

Cultivation Chat Group Jumpchain



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“One day, Song Shuhang was suddenly added to a chat group with many seniors that suffered from chuuni disease. The people inside the group would call each other ‘Fellow Daoist’ and had all different kinds of titles: Palace Master, Cave Lord, True Monarch, Immortal Master, etc. Even the pet of the founder of the group that had run away from home was called ‘monster dog’. They would talk all day about pill refining, exploring ancient ruins, or share their experience on techniques.

However, after lurking inside the group for a while, he discovered that not all was what it seemed...”

Cultivation Chat Group answers the question which most of us didn’t think to ask: what if the real, modern-day world also included cultivators and magic? The cultivators in this world are human beings first and element-wielding powerhouses second, which explains why the world hasn’t been blown to bits a hundred times over. It also means that the story of one Song Shuhang is just as much comedic slice-of-life as it is gaining power and challenging the heavens.

The story is centered around Song Shuhang, a normal first-year college student, who discovers the truth about his world when he’s added to a chat group of senior cultivators. After all, using spiritual techniques to transmit thoughts is all well and good, but a smartphone is a lot easier! Song Shuhang may be the Chosen One, or inside a stable time loop, but that shouldn’t affect you negatively during this jump. Check out the perk **The Chunnis Were Right** for more information. By the way, the story is still being translated into English and the main wiki covers information from the Chinese text, so be careful if you want to avoid spoilers.

Starting Information

You start this jump up to nine years before Song Shuhang is added to the Nine Provinces Number One Group (but no later than that), and will spend one decade in this world. You gain 1000 Cultivation Chat Points (CP for short).

You may start anywhere in the world that is fitting, though a lot of the action will be taking place in China. Some locations are associated with certain drawbacks, and if you take them together, you'll gain an additional 100 CP. Alternatively, you may roll for your starting location to gain the additional 100 CP (these do not stack).

If choosing randomly, roll 1d8 to start in one of the following locations:

- 1) Baijing Street (if you take **Cursed Luck**, gain an additional 100 CP).
- 2) Jiangnan University (if you take **Freaking Chuuni's**, gain an additional 100 CP).
- 3) Luo Xin Street Area (if you take **Haunting Spirit**, gain an additional 100 CP).
- 4) Outside of a sect (e.g., Spirit Butterfly Island, the Immortal Farming Sect's grounds) (if you take **Kamikaze Driver**, gain an additional 100 CP).
- 5) A dangerous but interesting ruin, or hidden grounds (if you take **Standing Member of the Great Sect!**, gain an additional 100 CP).
- 6) The Beast Realm (if you take **Unwanted Admirer**, gain an additional 100 CP).
- 7) The Netherworld (if you take **Demon, Get a Taste of My Treasured Sword**, gain an additional 100 CP).
- 8) Free choice! (free 100 CP if rolled)

Origins

Choose a Cultivation Generation and a Sect Status. You receive discounts based on both aspects of your origin. Any Cultivation Generation can be treated as a Drop-In, but must then select Loose Cultivator for Sect Status. All origins can be any sex.

Cultivation Generation

Modern Man



You aren't even a Cultivator: you're someone living a normal life. Or at least you were. You've stumbled across a secret, and no one's erasing your memory of it. Maybe you befriended a monster and it doesn't want to watch its new friend pass in a few short decades, or you've picked up a secret treasure, or maybe you've gotten an invite to a chat group by mistake.

Whatever happened, you're now taking your first steps into a wider, stranger, world. Your age is between 6 and 18, though anyone older than 10 will draw some attention due to the presumed lack of inborn true qi.

Junior Cultivator

You were born into the secret world of Cultivation and Magics. Maybe you're a Taoist Cultivator, a Righteous Buddhist Monk, a Virtuous Scholar, or maybe even a Holy Knight. Whatever the case, you're a member of the younger generation, your feet firmly planted on the start of the path, with all the world ahead of you. Your age can range from 6 to 150 years old, though you probably don't appear your age if it's near that upper end.

Senior Cultivator

Or maybe the start of the Path is far behind you. You're a respectable senior now, a cultivator of the Fifth Stage with a solid foundation of Seven Dragon Patterns upon your core (or its equivalent in one of the other systems if the other systems work differently). Your word will be law in much of the world, entire sects weaker than you.

Don't grow arrogant in your strength though, for you are still a transitory nothing against the real ancients. You are at least 100 years old.



Sect Status

Loose Cultivator

You aren't tied to an existing sect or organization. This gives you freedom, but can also leave you a bit rootless and without the backup or respect a sect cultivator would have. You have few responsibilities, but fewer people feel responsible for you.

Sect Cultivator

You're part of an organization. Your path is to some extent laid out for you, but that means that it's a tended path. Your actions reflect on those around you, and their actions on yours, but you also don't act alone. You have access to the resources of an entire organization, though you also have to pay your dues (figurative and literal) to that organization. While the loose cultivator has freedom, you have community.

Perks

Perks are discounted by 50% for their associated origin; 100 CP perks become free.

General Perks

Chat Room Netiquette (free)

You know how to communicate on a bulletin board or chat room: how to phrase yourself to come across as polite and friendly or sarcastic and dismissive. You can also handle basic BB administration, performing tasks such as curating images and using them to make reaction packs and other similar tricks online communities use.

Cultivation (free)

Hopefully, if you've come to this jump, you have already heard of cultivation. This world has your typical Daoist, Buddhist, and scholarly cultivators, but there are also Witch cultivators and Holy Knight cultivators from the west. You join their ranks, being capable of cultivating in a particular style of your choice when you start this jump. You can also choose to learn other methods, techniques, and so on during your time here, but your initial style is guaranteed to not have any inherent bottlenecks which you can't overcome.

Daoist Name (free/100)

You gain a daoist name by which other people know you. (Even if you're not a Daoist. Just go with it.) You may choose to have people be unaware of your usual name, both in this jump and in future jumps. For 100 CP, you are like Soft Feather and gain an additional, unique daoist name each day which can either be tied to your usual identity or act as a defense against magic which benefits from knowledge of names or sympathetic ties.

The Chunnis Were Right (free/300 to retain)

In future jumps in which the supernatural is well-hidden or previously non-existent, you stumble across the same sort of carefree, slice-of-immortal-life adventures that were found in this world. These everyday adventures won't grant you power beyond what is already available in those jumps, but they add much more in the way of comedy than danger to your life. You may choose to toggle this effect on or off at the beginning of each jump.

The Always Online Warrior! (100)

Whenever someone is trying to contact you, you'll get a feeling directing you toward it. The easier it would be to have an immediate response, the stronger and clearer the feeling. For example, you would instantly know if you were instant messaged if you were near your computer or had a smartphone on you, while the feeling would be vague for a letter in your mailbox. You also get a similar feeling from chat groups, forums, and other online communities where you're a member if someone posts something that you could have read and would want to respond to.



Third Stage in 10 years, Fourth Stage in 40 years, Fifth Stage in 100 years, do you want it or not? (100+)



You cultivate more easily and more quickly than others of your stage. Even when you do little, your cultivation improves at a slow and stable rate, and it surges ahead if you actually put in the work.

For an additional 100 CP, choose a specific aspect of cultivation such as body cultivation or mental energy cultivation. You can cross realms in that aspect, allowing you to punch beyond what should be your means. You are also not affected by excessive growth in this aspect past what would be safe.

For an additional 200 CP, the previous benefit instead applies to a broad and flexible system of cultivation such as light of virtue. It also makes it difficult for you to damage your cultivation, even if you abuse it, such as by using self-destructive techniques or by acting unvirtuously.

