

# Jade Empire Jump

**By that one dude Six Strings**

Welcome to the Jade Empire! This vast, mystical and ancient land has been home to supernatural spirits and powerful martial arts for centuries, but in recent years, it seems the Empire has fallen out of favor with both the populace and the Celestial Order. Ghosts and spirits haunt the land, seemingly unable to find their afterlife, and resentment for the Lotus Assassins grows each day.

Unless you choose Outlander, you only possess knowledge that an average citizen would have.

Here's 1000 CP to start with.

Roll 1d8 to choose a location, or pay 100 CP to change it yourself.

## 1. Two Rivers

A small community centered around a martial arts school led by a man named Master Li. There, he trains several students, including two survivors of the Righteous Siege of Dirge, as well as a nobleman's son.

## 2. Tien's Landing

Named after the first Emperor, Sagacious Tien, Tien's landing is a fishing town located on a Man-made estuary that leads into the Glass Sea. However, the Great Dam is open; meaning the river that leads to the ocean has dried up. Furthermore, the Great Southern Forest seems to be haunted, leaving the town isolated from the outside world. The ruins to Old Tien's Landing are still there, if you dare to explore them.

## 3. Imperial City

The heart of the Empire, the Imperial City is home to nobles, philosophers, the current divine Emperor Sun Hai, who single handedly ended the Long Drought, and numerous other interesting sites to be seen,

such as the Imperial Arena. Here in the capital, the Lotus Assassins are in full force, punishing anyone who dares to speak out against the Emperor.

#### 4. The Lotus Assassin Fortress

The training grounds of the Lotus Assassins and a dangerous place for anyone else. It would be wise to tread lightly and watch your back here, especially if they believe you to be weak.

#### 5. Dirge

What was once a temple home to the Spirit Monks, now lies a place of ruin, where the echoes of the slain still scream throughout the halls. Unfortunately, Dirge is a very solitary place, located deep within The Land of Howling Spirits, a mountain range of nearly unclimbable cliffs and wind scarred valleys. If you want to leave the destroyed monastery, it will be a long walk east.

#### 6. Land of Spirits

Well, this is unfortunate. You seem to be trapped inside the Land of Spirits, where the dead return to be reincarnated along the Wheel of Life. Fortunately, you're not dead, as that would mean your jump is over. Unfortunately, you'll have to fight your way past the restless spirits of those angered that The Great Wheel isn't moving.

#### 7. Phoenix Gate

A far off trading city located on the edge of The Great Desert and The Golden Delta, this city is home to numerous merchants who trade with Outlanders. While technically within the Empire, it is a long way from the Prosperous East. It would be best to invest in a flyer.

#### 8. Free Pick

Lucky roll, pick from any of the above locations.

## Backgrounds-

Roll 1d8 + 20 for age, unless you choose Spirit Monk, where you're a 20-23 year old. Pay 50 CP to change genders and age. Unless you are a Drop In, you only know what the

### **(Drop In) Outlander**

- My word! All these primitives, with their martial dances and superstitious nonsense! Ever since you've washed ashore, you've made it your duty to bring the light of civilization to these uncultured savages, just as the good god and the queen intended!

### **(50) Peasant**

- One of the lower working class, you probably farm or fish, or maybe you've mastered a trade?

Either way, your life so far has been pretty plain. Minus the ghosts floating about and the weekly harassment by the Lotus Assassins, not much has changed.

### **(100) Martial Artist**

- You are a student of the Martial Arts, and have been training in them for nearly your whole life.

Freely pick from either Two Rivers, where you train under Master Li or the Imperial City, where you train at the Black Leopard School.

### **(150) Noble**

- A member of the Jade Empire's ruling class, you've had ample time to learn how to navigate the Jade Empire's turbulent political climate. Of course, you've trained in martial arts as well, though not to the extent of the Martial Artist. Can opt to choose Imperial City with no extra cost.

### **(150) Lotus Assassin**

- The order saw your martial prowess and took you in, to be another of their tools against any rebellion in the Empire. Harsh training and well used paranoia have been the defining tools of your childhood, and they have shaped you into the warrior you are today.

