

A thousand Li

Introduction

The A Thousand Li series follows Long Wu Ying, a young man from a simple farming village, who is thrust into the world of immortal cultivation and martial arts after being conscripted into the army. After spotting an enemy ambush and a chance encounter with an Elder he is being given the chance to join the Verdant Green Waters Sect. Initially reluctant, Wu Ying embarks on a very slow and unsteady journey where his cultivation path, his values and his sense of who he is are tested at every turn. Along the way, he faces the challenges of navigating the dangerous world of cultivators, where power struggles, political maneuvering, and the dark influence of evil sects threaten to derail his quest for immortality.

In the first few books, Wu Ying must adapt to life within his new sect and choose a secondary occupation that aligns with his dao—his cultivation path. But soon, external forces, such as the brewing war between his home kingdom of Shen and the enemy kingdom of Wei, draw him into larger conflicts. Along his journey, Wu Ying encounters a range of friends and foes, including powerful spirit beasts, fellow cultivators, and members of rival sects. As he faces life-threatening challenges, including injuries that threaten to break his cultivation, in order to save his master Wu Ying must reconcile his wishes of helping others at the cost of giving up on his dreams of ascension.

As the war between kingdoms intensifies, the previously thought eliminated dark sects becomes an ever-present threat, targeting Wu Ying and his sect, which ends up with Wu Ying going against the wishes of the sects Elders, saving his martial sister and being banished as a result

In the later books, Wu Ying faces even greater personal loss and sacrifice. His quest for immortality takes a devastating turn as he confronts powerful enemies, including the tyrant king of the Cai kingdom, whose ambitions threaten the peace of the surrounding nations and sacrifices both his chance at ascension and his greatest treasure. With his body broken and his cultivation shattered, Wu Ying must rebuild from the ground up. Facing time running out as his injuries threaten to claim him, he retraces his steps and seeks to discover his true destiny and his true dao.

The journey, which began with a simple farm boy seeking a peaceful life, concludes with Wu Ying questioning everything he once knew, racing against time to find the immortality he has long sought, even as he faces his own potential downfall.

You will spend 10 years in this world.

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **1d10+15** for your age or choose for free. Keep the gender from your last jump or change for free.

Location

You will start in the state of Shen. The State of Shen stands as a fractured remnant of the once-great empire of the Yellow Emperor. Though time and war have splintered the land, one thing remains unchanged—the widespread practice of cultivation. Unlike in some other kingdoms, every citizen of Shen is taught the fundamentals of cultivation through the Yellow Emperor's foundational manual. This has created a society where even commoners possess some level of martial ability, making the kingdom more resilient but also shaping a rigid hierarchy of power and potential.

For peasants, the demands of daily labor leave little time for extensive cultivation. Most never progress beyond the first or second stage of Body Cleansing, granting them slightly enhanced endurance, strength, and health—just enough to improve their productivity. Those with greater ambition must either stumble upon rare opportunities or seek patronage from nobles or sects. Meanwhile, the nobility naturally enjoy greater leisure and wealth thus also greater access to cultivation resources. With advanced techniques, spirit herbs, and specialized training, they are able to push beyond the limits of commoners, solidifying their rule over the land even more than mere wealth would dictate.

Beyond the control of both royalty/nobility and the army stand the sects, the third pillar of power in Shen. While nominally loyal to the kingdom and required to pay taxes, the sects remain largely autonomous, training their disciples according to their own traditions. Though not obligated to support the war effort, many sects still contribute in their own ways, whether through elite disciples, military alliances, or simply remaining neutral. The path of a sect cultivator offers the greatest potential for ascension, providing unparalleled resources—ancient manuals, powerful mentors, and rare materials. However, gaining entry is a brutal competition, with only a handful of outer sect members selected each year.

Your starting location will also determine your background

Choose your starting location for free or roll for it

1. **Small Village:** A humble beginning, much like Wu Ying's own. Life in a village is simple but harsh, with farmers toiling from dawn to dusk, barely scraping by. True Cultivators are rare, and any techniques passed down are often incomplete or outdated.

>Gain the "peasant" perk for free as well as +200cp to spend however you want (you need the help)

2. **Lord's Residence:** As part of the ruling class, you begin with status, connections, and access to refined cultivation methods. The aristocracy of Shen is closely tied to sects and the ongoing war, meaning you may find yourself quickly embroiled in political struggles or conscripted into battle. With tutors and martial instructors at your disposal, you have a strong foundation, but the expectations placed upon you are just as heavy as the benefits you receive.

>Gain +400 CP for items only (representing wealth, gifts, family treasures).

3. **City:** The bustling heart of civilization, cities in Shen are centers of trade, knowledge, and cultivation. Here, sect recruiters seek disciples, mercenary cultivators sell their services, and hidden factions weave their schemes. Starting in a city grants access to a broad array of resources—libraries, alchemists, blacksmiths, and even auction houses where powerful artifacts change hands. However, ambition runs rampant, and betrayals are as common as business deals. If you can navigate the chaos, a city can be the perfect launching point for greatness.

>Gain the "merchant and auction hall" for free

4. **On the Road:** Some cultivators are destined to wander. Perhaps you were born into a traveling merchant family, or you are a rogue cultivator without ties to any faction. Maybe your sect kicked you out. The road is dangerous, filled with bandits, spirit/demonic beasts, and rival sect disputes spilling into the wilderness. However, it also offers the freedom to carve your own path, unbound by sect rules or noble obligations, but with way less access to any of a sects vast resources. With luck, you may stumble upon ancient ruins, lost cultivation techniques, or even immortal masters testing the worthiness of the next generation.

>Gain the "blessed by the heavens" perk for free

5. **Wilderness:** The untamed lands beyond civilization are a place of both peril and opportunity. Here, nature runs wild, spirit beasts roam freely, and hidden groves or ancient tombs lie untouched for centuries. Survival is difficult—food, shelter, and avoiding deadly creatures will take precedence over cultivation at first. However,

should you endure, you will grow strong in both body and mind, developing a deep connection with the land, perhaps even stumbling upon a hidden spirit realm or some other treasure. In any case rare spiritual herbs and powerful spirit beast cores are abound here.

>Gain 200 cp to spend on a pet spirit beast companion and the “Chi sensing” and “aura sensing and control” cultivation techniques for free.

6. **Small Sect:** A modest sect, such as the double soul double body sect, often family-run or dedicated to a specific martial art or a specialized way of cultivation or the arts/trades/. Resources are limited, but the bonds between disciples tend to be stronger, personal attention from elders is more common and your sect may have incredible expertise in one field or way of cultivation that larger sects can’t offer. Progression may be slower compared to a major sect, but maybe more tailored to your needs, and there is also less internal strife, allowing you to grow steadily without immediate threats from jealous rivals. If you prove yourself, you might even help elevate the sect to greater prominence.

>Gain 400cp to either spend in the cultivation (technique) section or to spend on the “library” or “tools of trade” items

7. **Big Sect:** A powerful and established sect, such as the Verdant Green Waters Sect. These sects have vast resources, elite techniques, and access to high-level cultivation materials and scores of powerful and expert teachers. However, competition is fierce—inner disciples vie for prestige, politics run rampant, and failure can mean demotion, expulsion, or worse. The path within a major sect is not just about cultivation; it is also about surviving the treacherous waters of ambition, hierarchy, and hidden rivalries. But if you succeed, you will have a powerful foundation for your ascension to immortality.

>Gain 400cp to either spend in the cultivation (technique) section or to spend on the “library” or “tools of trade” items

8. **Army:** Boy, you’re in the army now. Oohoo you’re in the army... now. The Shen Empire is at war, and you are a cultivator in its service. Whether you enlisted willingly, were conscripted, or born into a military family, your life has been one of discipline, drills, battlefield horrors, and camaraderie forged in blood. Cultivation here is not refined or elegant—it’s brutal, direct, and honed through constant combat against beasts, bandits, and other cultivators.

>Gain 400cp to spend on martial techniques

Some other notable locations outside of the state of Shen you might want to travel to:

State of Wei

Shen's primary rival and current wartime adversary. Wei is a militaristic state, valuing strength, discipline, and hierarchical order. They are honestly not that different from the state of Shen. Wei often employs conscription and has strong ties between its military and cultivation sects.

Kingdom of Zhao

A kingdom to the north of Shen, where the monopoly of all cultivation resources, be it manuscripts, weapons, herbs, talented cultivators themselves etc. are held by the Army under direct control of the king, while the few small sects and wandering cultivators fight for scraps. The entire kingdom is also housing a kingdom wide formation, though for what ends is not clear.

Kingdom of Cai

An expansionist and ruthless power ruled by a half-Immortal tyrant. Cai cultivators often walk the line between orthodoxy and corruption, with some embracing questionable or outright dark cultivation paths. The kingdom is aggressive in foreign policy and cultivation practice, and their internal structure is heavily authoritarian. Their elite warriors and rulers often display terrifying strength and brutal philosophies.

Kingdom of Nanyue

Located in the south, Nanyue is exotic, humid, and spiritually rich, with a high density of spirit beasts, but currently suffering from corruption that warps chi and pollutes spirit stones.

Cultivation

Cultivation here may be orthodox, unorthodox, dark and demonic. You can choose whatever way you like, although this might limit your starting locations. Unorthodox methods are mostly found in smaller sects, while dark and demonic methods of cultivation are mostly done while hiding within an orthodox or unorthodox sect. Sects who are completely openly dark or demonic don't exist in this state (yet)

Cultivation stage

Each purchase places you at the beginning of the stage
Pay an additional **-100cp** if you want to start at the middle of the respective stage
and **-200cp** if you want to start at the peak of the respective stage
Each stage and level within it comes with the appropriate and balanced power,
experience and enlightenment/knowledge of your dao.

Cultivators of higher stages are in general much more powerful than those of the lower stages. An early stage core cultivator would normally win a fight against a dozen late stage energy storage cultivators. The higher the stage the higher in turn the levels of each stage become, in terms of reaching higher levels as well as in the overall increase in power. While an increase from body cleansing stage 2 to 3 is marginal an increase from core formation 2 to 3 would be a massive jump in power.