Special: You may purchase this perk multiple times, for different boons each time.

Real Chinese Kung Fu! (100)

These days, it seems like everybody has a smartphone. How is a cultivator supposed to keep the supernatural world a secret? You don't seem to have any problems keeping things under wraps, though. You're good at watching your tongue so that you don't say something that you don't mean to say and you can quickly come up with plausible explanations for any of your supernatural abilities which aren't blatantly unnatural.

Idiot Savant (200)

While you may not be anything special in most other areas, there is one area in which you shine. This could be something like talisman creation or shady divinations. This talent is strong enough that even those of greater cultivation than you probably can't match you in it if it's a production talent, or lets you do something quite casually that normally is hard or unreliable if it's something more abstract like fortune telling.

Special: You may purchase this perk multiple times, for different talents each time.



Actually, I'm a Slime (200)

Maybe you have some beast blood in you? You've got a special technique from your ancestry or a quirk from your cultivation path which isn't something that could normally be taught. It isn't suitable for direct combat, though it could be adapted for combat in combination with other techniques with a bit of cleverness. These techniques are of the same power and utility as Young Master Phoenix Slayer's CPU or "goo attack", Senior White Crane's ability to change sex, Dharma King Creation's ability to always be heard (even by the deaf), or Lady Onion's ability to 'donate' good quality onion sprouts.

Special: You may purchase this perk multiple times, for different techniques each time.

I have practiced for 30 years, and I'll now proceed to oppress this noob that has practiced for only 3 months (200)

Sometimes people make faulty assumptions, but it's not your fault. You didn't trick them; they tricked themselves! Fortunately, people's incorrect assumptions about you tend to work out in your favor if there's a way for it to happen, and they seem to make those incorrect assumptions *constantly*.

Maybe they think they can crush you, and so they casually attack you, giving you a free excuse to crush them. Or maybe they think you're a powerful senior, and give you the red carpet treatment. As an added bonus, if the truth does come out, it won't be held against you. After all, you didn't lie to them, so maybe you were just being polite?

Black Hole Beauty (300)

Cultivators transcend the shackles of the mortal world. In some cases, this is reflected in their glorious appearances. They appear as an immortal god descended from the heavens, their features perfect in a way that is just not possible for normal humans, though not to the point of the "uncanny valley". Whatever your realm, you may choose to benefit from this boost to your appearance.

When you really want, your looks can act like a black hole, pulling in looks from everyone around you where their gaze could very well be trapped, never wishing to look away. It takes great willpower to resist your charms when you employ them in this manner. You may gain greater and more subtle control of this at higher cultivation realms.

I Feel Like I'm Going to Suffer an Unexpected Financial Loss Today! (300)

Sometimes your life is the only thing left when you have no money. Fortunately for you, whenever you spend your life, or any other valuable limited resource, you tend to be repaid for your efforts.

Whenever you make a true sacrifice - whether it's of treasure, health, or even your life - the sacrifice will bring you corresponding benefits. Maybe your actions will earn you a favor from a powerful faction, get you into the good graces of a true powerhouse, help you create a potent artifact, or something similar.



Jumper's Clone - A Loli Bird! (300)

Are you training a student or cultivating a clone? Somehow your students end up WAY more like you than they should be in knowledge, aptitudes, and skills, though not in appearance. While teaching is about passing down what you know, somehow your students seem to copy more than knowledge, and they do it shockingly quickly.

While this mainly works for one-on-one teaching, or working with a small group at most, such students tend to grow ten times as fast as they should. They also keep growing at that accelerated rate even outside of class or practice, so long as it's towards being more like you.

The greatest cultivators are the greatest teachers, and so this perk acts as a capstone booster for the origin perk lines.

White Idol (600)

There is no lack of extremely lucky existences among practitioners. But while there is being lucky, and there is being really lucky, there is also unbelievably lucky. Then there's you, where the universe is blatantly on your side such that it wraps around to a new status quo.

Meteors crash land next to you, safely (for you) delivering exotic goods into your hand. Your first line of thought is often the right one "by chance", vastly speeding up how fast you develop techniques. You're so lucky that prayers to you by people you don't mind are useful, with some of your luck you weren't using sloughing off to help them, and your blessings oftentimes come true. Other people may thank you, if they survive the chaos your luck also brings with it.

You don't need to pray to yourself to have your own wishes granted, though mentioning something you like in passing can stir things into action. And don't worry about the chaos part. That's other people's problems.



THROWN BRANCH TRACKING TECHNIQUE
*ONLY VENERABLE WHITE CAN USE THIS TECHNIQUE. THERE IS NO EFFECT IF OTHERS ATTEMPT TO USE IT!

Modern Man

Resting on Senior's Golden Thighs (100)

As someone new to the cultivation world, it can be difficult to develop good relations with your seniors. What can you offer a senior who is richer and more powerful than you are? But don't get discouraged: for you, it's relatively easy to find things which those powerful people want that you can deliver, and you'll be rewarded for your efforts rather than for how much effort it would have been for them (i.e., a small favor from you equals a small favor from them, despite the difference in power).

Inherited Karma (200)

It's important to pay back karma, and it can be worthwhile to look after those who owe you karma so that they might one day pay it back. While you aren't necessarily any better at this than anyone else of your own generation in day-to-day life, it seems you benefit from this principle surprisingly often.

If you have a positive karmic connection to a distant or absent senior, that figure's influences and legacies have a strong tendency to help you. Traps, dooms, and curses they left behind might fall upon your enemies, and you gain opportunities that you otherwise would not have.

You may not be judged as truly worthy of a senior's full inheritance, but karma might judge you worthy-adjacent and give you something anyways.

Stressed by a Mountain of Luck? (400)

You have very good luck: strings of coincidences end with you being in a much better position than where you started, even if the path along the way is sometimes a little bumpy (think "living in interesting times"). Your luck is also curiously contagious - friends and allies around you have their luck improved as well, without experiencing the same sort of excitement that you suffer. If one of your allies happens to be very lucky to begin with, the sky's the limit to what you can achieve together.

Why Does the Scholarly Faction Have Such a Secret Technique? (600)

Somehow your Awesomeness is never quite the awesomeness you wanted. If you're seeking to develop Sword Intent, you're likely to discover a deep well of talent in Saber Intent. When you want a Scholarly Technique, you'll pick up Buddhist techniques. When you want to hone your aggression, you'll discover defensive ways.

This never stops you from learning what you wanted to, or gives you a disadvantage at it. Rather, you find opportunities to surge ahead with these alternatives. Not only that, but these alternative techniques you find will be better, more complete, or have more potential than what you would otherwise be able to get. If you're talented at swords and want to practice sword techniques, you can: you'll just possibly discover more talent with a weapon you like less, with better techniques that aren't the kind you think are cool.

This perk can act as a teacher, providing opportunities or helping you grasp insights, letting you train like you had a teacher. And like a good teacher, it will help you learn how to bring disparate techniques and ways into a synergetic whole. Just, never in quite the way you would have wanted or sought out.

Boosted Capstone Upgrade

The divergent nature of what you find or develop becomes more extreme, and tends to build on itself in ways that become more and more useful with every deviation. For example, you develop Saber Intent rather than the Sword Intent you wanted, and that Saber Intent diverges, becoming a defensive intent that manifests as armor. As a defensive intent, it acts like armor intent, but it surges as a counterattack, and it combines unnaturally well with other Saber Intents. Then, when you advance to the Fourth Stage, your "Immortal Bones" that are supposed to become blades that temper your Illusionary Core, instead become Saber Intent that smoothly merges with your core, saving you an entire tribulation's worth of danger.