### **(200) Spirit Monk**

- Where it was believed there was one, actually laid two. You are a Spirit Monk, capable of speaking to the dead, and resolving conflicts between the Celestial Bureaucracy and the mortals down below. Almost killed at Dirge, you were saved and raised by your teacher, Master Li, who teaches you in the town of Two Rivers.

Mandatory Two Rivers starting location.

## Skills and Perks

### **(100, free Peasant) Craftsman's Litany—**

You fix boats. Or maybe sail them. Or fish. Or farm. Or pour tea. Whatever it is, you are extremely skilled at your profession, provided it isn't combat related and you've been doing it for more than seven years.

### **(100, free Noble) Tho Fan –**

You possess fluent mastery of The Old Tongue, the Jade Empire's official second language. Though not many of the youth speak it, those who value tradition, as well as the elderly often find it their primary – and possibly only means of communication.

### **(100, free Lotus Assassin) Fearsome Visage –**

You are simply a scary looking individual. Whether it's the pale skin, the black veins, or that menacing glare, others are more likely to do what you say out of fear.

### **(100, free Outlander) Bizarre Customs –**

Damn these westerners and their odd traditions! Whether it's because they fear offending you, or they don't understand your customs, the people of the Jade Empire are more accepting of your odd actions - provided it doesn't bring harm, of course. Lotus Assassins and other secret police-like organizations will likely be far less accommodating.

### **(200, discount Noble) Political Intrigue –**

The intricacies of the Jade Empire, including its odd traditions, cultural taboos, and legal system, are no mystery to you. You know when to send spoiled turtle eggs and what acts would attract the watchful eyes of the Lotus Assassins, or any other authority.

**(200, discount Lotus Assassin) Deadened Nerves –**

Life is struggle, and the only way to overcome it is to endure it. Your training has made you tougher. Poisons or beatings; whatever you face, you are stronger overall to any harm your enemies may deliver, as well as much more alert to any future plots they may try to ensnare you in.

**(200, discount Outlander) Unwashed Masses –**

Confound it all! These natives don't seem to recognize the merits of hard labor! When dealing with situations, brute forcing it is more likely to work out well, provided the problem can be brute forced. Saving a starving village by simply fishing until everyone is fed might not be the best long term solution, but it sure as hell seems to be working, once again proving the value of setting your nose to the grindstone and not mucking about.

**(200, free Spirit Monk) Observing the Wheel –**

You now can speak to ghosts, spirits, and other creatures of a supernatural nature, provided they are willing to speak. In addition, you have greater knowledge of the Celestial Order.

**(200, free Spirit Monk, Martial Artist) Martial Mastery –**

You are a master of one of the basic martial styles of the Jade Empire.

Choose one from the following list per purchase:

**Iron Palm**

Practitioners of Iron Palm throw their entire body into each blow, mixing open-handed strikes with powerful, driving assaults. A low stance ensures that each blow directs momentum from the user's entire body to hit with the force of a sledgehammer. This mixture of power, balance, and brute strength demolishes individual opponents as easily as it scatters groups.

**Legendary Strike**

Many in the Jade Empire have heard of Legendary Strike, but few have actually seen it in action. Fewer still have mastered this martial style, but those who have are to be feared; their blows rain down too fast to block, and their kicks can quickly put an opponent out for good.

### **Thousand Cuts**

Thousand Cuts is aptly named, though the style does not involve blades. A master of this style relies on numerous light strikes in quick succession instead of singular punishing blows or thunderous kicks. Most opponents reel under such a relentless assault, unable to counter fast enough to find an opening for their own attacks.

### **Leaping Tiger**

With the vigor and speed of the animal for which this martial style was named, Leaping Tiger dazzles onlookers even as it carves up opponents. Practitioners of this Martial style focus so completely on the strength and quickness of the tiger that razor-sharp claws seem to sprout from their fists. The style's quick, leaping techniques and punishing strikes create a flurry of death that can keep even armed opponents at bay.