Body cleansing stage -free

There are 12 meridians to be cleansed and unblocked

Know how to draw naturally occurring chi from your surroundings and let it flow into you through your breath or via other means, accumulating it in your body and expanding your chi storage in your dantian, as well as controlling its flow through the body, using it to cleanse your body of toxins and impurities, as you progress you will be able to push blocked meridians open allowing your body to use more chi more efficiently. As a result you grow, stronger, faster, tougher, heal, mentally faster and recover faster and require less sleep as you progress through this stage. At body cleansing level 7 you would heal 10 times faster than someone without cultivations knowledge and you'd be able to carry heavy loads while running all day long, quickly evade or block a couple of arrows being fired (by mundanes or low level body cleansers at least) etc.

Energy storage stage -300

There are 8 meridians to be opened in this stage

Cleansing and opening these new meridians is much harder as these are entirely closed off unlike the slightly opened ones of the body cleansing stage. In this stage the cultivator is capable of projecting his own chi outward of the body in the form of energy attacks, create weapons and tools formed out of chi or for various other purposes.

Core forming stage -600

The cultivator bundles his chi which is located in his dantian and meridians and forms it into a compressed solid core, putting several layers on it if possible. This is the shell in which the nascent soul of the next stage will be allowed to grow and eventually hatch to reach immortality. The smaller one can get the core during one's ascension to this stage and the more layers one can put around it afterwards the more powerful the potentially emerging nascent soul is able to become. Drawing from the condensed and refined chi of the core results in a great boost of power for the cultivator.

Nascent soul stage -900

Aligning his chi with his own unique dao and fully committing to his dao the cultivator forms a new soul around his dao, which finally breaks free of the core like a bird out of an egg shell. This is the first true step to immortality. This step is also the first to truly rouse the notice of the heavens, leading to the first heavenly tribulation. Each

step of this stage will have a new tribulation and a final grand one at the end before you join the ranks of the immortals. As the nascent immortal soul grows it also starts the process of merging with the mortal body, with the final goal of creating an immortal whole.

Half immortal stage -1200

A cultivator that has fully integrated and merged his immortal peak nascent soul with his mortal body has nearly entered the realm of immortality but has yet to take the last step into true ascension. Forestalling the last tribulation either out of fear and doubt or simply because they wish to remain longer in this realm and grow and conquer or finish whatever else business they have in mind. Such a cultivator could battle several peak nascent soul stage cultivators and still be able to defeat them with sheer strength and the power and weight of their immortal soul and dao.

The three dantians -200/400

Normally most people have only one lower dantian as a major chi reservoir active while the other two only contribute marginally to the pool. Some individuals however have more than one dantian at full capacity, giving them overall way more available chi. These individuals are generally feared, not only because of their much greater power relative to their cultivation stage, but also because those additional full dantians can easily lead to mental imbalance and insanity. You jumper don't need to fear the drawbacks of this, as you somehow integrated those dantians perfectly. This will give you greater strength and stamina, and will also make it easier to forcefully push through blockades in your meridians. In the core formation stage those additional dantians will also lead to a way denser and more multilayered core (in only one of your dantians; not 3 separate cores in 3 dantians) than normal and a greater Soul in the nascent soul stage. By purchasing this here you also won't have to fear a stunt in your cultivation growth just because of this unorthodox new chi flow. -200cp for one additional fully functional dantian and -400cp for two.

(Soul) Cultivation Skills/Techniques:

Each of the purchased techniques will start you off at the advanced stage already. For true mastery you need to train. These are but some examples of useful techniques to be learned here and not all of them might be relevant or even useful for your unique cultivation path. Choose with care. Also nothing prohibits you from just finding and learning these techniques and train those skills on your own in this world, just as the MC and his friends did, you will just get a certain proficiency/talent for them as well as a head start by buying them here. Varying techniques might be of different usefulness at different cultivation stages. The techniques given here are mostly based on the base techniques learned as a body cleansing cultivator. If you start at higher stages you can be assured that techniques purchased here are adapted to your level, thus purchase of a technique here applied to higher levels just

means that you are especially skilled in such a technique. You might already have learned a chi recovery technique as a core formation cultivator, yours just isn't as advanced as if you'd have also purchased the technique here as well. Wu Yings chi recovery technique, the neverending wine pot, which he struggled with as a body cleanser evolved and became a true cyclone drawing chi into his core and dantian as a core formation cultivator, while being undetectable from the outside.

The yellow Emperor's cultivation exercise -free

The basic cultivation technique every child in the state of shen and most of the middle kingdom is being trained in. At least the basics. You'll know how to mentally focus on your own personal chi flow and the flow of chi in general. You'll be able to draw on outside chi and lead it through your meridians and into your dantian and how to concentrate and purify chi. The basics of cultivation itself. While most cultivators soon switch to cultivation methods that fit their own (elemental) nature better, allowing them to cultivate much faster and more efficiently, there's nothing inherently stopping one from reaching the very top with this technique alone.

Elemental affinity -free

You may freely select an element that you'll have an affinity for in terms of cultivating with it. The element is normally one of the 5 classic Chinese elements (water, fire, earth, wood and metal) or an element that results from the interactions of the base elements such as wind (fire+wood) or poison or even weirder stuff. The element you choose should fit your personality and dao. Choosing an element you will find cultivation with your elemental aspected chi much easier and more efficient. From the energy storage stage onward you're also able to project your elemental chi for various techniques and attacks.

You are free to select more than one affinity, though this is not advised as the cultivation path is much longer and the elements have to play well off each other. Nothing prevents you from cultivating with other types of chi, or absorbing other chi and transforming it into your aspect before cultivating, but this is much much less efficient. Similarly nothing really prevents you from performing techniques with/off differently aspected chi, but it will be much harder for you especially for elements that are opposed to yours and more complex techniques will require you to at least partially grasp the dao of said element.

Tantric breath -free

A breathing exercise that not only increases sexual pleasure, but also lets you control your ejaculation, independent of whether you orgasm or not. This is great, especially for wandering cultivators, if you don't want to leave your progeny everywhere accumulating karmic ties.

Two minds techniques -100

This technique allows you to have two different streams of thought or even two sorts of consciousnesses, one for example focusing on cultivation while the other observes the world around you.

Memorization -100

A technique taught to children in the northern steppe tribes, where they don't rely on the written word. Using this technique you will be able to greatly increase your memory and recall, storing vast amounts of information quickly and reliably.

Moving cultivation -200

Only advisable for mostly unconscious and repetitive movements such as running, climbing stairs or rowing, but can also be done during a sword fight if you are skilled and practiced enough in the art. While most cultivators need to sit still and focus to cultivate you can draw in chi while on the go.

Chi sensing -100

One of your senses is capable of picking up and differentiating various chi, chi mixtures and profiles. Linked to the sense of smell you could for example as a energy storage cultivator smell specific unique herbs in hundreds of feet radius

Aura sensing and control -100

Lets you gauge others level of cultivation and chi amount as well as suppress your outward level shown to others. This will also help to control your Chi leaking out of you uncontrolled, thus containing it longer and better, gaining a little more use out of less chi. Can also be used to help create a semipermeable membrane that allows only certain types of Chi filter through in one direction or just create a stronger barrier against harm, the aura itself serving as a sort of energy shield.

Fine control -100

This greatly helps with minute control of your chi at any point and even multitasking of various different complex chi flows simultaneously.

Dantian widening -100

Similarly to pushing against blocked meridians to cleanse them, the cultivator closes off his dantian and pushes against its confines to slowly painfully widen and enlarge it over time. Very slow progress generally and more useful at the lower levels, but will see an increase in the overall amount of chi you can use. Ultimately the goal for a cultivator is to condense and purify his chi, since the dantian can't expand indefinitely, but this will be a good head start

Chi store regeneration -100

Techniques for faster regeneration of your chi stores than normal, such as the Never empty wine pot, a somewhat heretical shamanic techniques where instead of the outward chi drawing in and being purified and its aspect changed to the cultivators

aspect, the cultivator here cleanses the chi of any lingering “spirits” or imprints and transforms it into his very own unique chi with his own personal “stamp”. The cultivator then creates a swirl in his dantian, which he trains to continuously maintain, which leads to a much faster drawing in of outside chi as it is sucked into the whirlpool. This technique is much easier to learn if while training the cultivator empties his dantian as much as possible, making most tasks much harder with now low reserves of chi and breaking through meridians sheer impossible.

Quingong -100

The light skill. There are several techniques in that bracket to choose from, depending on your own affinities. Let's you jump lightly up a mountain, move on fresh snow without leaving imprints, fight on slim bamboo stalks and quickly weave through dense formations of soldiers. Generally only feasible with the beginning of the energy storage stage as you need a fine manipulated projection of chi to achieve these feats

Chi communication -100

A high level skill only able to be performed by those of higher cultivation levels, and even then surprisingly rare. This technique allows the user to communicate with others, that he knows the chi signature of and a sense of their dao, over great distances with their mind alone. As the distance increases so does the need for more chi expenditure.

Custom technique -100/200/300

Not all paths are laid out in dusty manuals or whispered by ancient masters. Some paths must be carved by your own hand. By purchasing this option, you are granted the opportunity to create your own cultivation technique or atleast an existing one heavily altered by you — something entirely personal to your soul, body, or dao. This of course can also be used to purchase techniques found in the a thousand Li series not covered with the options above.

For 100cp you create a minor technique, a small but useful method or ability, perhaps a specialized sensing skill, an unconventional movement art, or a minor augmentation of chi or soul. It will be helpful but situational.

For 200cp you forge a significant technique, something that could shape your fighting, movement, cultivation style or entire cultivation journey. It could be an energy refinement method, a soul shielding art, or even a unique elemental technique. Useful across a broad range of circumstances, and recognizable by those with experience.