Things like this happen to you, with one somewhat useful deviation repeatedly building upon itself. These deviations will never produce quite what you would have wanted or asked for, but will become more and more useful and helpful over time. This can be in the form of power, but usually somewhat more sideways than that.

Junior Cultivator

Daddy's Little Girl (100)

Dignity carries with it a weight and a responsibility. Lucky you were too smart to pick up something so useless. Like Soft Feather, no matter how old you actually are, you're seen as young and a bit innocent. You aren't a serious person, and people respect that and don't expect you to act like an adult, or hold you to the standards of one. You can get away with a lot, so long as you aren't really hurting anyone, and even if you cross a line, the consequences will be downgraded. You'll suffer chastisement before punishment unless you're dealing with someone who WOULD hit a child.

Song Shuhang Said He Wet the Bed (200)

It sometimes seems like senior cultivators enjoy a little "friendly" hazing of their juniors. Granted, that hazing often comes after the juniors exercise poor judgement, and isn't embarrassment a good teaching tool? Oddly enough, for you, it is. When you're put into an embarrassing or shameful situation, you seem to get a boost to pretty much everything from your ability to learn to your combat power.

My Old and Worthless Self... (400)

...had used literature to enter the Way, righteousness to temper his body, wore the truth as clothes, and used the brush to write down the principles of heaven and earth! Becoming a great cultivator requires not just diligence in their practice, good talent, and plenty of time. It also requires a broad approach, one that builds many aspects together, harmonizing them in a natural way.

You find it easy to practice in such a way that one thing you do helps temper and grow other aspects at the same time. Much like how the *Scholarly Indestructible Body of the Buddha* uses Mental Energy, Virtue, and Body Tempering all at the same time, you can come up with methods that work for you which grow, train, and temper multiple aspects all at the same time. Such methods will let you make twice the progress with half the work in each area as a normal focused method would. With some work, you can formalize such training regimes to share with others.

Ksitigarbha's Soul Ferrying Scripture Isn't the Only Way to Accumulate Virtue (600)

The world of cultivation holds countless sects, dark brotherhoods, loose cultivators, and itinerant monks. It's probably safe to say that there are more cultivation methods than there are cultivators, to say nothing of variant techniques, mutations, or other alterations from the norms. You have realized one small facet of a greater truth: each of these paths leads towards the same ultimate destination. With this realization, you have gained the ability to adapt and combine cultivation methods, keeping the best parts of each of them to make something that is truly your own. This syncretism extends beyond just cultivation methods: martial techniques, movement techniques, sensory techniques... all can be combined and improved upon. Mix and match to your heart's content.

Boosted Capstone Upgrade

Of course, combining is only the first step. You can repurpose and make something your own. Taking a technique you have, you can attach it to something completely different. A flaming sword technique could be attached to your light of virtue, to create a holy 'fire' technique, or a technique for channeling lightning could be adapted to channel lifeforce, if you had a way to manipulate it. Every technique you have becomes an element that can combine or recombine into all things, as you master the Ways.

Senior Cultivator

Keeping Up with the Times (100)

You may be a cultivator born hundreds of years ago, but these days, everyone has a mobile phone. You're no exception. Technological and societal changes don't seem to phase you, and you adjust rapidly so that you can fit in with the modern world if you so choose.

This also gives you some capability in translating the old ways into the latest and greatest - use formations to create flying tractors rather than flying swords; make talismans with the help of 3D printers - as well as skill in dragging your more hidebound contemporaries into the modern day.

Long Term Plans (200)

The mind of a cultivator has to exist in the present and prepare for the long term. Your plans can span hundreds of years, efficiently and effectively taking into account everything that you know and your predictions of the future. As the time involved decreases, the details of the plan can become more complex.

Tailor-Made Benefits (400)

Everyone knows that powerful medicine can have powerful side effects. The basic medicines which cultivators use for tempering would be enough to kill ordinary mortals and even some cultivators of lower realms. The same principle applies to many other concepts in the cultivation world, such as cultivation methods, fighting and movement techniques, and magic treasures. While some of this has to do with power, much of it comes from trying to fit square pegs into round holes: a technique created by a Buddhist saberman may not work well for a Daoist saberman or Buddhist swordsman. It takes great skill to break these things down to their fundamentals so that they're perfectly tailored for their users.

Fortunately, this ability to tailor your creations to their users is a skill which you now possess. Medicines which you create have no negative side effects. Techniques which normally require their user to be of a certain realm might be made to work for those of one realm lower - perhaps less powerfully, but one can never have too many surprises and trump cards. The only restriction is that this tailoring must be done on an individual basis for each user, which takes time, especially if the benefit granted is near the peak of your own power.

Reforged Body of Virtue (600)

You have traveled far enough along your path of cultivation that your original, mostly mortal body was holding you back from further progression. Fortunately, like Profound Sage Melon Eater, you have reforged your body so that it is perfectly in tune with your cultivation techniques. If your old body was like a black-and white phone, your new body is like the latest smartphone. Senior Melon Eater's body of virtue made of condensed heavenly virtue gave him improved emotional control and clearer thinking, as well as freeing him from the disadvantages of his whale demon beast origins. Your reforged body of virtue will reflect your cultivation techniques and free you from any previous racial weaknesses in a similar fashion.

Boosted Capstone Upgrade

This world is much like our own modern world, and like the "early realms" in xianxia stories, it seems that even the most powerful cultivators are somewhat limited in power. There is only a single Wielder of the Will, and what goes beyond that is a mystery. But you are capable of great things, Jumper. For most cultivators, reforging a body is once-in-a-lifetime. You, on the other hand, have taken the lessons learned from reforging your body and can continually reapply them. The limits to which you can grow - physically, mentally, and spiritually - have been removed.

Loose Cultivator

Rally the Masses (100)

It's a common misconception that loose cultivators are antisocial. Just because you aren't a member of a sect doesn't mean that you lack friends. You actually have an easy time convincing busy people to make time to meet up with you, whether that's to have fun (like participating in a flying tractor race) or for more important occasions. This works best when getting people to participate in a group activity, rather than a one-on-one meeting. If they'd be willing to come at all, they'll figure out how to make the timing work out.

Although Ugly, I'm Unique! (200)

Better ugly but unique than beautiful but generic. You have a talent for making your flaws do the work for you. Yeah, there's people better looking than you, but your looks have character. Yeah, your habits are obnoxious, but they're also memorable and more than a little funny.

People don't overlook your flaws, but they don't really hold them against you as long as those flaws aren't harming them. More than that, they become charming eccentricities which help you stand out from the crowd of more normal people. You're also excellent at making a case for why those so-called flaws are actually strengths, though be careful that you're not too convincing if you don't want everyone acting like you.

Frenzied Strength Imparting (400)

You've learned Daoist Priest Horizon's signature ability which allows him to impart excess strength to others, delaying his tribulation so that he can firm up his foundation. Granted, there's still that problem that the excess strength could cause others to suffer their own tribulations, but you should figure out how to fix that by the time this jump ends if you try.

In future jumps, you can use this technique to grant others the ability to cultivate by imparting a minuscule amount of strength to them. You also have the potential to learn how to impart other perks and powers with this ability, though doing so will temporarily weaken them until you regain your strength.