### **Viper Style**

Viper emphasizes speed and unpredictability, alternately lulling the opponent with rhythmic movements and striking with incredible speed. Individually, this style's strikes are light, but they are only a part of its arsenal. Those who have mastered Viper's mysteries know a series of pressure points that can sour the blood and disrupt their foes' vital organs. Rare is the warrior who can withstand the lightning quick strikes of Viper while being torn apart from the inside.

### **White Demon**

Many martial artists criticize the White Demon style for being slow and ponderous, but in the hands of a true master it can be one of the deadliest martial styles of all. While it lacks the crowd-pleasing panache of faster styles, White Demon's sheer power and intimidating techniques plow through opponents like an ogre in a teahouse.

### **(400, free Spirit Monk, discount Martial Artist) Chi Channeling –**

Years of rigorous study have paid off, and you can now control your chi with astounding grace. Using it

to heal, channeling it to strike ghosts and demons and enhance your blows, or striking another's chi points with Spirit Thief and stealing theirs: all child's play to you.

**(400, discount Martial Artist, Lotus Assassin) Weapon Mastery –**

The five distinct weapon styles of the Jade Empire come easily to you, and you find yourself quickly outclassing others who use them.

Twin Sabers, Longsword, Staff, Spear, or Twin Axes, no matter which one you use, it comes naturally.

**(600, discount Lotus Assassin) The Emperor's Reach –**

Traitors and thieves are everywhere, and it takes some effort to find them. Well, not for you. For you, following a trail of rumors and gossip is as easy as breathing, and your unfortunate quarry will find you knocking on their door before they even realize someone was looking.

**(600, discount Outlander) External Perspective –**

Must the ignorance of these savages reach no end! Using silver instead of gold? Having airplanes but no guns? Putting so much faith in their bizarre philosophies and fancy fighting? Absurd! Pointing out flaws comes naturally to you, and you can easily identify areas of improvement in a culture or group ... provided that group isn't yours.

**(700, discount Martial Artist, Spirit Monk) Supportive Style –**

You have mastered one of the support styles of the Jade Empire. These styles tend not to do any damage on their own, instead using chi to force a number of disabling effects on your opponent.

Choose one from the following list per purchase:

**Spirit Thief**

Those most adept at manipulating chi find that even the spiritual energy of others is within their grasp. The strikes and forms of the Spirit Thief style enable practitioners to tap an enemy's vital energies and refill their own reserves. While the techniques of this style do no physical damage to its victims without being charged with the user's chi, those who face a Spirit Thief master find themselves without the resolve to put their hearts into the fight.

### **Heavenly Wave**

Fighters skilled in Heavenly Wave learn techniques that can slow their opponents to a crawl. While this Support style does no damage on its own, a master can manipulate the chi in the area around opponents, rendering them sluggish and easily defeated. Even the most lightning-fast of foes can be slowed to a turtle's pace with the skillful application of Heavenly Wave.

### **Hidden Fist**

Warrior willing to tread a darker path learn that a confused mind is a weakened one. This infamous style is a collection of techniques that render the practitioner's foe disoriented and unable to fight back. A master of Hidden Fist is not above using dirty tricks and forbidden strikes to serve the goal of total domination.

### **Paralyzing Palm**

This esoteric style has a sinister reputation, but many more peaceful masters prefer it for its ability to render an opponent helpless without killing him. More unscrupulous masters take advantage of this style's paralyzing blows to weaken foes for the killing blow. It is designed around its magical palm strikes, which can stop a man in his tracks with a single hit.

### **Storm Dragon**

The forms and strikes of Storm Dragon enable the master to call upon the power of lightning to damage an opponent. While this style's attacks don't cause any direct damage, its motions summon forth electricity to course through its victim, doing small but constant damage over time. Storm Dragon will rarely win a fight on its own, but combined with other styles it can easily change the tide of a difficult battle.

