin.

God Force- 400

A weapon worthy of a War God and the strongest of the Three Romance period. Created with the greatest of engineering China has to offer and a two handed halberd by default. This is far from the only form this weapon can take however, directly inspired by Chi You’s many weapons. Its six forms allow your martial techniques to truly reach the apex of their potential.

Its versatility is without peer, efficient in slashing, thrusting, battering, scything, and sweeping. One form each to cut through physical defenses, stun on hit, raise one's own defense as well as block and redirect attacks, sweep aside rows of enemies, counterattack while deflecting physical attacks and even shoot like a wave motion cannon.

Fireship Afloat- 400

Some stars are extinguished far too early. Like the promising general Zhou Yu dying of illness even after his victory at the Battle of Red Cliffs. It is his louchuan warship that is now within your grasp. A mighty naval vessel capable of water travel as well as flight. The true treasure within is however a bow on its deck. When fired from the ship itself even a single arrow once released explodes in a brilliant flame burning hundreds. Indeed the flames might be your most potent tool against any invader, the memory of Red Cliff still within. When set ablaze on command the ship will create a Reality Marble like environment, creating hell on earth, raining down fire and explosions until the enemy is destroyed or the users magical energy is exhausted. Anyone not related to the fighting will mercifully be evacuated upon activation. To properly use this technique the target must first be held in place for a brief period of time before the ambush can occur. Inside you will be able to freely control the burning ship, from the explosions and fire arrows to even summoning heated chains.

An Army- 400

How else are you going to claim victory if not with a fighting force ready to lay their life down for your ambition? This military force has sworn their absolute fealty to you and your cause. Be it for rebellion against a dynasty or for unification of your country. The one thing uniting these very different people is obedience to you and your cause. What kind of army do you command? That is up to you as this Item can take the form of two different versions. The first is a small but elite force of a few hundred trained soldiers. Each one is at the top of a trained soldier, not the likes that can challenge genuine titans but anything that isn't Lu Bu would be having the battle of their life in a duel against them. For those that rather have quantity there is the second version. Instead of some trained soldiers you have tens of thousands of people to swarm your enemies with bodies. They are untrained but there is nothing saying you can not change that.

Optionally you may purchase this Item twice (only discounted upon first purchase), in which case you get an army in the tens of thousands that is each as skilled as an experienced soldier.

Marble Trading Company- 400

Why shy away from the criminal underworld when you could lead it? Be a part of it and reap its many spoils? You are now the head of your own organization in these circles, with much to spare in mundane resources, wealth and manpower. Thoroughly

embedded within the local crime circles you enjoy one thing few in this establishment can claim: trust. Your clients trust you implicitly, any contract you have naturally never being broken. Even two crime families could be wedded in peace as long as you are overseeing it.

Fusang Tree- 600

The Tree of Life. The crystallization of all the secrets wielded by the Xian. A treasury of knowledge that would be the wildest dream of any alchemist. A dream that is now your reality, as you have gained access to this legendary tree.

Folded in its own special pocket dimension, it stores vast amounts of information regarding the secrets of all life and many Mysteries of the Xian. The biochemical applications are nigh limitless. Though originally only usable through the Xian Arts, you will find any process you try to use to gather its secrets will pay off and only yours. Perhaps you could even become its Divided Spirit like a True Xian one day, using its vast energy within the Sage Realm freely.

Holy Machine- 600

The Holy Vessel that was the home and eternal body of Qin Shi Huang, his mind uploaded into it to best watch over his Empire. This gigantic marvel of technology is now yours to control, your mind likewise at home here. It controls not only gravity, ensuring it will never touch the ground again, but also the Great Wall, one hundred thirty one thousand, four hundred twenty five li long. Floating in orbit around the planet it allows you to observe any point, communicate with anyone by projecting magnetic beams that directly vibrate in a humans skull to simulate voice or through metallic objects. Through these great walls you can launch payloads down on the earth or even makeshift meteors. Your computing power is just as impressive, a modern smartphone barely one millionth of your own. Multitasking to an unprecedented degree and figuring out foreign technology with a glance before adapting it for your own forces, as well as detecting those hiding in their spirit form are well within your mechanical mind's reach.