Drop Dead, Stupid Song One x 10,000 (600)

The life of a loose practitioner can be dangerous. Without a sect and its elders to fall back on, both man and beast can look on you and see vulnerability. There is no elder to avenge you if you're abused or slain, no fellow disciplines to fight beside you. When the danger becomes overwhelming, your ability to evade or escape grows, and it grows more and more the more you are overwhelmed. That doesn't mean it always grows fast enough to negate the danger, but simply adding more overwhelming power is the least efficient way of beating you.

Boosted Capstone Upgrade

Just as your ability to "get away" has improved, so your ability to "get into" has grown. It's hard to keep you out when you want in, even if you don't know where you want into. This will let you casually find, get past, or get into things you would already be able to. But it shines when you're seeking the impossible.

When seeking something, or trying to get into a place or past something, your ability to find it, get through barriers and obstacles that should stand in your way, and your luck leading you there grows in proportion to the difficulty it presents. You will still need to bring your A game, and perhaps steel yourself to the consequences. But for you, the impossible is just really hard.

Sect Cultivator

Well-Trod Path (100)

A sect cultivator follows a well-trod path. The pitfalls have been removed, and while where you end up is predictable, it's also safe and gets you where you need to go. You excel as a student, easily learning what you're supposed to, understanding the intended lesson on the first try, and putting what you learn into context.

This won't help you make any leaps a student wouldn't be expected to make - you learn the lessons, as intended, completely. This doesn't help with more ad hoc teaching either - this is for formalized teaching, not personal lessons. It does get you to the point where you need personal lessons quickly, though.

Delicate Flower (200)

You might be a deadly third realm cultivator, able to cut through armies of mortals, and more than a match for anyone in the same realm as you. But you're also a treasure to your family, friends, allies, and people who happen to think you're cute.

People who otherwise would display more self-interest consider your welfare important. They'll look out for you, try and protect you from danger, save you from disaster, and avenge your injuries. They'll do this spontaneously, with no expectation of even thanks on your part. Though you probably should thank them anyway. This doesn't bind them to actively helping you achieve something, just protecting you from being hurt.

Death-Dodging Luck (400)

You keep seeking death, but are lucky enough that you haven't found it yet. This luck doesn't really help for anything else, but most people are fond of not dying. Risky behavior is actually safer for you than taking the boring, easy way out.

Once per jump, or once every ten years in longer jumps, this perk allows you to survive actual certain death, like being resurrected by a metal ball after failing a demonic tribulation in the Netherworld. The odder the way that you died, the odder the method of your survival will be.

How Can You Find Happiness in Life Without Seeking Death? (600)

While some pity the Death Seeking Sect's members, it cannot be said that they're average. If they were, they would have already succumbed to their disease. Now you too can join in. When you go and make something significantly harder in a needless way, you reap greater rewards once you overcome it. Anger a senior and they might swing by to teach you a lesson, but you end up getting an actual lesson from the experience. Make your Tribulation worse, and your advancement will be firmer. This only works when there isn't an obvious benefit for what you did, or at best only short term thinking or gain. It does work when you cause problems for yourself doing what you wanted to do anyways.

Boosted Capstone Upgrade

Of course, in the end you seek death because the possibility of fun consequences is more important than the chance of bringing disaster upon yourself. You live your life true to your interests and your whims, and your heart is rewarded by that truth. You no longer only benefit from needless risk, but rather benefit whenever you risk things to stay true to yourself.

It can be in the form of new friendships, allies, or personal growth, but when you make things harder for yourself to stay true to your own heart, you benefit. This can be in addition to whatever benefit you would have already gotten for the effort.

Items

Items are discounted by 50% for their associated origin; 100 CP items become free. You may import previous fiat-backed items of a similar type into any of these items.



General Items

Nine Provinces Number One Group (free)

You are part of a small chat group of senior cultivators, even if you aren't a senior cultivator yourself. In future jumps you will find that this carries over to various powerful seniors, who have included you in some form of communication network. These elders have varied backgrounds and are experts in a variety of fields/topics. You could maybe even send them pictures of an ongoing battle and let them advise you on what to do.

You may also use this to keep in touch with your friends from this jump in future jumps, though their potential utility will be outweighed by their silliness and typical chat room behavior. As for how that works when the setting is frozen when you leave it, who knows? It just does.

Flying Tractor (free, mandatory*)

Eastern cultivators are famous for their flying swords, while Western witch cultivators use their brooms. But this is the modern day, and carrying around a sword or a broom all the time would be a little strange. So why not use modern farming equipment as your flying vehicle of choice instead? ...ok, maybe that's not any less strange. But Senior White is a technophile, and he has almost as many flying tractors as he has disposable flying swords. You can have one for free, and it also comes with an invite to all future flying tractor races.

* Not actually mandatory, but why wouldn't you take one?

Fancy Ride (100)

There are a lot of interesting vehicles in this world, and not all of them are flying tractors. By purchasing this item, you could have your armored limousine, helicopter, space shuttle... so long as it was mentioned in the story and could be classified as a mundane vehicle, you could get it with this item. These vehicles slowly refuel themselves while not in use and repair minor damage over time. If utterly destroyed (maybe Fairy Dongfang Six was nearby?), you get a replacement at the start of your next jump.

Pocket Change (100)

The expenses of cultivators are as outrageous as the cultivators themselves. One million pounds in phone expenses would be considered pocket change to some seniors. Even the lowest cultivator may have money of the order of tens of thousands of dollars. You too now have a good half-million pounds to spend as you wish, with yearly income equal to one-tenth that amount

An Invitation to Immortal Fairy Bie Xue's Feast (200)

You have a standing invitation to one of the most prestigious feasts in the cultivation world, an experience that will help grow and center your foundation, and might have more benefits besides! Your invitation also lets you bring one guest. Bie Xue doesn't hold her feasts on a firm schedule, but they'll generally happen every year or two while you're in this jump.

In future jumps, you'll continue to get (at least) yearly invitations to grand feasts where the elites hobnob and talented juniors are rewarded with a visit. While its form will change to fit the jump, it will always be both a gastronomical and social extravaganza. In a mythological jump, you very well could be invited to a feast of the gods. If you choose to trade away your invitation, people will respect and honor that choice as legitimate.

Modern Man

Cultivator-Enhanced Smartphone (100)

This smartphone can get a signal at the top of the highest mountains or hundreds of meters underwater, is nearly indestructible, and comes with instructions on how to use the auto-recharging technique created by Thrice Reckless and improved by Senior White, so cultivators never have to worry about the phone running out of energy. Just mind your minutes, ok?

Divine Lotus Seeds and Refreshing Spring Water (200)

You have a refilling supply of divine lotus seeds and an endless stream of refreshing spring water which you can spew from your mouth. Not only do they taste great or satisfy your thirst, the first time that anyone eats or drinks of them, their lifespan extends by 50 years. Each of these snacks also have an additional property.

Cultivators gain a minor magical power the first time they consume your seeds, such as being able to turn their fingernails to steel or give harsh-tasting alchemical reagents pleasant flavors.

The spring water's effects are more subtle. While it doesn't do anything immediately, the water is ever so-slightly spiritually nourishing. Normal plants irrigated by it grow up strong and may manifest minor special abilities, while plants which already possess such qualities have them enhanced. While it's harder to water animals in the same way, it has similar effects on them.

Enlightenment Stone (400)

The Enlightenment Stone is a mysterious stone from space, resonating with the power of heaven and earth. It emits an energy which greatly speeds up the cultivation of First and Second stage cultivators and has a lesser effect on those of higher stages. Its more subtle ability is to improve the comprehension of all those around it, aiding in communication of difficult concepts and smoothing out conversations. This ability grows stronger as more people benefit from the stone, creating a sort of network effect. It also isn't limited strictly to comprehension of cultivation concepts.