### **(700, discount Lotus Assassin, Spirit Monk) Mystical Mastery –**

The Jade Empire is a divine place, where spirits, ghosts, demons and magic all flow freely. Several magical styles are taught here, and by learning one, you have put yourself at a great advantage. Whether it is one of the many Transformation styles that allow you to morph into one of the many demons and magical creatures that exist here, or the pure Magic Styles of either Dire Flame or Ice Shard, your ability to harness your chi in these matters is absolute.



Choose one from the following list per purchase:

### **Dire Flame**

Practitioners of Dire Flame can throw bolts of fire, project explosive fireballs, and even summon dragon-like burning constructs that immolate enemies with tongues of flame. Sometimes the sight of a fighter wielding the power of flame is enough to reduce the bravest of opponents to begging for mercy.

### **Ice Shard**

While many warriors swear by the power of Dire Flame, many others seek to master the powerful Ice Shard. By using their chi to summon forth the soul-chilling cold of the highest mountains, masters of Ice Shard can send daggers of ice flying toward enemies, call a freezing ice storm to slow their shivering foes, or even encase opponents in columns of ice before shattering them with a single blow. Few fighters have the courage to stand up to the cold stare of an Ice Shard master.

### **Stone Palm**

Fighters who study this style gain mastery over the ponderous element of earth, putting the mighty power of stone and crystal at their command. Masters of Stone Immortal have the ability to attack enemies with crystalline missiles, encase foes in stone, or even open the ground beneath an opponent's feet. To command the power of earth requires a mind centered on balance, stability, and order, and so Stone Immortal is a favored style among followers of the Way of the Open Palm. It is far less effective if wielded by those who follow the Way of the Closed Fist.

### **Tempest**

Warriors proficient in Tempest have the winds at their beck and call. Fighters who have faced this style and survived tell tales of blasts of gale-force winds and of powerful whirlwinds that effortlessly sent them flying away from the Tempest master himself. Many practitioners of Tempest face entire gangs without ever taking a wound, as the mighty winds at their command keep their foes at bay. Warriors with the chill of the wind in their hearts find Tempest far easier to command, so it is a favored style of the Way of the Closed Fist, and less effective in the hands of those who follow the Way of the Open Palm.

### **Red Minister Transformation**

When an eminent sage dies, its spirit sometimes returns as a ghostly Red Minister. Taking the form of a Red Minister grants a warrior the nefarious ability to feed on an opponent's life force and the

incorporeal spirit's immunities to weapons and Support styles. Few people in this troubled age have the resilience to withstand the spine-chilling touch of a Red Minister.

### **Horse Demon Transformation**

Powerful warriors can gain the power to take the form of the fearsome Horse Demon. This transformation grants the Horse Demon's legendary ferocity, as well as its mastery of the element of fire and its immunity to the effects of Support styles. Faced with the immolating brutality of the Horse Demon, weak-willed foes cower in fear, helpless against the raging flames.

### **Toad Demon Transformation**

Toad Demons might not be the most highly respected demons, but this style proves that they are not to be trifled with. A warrior using this style takes the hulking form of the deadly Toad Demon, complete with the demon's clawed flippers and its punishing tongue attack. This form also makes the martial artist immune to all Support styles, just like the toad demon itself.

### **(800, free Spirit Monk) Focus –**

Not many learn how to use their minds so sharply during the heat of a battle, but for you, in the midst of a chaotic brawl, time seems to slow down. Your breathing steadies and you move with speed most would consider impossible. The smarter you are, the more pronounced this skill becomes. Unfortunately, this is an incredibly mentally taxing exercise.

### **(800, discount Spirit Monk) Harmonic Combinations –**

From the scroll of the same name, “Harmonic combinations demand the use of two styles in rapid succession. The first must be of the class called Support, the second from the class known as Martial. Timing is the key: begins with a focused disabling effect, and follow quickly with a powerful barehanded blow. The two actions working in concert will create a harmonic channel in your chi and wreak havoc upon your foe. You must be swift, as the window to create the harmony is limited. Disable your foe, close swiftly as you change style, and strike with all available force. Let nothing stand in your way, but beware. Opponents of great strength may possess the training to resist this technique. Thought will guide you to victory.