For 300cp you birth a major technique, rare and potent. A true foundation of your cultivation path — comparable to the signature abilities of sect founders or great clan ancestors. It could redefine how you fight, cultivate, recover, or even influence the world around you. With mastery, it might rival techniques taught only to heirs and prodigies.

You are encouraged to tailor your Custom Technique to your cultivation affinity, dao,

and personal style. Whether you forge a strange, heretical path or a righteous and orthodox method is entirely up to you.

This may be purchased multiple times.

Clones -200

You're able to form a clone of yourself, This can be either an elemental clone such as one made of earth or even a shadowclone (yes, really...). While elemental clones share some aspects of the element they're comprised of, they are an independently acting copy of yourself, with similar abilities but still no true copy. These are mostly used for combat or performing other physical tasks. The shadow clone option is a bit more complex. This is no mere illusion, like the clones created by chike sects for example, but a real copy of yourself, it's power and sturdiness depending on how much chi you let flow into the clone as you create it. He can perform all kinds of tasks for you and even test various cultivation techniques for you to see their effects before you finally commit to them. This is a complex technique that requires high degrees of control as well as being already at least in the energy projection stage.

Illusions -200

You are an expert in weaving illusions, the exact technique is up to you and can cover a lot of ground from creating clouds that confuse the senses to confusing the mind directly with sounds or even creating a couple of insubstantial copies of yourself.

Shared aura -200

A slightly demonic technique employed by the army of the Cai that allows the individual to passively and intuitively draw and share strength from and with the group, borrowing and granting both chi and dao resolve, while also greatly enhancing group dynamic and collaboration. Creating an army that is greater than the sum of its parts. The drawback is that you link your individual cultivation with a group and thus hamper individual ascension, twisting your very dao. Also (dao) attacks that could weaken, twist or even sever these ties would be absolutely devastating to everyone linked within it.

Succubus -200

A dual cultivation technique that works by consuming the partners yin or yang energy, helping the recipient of that energy to grow much faster. While mostly practiced by women, this will also work the other way around (for males to receive ying energy) if purchased here. This technique can rob the other of their potential of progression or even kill them if one is too greedy.

Body cultivation

All these cultivation techniques mentioned before were based mostly on the cultivation of the soul. This is the standard type of cultivation, with the most

techniques and manuals etc. There is another road to immortality however. One more rarely tread and with more perils as well as less examples of actual successful cultivators meaning actual immortals that have traveled that road.

The cultivator focuses on turning his very body into a vessel so strong and pure and durable that it becomes an immortal object itself, by letting his chi flow through his entire body via various meridian and acupuncture points (the sequence of which depending on the individual), strengthening parts of the body and exchanging his old body parts with the strengthened one as well as tough body strengthening exercises, often requiring self harm and the consumption of rare elements, and pills and herbs, very specific medicinal baths etc. All of which are very exhausting and painful.

Active Soul and body cultivation can be done in tandem, but this requires very intense planning, so that your entire cultivation doesn't become unbalanced and that the dao of your body and your soul don't compete/are unable to merge. Keep in mind that cultivating the soul also passively strengthens the body and in turn cultivating the body passively strengthens the soul (It will also just take more time as you spend half your time on one form of cultivation with the other lagging behind). On the plus side you will find that it will help you compensate greatly when facing of against stronger opponents as attacks of one with a greater soul cultivation stage have reduced impact against your toughened body.

You may purchase higher levels of body cultivation at the equivalent levels of the standard soul cultivation at the same prices (body cleansing -free, energy storage -300, core formation -600 and nascent soul -900, half immortal -1200), including -100cp if you want to start at the middle of the respective stage and -200cp if you want to start at the peak of the respective stage. The respective tiers will give you enhanced speed, strength, durability, stamina, longevity, clarity of mind and recovery similar to the respective tiers of the soul cultivation stage. To reach true immortality one still has to fuse their mortal soul with their now immortal body, transforming both into an immortal whole and take the last step and face the last tribulation to ascend.

(Body) Cultivation Techniques:

Each of the purchased techniques will start you off at the advanced stage already. For true mastery you need to train

Iron body -100

By repairing damaged tissue with ones chi the cultivator hardens his bones and flesh and skin. Mostly useful at the lower stages. To progress further with this technique the cultivator at some point has to intentionally harm his body via poisons or other forms. It does always come in handy if the cultivator is ever gravely injured as his body is trained to knit itself effectively while also strengthening itself in the process.

The immortal mortal body cultivation techniques -200

While this is one of the most expensive body cultivation methods, it only contains 12 steps (with additional steps being rumored to exist) and it will work with any kind of body and elemental affinity. It includes rigorous training, stretches and meditation and of course extremely painful and expensive medicinal baths.

Bloodline -300

Bloodlines are the remnant traces of a great ancestry, be they from an immortal, a dragon, a phoenix or other powerful beings. You have awakened a major bloodline of a truly great ancestor. In any case a bloodline gives you major advantages, such as added and sometimes unique physical abilities and/or unique cultivation affinities and ways to progress. While this gives you greater potential and innate talent than a normal cultivator, your unique bloodline might require a more tailor fitted cultivation approach as with such bloodlines even the layout of the bodies meridians or even organs might be altered. To further enhance your bloodline you might need to act more like your ancestors or surround yourself in an environment similar to theirs, consume food and bathe in medicinal baths that simulate an environment that would help those ancestors grow. Tutelage under a being like your ancestor would help immensely. If you go with a darker path, consumption of their blood or body would help you grow.

Elemental body -300

You have gained not just an attunement to a specific element, but your whole body has gained that elemental attribute. Body cultivators could achieve such a body eventually via a long and arduous process of replacing body parts with a certain chi/a certain element, but you were just born this way. You can choose any traditional chinese element from the 5 major ones, but also from others that are a product of the cycles of the 5 elements like air (a product of wood and fire) and others like death, yin, yang, poison etc. Even a yang body or something weirder. Your body will now naturally produce said elemental chi, since it is now naturally part of that element in nature, as well as trace elements of other associated elements (air elementals would produce air, wood and fire chi) in amounts dependent on the (body!) cultivation level, which not only will fuel your attacks, but naturally fill your dantian without outside sources of chi. You will gain certain abilities and properties associated with your chosen element, such as swiftness and evasiveness as an air elemental or higher regeneration as a wood elemental and at the higher levels transformation into the element might also be possible. A person's elemental body affinity can be the same, but doesn't necessarily need the same as one's elemental affinity used in his soul cultivation. This can lead to interesting interactions such as a wind body constantly filling the wind chi stores of a wind cultivator or a wood body supplying wood chi fueling the flames of the fire chi cultivator. Progressing your elemental body would see you strengthen that element further via the right chi infused food, pills, medicinal baths etc. as well as generally surround yourself with your element and act in accordance to it. A wind body cultivator might want to be a traveler and go with the

winds, while an earth cultivator might want to stay steadfast in place or burrow into the earth.

Alternative Cultivation Techniques:

There exist other ways to cultivate in this world, such as spirit cultivation, wherein at a certain stage the cultivator merges with environmental spirits and increases their chi, elemental affinity and connection to the natural world, as practiced by mongol-knockoffs in the northern steppes.

There's also a possibility of dual cultivation, meaning linking and cultivating with a partner. On the plus side, this is a much faster cultivation method than the others, on the minus side, loss of your partner, loss of connection and even blockages in your partner will cripple your cultivation.

Sword cultivators are also a thing. Fanatics that focus so much on mastering a martial art that they somehow grow and cultivate as a byproduct.

Chike sects (chinese ninjas) follow their own dark cultivation paths etc.

There's too little details for dedicated perks or techniques to offer, but you should know that these methods exist.

Martial styles and skills

Purchase here gives you access to the advanced levels of knowledge and skill in this style. True mastery will require training or **-200 cp** to pay with many techniques of the styles, at least the complete ones, also requiring advanced cultivation stages, like the ability to project chi, to use their full potential.

Can be purchased multiple times. All of these styles and techniques scale with power and weapon proficiency of course. Certain styles will become only really usable at the energy storage stage when projected chi attacks become feasible for example. Purchase of a style comes with a free manual extensively describing the style.

Minor style (incomplete) -first fee/any additional 100

A basic or incomplete martial style that is still in its early or developmental stages.

These styles are often raw, requiring additional training and refinement to reach their full potential. While still potentially powerful and useful, they lack "completeness" meaning that they don't necessarily have techniques for every cultivation stage as well as potentially not having at least a theoretical technique or maneuver to counter other styles. Something like the northern kicking style, a technique focused on powerful leg movements, primarily using kicks and sweeping motions for both offense and defense. While the style is basic, it can be honed and refined to add

speed, power, and tactical usage to a cultivator's fighting techniques. The northern kicking style for example pairs well with one armed weapon styles.

Major style (complete) -200

A fully developed martial style that incorporates a wide range of techniques and abilities. At this level, the style is no longer incomplete and can be effectively used in combat with deadly precision in any situation. You'll find techniques for every stage of your way as well as every encounter. Anti-counter techniques, techniques for combat within a martial formation, techniques for defense, attack, deflection, chipping the opponent etc. The style is something like the long family sword style, a technique passed down through generations, known for its emphasis on balance, speed, and deadly strikes with a sword. The style includes various stances, sword draws, and counterattacks designed to overwhelm opponents.

Legendary technique -300

This is a legendary attack or defense or different sort of martial technique tailor fitted to your style, nature and dao, very likely to have been developed by yourself. The nature and effect of this attack is something you can define yourself, but should be in tune with your dao and chi-affinity. Its strength will depend on your own strength, general skill with your weapon/technique as well as your dao understanding. A core level, martial cultivator with the heart of the sword and great understanding of the Dao of Karma and severing of karmic ties could for example wield something like the sundering blade, Master Chengs Karma severing strike: An attack completely infused with his dao of severing karmic ties. This attack will not only rend most things, but also severs them at a spiritual or even conceptual level. You will see that demons possessed cultivators will be split into demon and human again, the karmic ties of a group severed completely, the cultivation base or even the soul severed from a cultivator or all the karma of ones life being forced to suffer/experience in the moment of the strike just as easily as arms are severed from a body and clouds split with this attack.