Inner Lotus World (600/800)

You have your own inner world, initially the size of two football fields or so with the potential to grow larger. It's a part of you, an ability as much as a possession.

With it, you can stir the power of space a bit, teleporting yourself or others inside it, even before you're a Tribulation Transcender. Inside it, you're more powerful, or rather the world is yours and works towards your will. You aren't all powerful - Cultivation goes against the Heavens after all, and your world is smaller than the Heavens.

The number of ways you can use your world - as a foundation, as a tool, as a refuge - are numerous enough that we can't hope to list them all.

For an additional 200 CP, discounted for Modern Man, you can add a feature as powerful and flexible as the corruption-consuming Lotus Roots to your world.

Junior Cultivator

Demodragon Medicine (100)

This medicine is a relatively common one in the cultivation world, suitable for those who have only taken a couple of steps along their path. Its main effect is to improve body strength and constitution, with some minor benefits to cultivating in lower realms. Seniors don't gain those benefits, instead gaining the ability to spin an incredibly comfy cocoon, perfect for sleeping in.

Learning God System (200/400)

This is a top-of-the-line learning system, designed to turn a complete neophyte in a particular subject into a certified expert. Choose a subject such as "foreign languages" or "insect beast taming". As the user completes tasks (tailored to his or her existing knowledge) and learns the subject, the system provides magical techniques enhancing memory and mental prowess to encourage further learning. Once the subject is mastered, the system financially rewards the user for further accomplishments in the field. Each jump, you may choose a different subject and the rewards adjust accordingly.

For an additional 200 CP, discounted to Junior Cultivators, the chosen subject can be broader such as "humanities" or "cultivation".

Cine-magic (400)

Apocalypse War, My Unrestrained Life... Director Jacob has been busy making movies with the members of the Nine Provinces Number One Group. At some point, however, it seems that he directed another movie in which you played a starring role. This movie is just as Oscar-worthy as the other movies that he'll be directing, and by itself, it's enough to make you into a notable celebrity when it is released. You were also wise enough to go for a percentage of the box office gross rather than a salary... though thanks to Hollywood accounting, it looks like the government will owe *you* money, too!

In each future jump, you gain another movie of similar quality, notability, and profitability, though the genre will adapt to that setting. You may either choose to have the movie released in the jump's history to establish yourself as an actor, released during your time in the jump to be an up-and-coming star, or have the movie remain private.

Medley of Life-Preserving 'Life Talismans' (600)

Junior cultivators occupy an awkward place in the world of cultivation. On one hand, they are considerably stronger than ordinary mortals. On the other hand, they are not nearly as strong as their seniors while being subject to similar levels of danger. Exploring ancient ruins, battling demonic and heretical cultivators, facing heavenly tribulations: it's enough to make any junior nervous. While seniors have often developed techniques to avoid death, like the Jet-Black Puppet Sect's puppet transference or a variety of rebirth techniques, juniors have to rely on special talismans.

Each month, you receive one life-preserving 'life talisman', up to a maximum of a dozen. Each talisman protects against one method of death (e.g., "heavenly tribulation" or "bladed weapons") along with one drawback that could potentially be exploited ("doesn't work when the moon is full" or "unless the attacker is wearing yellow"). You choose the method and drawback when the talisman is received. While these talismans can be given or traded to others, in which case they don't count against your maximum, they won't work for you afterwards so no take-backs.

Senior Cultivator

Cave Lord Snow Wolf Delivery Service (100)

One challenge of the modern day is needing identification for everything: driving a vehicle, owning property, paying taxes... which presents a problem for hundred-year-old seniors.

So naturally, cultivators have learned to make excellent fake IDs. Cave Lord Snow Wolf is the supplier for the Nine Provinces Number One Group. He'll provide you with five cover identities in this jump which will stand up to a detailed investigation. He can do the same for you in future jumps, though the new fake IDs will take a month or so to get ready.

Life-Bound Talisman (200)

The crafting of a life-bound talisman is one of the final steps which separates a junior cultivator from a senior. These talismans can take many forms - weapons and armor are the most common, but other tools and shapes are possible - but each is an expression of a cultivator and his or her cultivation techniques. This talisman is unbreakable by anyone of your realm, and even those more powerful would have to exert great effort to damage it. If a weapon, it is always strong enough for you to use all of your power; if armor, its bond with you means that it will always grant you meaningful protection against threats no matter how tough you become.

It will always work well with your techniques, being the 'right' kind of tool to fully express them. For example, if it's a sword, you could probably still use it for saber techniques. If damaged or destroyed, it is restored to you at the start of your next jump.

Profound Sage Seal (400)

The Profound Sage Seal is normally only granted to those who succeed at transcending a heavenly tribulation of the Eighth Stage, but you've got one anyway. While you carry it on your person, you may choose to emit an aura, causing everyone around to know that you are someone worthy of respect, as well as your name or title. This effect won't seem unusual.

Additionally, you may stamp people with your seal, giving them a marking similar to a tattoo, to protect them from some forms of esoteric or spiritual attacks. This protection is, at a minimum, at the power of a Profound Sage, and grows stronger if you grow more powerful than that. There are many other uses for a Profound Sage Seal, but you'll have to discover them over time on your own.

Nine Virtues Phoenix Saber (600)

Or rather a convincing replica. Maybe it's different in some way that makes it distinct, but that doesn't actually change its gifts. The weapon has a strong spirit, bears a flame that was used to forge the very fires of tribulation, and is always powerful in your hands, more a peer that needs you to fully express itself than a tool. It has a link to its past wielders, allowing you to communicate with their memories or soul echoes.

Once per jump, it can save you from destruction, though afterwards you will be weakened a whole cultivation stage. More than that, you will also lose possession of the saber for the remainder of the jump (or 100 years, whichever comes first) as it goes on to its next owner.

The saber can also grow stronger by empowering others. If you willingly give up the saber, it will select a new owner whose path or destiny will help you. That owner gains the benefits of the saber, which stays with them until they achieve true power or die (in which case it will save them as normal and return to you). If you gave it up, and it left them because they achieved true power, the saber will permanently grow stronger. The saber always returns to you at the end of a jump.

Loose Cultivator

Convenient Boxes of Ingredients (100)

As a loose cultivator, you can't depend on other people to get you what you need. You have to trade or barter for the things you need, or make it yourself. You're well set up for that though. Like many loose cultivators, you collect many valuable odds and ends: meats from various beasts, rare herbs, odd stones or ores that have taken on properties and are useful for crafting.

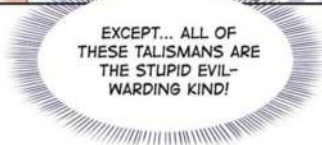
You get a small handful of items at your level, and plenty of them at the realm right below you, and you get more each week whether or not you use them. While you can't choose exactly what you receive, you can focus the weekly delivery on a general category of items (ingredients for meals, weapon crafting, structure components, etc.).

Cosmos Bag (200)

This can take many forms whether it's a basic Cosmos Bag, a Size-Reducing Purse, or a Spatial Bracelet, but these treasures all generally have the same function, allowing you to store things in an extradimensional space. Yours is one of the good kind that fully eliminates the weight of any stored objects, unlike the inferior bag to the right.