# Items and Equipment

## **(50) Distinctive Look –**

You have an interesting appearance that looks pretty badass. Want Furious Ming's sick tattoos, or Silk Fox's ninja outfit? Go for it.

## **(100) Hand Crafted Weapons –**

You now possess weapons fit for a master of your style.

## **(100) Flyer –**

You possess a flyer, but unless you're a Lotus Assassin or a Noble, don't expect your airborne escapades to be legal. Or safe.

## **(100) Focus Shrine and Spirit Font –**

A Focus Shrine and Spirit appear in your warehouse, available for use.

## **(150) Silver –**

With each purchase of this, you gain 1000 silver coins. Nobles get twenty purchases of this for free, which should cover pretty much everything, you smug rich bastards.

## **(150, discount Noble) Scrolls of a Master –**

These scrolls contain the forms of one of the basic Martial or Weapon styles. Use this to learn a new style, or progress your mastery of another.

## **(150, discount Noble) Foreign Imports –**

In the savage lands across the Glass Sea, the Storm Islands are the only allies of the Jade Empire. You now have received items made by their master craftsmen. Odd folded steel swords, scrolls depicting

stealthy styles, and bombs that cause smoke and blindness are all delivered to you the moment you arrive.

### **(200, discount Outlander) Musket –**

You are now in possession of a flintlock musket, similar to Mirabelle, as well as enough ammo to last you all of the 10 years. Enjoy being one out of two people who brought a gun to a fistfight.

(200) Legendary Weapons – Hidden throughout the Jade Empire are several legendary weapons, such as Fortune's Favorite, or Golden Star. Now, you are in possession of one.

Choose one from the following list per purchase:

#### **Eyes of the Dragon**

Forged from an unknown material, the Eyes of the Dragon have long been a mystery in the Jade Empire.

Fan Dao, a great scholar, once claimed he had discovered the secret of the sabers, but he died mysteriously before documenting his findings. The Eyes of the Dragon are unbelievably sharp and can cut through steel as if it were silk. In combat, the sabers seem to have a mind of their own, drawn to the enemy like iron to a lodestone.

#### **Crimson Tears**

The inscription on these unique sabers is written in a long-forgotten dialect. The writing, deciphered by Scholar Shao Shen many years ago, reads, "The innocent are cut down with the guilty; the brave die beside the craven; the blades do not weep for the dead". Rumor has it that the Crimson Tears have ended more lives than the great drought itself. Despite centuries of use, these sabers are as sharp and deadly as the day they were forged.

#### **Fortunes Favourite**

This long sword bears the mark of Shining Fortune, the blacksmith of the gods. Shining Fortune's weapons were so finely crafted that the gods forbade him from creating weapons for anyone but them. When his son was enlisted to subdue the barbarians from the west, Shining Fortune forsook his oaths and forged this marvelous long sword for his son. The gods cursed Shining Fortune for breaking his oath, and he was never again able to produce weapons of any worth. Still, the blade he made for his son never experienced defeat. It is truly Fortune's Favorite.

### **Dragon Sword**

Before his departure to the unknown, the Celestial Dragon crafted the first true warrior, Lu Fang. Though Lu Fang's fists were stronger and quicker than any blade, the Celestial Dragon forged the Dragon Sword to give the warrior a weapon worthy of his skill. Hard as dragon scales and sharp as a dragon's tooth, it is still one of the most formidable swords in the Empire.

### **Golden Star**

Forged under an auspicious comet, this staff was originally a gift for the Water Spirit of the Silkworm River. A young prince named Seng Lo sought to win the heart of the Water Spirit and had the staff created as a gift. He then convinced the Great Eastern Serpent to fly him to the heavens, where he dipped the staff in the golden comet. The light of the comet dimmed, but the staff became more powerful than any before it. To this day, no one knows if Seng Lo won the Water Spirit's heart, but there is no questioning the magnificence of the staff he created.