Weapon skills -variable

This can be purchased multiple times for multiple weapons. This can also be applied to unarmed combat, so that you'd be able to train and grasp the soul of your fists/boxing or your body as a whole or even to weirder types of "weapons" such as instrument where the various skills denote power of the enchantment you can weave through the songs.

weapon sense -200

You possess an innate understanding of a specific type of weapon. If you choose the *jian* (Chinese straight sword), for example, you can pick up any Jian—regardless of size, material, or style—and wield it masterfully as if it were an extension of your body. This applies to all weapons of the same type and allows you to fight competently without years of training. While this

doesn't grant mastery outright, you'll quickly learn from experience and instinctively understand the flow of battle. One grasping the sense of the jian could pick up any kind of jian and wield it masterfully.

weapon heart -400

You don't just *wield* a weapon—you *understand* it. You grasp the deeper philosophy and intent behind your chosen weapon type, its very dao, allowing you to push its limits beyond ordinary techniques. Your strikes flow with purpose, cutting down inefficiency and hesitation. This understanding also allows you to quickly analyze opponents' weapon styles in battle, predicting their movements and adapting accordingly. This gives you perfect balance and timing when it comes to wielding your weapon. One grasping the heart of the jian could pick up any type of sword and wield it masterfully.

weapon soul -600

At this level, a physical weapon is not even required anymore. Your comprehension has reached the level where your intent alone can manifest a weapon of pure chi or even impose the *concept* of a weapon upon the world, even without the normally required need of the cultivation level of chi projection. You don't need to wield the jian anymore you ARE the jian, encompassing all its forms and techniques and strikes and potential and the very history of the concept of the blade and sword throughout history. Your attacks ignore conventional defenses, cutting through weaknesses in technique and shattering the will of lesser fighters. Those who reach the level of Weapon Soul are feared not for their weapons, but for the martial truths they embody. One grasping the soul of the jian could pick up anything, be it weapon or not and apply the concept of the sword onto it and wield it masterfully. A low level cultivator with the soul of the sword is said to slice mountains in half and strike down a nascent soul cultivator with a single cut. Even among powerful sword saints the number with the soul of the weapon is extremely rare.

Acupuncture Attacks -200

Acupuncture Attacks allow a cultivator to target specific pressure points and meridians in an opponent's body, disrupting their chi flow and incapacitating them. These strikes can paralyze limbs, weaken opponents, or even prevent them from channeling chi, making them incredibly useful for disabling foes without causing permanent harm. Outside of combat, this knowledge is equally valuable, enabling the practitioner to clear chi blockages, aid in healing injuries, and accelerate their own cultivation. Mastery of acupuncture techniques can thus make a cultivator both a fearsome combatant and a skilled healer.

Wu Wei -200

Wu Wei, or "effortless action," allows a cultivator to act without thought, moving instinctively and seamlessly in harmony with their environment. In this state, they become incredibly fast and precise, able to outpace and evade opponents of equal stages effortlessly. Actions become fluid, and every movement is executed with perfect timing, making it hard for enemies to predict or counter their attacks. Achieving Wu Wei requires deep understanding and balance with the Dao, allowing the cultivator to transcend ordinary limits and react to combat situations without hesitation or force.

Perks

You can get a 50% discount on 2 perks per tier.

Discounted 100 cp perks and abilities are free. For perks with multiple price points: the higher purchases contain the lower purchase boons.

You may freely forgo discounts of two lower tier perks for a single additional higher tier discount. eg. Forgo 2 200cp perk discounts and gain a 3rd 400cp discount.

Supporting Occupations -variable

You may select up to 3 for free at the novice level, **200cp** (pre discount) for one advanced (create spirit and up to heroic level stuff) and **400cp** (pre discount) for one mastery with the ability to create saint level equipment/pills/raise animals/plants etc. As a reminder: this is merely the potential to do so, but creating heroic and saint level equipment also requires extremely expensive and advanced equipment as well as expensive, rare or dangerous ingredients as well as the right conditions and time to create them. A saint level pill to help core cultivators free blockades and progress to nascent soul could require a rare flower that blooms once every 40 years in a regions full with powerful monsters like a pixiu, a taotei and xingtians, plucked by an expert herb gatherer and brewed by an Elder apothecary master in a saint level cauldron.

A few examples of occupations:

- blacksmithing
- apothecary (pill creation)
- martial specialist
- celestial formations (chi-based defensive formations and fortifications engineering)
- vibrant spirit beast taming
- scholar
- herb gathering
- herb farming
- tea ceremony expert
- healer

Monk -100

This perk bestows upon you a deep inner peace, an unshakable calm that allows you to remain unaffected by the emotional turbulence that others might experience. Frustration, anger, fear, or despair no longer have a hold on you; you remain serenely focused, able to maintain clarity even in the most intense situations. Your emotions are tempered, and you approach both life and combat with a mindset of balance and detachment. This tranquility enhances your cultivation, allowing you to maintain harmony within yourself and better channel your chi. You are the mountain that resides. No matter the challenge, you are able to face it with a composed, steady heart. Amithaba my friend.

Quiet as the Forest -100

Your presence fades into the background unless you choose otherwise. Whether you're among the common folk, at a sect gathering, or in the middle of a city, you're often overlooked, not through chi or magic, but through subtle body language, posture, and presence. An ideal trait for traveling cultivators, rogue disciples, or anyone trying to avoid unwanted attention like dark sect members, chikes etc. Of course hiding your presence won't be possible if you don't have your aura or general chi outflow under control.

Clear-Headed -100

Your thoughts are sharp and uncluttered, even under pressure or mental assault. Cultivation deviation, fear illusions, and maddening insight are less likely to disturb you. A solid defensive mindset perk that helps resist spirit-type attacks or chi deviation scenarios. This will also give you a generally great boost in willpower.

Sect-bred -100

You grew up in or have trained within a reputable sect and know all the ins and outs, from greeting Elders to avoiding inner-sect disputes and performing the exact right etiquette in trials. This perk won't raise your strength, but it makes sect life much easier, you know how to talk your way through a challenge match or win favor without being a bootlicker.

Teacher -100

You are a great teacher, being able to not only confer information effectively according to each student's level of understanding but also being able to masterfully lead them on a road of discovery and true understanding themselves. This doesn't necessarily mean that the students will like you. Maybe they'll curse you at every step during your cruel tutelage, but in the end they will grow stronger than they could without you.

Fairy - 100

Your beauty is the kind sung about in drunken tavern poetry and immortal sect songs alike. You possess an ethereal, near-divine charm that transcends simple

appearance: your every movement seems poetic, your voice melodic, and your presence draws admiration even from hardened hearts and icy elders. While all cultivators at higher levels are more beautiful than mere mortals, you make other cultivators look like mortals with all their flaws and blemishes. Be careful, as this beauty can be a blessing and a curse, you will attract admirers, protectors... and obsessive stalkers, unwanted attention, and jealousy from rivals.

Pupil -200

You are the dream of every master, a prodigious learner whose mind drinks in knowledge like dry earth soaks up rain. Your comprehension is razor-sharp, allowing you to quickly absorb, contextualize, and prioritize new information. You instinctively grasp what matters most, discard what doesn't, and understand how disparate ideas connect to form larger truths. You learn new skills, techniques, and principles with remarkable ease, whether through direct instruction, observation, or even just a glance at a scroll. Even in unfamiliar fields, you'll find patterns and principles quickly, often reaching advanced understanding in a fraction of the time it takes others. This perk doesn't just help with memorization, it makes you wise. The knowledge you gain becomes deeply internalized, forming a rock-solid foundation you can build upon with speed and insight.

Peasant -200

While not necessarily having grown up as a peasant, similarly to one of them you are no stranger to pain, hunger, and discomfort, having endured poverty and sickness throughout your life. This toughened existence has instilled in you a relentless, unyielding spirit. You are able to push through adversity with unwavering determination, and setbacks only fuel your drive to continue. Whether facing physical pain, emotional turmoil, or the trials of cultivation, you endure where others may falter. This tenacity grants you an advantage in battle and in life, allowing you to press on even when the odds are stacked against you. The continuous daily grind is part of your very essence. This is part willpower, part discipline but mostly sheer stubbornness.

Path of the protector -200

You are of two different worlds, the world that you come from, the one of mundane humans, living ordinary lives and the world you now belong to, of long lived powerful cultivators that strive for immortality. While many cultivators soon lose touch with normal humanity, not sharing their lives and worries, not understanding their dreams and aspirations, you never lost touch. No matter how far you go in your journey. No matter how much you change, what forms you acquire, what godly powers you wield and what senses you develop to see the world completely differently, you will never lose your humanity, always understand what it means to be human, and always be able to share human experiences, connections and relationships. Even as an

immortal god you could just sit with your mortal friends and family and enjoy a nice cup of tea and joke and gossip with them and be happy.

Enchanting -200

You have a great talent for placing enchantments on the items or the works you create. Not only are you very efficient when inscribing enchantments into objects or places or weave them as you perform an act, but you are also an expert in spotting hidden enchantments and entangling them with your own. Additionally you are capable of creating completely new and unique enchantments based on what affinities, experience and Dao you have or even techniques and phenomena you've witnessed as long as you've fully understood and grasped them.

Technique creation -200

You have a knack for coming up with new and unique chi-based techniques. Not only can you come up with ingenious new paths of how to wield and use chi, but you are also capable of quickly seeing the faults in other techniques and greatly improve upon them. You would even be capable of emulating effects you've seen either as enchantments, differently natured techniques or even other natural or unnatural phenomena, as long as you've fully grasped them.

Instinctive gentleness -200/400

This couples extremely well with fine control, but it goes beyond just control of your chi. No matter how amazingly strong and powerful you are and still grow, you will always instinctively adjust your level of strength and your powers to a level appropriate for the task or interaction. We wouldn't want you to break doors by simply knocking or spines following a simple hug.