Armor Talismans, Sword Talismans, and Evil-Warding Talismans! (400)

You have a set of 20 talismans: five Armor Talismans, five Sword Talismans, and ten Evil-Warding Talismans. The Armor Talismans form a protective armor technique around whoever



uses them that will last about an hour, though it can be used up faster if they're stressed by strong enough attacks. The Sword Talismans form a short-lived 'Sword-Light' which acts as a magical sword (compatible with sword and saber techniques) and can be used to throw 'sword-beams'. The Evil-Warding Talismans drive back, burn away, and bar the entry of all "evil" from a decent distance around where they are used, acting as both ward and weapon. This talisman also incorporates any 'anti-evil' techniques or natures to which you have access (e.g., if you can guide souls to rest, it will guide souls to rest).

The box of talismans you receive is always a full realm above you, and you'll receive another box every month delivered to your Warehouse or directly to a property which you own. Old boxes won't upgrade if you advance, however: their strength is set when they are received.

Fellow Daoist, Please Send Over a Nuclear Bomb (600)

You have a set of 108 Nuclear Bombs and Missiles. But these aren't normal bombs. These ones bristle with threat and danger both physical and spiritual, for they are composed of Tribulation Lightning, the very force that challenges cultivators as they advance. Such a weapon would seem to have the potential to ravage entire planets and threaten its stability in a way no mortal modern weapon could.

Fortunately for Earth, you don't have to worry about that, because their unique construction only allows them to properly detonate in the Tribulation Realm or in a realm opposed to the normal world, like the Netherworld (or a hell, in a future jump). In other, more normal realms, the detonation releases nourishing Qi, lots and lots of nourishing Qi, enough to slightly strengthen the foundation of even an Elder who was merely nearby, or greatly speed the cultivation of a junior. Though it should be said that this use is incredibly wasteful, as most of the Qi will simply flow into the environment.

It could be used more effectively to nurture a small world, or as part of a formation prepared to channel the full might rather than just catch the edge of the effect. It also opposes more eldritch forces, allowing it to act as a sponge to absorb dangerous strange forces much like a smokescreen absorbs light.

Of course, if you are in a realm where they can explode with their full effect, it's important to remember that Tribulation Lightning is dangerous to everyone but extra dangerous to the unholy. And also that cool guys don't look at explosions: they turn around and then walk away. If you need to practice being cool, your supply refills every ten years.

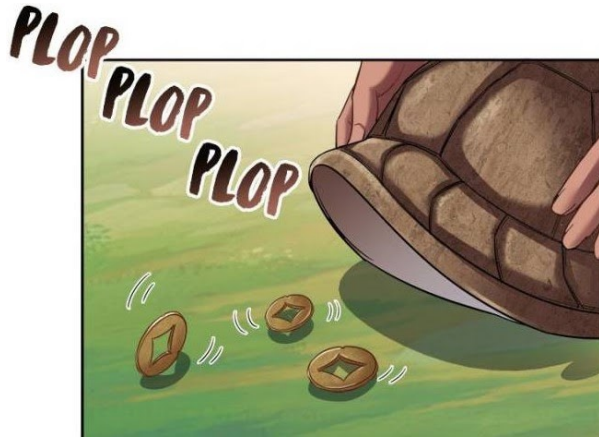
Sect Cultivator

Spirit Stones, Spirit Stones... Where Have You Gone? (100)

It seems they've gone into your bag, because you have a steady stream of them, enough to make several meaningful purchases each week. This is less wealth than what could be provided from **Convenient Boxes of Ingredients** if you were to spend the (non-trivial) time it would take to get your full money's worth, but it's better if you just want fast cash or condensed spiritual energy.

Fairy Bie Xue, Do You Do Takeout? (200)

Sects take the best of everything for themselves when they can, and part of that take goes to you. Specifically, you take from the best food, made with ingredients imbued with spiritual power and prepared by a talented chef-cultivator. These meals (delivered to you or your Warehouse daily) won't replace cultivation, but they're potent enough to give it a noticeable boost. Each comes with enough food for you and two guests to have a filling meal and as an added bonus, the food won't be too spiritually powerful for any guests to eat.



Mysterious Floating Island (600)

You have gained possession of a large floating island brimming with spiritual energy. It's hidden with formations put in place by a ninth-level sage, making it nearly impossible for anyone to find it without your permission. Additionally, those who try to leave the island without your permission will have their memories relating to the island sealed.

Shady Divinations! (400)

You have regular access to Shady Divinations from a disreputable cultivator. Even though he usually charges for a proper reading and full interpretation, you can get a couple of freebies.

In fact, it seems that you can pretty regularly access the services of many elders. Friendly experts will provide you a couple of services each week for free, and you can easily find experts who'll sell you services even after you've used up your free ones.



Companions

Imported/Original Character Companions

Single Companion

(100)

You import an existing Companion or create a new Companion. Each Companion created or imported in this way gains 500 CP to spend on perks and items and chooses both parts of the origin as normal.

Group Import (300)

You may import up to a total of 8 existing Companions, create up to 8 original characters as Companions, or any mixture of the two. Each Companion created or imported this way gains 500 CP to spend on perks and items and chooses both parts of the origin as normal. You may spend 100 CP to grant all Companions gained through this option an additional 100 CP.

Animated Light of

Virtue (100; may only be purchased once)

Your light of virtue materializes as soon as

you enter this world, and it has the potential to grow as powerful as Song Shuhang's lamia-riding-a-whale. Like the lamia, your light of virtue can act independently of you, though you can communicate with one another mentally over any distance. You and your light of virtue share a life, so it can never be killed or destroyed so long as you live, reforming even after the most grievous injuries. For each additional 100 CP you spend on this companion, it gains 200 CP to spend on perks (treat it as having all origins for the purpose of discounts, but 100 CP perks are not reduced to free). It also imports automatically into all future jumps, though it does not gain any CP to spend in those jumps unless imported through one of that jump's options.





Ghost Spirit Companion (100; may only be purchased once)

A cultivator has the ability to bond with a ghost spirit to aid in his or her cultivation. Ghosts effectively cultivate on behalf of their masters, and more powerful ones gain innate talents. They also keep the air around them cold, making them excellent air conditioners. Ghosts are naturally incorporeal, though most learn to manifest themselves physically to be able to interact with the world. Many Cultivators use their Ghost Spirit as a Clone. You may channel your abilities through your Ghost Spirit, and it may borrow your strengths if you let it. See the Notes for more details.

Your Ghost Spirit Companion is roughly as intelligent and self-aware as Ye Si, may select a Generation and Status as normal for the origin, and gains 300 CP to spend on perks. He or she also gains one purchase of **Actually, I'm a Slime** for free.

Special: You may instead treat this ghost spirit as a follower. Ghost Spirit followers are less intelligent than their Companion equivalents (about the intelligence of a smart dog), but do not count against your companion limit in future jumps unless re-imported as a companion.

Canon Companions

Senior White (995,000)

You can't handle Senior White! ...well, that wouldn't be any fun. Let's try this again.

Canon Companion (free)

You may recruit any canon character as a Companion if you can convince them to come along. Any cultivators will treat their cultivation abilities as fiat-backed for future jumps, but they don't gain any CP to purchase things from this jumpdoc.

Followers

Pet No. 1, 2, 3 (100)

Maybe you have a willow tree spirit who happily donates branches to your crafting, maybe you have a friendly Sword Spirit who loves to get hammered (with a hammer), or a cute fighting beast who keeps showing you its affection (by randomly kicking you). Whatever it is, it's happy to be raised by you, and it probably has some aspect that makes it exceptionally useful in some fashion.