### **Tien's Justice**

This ceremonial staff was once displayed in Sagacious Tien's great hall. Many years after his reign, Emperor Yan Shun took up the staff to defend the palace from rebels. Once the infidels had been stopped, Yan Shun gathered his army and left the palace, vowing to rid the Empire of all dissidents before he returned. Emperor Yan Shun returned after seventeen years. In that time, Yan Shun and Tien's ceremonial staff had become a symbol for justice in the Jade Empire.

### **Flawless**

The scrolls of Peng Qi contain the story of a monk who shaped a flawless staff using only swatches of silk. At first, the silk did nothing but polish the rough wood, but after thirty-four years the staff was perfectly smooth, straight, and flawless. After finishing the staff, the monk told his abbot he was going for a walk to test his new staff, and he never returned. An exiled warrior eventually discovered the staff and attached a sharp blade that is every bit as perfect as the staff itself. It has since been adorned with precious metals, but it remains as flawless as ever.

### **Tang's Vengeance**

When Emperor Fong died without an heir, the Empire became fractured and divided. After years of war, Tang the Merciless rose to be the forerunner in the battle for the contested throne of the Jade Empire. Tang's own father betrayed him into the hands of his enemies, fearing that his son's violent ways would

ruin the empire. Rumor has it that before he fled into exile, Tang the Merciless used these very axes to cut off his father's head. These devastating axes remain extremely sharp, even after hundreds of years of use.

### **(300, discount Peasant) Mythical Forge –**

You have obtained a forge capable of creating gems, as well as upgrading any of your weapons to their fullest potential. The staff known as Golden Star can become Tien's Justice, the sword known as Fortune's Favorite can become the Demon Sword.

Furthermore, this forge can upgrade your own weapons, increasing the skill it takes to use them, but enhancing their abilities by 50% ... provided you are willing to think of a cool name and backstory for them. The forge is a stickler for tradition.

### **(300) Essence Gems**

Essence gems are small stones which carry a certain amount of magical power. First mastered by the people of Dirge, these tiny jewels can convey a number of benefits when worn.

Choose one from the following list per purchase:

#### **Gem of Unyielding Strength**

"This gem makes its wielder capable of great physical feats that are normally only possible with years of training. The sudden improvement to the user's physical abilities disrupts inner balance, however, and so the gem also siphons essence from its wielder's spiritual and mental capabilities, weakening those aspects to fuel the wearer's unyielding body."

#### **Gem of Inner Genius**

"This gem imparts great wisdom and mental abilities to its wearer, but it teaches a lesson of its own: that great and sudden power is only available at a great price. The wielder's mental capacity is greatly strengthened, but at the cost of his or her physical and spiritual abilities."

#### **Gem of the Infinite Spirit**

"A powerful spirit usually takes decades to attain, but this gem offers ambitious seekers a short cut to that lofty goal. The gem empowers its wearer's spiritual energy by imbalancing the user's physical and

mental abilities."

### **Scholars Gem of Forethought**

"The concepts of mental focus and of distraction are mutually exclusive. Many believe that one cannot succeed in a mental capacity by always relying on the subtle whims of fate to fuel one's success. This gem enhances the wearer's inherent mental abilities while weaning the warrior from reliance on fate's fickle favor."

### **Monks Gem of Forethought**

"To some, being prepared for any situation is the very essence of wisdom. While the world rewards those who excel, many warriors find that relying upon these rewards can lead to laziness and recklessness in battle. Only by bolstering one's natural spirit can one truly master the art of shaping one's Chi. This gem strengthens its wielder's spiritual reserves, but it removes the temptation to rely on the untrustworthy whims of fate."

### **Warriors Gem of Forethought**

"A battlefield is chaotic enough without leaving one's successes to chance. Some warriors prefer to rely upon solid and predictable strengths rather than the random chance of respite during battle. This gem strengthens the wearer's inherent physical abilities, taking away the warrior's reliance on fate to provide assistance."

### **The Bronze Tongue**

"Often used by magicians and charlatans, this gem gives the wielder persuasive skills that could make a man sell the shirt off his back for a pittance. Speaking with ease in any role, the wielder finds the hearts of others malleable and easily swayed, but particularly skilled individuals can see past its magic."