To support such a body you require an absurd amount of fuel, the likes that can only be gained by entire nations farming wheat for ethanol. Your body will never lack such means fortunately, always operating as if freshly refuelled. Another drawback of this body is that it is originally without defenses against viruses. Unless you can remedy that risk best be careful about what you scan.

Companions

Import- 50

This land is more than big enough to accommodate more than one additional traveler. By paying 50 CP you may import one companion into this Jump. They get 600 CP to spend on Perks and Items as well as their own choice of two origins with the associated discounts and freebies.

Canon- 50

If someone around here left a good enough impression that you want to keep them around you, you may allow them to become a companion in exchange for a small fine. If they accept nothing shall stand in the way of some companionship on your long journey.

Panda- Free/25

Oh what an adorable little fella! An animal so iconic with China… and so unbelievably cute! This animal companion here is like a dream come true for any panda enthusiast. Though always a mundane panda that adores you immensely, you are free to design the specifics of your new friend. Maybe a small and eccentric panda who acts like an emperor or a large ball of fluff. You can purchase additional Pandas for 25 CP each.

Also comes with all kinds of panda-shaped pastries.

Familiar Seeming Mage- 100

China's Magus World is ever so distinctly different from those of the Clocktower. Yet utterly incompatible with one another, which is why both factions agree to leave each other to their devices. However there is one fellow that seems very familiar in both mannerisms and personality to someone outside of China. Perhaps a Gem wielding Heiress or a distinct Lord dealing with far too many weird occurences. Should you desire more of these chinese counterparts you may purchase this multiple times.

Vitch- 200

What a vile yet alluring woman. You do not know where this beauty came from exactly but three things are as clear as day. One: She is not human, some fox reminiscent of the likes of Da Ji. Two: if a more gorgeous lady exists it is not in China as her appearance surpasses even the most lovely of Concubines. Three: she has become wholly and utterly impossible to separate from your life. She might not necessarily be as evil as the dreaded Da Ji herself but her sadistic streak could give hers a run for her money. Best keep an eye out on her.

Mount Liang- 300

The 108 Stars are each banished demonic overlords who have since then repented. Accidentally released they have been reborn in the world as 108 heroes. And this mountain is where they are meant to gather. It is the kind of hideout any Outlaw could only dream off, a clear waterfall enriched with plenty of delicious alcohol and holding more than enough room to accommodate over a hundred warriors. Indeed it is already filled to the brim with such redeemed heroes. To them you are not a leader but a battle brother, but one whose word for the future of the group is even more valued. Each one of them is a capable fighter the likes to match Yan Qing and Huyan Zhuo and not one is like the other, each sporting unique specializations that are comparable to the established 108. You are free to design their appearance and personalities yourself, should you have a specific vision of the outlaw gang you'd like to guide. Perhaps a hoodlum gang of hooligans rejecting any kind of authority. Or a group of ladies who are strong in battle but easily embarrassed and constantly desire praise.

Crimson Beauty- 400

Immortality is such a dreadful thing. A notion that may seem unbelievable for some but this beautiful lady vehemently argues against it. Her own nature as an elemental made her feel isolated from the world at large. Upon finding you however she finally found a place to belong. She fell for you and she fell hard, an undying devotion and love burning in her for you. Do keep her company as long as you can. One does not want to imagine what she would risk just to see you again.

Drawbacks

You may take up to 1000 CP in drawbacks from the following list.

Time Extension- +0

Ten years aren't possibly enough to enjoy all this nation has to offer. If you'd like you can choose to extend your stay by as many number of years as you like.

Continuity- +0

If you've been in this world before, this drawback will allow you to carry on from your last time. Despite the different timelines and any other changes, your two or more journeys will combine into one. However, this won't affect, lessen or otherwise reduce the impact of any drawbacks or challenges you may choose to undertake.