Still, this is a pet, not a companion. While it may be as high as the fifth realm, the higher realm it is, the more limited it will be in other ways, and these aren't particularly independent followers to begin with. Some examples:

Sea Anemone Army

You gain an entire army of totally obedient (but dim-witted) monsters that can assume humanoid form. While sea anemones are clearly the best choice, you can have the base monster form be based upon any simple animal.

Kangaroo Mutated Fighting Beast

"This mutated spirit beast is very strong in close combat, and it can reach all kinds of different levels depending on the cultivation method used to raise it. It possesses outstanding combat awareness, and when acting cute with its master, it will use its tail and hind legs to make close contact with them." (Chapter 971)

Invisible Saber Insect

An insect with spirit beast blood, a variant of the Fifth Stage's Invisible Sword Insect. It's incredibly sharp, with hardness surpassing that of ordinary treasured weapons. The host can use it as a saber after holding it. Its strength increases with its master's realm. (Chapter 972)

Awakened Life-bound Talisman (200; requires Life-bound Talisman purchase)

When you created your talisman, you also awakened an artifact spirit within it. This spirit allows the talisman to use itself through its own spiritual power. You can choose to have the talisman possess animal-level intelligence, in which case it is treated as a follower, or human-level intelligence which makes it a full Companion.

Drawbacks

Doh! Name (+100/200)

The various dao names you receive are not ones you would really hope to gain, nor do they sound that impressive. Stuff like Little Sunflower, or Stressed by a Mountain of Books.

For 200 CP, this extends to all of your named weapons, techniques ("Buddha's Fist - so dull"), and so on. People might think you're somewhat dull as a result.

I'm Not the One in the Wrong, the World is! (+100)

There are many upright cultivators who behave decently and treat their peers and juniors correctly. You aren't one of them, in at least one particularly annoying way. Maybe you're a member of the Penniless Thief Sect; maybe you offer divinations whose answer is always opposite of how you read it, maybe you keep trying to form a harem even though male monsters outnumber female monsters five-to-one. Whatever it is, you can't bring yourself to stop doing it, and other people know. Your own circle of friends WILL hold it against you, even if they're still willing to remain your friends, but people outside that circle are sometimes going to come after you. Your behavior will hurt you in polite cultivator society. This overrides and suppresses

Although Ugly, I'm Unique for the duration of the jump.

Kamikaze Driver (+100; limited to Sect Cultivators or Seniors)

Even though cultivators are literally superhumanly strong, quick, and tough, they're all ultimately still human. Those who didn't grow up in the modern era or who grew up isolated from normal humanity can have some trouble adjusting to today's mundane world.

Choose a normal part of everyday life, such as "attending school" or "driving a car". You are now completely terrible at it, despite any advantages that you would otherwise have. Despite this, you have a strong desire to learn how to do it properly, whatever "it" is, and will keep putting yourself into situations where your skills are tested. If you try very hard, you may

eventually make it up to adequate by the end of the jump. You will forget having taken this drawback.

Lack of Inborn True Qi (+100; limited to Juniors)

You either never had, or have lost the Inborn True Qi, and that will make it harder to cultivate. Your starting cultivation is now the Second Stage, and until you reach the fourth, every step forward now takes twice as much work for half as much reward.

This Speed is Fast to the Point of Being Incurable! (+100)

All forms of transport become a rollercoaster ride, swerving from side to side, accelerating and decelerating on the drop of a dime, and heavens forbid you ever travel by air. On the bright side, Senior White might be interested in trying to learn how to duplicate the effect.



Unwanted Admirer (+100)

You have someone as obsessed with you as Senior White Crane is obsessed with Senior White, and you're as interested in them as Senior White is with, well, anyone. They start out within one stage of your own cultivation, but they are impervious to any of your perks, powers, or anything else fiat-backed which would help to convince them to lay off. Killing them isn't an option, or at least not a good one - the admirer is somewhat well-respected by other cultivators. You can always run... If for some strange reason you want to, and they're still alive, you can take them as a companion when you end this jump.

White-Haired Grandpa (+100; limited to Modern Man)

Theoretically, anyone could have a fortuitous encounter and set out on the path of cultivation. You just got a much, much later start than most. You are at least 50 years old and your body is no longer in its prime. It'll be that much more difficult to do any sort of cultivation, especially body cultivation, with your starting handicap. You also appear your full age and won't be getting any younger in appearance.

Cursed Luck (+200; +300 if you purchased a “luck” perk here)

For every action there is an equal and opposite reaction. This doesn't work in your favor though. Much like Venerable White, every time you have a windfall of good luck it will be followed closely by an equally bad bit of luck. This won't necessarily negate what you gained, but you will have something happen to you that could be considered equally unlucky. This could even happen at the same time, where you find the special material you wanted but it came in the form of a meteorite that destroyed your home.

Demon, Get a Taste of My Treasured Sword! (+200)

You're a demon. Maybe you were always a Netherworld creature, or maybe you got corrupted into one, but your nature is now of that place. You're harmed by things like the Light of Virtue (meaning you can't cultivate such light), and if you have it or other holy abilities they're suppressed until you're no longer a demon. Normally, that will happen at the end of this jump, but it might be possible to change your state some other way. Still it won't be easy - you're not just corrupted by the essence of the netherworld, but of it, and wouldn't survive just having it removed.

The Demonic Hamster Enters into Action (+200)

You have angered a tiny demon hamster from the Netherworld who has declared himself your sworn enemy. When you begin the jump, the two of you are the same realm, and he will seek you out for an official duel within a year's time. If you defeat him, the hamster will somehow escape every time. The hamster will continue to cultivate, so no resting on your laurels! If he can't keep up with your cultivation skills, he'll come after you in less direct and more annoying ways, like peeing in your bed and telling everyone that you did it.



Haunting Spirit (+200 for Modern Man or +100 for Juniors; limited to Modern Man or Juniors)

Each night, about when you would try to sleep, an evil spirit will appear and try to claim your life. You can dispel it and it will vanish for the night but it will always come back the next day. It's of the second rank, but its curse could remain a weakness until you reach the fourth, and will certainly be a hazard through the third. If you have a ghost spirit, it won't be able to feed off the curse.



Hopeless Students (+200)

Any students you have during this jump will be... odd. They will behave in strange and embarrassing ways, even in serious situations. They may cause you to become something of a laughingstock by association. Similarly, your teachers will be equally strange in behavior.



Misuse of the Turtle Breathing Art (+200)

You don't seem to want to do anything. Actually, it's more accurate to say that you want to do nothing. Forget living the slacker life: you make "lazy" into a work of art. You are willing to put in a great deal of effort so that you don't have to do anything at all. Unfortunately, circumstances will conspire so that other people will keep you from being as restful as what you would like, even if your benefactor would be willing to have you sleep through the whole jump.

Say My Name! (+200)

People always seem to get your name wrong. Isn't that right Scholar Brewing Wine? While this is mainly a social malus, it can cause other problems when using techniques that work with names, or when people want to contact you, or any other time people need to know who they're talking about or to.

Two Lollipops are Sufficient to Kidnap Her (+200)

Your upbringing was sheltered, to say the least, and it's left its mark on you. You are willing to believe the best of everyone and can scarcely conceive of someone willing to do you harm. While you may be powerful enough to not need to worry about common threats to normal people, it's possible that you could get in over your head before you realize it. This doesn't cancel out **Delicate Flower** entirely, but it lessens its effectiveness against less virtuous "neutral" onlookers.

Uncle, I'm Not Really a Scammer (+200)

You keep ending up in situations where other people falsely think the worst of you, especially when you try to do the right thing. You could be trying to return someone's money, and he would think that you were trying to rob him. This has a greater effect on strangers and people who don't know you very well, though even friends may make jokes about you being a little shady.