For an additional 200cp you will also be able to perfectly perform any task, skill, art etc. that you learned, developed, trained or mastered at other levels of power and adjust it to your current level. Often young cultivators will find that their balance, timing, power of a once mastered weapons technique is thrown out of bounds as they progress to a higher stage and they didn't get to know their new strength yet, but this won't be a problem for you with this perk.

Martial prodigy -200/400

A Martial Prodigy possesses an innate, almost instinctual understanding of martial techniques. Upon encountering any martial style or technique, they can immediately grasp its core principles and adapt them to their own fighting style. This allows them to integrate new techniques seamlessly, blending and refining them into their personal approach to combat. The ability to effortlessly adapt and improve makes them a versatile and formidable martial artist, capable of mastering numerous styles with little effort. Over time, this prodigious ability enables the practitioner to evolve beyond traditional limitations, continually enhancing their skill set to become a truly well-rounded and unmatched fighter.

For 400 cp you will become an absolute prodigy of a prodigy, similar to Pan Chen who mastered the heart of the Jian as a child in the body cleansing stage and is destined to grasp its soul. After watching Core formation- Wu Jing show off his adapted family style just once he immediately copied it to perfection, instinctively analysed and even improved upon it. You can copy any style by just watching it once and improve upon it, seamlessly integrate different styles and merge them to create something that is greater than its parts. You'll be able to analyse, copy, adapt, counter and improvise immediately during combat and come up with completely new techniques and styles on the fly.

Enlightenment -400/600/800

The Way that can be walked is not the eternal Way. The name that can be named is not the eternal name. The Enlightenment perk grants you an unparalleled understanding of the world, your own psyche, and the deeper truths of existence. Cultivation is not just about accumulating chi, but about seeking insights and personal revelations that lead you to your own unique Dao. With this perk, moments of profound insight come to you with relative ease, enabling you to understand the deeper layers of reality where others might struggle for years. Your path to enlightenment is accelerated, and you gain wisdom that transcends typical cultivation. As you evolve, so does your comprehension of the Dao, not just YOUR Dao, but THE Dao, allowing you to continuously unlock greater mysteries of the world and the nature of existence itself, which will also help you grasp the daos of others. No matter how much knowledge you acquire, you will always be open to new understandings and deeper truths, thus not slowing you down in your progression simply because you already know so much.

You begin with a moderate understanding of a Dao of your choice (elemental, martial, or conceptual), the Sense of the Dao of XYZ, sufficient to empower techniques, influence the world around you in subtle ways, and begin forging or modifying your own unique expressions of it from Dao-infused enchantments to attacks and original skills and formations. You may walk multiple paths if you wish, your mind sharp and paradox-tolerant enough to reconcile their contradictions... or wield them in conflict. In time, with effort and enlightenment, you may touch upon the Soul of the Dao itself, the heartbeat of reality.

For an additional 200 cp you may straight up purchase the Heart of the Dao of your choice, allowing you to sense and influence the world around you to an incredible degree and detail based on your Dao. A heart of the Dao of Air will let you not merely control the winds but command the very element, pressure, the idea of breath etc. For yet another 400cp you will gain the Soul of the Dao of your choice at which point you will warp reality around your Dao understanding to great degrees. The attacks infused with your dao and the enchantments placed on weapons or tools created with your dao in mind will similarly bend or break reality around your Dao.

Blessed by the heavens -400

Lucky son of a bitch. You will always be saved in the nick of time, by some sort of benefactor or something else. With your back to the wall surrounded by an overwhelming force you will find that at that exact place there's a strong cultivator who disposes of your enemy for disturbing his cultivation for example. Still you will not come off scott free. If you try to test your luck you'll suffer wounds, even life threatening ones and have to fight back through intense cultivation, expensive and rare pills and you might even see your cultivation stifled or crippled leading to a much harder fight back. Death is also always a real thread if you bite off more than you can chew too often. This will also help you stumble upon rare items and other rare opportunities.

Merchant -400

Gold, spirit stones, pills, rare metals, whatever the currency, you know how to make it move in your favor. You possess natural mercantile shrewdness: a sixth sense for deals others overlook, and an uncanny ability to appraise items, spot fakes, and judge future value. Your investments tend to yield profit, your instincts tell you when to hold and when to sell, and you build trade networks that span sects, cities, and even realms. Your presence is often underestimated, until you buy out a rival's land, stockpile key cultivation resources before a war, create a cross-sect trade guild that answers only to you and generally flaunt individual wealth that rivals some sects.

Friendship -400

You are quick to find trusted friends and are likely to befriend new acquaintances. You will also find that seniors and elders are much more likely to take a liking to you or to simply rouse their interest and be willing to help you out more than others. If you return the favors with dedication, loyalty etc. then your friends and masters will go out of their way to help you out, spending massive funds, time, effort and even risking their lives, chance at immortality or cultivation base to help you reach your goals, progress etc.

Genius of your craft -400

There is something beyond the mere mastery that comes with years and decades of experience. There is simple genius. You are so much in tune with the essence of your craft that you can create ingenious devices, workarounds, new methods and so on on the fly. Like a certain mad formation expert you could easily create a small opening in a massive defensive formation with just a few spent formation flags and talismans and then turn the whole thing into an offensive attack to take down an enemy elder. This perk doesn't grant automatic mastery and in fact profits from the experience given by a purchase of mastery in a field (or the natural training and progression towards mastery). It only grants you extreme potential, ingenuity and creativity in that field.

Politician - 400

You are a master of courtly warfare, factional maneuvering, and subtle social dominance. With a few well-timed words over several discussions, you can unseat alliances, sow seeds of doubt, and lead disciples on paths against their own elders without ever lifting a blade. You can implant uncertainty in another's Dao — not through force, but by raising philosophical questions, ironic contradictions, or innocent-sounding observations that linger like poison. All this enemy outmaneuvering combined with your skill in creating strong political allies and ties of mutual trust or mutually assured destruction makes you a powerful, loved and feared cultivator, not (just?) for your cultivation base, but for the weight that accompanies your smile in a debate.

Genius cultivator -600

You gain extraordinary growth and a profound, intuitive understanding of cultivation. Be it soul or body (or both or something else...). You can grasp complex principles and methods almost instantly, making progress in your cultivation journey significantly faster than others. This innate understanding allows you to easily identify and navigate around roadblocks that would otherwise hinder or halt your progress. You can see potential dead ends in your path, preventing stagnation and ensuring continual advancement. Even cultivation issues caused by external forces such as injuries will be navigated expertly by you and see you recover where others might falter. Your cultivation is marked by a smooth, uninterrupted flow, with your innate talents making overcoming obstacles a natural part of your journey. Your intuitive and/or intellectual understanding of chi, the dao and cultivation is so great that you are able to develop unique techniques for unique constitutions and unique roadblocks of certain individuals and with effort you may even develop completely new cultivation styles similar to the yellow emperor's style, be they broad range or tailored for specific individuals.

Eternal Progression -600

This perk offers a unique and limitless path for a cultivator. While this story and cultivation system caps off at the level of immortality, this perk grants you the ability to continue growing beyond the traditional limits. The Dao, by its nature, is infinite and all-encompassing, leaving room for endless growth. With this perk, you will never truly "reach the top," as there will always be higher stages to attain, new realms to explore, and deeper insights to achieve.

The journey for you as a cultivator will never end, ensuring that you remain forever dedicated to self-improvement, always striving for the next level (i mean how boring would immortality be for a cultivator once they actually reached that stage). However, as you ascend to higher stages, the cultivation process will naturally require more time, effort, and dedication to overcome increasingly difficult challenges, be they external or internal ones. Life, instead of stagnating at a final stage, becomes a continuous pursuit of mastery, where there is always room to surpass previous limits, explore uncharted territories in cultivation, and further deepen your understanding of

the Dao. With Eternal Progression, the journey is truly infinite.

This perk doesn't need to apply to not only this system of cultivation, but all manner of progression. Alternative ways of progression should include an infinite Dao however. As you discover completely new ways to go further, you are also free to show that way to others so that they can accompany you on your journey.

Dao Reforged -600

Should your Dao falter, shattered by doubt, grief, failure or something else (maybe your soul and bodies daos are at odds or maybe you just want to try a different path) you may rebuild. Most cultivators who suffer such a loss are crippled for life, their cultivation base stalled or destroyed. But not you. You have the rare gift of spiritual rebirth. You can discard your old Dao, no matter how ingrained, and begin anew — forming a completely different Dao at any stage, even after Nascent Soul. You may lose cultivation temporarily, perhaps even regress a stage, but your foundation will survive and reform around the new path.

This perk doesn't prevent the pain or struggle of transformation. But it ensures you won't be destroyed by it — you will return stronger, with clarity only gained through death and rebirth.

Strength of soul - 600

Call it whatever: Determination, will, ego, sense of self and sense of righteousness, unquestioning duty or whatever. You have an unshakable sense of the correctness of your path, your Dao, and a clear understanding of who and what you are and what your goals and motivations are. You will not be laid astray from this path by simple words, nor even by undeniable proof of the incorrectness of your path. You will not be blind to reality and you won't be incapable of understanding and even grasping other paths, or even occasionally act against your nature and dao, if the situation requires it, but a mere adaption to reality won't mean that you and your path weren't correct in the first place. This will give you an incredibly strong soul, unshakable in its convictions and fast to regrow and recover should damage be taken, as well as a similarly strong sense of self and ego altogether backing and being backed by the power of your Dao.

Items

You can get a 50% discount on 2 items per tier.

Discounted 100 cp items are free.

You may freely forgo discounts of two lower tier items for a single additional higher tier discount. eg. Forgo 2 200cp item discounts and gain a 3rd 400cp discount.

You may freely import any items as long as they are relatively similar in form and/or function. You may freely fuse items from this jump or others if fitting. If not stated otherwise all items can be purchased multiple times.