Bandit- +100

There is no shortage of those that obstruct the law and peace. Many outlaws are wandering China to follow their wicked ways. You may not be one of them but your reputation surely matches that of a most infamous criminal. All of these lands are convinced of your immorality and law enforcement of any sort will seek to bring you to justice. That is not counting the occasional figure who truly dedicated themselves to hunting your ilk down.

Tyranny- +100

When in Rome, after all. The disposition of a particularly evil spirit has affected you, a level of cruelty and immorality that'd make even the more brutal nobility of these eras shrink back in disgust. While it need not control your actions, should you have the will to resist such desires, your Da Ji-like temperament will encounter all too many chances to abuse your powers and the people around you. Immediate consequences will be few to none, an easy trap for those that can't stop themselves indulging. But let your reputation become too foul and the people will almost certainly rise up against you.

Romance Years- +100

It is a time of change, where you have chosen to live. The winds of war begin to blow, the stench of blood staining the land once more. Warfare will be a constant in your time here, with your personage often dragged into military affairs in some way over and over. These wars, even those featuring only mortals, will often be bizarrely brutal and inhuman in their acts. You might not be on the frontlines or face much of a threat if you choose to be but you'll certainly be responsible for countless lives in war after war. Even if you force things to end, it won't be long before some new conflict starts up. It's human nature, in the end.

Allergic Reaction- +100

Mystic Eyes are an intriguing power, but not all are equally as useful. What this means exactly you find out as soon as your eyes come in contact with magical energy. You will feel a burning sensation as they turn red, eyedrops needed to lessen the pain. If it gets intense enough your eyes could even catch on fire. Unlike Reine's your eyes can't even see invisible magical energy or anything else or weaponize the flames in any way. Developing your brain and magical circuits also wont work to lessen the problem.

Aid To Enlightenment- +100

Someone finally put a limit to the sheer chaos you can cause. A headband has been placed upon your head and no matter what you try you can not get rid of it, no matter what abilities you have or who may help you. Quite unfortunate because it is also able to deliver truly intense and painful backlash, the likes that will make even you scream out in unpleasant agony. If its any consolation this is not a tool for torture but rehabilitation. All the headband asks of you is that you act morally and just. If not? Well the sheer head splitting agony may be an effective teacher.

All Books Must be Burned- +200

Confucianism must be destroyed! It is a plague that must not be suffered to exist! You have the same sheer hatred towards such ideas that Qin Shi Huang embodied. Whether or not you want as much control over your peoples thoughts as possible or reject particular kinds of thought, any contact with Confucianism will cause you to lash out, even willing to launch an entire meteor at the offending parties village if that erases the source of your ire. This kind of intense reaction overwrites any other thinking, causing you to lose many allies you may have made before and turn you against them if it even looks like they were involved.

All Scholars Must be Buried- +200

Knowledge and thought are wonderful things. But not if you care for your life. It could be a result of wanting you to know your place but all around you are violently opposed to you gaining any new knowledge. If you do not remain anything matching that of a humble farmer you will need to deal with extreme consequences. Perhaps even snowballing into the local emperor sending all they have towards wiping you out.

Treachery- +200

Having a loyal force at your beck and call would make so many conflicts easier. A luxury you will never get during your time here as you simply can not get any subordinate you can rely on. The treacherous nature of Lu Bu is within each and everyone you command or have any authority over, being all the more extreme the stronger they are. Even the most incompetent could end up banding together, four corrupt officials at the very least becoming a repeated annoyance. This works directly

against any charisma or leadership skills you have. Either navigate a flock of traitors or work alone.

Poisonous Darling- +200

A fox has caught your scent. You'll forget you're being hunted after taking this and soon enough, seemingly the perfect partner will appear before you. They're everything you could want it seems, apart from what a bad influence they are on you. They're a psychopath to match the infamous Da Ji and see you as a means to an end for spreading evil and misery across the land. With wiles and cunning to match their famous counterpart, this evil spirit will attempt to manipulate and eventually control you to live out their fantasies. If you can notice their true nature in time, make sure to nail them down tightly, as they've learned to be very hard to kill for good.