### **Good Fortune**

"Master Gambler Wu Pin was the scourge of betting houses across the Empire. Rumor has it that one would never know he was present until it was too late, because he would always lose every single game until the very end, when he would reach into his pocket and finger his lucky gem, which would bolster his intuition and bring him victory in the final, and most expensive gamble."

### **Iron Skin Gem**

"The power of this gem toughens the skin until it as strong as iron. Traps and other undirected attacks will have no effect at all upon the wielded. Calculated, cunning strikes from an intelligent opponent will still harm the user, but the strengthened skin will help absorb damage."

### **Lucky Hand**

"When properly prepared, this gem plucks the silken strands of fate, gently placing small amounts of local currency in the pockets of the people within a certain distance of the wielder. Used in more innocent times to subtly bolster the wealth of the poor, these gems have fallen into misuse, and pickpockets now use it to pad the pouches of those from whom they steal."

## **Drawbacks**

### **(100) Brittle Body –**

Your physical strength leaves much to be desired. You can't take a beating as well as most, and Martial forms are simply not as effective for you. In addition, your sickly appearance leaves most considering you as unattractive and unimposing.

### **(100) Miniscule Mind –**

You're not the brightest candle ever to be lit. Many would hypothesize you haven't been lit at all. You have difficulty reasoning with others, and the patience and technique that Weapon styles require escapes you.

### **(100) Small Spirit –**

You are far from the path of enlightenment. Matters of the soul deny themselves to you, and your chi flows too poorly to be effectively harnessed. In addition, your vain and materialistic personality makes it difficult to convince others.



**(200) Annoying Personality –**

Whether it's your haughty attitude, your refusal to take responsibility for your actions, your insistence on inventing new words and passing them off as legitimate, or your annoying accent, people can't stand being near you for long periods of time.

**(300) No Style –**

No matter how hard you try, learning any of the styles of the Jade Empire, whether martial, weapon, magical, or supportive, proves difficult for you. Any styles you purchase here are already learned, but you can no longer learn styles in Jump.

**(400) Hidden Dichotomy –**

The philosophies of the Jade Empire are an ancient tradition that all martial artists understand, and many revere. Unfortunately for you, the ways of the Closed Fist and Open Palm seem to have escaped you. Instead, your morality has been skewed into a strict good and evil, blinding you to the true meanings behind the Open Palm and Closed Fist paths, as well as forming you into a bit of a unreasonable zealot when it comes to matters of ethics.

**(500) Masterful Planning –**

Sun Li, the Glorious Strategist, knows of your existence. He knows your location, your powers, your companions, and your personality. If there is a weakness, he will exploit it. If there is an opportunity, he will take it. And if he finds you, he will stop at nothing until you are dead.

**(600, mandatory for Spirit Monk) Fatal Flaw –**

Hidden in your style lays a flaw. This flaw is evident, regardless of what form you take, what powers you use, or what stance you adopt. No one you meet will be able to tell you exactly what it is, save for the one planning to take advantage of it.

Spirit Monks receive no additional CP from this.

**(800, no other drawback, only Outlander) Celestial Wrath –**

Legends speak of the Great Dragon who made the world, crafting a perfect balance of order and chaos, allowing life to flourish and civilizations to grow. Your presence in this land is a blight on this balance, one that the Celestial Order is willing to correct. Expect spirits and demons to attack you regularly, and anyone with any sort of spiritual connection to attempt to kill you, and have been blessed by the god.

Also, Zin Bu hates you.

## Endings

### **Separate Stream**

The Great Wheel spins onward, but not for you. You return home, in your bed, with your memories and abilities intact.

### **Flowing River**

You stay here, in the Jade Empire, forever. All drawbacks are removed, and if you chose the Celestial Wrath drawback, you receive an additional 1000 CP, either as an apology, or as appeasement.

### **Endless Torrent**

The Great Wheel spins forever onward and you are swept away in the tide. The Jumpchain continues.