Weapon -free/100/200/400/600

Purchase of a weapon here doesn't automatically give it some special enchantments. The quality of the weapon, the materials used and the skill and infused chi and dao of the creator will elevate it to supernatural levels (above the mundane level purchase). You can select melee as well as ranged weapons and even stuff like boat oars or instruments.

Mundane -free

A solid, well-made weapon from a local blacksmith or craftsman, constructed from common materials like tempered steel or ironwood. Though it lacks any supernatural properties, it will serve reliably as long as the wielder maintains it properly. A mundane spear might hold up well in skirmishes, cutting through leather armor and blocking basic strikes, but against chi-infused weapons or cultivators of higher stages, it risks bending, dulling, or outright breaking. It can be strengthened via the infusion of a cultivator's chi into the weapon, but it will be less efficient compared to using higher grade weapons.

Spirit level -100

Forged using rare spiritual materials like thunder-forged iron or refined monster bones, a spirit weapon resonates with chi. It accepts and enhances the flow of energy through it, often amplifying techniques or allowing basic chi projection through the blade or shaft. Such a weapon might strike truer, pierce deeper, or even emit a faint aura of power that unsettles lesser foes. A spirit-level saber would hum with latent force, easily cleaving through mundane steel and resisting wear, while passively aligning with the cultivator's chi to reduce wasteful energy leakage.

Heroic level -200

While not reality-defying, a heroic weapon holds its edge and shape even under the strain of advanced techniques and battles against other high-level cultivators. A heroic longsword, for instance, might conduct flame chi more cleanly, allowing for sharper arcs of fire or more stable energy projections. Durable, responsive, and reliable in battle, these weapons are valued heirlooms in sects and noble families alike.

Saint level -400

A saint level jian wouldn't be a perfectly crafted item with no imperfections. It would be perfectly balanced and supernaturally strong and sharp, being neither unbreakable while maintaining the perfect mix between flexibility and toughness (appropriate for that sort of weapon). It would be perfectly capable of absorbing all kinds of additional (beneficial) chi enhancements or layerings or enchantments. While the inherent steel chi of the weapon would normally clash with a wind chi cultivator as he wraps his air attacks around the blade, for such a fine weapon this would prove to be no problem at all.

Immortal level -600

This is as close to perfection a weapon can get. It will be nigh indestructible, only being able to be chipped by forces of immortals clashing at all. It will actively draw chi to itself and allow you to fire incredible attacks without even the need to tap into your own chi.

Weapon enchantment -200

Your weapon now also has a specific enchantment laid upon it. That will create a powerful addition to your weapons usefulness. While a spirit level bow may shoot arrows far farther and with more impact an enchantment upon it might make the arrows fired by it seek its target and/or hit targets from otherwise impossible angles or have the arrows multiply midair, while the accompanying quiver will restore and even regenerate the arrows with time. A pair of high grade fans could be enchanted with a high level spacetime dao so that one absorbs attacks and the other throws those same attacks back at the attacker.

Can be purchased multiple times

Spirit paper -100

You get a stack of enchanted paper. When folded and activated, they take flight in the shape of a paper crane, fish, or other origami form and deliver your message at high speed. Excellent for communication, minor spying, or passing secret messages without relying on soul sense transmission.

Can fold up to 3 messages per day.

Pills -100//200/400

Each set comes with 3 pills that refill monthly. Of the 3 pills one is a “progression pill”, that will deliver you great amounts of Chi to fill your dantian, cleanse meridians etc, helping you progress two-three levels; the second is a healing pill, giving you chi and help you cleanse, recover and regenerate and the 3rd pill is to be used at the end of your respective stage to help you ascend to the next stage. Those are merely tools to help you, you still need to put in the work and cultivate on your own (otherwise you may very well die)

100cp for a set fit for a body cleanser, 200 for energy storage cultivator and 400 for a core cultivator. How to progress as a nascent soul cultivator is a story of its own.

Chi gathering Jade -100

Atuned to a certain process, like gathering the chi of the moonlight at full moon, this Jade stone can augment your own cultivation by drawing on the additional stored chi in the jade

Woo petal bracer -100

naturally gathers metal chi and can emit metal chi attacks even if one was not yet in the energy storage stage

Thunder Rope robe -100

Clothing out of woven thunder silk. It is light and comfortable, great for temperature regulation and twice as strong and sturdy as woven steel of the same thickness.

Neverending water skin -100

Not actually neverending, but similarly enchanted to a storage ring this water skin holds much more fresh drinking water than it looks on the outside and it will refill itself magically at the end of the day. You can also choose to have it fill with wine or another (mundane) drink of your choice.

Quality of life package -100

You gain a box full with small enchanted equipment, which while not powerful, make life much easier and comfortable: A spirit lamp that gives light and never goes out, a comb that easily unangles long hair and grooms it, clothing that doesn't stain, soap beads that last for years removing all trace of smell, earrings that protect against loud noises, a sleeping bag or blanket that always keeps the perfect temperature, a kettle with a ghostly fire beneath it boiling itself....

Nightmares -200

Paper horses that can transform into full sized horses that will continuously run at top speed for a day and night before being consumed. You'll get 6 new ones every two weeks.

Dragon Skin armor -200

Not made from actual dragon skin. Very form-fitting, light and flexible this can be worn under your normal clothes, while adding great protection against attacks, blunt or piercing. This would even stop attacks from core level spirit beasts from piercing your skin. At least for a time.

Cultivation seals and seal breaking scissor -200

You'll get a pair of shackles and chains that allow for easy chi flow in a way that makes it impossible for a cultivator wearing them to actually channel their chi, making them basically powerless. Additionally you get a pair of scissors which easily cuts seals and enchantments, freeing bound cultivators and springing traps. This scissor will also absorb all the backlash and potential self destruction mechanisms. This is great for saving people, but also means that it is limited use as it accumulates damage.

Soul binding scroll - 200

While cultivators generally can swear oaths on their cultivation base, this scroll goes a step farther and binds all who sign at their soul level and cultivation base creating unbreakable oaths, while also automatically weakening all those who sign, setting the strength of their soul back a notch. You yourself don't have to personally sign the document for it to work.

Demon limb -200

You replaced a limb of yours with one taken from a powerful demon. The positive: This limb is much more powerful than any of the limbs of a normal human cultivator, allowing you to throw punches with a demon arm that would throw cultivators of similar stages around like nothing. Additionally this limb can be imbued with an elemental affinity that doesn't have to match your own so that you could for example throw powerful fire type attacks as a water cultivator. A demonic eye might even be able to temporarily summon shadowy demons from the depths to fight for you. You'll also be able to let the demon part of you take greater control when you enter a rage state, boosting your strength further. The negative: It will be very visible and people will think you're a freak. You'll also have to change your whole cultivation technique to fit this new demonic chi into the equation and you'll have to work on your control to not snap and let the demon take over all the time.

Can be purchased multiple times. Each limb can be of different sorts of demons/have different chi-affinities abilities etc. If you make this purchase 4 or more times you may as well just transform into an incredibly powerful demon right away.

Star formation flags -200/400/600

stick the flags in the ground or another surface and they will enforce an enchantment over the area. With them you can induce paralyzing dread or confusion or similar feelings that keep foes and animals away from the area, create illusions, straight up induce death via chi overload, just set up an alarm system or just create a plain old forcefield etc.

Comes pre loaded with 3 separate "charges" which will refill at the end of the month. Alternatively you can also channel your chi into the flags to fuel them

For 200 cp you will receive formation flags that would be effective against energy projection equivalent spirit beasts, for 400cp they'd work against core formation equivalents and for 600cp they'd work against nascent soul equivalent spirit beasts.

Spirit ring -200/400/600

This is a small but extremely practical device: a personal dimensional storage. For 200cp It holds roughly the volume of a large chest, though weight doesn't matter inside it. Accessible by thought and a small chi activation charge, opening and closing instantly, it allows you to store items safely outside normal space and time. You can only store non-living items like weapons, pills, scrolls, jade slips, food, ore, etc. Time does not pass for the items inside. A hot meal remains hot; an alchemical ingredient won't spoil. You can store non-sapient living things like herbs in storage boxes, specifically designed for them, which then you can store inside a ring though.

This is the bread-and-butter of most wandering cultivators — if you don't have one, you're probably still carrying your sword on your back like a mortal.

can store a chestfull of items in a hidden space outside normal space and time

For 400cp this ring will be able to store up to a house's worth of content within it, but still with the same rules as with the smaller ring. Alternatively this will be a non-true world spirit ring; a living world similar to the higher priced one but unable to grow beyond the limits of a big field

For 600cp you get a true world spirit ring. It starts off as a small plot of land, a living world that you can manipulate by sending your mind and chi into it and decide where things can grow and live and move. This world will grow with your growth. As an energy storage cultivator your land would expand a few cun every day while as a core cultivator it would expand several feet a day. Initially only non living objects, plants and small invertebrates can exist within it. You'll be able to send plants (or other fitting objects) into your realm and pull them out at any point. How much you can send and pull at each moment will again depend on your strength: A core formation stage cultivator could pull the air out of his ring at hurricane speeds and a volume so large that it would greatly hurt a nascent soul level spirit beast (and cause great damage to the garden inside). Eventually if expanded and cared for enough you can send bigger animals and even humans and other intelligent creatures there (though this feat will only be feasible as an immortal). A nascent soul stage cultivator could hold dominion over an entire continent and an immortal with such a ring would eventually be lord of a whole world inside of it. The downside of all this is that it will take up a lot of your chi (not drastically, but still) and attention. To actually cultivate a living thriving world you'll have to micromanage to an extreme degree at the start at least.

For an additional 200cp (undiscounted; you can discount of the ring and then add 200) the spacetime dao of the ring (whichever pricepoint you choose) has been greatly enhanced allowing you to control the flow of time within the ring, similar to the time differentials you'll often see from mystic realms. How much of a time difference you can apply to the ring in whichever direction you choose, depends on your level of strength. Starting off as an energy storage cultivator you'll be able to work in a time differential up to a factor of 4.