Bewitching Damsel- +200

Are you in some way divine or do demons just really have it out for you? Demons and malevolent spirits are inherently attracted to you, in a way that would leave Xuanzang offering you her sympathy. If you thought simply having to deal with demons would be the issue, think again. Your own skills seem to take a nosedive if someone else wants to capture or abduct you, requiring a competent bodyguard or two to protect and rescue you. This is not to say you are incompetent in a fight. Just that if you are the target you will be completely unable to defend yourself. And there will always be someone after you.

Eternal Lament- +300

Immortality is not a blessing. It is a curse. Those who death has abandoned have nothing but suffering to look forward to. Whether or not you are immortal you are riddled with that same crippling longing to finally pass on. Resisting this urge will require all your effort, not made easier by your constant depression. Unless you have the love of your life around you at all times it will be a challenge to keep going. And those who come to admire you? They may give their all into developing ways to finally end your misery.

Foolish Loyalty- +300

How in the world did you end up in this position? For some reason you have given your utter loyalty to an utterly incompetent fool. Their sheer incompetence is bound to land you in all sorts of dangers. You thought you would be appreciated for sticking with them through such troubles? Think again. No matter what they will eventually begin to despise you, even as your loyalty does not change. They will not order you to kill yourself but suicide missions that require your everything just to stay alive are fair game.

Sensitive Mental EX- +300

Did a distinguished and intelligent British gentleman fuse you with some Greek phantom as well? In any case you are now in possession of a mind as fragile as it could be. Needy and desperate for validation and attention, insults are a better weapon to use against you than any blade. Any kind of criticism, even the most gentle, is going to crush your self-worth. A proper “I hate you” will leave you coughing up blood. This even influences your skills, any performance you could do suffering immensely if you yourself are in a bad headspace. To even function you need a steady influx of positive reinforcements and compliments but these too can not be backhanded with even positive criticism in excess risking to paralyze you. Don’t think you can escape the trash talking either as those you oppose will naturally be more foulmouthed.

Star Crossed Lovers- +300

Ah but what an eye-catching piece you are. Even eyes from the furthest away can’t help but gaze on your beauty. How unfortunate for you that, of all the hearts you could catch, it is these ones who desire you. These creatures of great power, from outside of our reality, will seek to express their love in strange, scary and often dangerous ways. It’ll start with one but more and more join over time, particularly if you don’t keep a low profile. They might manifest horrible monsters that seek to embrace you, an unfortunately lethal even for creatures in this reality. Strange weather and cosmic signs follow you, leaving you feared and mistrusted. Bad luck dogs your wake, as alien gods seek to put you into amusing situations. Woe forbid any of them managing to manifest and communicate their love in person.

A Grand Disappointment- +300

You are absolutely worthy of the position of a Grand Servant! Two different Classes even you promise! Good luck getting people to see that though. This isn't necessarily because they don't trust your words and it might not even be because you lack the power or skill. The unique problem you have is that you simply can not rise to the occasion. The time you spend training your spells and sharpening your skills will always be for nothing as any major enemy you encounter will be fundamentally unlike what you expected. Prepared the perfect spell against an enemy? It fails to so much as scratch her because you were simply wrong. Powerful techniques fail to hit their mark. This drawback does not weaken you, it simply makes the vast majority of power you have useless in any confrontation.

Challenges

Below are some options that alter the circumstances of your stay in this Jump, offering new experiences, challenges and rewards. Feel free to pick as many as you can handle.

Journey to the West

One can never know how the call to adventure manifests. One day you are simply enjoying your peaceful life and in another you have been requested by the heavens themselves to aid a certain Monk. Xuanzang Sanzang is about to embark on her fateful Journey to the West. Through it the woman who was once known in the Heavens as Jin Chanzi shall gain enlightenment and acquire the original buddhist scriptures. The problem and why the heavenly sent messenger in front of you is so worried? She is utterly lacking in any of her competent disciples that would have made this dangerous trek possible to begin with. No Horse Dragon to ride upon. No Monkey King to save her. No one. Just herself and her faith in buddhism. Given how many demons out there want a piece of her, if she truly embarks on her own she is sure to suffer an unfortunate fate. Which is where you come in.

You must join Xuanzang as a disciple and ensure her journey is successful. You must protect her from the many malevolent forces drawn to her as well as prevail through any of the unique challenges you will encounter. You might occasionally receive some reinforcements in the form of Nezha but for the vast majority of time it will only be you two.

Don't think you can cut this journey short by teleporting the two of you to the desired location or the like. You must face every single obstacle Xuanzang would have normally faced with no room for shortcuts. You will be challenged physically against some of the most wicked of demons, but even more so mentally and made to face your own shortcomings.

Should you succeed and reach your destination with the Monk safe and unharmed, the Challenge will be considered complete. After such an adventure it would be cruel to have you part so you may take Xuanzang with you on your own Journey. She is sure to be up for it after how great of a team you were. Perhaps even Nezha could come along, not wanting you to shoulder the responsibility of looking out for her alone.

That being said, companionship is not the only reward you gain. You did just take part in a spiritual journey after all. You yourself have become something of an honorary Bodhisattva or Saver. Damage you suffer no matter their source is reduced unconditionally, be they physical, conceptual or inter-dimensional.

Three Kingdoms

The Three Kingdoms period in China, from 220-280 CE, was a time of intense political rivalry and military conflict. Upon its ashes three regional powers rose up. Wei led by Cao Cao in the North. Shu Han led by Liu Bei in the Southwest. Wu led by Sun Quan in the Southeast. Each wanted to claim dominance and the right to unify China underneath their rule. Who is worthy of this right? That is up to you to decide.

Whether you join one of the factions or dare to claim a fourth kingdom in this conflict upon you is the task to bring an end to this conflict. All of China must be within your control. Potential warlords seeking power themselves must be brought onto your side or pacified. Any enemy factions brought to their knees or made peace with. How you do it matters little as long as this era of bloodshed finds an end with you as the victor. Mighty warriors and cunning strategists alike will be set against you who you must either best or outwit.

Should you be successful at uniting China once again, your reward shall be nothing less than the country itself in all its beauty. The scars of war will heal and a new age with you as its undisputed ruler shall begin. Any allies you have made may of course tag along to further serve your new Empire.

Ending

Your time in this world has come to an end. Now what will you do next?

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

Notes

-Special thanks to Valeria, the original creator of the Fate Legends series. This Jump is largely based on the notes regarding her Chinese Myths Jump. I just took what was given and decided to finish it and add some options of my own that didn't exist yet. If Valeria ever finishes her vision for Fate China or if she takes any issues with this Jump I'd take it down if requested. This is merely meant to complete what she started.

-Philosophy Magecraft makes my head hurt. Nasu what do you mean there is an Artificial Root in China? I couldn't find when exactly the Summit Court created it (it had to have happen in the Age of Gods, perhaps even earlier than the Three Sovereigns) or much information on them beyond Wuziqhi was probably involved and an 11th member who was eventually exiled. In any case I will rule that any Magecraft reliant on it still works in future Jumps.

-I don't know why but I am finding Chinese History uniquely difficult to research. Especially in the context of Fate's timeline. I had to rely on both the Type Moon Wiki and actual Wikipedia to have a broad context of these times. I do apologize if I got any information wrong.

-I was on the fence regarding even allowing Made in China but what the Summit Court did is so important to Fate China as a whole I had to reference it somewhere. Considering Oasis of Fantasy also offered you Solomon's ability to make Magecraft I eventually decided to go through with it, in exchange for a high CP cost and vast resource drain if you do make one. To be clear, the metaphysical things you make with this Perk will always be somewhat inferior to the real thing, you're not out doing the Xian themselves since they are the baseline and inspiration for the Perk. Maybe Post-Spark you could do proper imitations but I leave that up to your individual fanwanking.