Library -200/400/600

This purchase grants you access to the internal library of a major cultivation sect, containing the accumulated wisdom, techniques, and philosophies of countless generations. Each tier opens exponentially more powerful and restricted knowledge.
outer sect library -200

The texts available to you are foundational, though not insignificant. You gain access to beginner-level cultivation manuals, practical martial techniques, and introductory volumes on a wide range of supporting occupations — from herb gathering to beast handling and rudimentary formation theory. These teachings are often general, occasionally inconsistent, and sometimes even incomplete

inner sect members -400

These archives contain advanced techniques suitable for cultivators up through the Core stage, and are often tailored to different types of spiritual roots, constitutions, chi affinities, and mental temperaments. There are volumes written by respected elders detailing their own breakthroughs, successes, and failures — each entry a window into the personal Dao of another. Occupational techniques become far more refined at this level: blacksmithing manuals explain not just the temperature of saint-tier alloys but the intent required to infuse them with will

elder library including patriarch -600

You are granted access to the Elder Vault and the Patriarch's personal archives — the most sacred and protected stores of knowledge the sect has to offer. The scrolls here contain high-tier techniques, some of which have not been practiced in centuries. It's full of excellent cultivation manuals, martial techniques, cultivation techniques, philosophical treatises (some might find helpful on their road of enlightenment), manuals for specific occupations such as herb gathering, blacksmithing....

Scrolls can be traded with other sects as well in case some specific scrolls are required that the sect library doesn't hold, even outside the jump

Spiritual instrument - 400

You gain a spiritual instrument almost similar to the one of the verdant green waters sect. A massive golden pagoda, seven stories tall, on its own slip of land. The formations, and the dao imbued into the formations, are hiding it even from the senses of a nascent soul cultivator. It levitates and flies via complex formations and a mixture of spatial, gravity, and wind daos all utilized simultaneously. It will be able to form shields capable of withstanding multiple blows from a half-immortal and fire chi-lasers capable of destroying mighty fortress walls in a single strike. While this version doesn't automatically come with its 3 tools of mass destruction hidden inside, it instead will have contained in it special core-level beast cores which will never run out of energy within the pagoda, so that you don't financially ruin yourself after a few minutes of flying and having to exchange the spent beast cores.

Merchant and Auction hall -400

Lets you auction for rare ingredients, manuals, weapons, items etc. once per month. They accept all currency. So you can purchase things you need for crafting or progression outside of this setting. You in turn are also free to auction off or also straight up sell items you have on offer. Upon purchase of this you will get a one time starting bonus of 1 core formation level and 2 energy projection level spirit beast cores. This will get the ball rolling nicely and you might help you build a mercantile empire if you invest shrewdly.

Tools of the Trade -400

Whatever trade you chose, be it apothecary, blacksmith, gardener, formation master,

or another refined discipline, you are granted a full set of high-quality spiritual tools tailored to your chosen craft. These are no ordinary implements, but instruments of power, forged or shaped to resonate with chi, intent, and the subtle laws of the world. They are both practical and profound, meant to aid your pursuit of mastery.

An alchemist may receive a cauldron that perfectly regulates heat and pressure a spirit flame dancing beneath it; a smith, a forge that keeps the temperature perfectly steady according to your will and a hammer that always strikes true with the exact force required; a gardener, a blessed plot of soil aligned with natural chi flows as well as artificial formations aiding the growth of your plants.

Whatever your tools, they will grow with you, becoming more intricate, more powerful, and more attuned to your cultivation stage and personal understanding of your craft.

These tools do not work on their own — they are not shortcuts, but loyal companions on the long road to mastery. They sharpen your strengths, refine your process, and will never bottleneck your potential. With time, they may become legendary in their own right, known as extensions of your Dao.

They can also be shared, though few will wield them with the same harmony as their rightful owner. In the hands of a skilled master, they are teaching tools as well as crafting aids.

Jumpers cultivation manual -400

This is YOUR manual, which perfectly describes all the exercises, and techniques and pills etc. that you need in order to progress, how to balance your soul and body, what road blocks you can expect and how to prepare and circumvent them etc. All this is perfectly tailored to you and your needs based on the other purchases from this jump. The manual is also able to elegantly merge with or integrate alternative methods you already possess or come across later.

Longgui Vitality Pill -400

A rare national treasure, this pill requires a Nascent Soul cultivator to craft and the resources of an entire kingdom to produce. It bypasses meridians, directly healing flesh and bone by drawing on the creator's Dao and the Heavens themselves. It accelerates natural regeneration by invoking the body's memory of wholeness, allowing deep recovery without worsening existing injuries. As it quickly heals you from fatal injuries, even while they still occur, you are free to channel your chi for other things, like an ultimate attack intended to end all your enemies, instead of actively having to cultivate like with other healing pills.

Bath Bombs -600

A must have (or at least a very nice to have) for any body cultivator. You will gain a subscription for the delivery of the ingredients of medicinal baths, broths and even pills tailor fitted for your body cultivation needs. As you progress you don't have to worry about finding ever more rare and expensive herbs and materials, you merely

wait for your monthly delivery, which will just appear at your doorstep. This delivery won't include any materials for soul cultivation, except in cases where otherwise dual cultivation would negatively interact. These materials won't alleviate the likely need for vigorous training (you get a free manual of how to best body-cultivate, with the help of the bath!). This can be used for "normal" body cultivation or cultivation of your bloodline or elemental body or a combination between them.

Jiufeng heart - 600

You gain the still beating heart of a celestial phoenix, capable of rapidly healing yourself even from grave injuries near instantly and in the process rebuild your body to perfection, meaning the celestial ideal, healing old injuries and imperfections and lingering blockages and making you perfect in every sense. If your entire body is rebuilt the heart will stop beating/working. You will gain a new heart within a year however.

Chi-Weapons of mass destruction - 600

Select one of the following: a Shard of a blade that killed a sun, capable of killing any single being or thing, a painting that can produce a high pressure high volume water jet, comparable to the yellow river pouring out of a simple painting or a small but powerful formation that increases strength and durability of defenders to such a degree that 12 could beat an entire army while twisting space and situations in a way that the army has to pass through these guys.

All of these will severely deteriorate (but still be functional) after even a single use, but will be good as new after 10 years again.

A Kings armor -600

You gain the incredible armor of the tyrant king of Cai. A set that works together perfectly, becoming stronger than the sum of its parts. The boots will shift you slightly in the last fraction of a second, so that no attack will be immediately fatal, often getting you just out of reach of harm immediately, a helm that will greatly bolster your own aura boosted by the sun directly and able to store great amounts of chi. Bracers that ensnare enemies in shadow and make aiming difficult, a breastplate that absorbs most attacks, a necklace that freezes the air, slowing opponents, a cloak that boosts the owners speed....

Mystical realm -600

A massive mystical realm that is YOURs has opened up, a rift in space linking to another reality, still linked to the greater dao. What makes it yours beyond the purchase here is that it is somehow the result of your own dao, reflecting your own soul in a way. Maybe a carefully and long term tended world spirit ring of yours exploded or something. After this jump, you will be able to control entry and exit into this realm at will. It will house the equivalent space of a whole continent inside. After this jump you can also decide where the rift linking it to the outside world is placed as well as whether its visible/able to be sensed by others or not.

For an additional 200cp (undiscounted; you can discount of the realm and then add 200) the spacetime dao of the realm has been greatly enhanced allowing you to control the flow of time within the realm compared to the outside. How much of a time difference you can apply to the realm in whichever direction you choose, depends on your level of strength. Starting off as an energy storage cultivator you'll be able to work in a time differential up to a factor of 4.

Companions

Companions can take drawbacks at no points and can't purchase any further companions on their own.

Companions are free to select their own starting location/background and are able to claim the related stipends as well as the general discounts.

You can give companions some of your cp to spend at a 1:2 conversion rate.

Canon companion -variable:

You may freely take any canon companion of human level or body cleansing power with you. An energy storage stage character would cost -100, a core formation stage character -200, a nascent soul stage character -400 and an immortal -800

OC companion -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)

You can import up to 8 companions. They get 800 cp to spend however they want.

Pet spirit beast -variable

You may freely take any pet spirit beast with you that you can think of. This can be anything from normal animals to legendary creatures of chinese mythology and folk tales. You may select anything from stags, boars and tigers to one legged frogs, Xitians, Taoteis and Pixius. Dragons are so extremely powerful, a young one at its base being as strong as a peak core formation cultivator, that you have to pay 200 cp extra for such a beast. You will merely have to pay for the level of power. A mortal strength level animal would be free of charge. An energy storage stage beast would cost -100, a core formation stage beast -200, a nascent soul stage beast -400 and an immortal beast -800.

The beast will always be completely loyal and follow your every command.

You may freely import any pets or animal companions into this slot. A companion imported via the companion import option may also choose this option (basically being imported as a beast), however they will only gain 400cp to spend.

Drawbacks

A thousand Li +0

The road to immortality is a truly long and arduous one, filled with traps, wrong roads and dead ends. To navigate it takes skill, luck, ingenuity, perseverance and most importantly time. You can freely choose to stay as long as you want/need past your standard 10 years in order to reach immortality. On the flipside you're also allowed to leave before the 10 years are up should you somehow manage to reach immortality before then.

Arrogant +100

You believe you are superior to others, making you a poor student and an even worse ally. Your overconfidence leads to underestimating opponents and isolating potential mentors.

Ugly +100

Due to disfigurement, scarring, poor genetics, or some other misfortune, your appearance is noticeably unattractive. This can lead to social stigma, make forming alliances or romantic connections more difficult, and cause others to underestimate or avoid you. In a world where beauty often reflects inner cultivation, your looks can be a serious obstacle.

Dirty peasant +100

Noble cultivators despise you, preventing you from accessing elite circles and opportunities. Their disdain closes doors that could accelerate your progress.

Rival +100

You have an old rival, a childhood bully who is somehow able to keep up with you and often seemingly a step ahead of you. No matter how hard you work and grind and suffer and stumble upon rare artefacts and secret techniques, this lucky and arrogant son of a bitch will show up time and again to humble you and make fun of you.

Expelled +100

You've been expelled from your sect, and no other will take you in. Without the support of a sect, you are left isolated and limited in your cultivation options.

Poor social skills +100/200

You struggle with interactions and tend to misread social cues. Your inability to charm, persuade, or communicate effectively often leaves you isolated or misunderstood, making it harder to form alliances or gain favor. This can manifest in often making inappropriate comments without you even realising, to simple

obliviousness in the face of others clear signs of affection, romantic interest or just simple awkwardness. For 200cp you will become actively rude which will cause you to make more enemies than friends, if you manage to make friends at all.

Lost limbs +100

You lost an arm or an eye or something. Won't regrow but you could replace it with a demonic one. This would however cause several problems with your cultivation style and emotional control.

Can be taken multiple times. If you do take the demonic limb option in the items section however you won't be able to collect more than +100 cp from this drawback even after multiple replacements. (You have to be punished somehow for going down such a dark path)

Hothead +100/200

You have a bad temper, maybe as a result of some trace of an animalistic bloodline, maybe because of parenting, maybe because you're just a dick. In any case, you're quick to anger and hard to cool down. This will cause unnecessary complications and conflicts.

For 200 you will enter a berserk state whenever in direct conflict and battle. This will cause you to both deal and take unnecessary damage in battle, even in friendly competition, potentially causing great outrage. You will also find that this way you

Pacifist +100/200/400

You won't eat meat, which is pretty gay. For 200 you won't deal a death blow to foes and spare them whenever possible. For 400 you will never harm a living being if not in self defense or for the protection of others, while still trying to maintain your no kill rule

Holes in the screen +200

You have poor control over your aura and presence. You are not only leaking more chi that way, bleeding off precious energy, but you'll also have a hard time concealing your presence as well as power level. Also you'll find that the protective chi field that is your aura will be much easier perforated by attacks

Lazy +200

You are content with mediocrity and lack the drive to strive for greatness. Cultivation is slow, and without ambition, you'll never reach the heights others do at least not in the same time.

Bad reputation +200

Your name carries weight...and not the good kind. Tales of your supposed treachery, deceit, or cowardice have spread far and wide. Whether deserved or not, you are

seen as untrustworthy, a thief, a cheater, or worse. Merchants haggle harder, sects eye you with suspicion, and potential allies think twice before dealing with you. Clearing your name is possible, but the stigma clings like a curse.

Afraid of pain +200

You avoid pain at all costs, whether physical or emotional. This fear hinders your training and limits your ability to endure the hardships of cultivation.

Poor +200

Money is always tight, forcing you to rely on subpar gear and limited resources. Your cultivation struggles as you lack the means to obtain better materials or training.

Small well +200

Your dantian is unnaturally small, limiting your capacity to store chi. This greatly hampers your cultivation, requiring external methods to compensate for your lack of internal storage.

Can be purchased multiple times should you have also purchased the three dantians option.

Old +200

You're putting the "old" in Elder. You were stuck for so long in your current cultivation stage that you are an actual old person right now. Not only does that mean that your mobility, speed, strength and energy is worse than for a younger person at your respective stage, it will also mean that pushing farther in your cultivation is likely to be much more difficult.

Incompetent guide +200

Your master is an incompetent fool who consistently leads you astray with misguided advice and terrible decisions. They are more of a hindrance than a help, and their mistakes often put you in dangerous situations. You can't choose another master.

Envy of your peers +200

Your talent, luck, or potential has drawn the jealousy of fellow cultivators. Rather than support you, they scheme behind your back, spreading rumors, sabotaging your efforts, and stealing fortuitous encounters meant for you. What should be a shared journey of ascension becomes a minefield of betrayal and petty politics. Expect false friendships, rigged duels, and missing treasures.

Ire of your betters +200/400

You have made enemies among higher-ranking cultivators, leaving you without guidance, support, or access to advanced techniques and teachings. Strangers that are your elders will refuse to teach you or even sell you valuable information or tools or if they do at completely ridiculous prices and favors in return.

For 400cp they will actively target you. They won't outright kill you, but subtly or even openly hinder any kind of progress you make.

Tool of the heavens/hell +400

While your choices are mostly yours, the heavens (or hell depending on your alignment/cultivation style) will take over at critical points and force you directly to comply with their demands, using you as a puppet. This will always go against some fundamental core principles and plans of yours. A pacifist monk would be forced to enter a rage state and torch an entire village of demons, including women and children. This will also bring up doubts regarding your dao and thus potentially cripple your way to ascension.

Dark sect +400

A powerful dark sect has taken a personal interest in you, whether for revenge or some nefarious goal. They will send assassins, spies, and sabotage your efforts at every turn, making your life a constant battle for survival.

War torn +400

Your lands or sect are caught in a brutal, ongoing war. Resources are scarce, cultivation is disrupted, and you're often forced to fight for your life or those you care about, unable to focus fully on your training due to the chaos around you. As the state of Shen is already at war, this drawback means that the war is getting hotter and hotter. You will somehow be roped into the war and its efforts no matter how you try to evade direct conflict.

Tasty +400

Something about you sends spirit and demonic beasts into an absolute frenzy. You look, sound and smell absolutely delicious or you seem as an enemy that has to be eradicated no matter what. You can still hide and evade them (i really suggest a high degree of aura control), but if they notice your presence they will target you. This is great for collecting beast cores if you're strong enough, but spirit beasts should never be underestimated and core and nascent soul beasts (which are by the way stronger than the human counterparts at that level), which maybe would have maybe ignored you before as a small fry, will now try to crush and devour you.

Destroyed foundation +600

Your cultivation base has been completely destroyed, either through a grave mistake while cultivating, battle injury, or something else. You are starting from zero, forced to rebuild everything, which will be slow and difficult without the advantage you once had. In addition you will find that cultivation is much harder than before and in addition to that you will have to find a completely new way of cultivation for your now shattered and twisted base to become whole again.

Poisoned +600

You were given a poison that will slowly whittle away your strength and ability to control chi. If not treated with the correct pill you will die within a year. Only by creating a saint level pill out of 3 very rare and far flung items will you be cured. You need to rely on your friends to find the right cure for you.

Notes

Powerceiling

Apparently a fight between two immortals can easily lead to the entire geography of a country being permanently altered.

To kill an Immortal, you have to kill the spirit. Otherwise, at best, you'd damage the form but not the Core. For some, it might take longer to reform; for others, they might heal within moments. Or just ignore the damage done to the physical form entirely.

There is no mention of realms above the immortals

Ascension

Only active cultivators reach the energy projection stage at all and that takes years of training.

Reaching the core level is something the majority of cultivators fail to do at all. That process takes even longer than the one before.

Reaching the nascent soul level is something very few core formation cultivators manage to do and this mostly takes several decades.

Reaching immortality is reserved for the geniuses blessed by fortune. The immortals coming from the biggest sect in the state of Shen, the Verdant Green Waters sect, in its millennia long history can be counted on two hands, which is supposedly a very good result.

Nascent soul and your soul

You as a jumper will be guaranteed to not die an ego death or true death upon emergence of your nascent soul and merging with your "normal" soul. Instead they will merge and create a greater whole, simply boosting your soul in the process.

Cultivation after this jump

You as a jumper will somehow be able to cultivate in whatever form you take afterwards the very same way you learned how in this jump, independent of whether your altforms has something like a dantian or even meridians. You'll be able to cultivate and use chi and chi based techniques etc.

Similarly, any boosts in strength and constitution and unique elemental aspects, that are a result of your soul or body (or whatever) cultivation will be added to your altforms.

Enlightenment and understanding of the Dao

Enlightenment can fill you with heavenly chi if the heavens approve of your path, but that doesn't necessarily have to be the case. You can still gain enlightenment independent of the heavens. Understanding your Dao will let you influence the world around you based on your dao understanding. Understanding a dao is part intellectual, but mostly having that

understanding resonate in/with your soul, so truly grasping it. There is nothing preventing you from grasping other daos that aren't yours with enough study. Yang Mu, with a vague but powerful Dao of "connections" could subtly alter and tug on the connections (personal, chi connections in formations etc) around her, but was also able to perform high level spatial techniques since she also had a great degree of understanding of the dao of spacetime.

Immortal intervention

The immortals only will interact with you if you actively challenge them by climbing high enough, starting at the nascent soul stage, where they will send an immortal and a bunch of dragons and fire lightning at you until you perish or persist.

They will also intervene should you actively or inadvertently fuck up reality, for example by creating massive rifts in spacetime. They will merely stabilize it without punishing you (atleast if you don't overdo it) in later jumps your fucking with reality will always stabilize itself naturally (should you wish to) without divine intervention.

Examples of custom (soul) cultivation techniques

This are some examples I personally came up with only to give you an idea of the general power each tier could potentially encompass.

Whispering Heart Sutra (100cp style)

A subtle soul cultivation method that allows you to faintly sense the emotional states of nearby beings by tuning your soul to their surface thoughts. Useful for negotiation, deception, or avoiding ambushes.

Burning Vessel Method (200cp style)

A reckless yet powerful chi cycling technique that allows for temporary explosive bursts of strength at the cost of slowly damaging your meridians if used too frequently. It gives a similar boost to cultivators burning lifeblood. Often employed by lone warriors on desperate battlefields.

Soul Mirror Scripture (300cp style)

A rare method where the cultivator tempers their soul by reflecting their inner flaws, fears, and hidden desires into tangible forms. Battling and overcoming these mirror-born enemies within the mindscape leads to direct, violent refinement of the soul — strengthening willpower, sharpening chi control, and even forging new soul techniques. Failure, however, leaves scars or weaknesses, which could be healed via a victorious confrontation at a later time point if the loss wasn't too grave.