We're Gonna Crash, Senior's Distracted! (+200/400)

Much like Senior White, you find your attention easily drifting, whether it's when you have an interesting thought, or daydream, or just get a little bored. But not just in the normal sense. Getting lost in your own thoughts could distract you to the extent of forgetting to keep standing up. This will rarely happen when you are in dangerous situations, but it would be a good idea to have friends willing to keep an eye on you

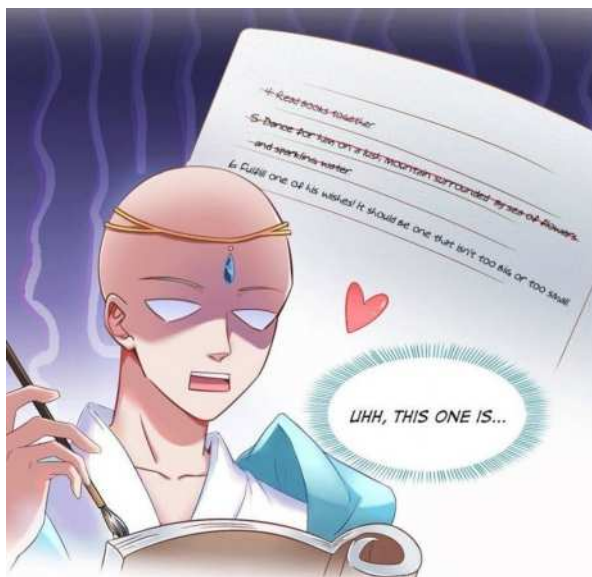
For 400 CP, when you get lost in your own thoughts, others can also get lost in them too. Those around you will enter an illusory world formed of your memories, potentially giving them insight into secrets which you'd like to keep.

From Today Onwards, I Won't Swear an Oath So Easily (+300)

Cultivators occasionally make various oaths that they must then fulfill before they can progress with a breakthrough in their cultivation. For whatever reason, you have sworn several oaths that you need to complete by yourself, ten in each stage you advance to, with their difficulty rising with the Stage. Failure to deal with them would become an inner demon, halting your advance, or even endangering your soul.

Standing Member of the Great Sect! (+300)

The Death Seeking Army Sect, that is. Truly you are a brother to Thrice Reckless Mad Saber, and will remain so for your time here. Even if he changes his ways, you won't be so weak, and will stay the course for your entire time here.



Can't Get Away with Nothing (+400)

Whenever you are planning on raiding somewhere, or going on a trip, or plotting anything even borderline nefarious, it will get leaked somehow and a young warrior will post about it on his phone. This will give a warning to the inhabitants/victims as to what is about to happen, as one of them will inevitably be a friend of that young warrior online.

Mad Tyrant's Rage (+400/+600)

Like the Demon Monarch, people seem to go out of their way to provoke you for basically no reason, going to great lengths to offend you for basically no reason. This rarely affects people you actually have a reason to talk or interact with, instead hitting random passersby. They'll be completely unrepentant and too prideful to back down.

For 600 CP, forget about the 'reason to interact with' part. While it won't affect everyone, it will affect many of the people you meet, including the people you need to meet sometimes. This can affect Companions, though remember who is affected is somewhat random, and those who are extremely lucky might have that luck act as a shield to them (and others nearby) or let them develop resistance.

A Penniless Thief is My Parents' Next-Door Neighbor Now (+500)

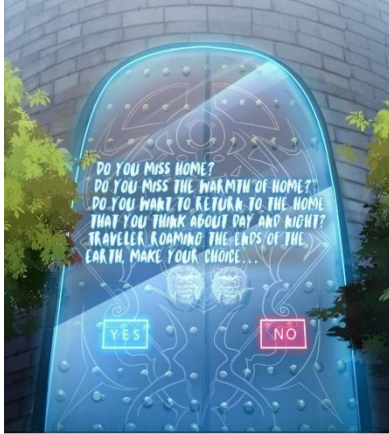
You're going to make, for a Drop-In or Modern Man, or already have made for everyone else, a trusted friend. That friendship only goes one way though. They intend to use you, and then use you up. They have allies, a plan, and a good grasp of your character. By the time their betrayal is known, they'll be deep in your confidence, and every intention of destroying you. I'll spare you the pain of anticipation. Know that you'll forget taking this drawback.

Freaking Chuuni's (+600; limited to Modern Man, also applies to all companions)

Cultivation? Jumpchain? Honestly, some people can't grow up. Jumpchain, Cultivation, magic... whatever supernatural stuff you might have thought you were or could use when you were younger you've set it aside as you've grown up. It would take great proof to convince you that these things are true.

And until such a time that these things are proven to you, your perks, powers, Warehouse, and other Jumpchain-related benefits are taken away from you. They shall be returned when you wholeheartedly believe these things or the jump ends, which happens first.

End Choices



Stay Here: Perhaps you may one day become the Wielder of the Way. In any case, enjoy a world with cultivation and modern-day benefits like indoor plumbing.

Go Home: This is rather self-explanatory.

Move On: Continue on to future jumps! We hope you look back at this one with fond memories.



Notes

A lot of the names for perks, items, etc. come from the titles of various chapters of the story, especially the funniest ones.

Thanks again to Velk, Lone Valkyrie, /u/Sivartis, Zentari, and everyone else who made suggestions or comments on the jumpdoc.

You get the bonus 100 CP if you choose to start in a particular location and take the associated drawback: you do not need to roll for a random location *and* take the drawback for bonus CP.

Starting Cultivation Level

You start out having some level of achievement appropriate to your origin, what you've built up so far. A Modern Man starts with nothing. His horizons are wide, but all the pitfalls are still in front of him. A Junior Cultivator begins at the Third Stage, and might have awakened a talent or two when opening the four Apertures. A Senior Cultivator begins at the Fifth Stage, with a solid foundation in it, seven Dragon Patterns on their core.

Perks

The **Cultivation** perk allows you to progress in your cultivation in future worlds, even those which don't note that they contain qi or other basic resources that would normally be required for advancement. The same level of danger associated with that advancement (i.e., tribulations) as seen in Cultivation Chat Group will appear in those future worlds.

The Chunnis Were Right is intended to allow for the same sorts of adventures in future jumps as are found in this setting. Settings without magic get danger and opportunities equal to the world of CCG, and settings which already have a hidden magical world are more likely to have opportunities for slice-of-life comedic adventures than they previously would have had.

I have practiced for 30 years, and I'll now proceed to oppress this noob that has practiced for only 3 months: You may choose to toggle this effect on or off at will.

I Feel Like I'm Going to Suffer an Unexpected Financial Loss Today!: If you are questioning whether a sacrifice constitutes a "true sacrifice", consider whether the Jumper is worse off in some way after the sacrifice compared to before. For example, if you sacrifice a fiat-backed item which instantly replaces itself, it's not a true sacrifice. On the other hand, if you sacrifice your life

and return with a 1-Up, it could still be a true sacrifice if the 1-Up was “used up” and is unavailable for a while.

My Old and Worthless Self is mainly intended to benefit training related to cultivation, but it can also be used in a more limited fashion for mundane physical or mental training (e.g., training up your toughness includes gains to strength and agility, and so on), based on how body cultivation and mental energy cultivation work.

Frenzied Strength Imparting cannot itself be imparted to other people post-Jump. It can, however, be used to completely transfer a perk or power (removing it from the originator and giving it to another person), giving the recipient the perk or power at full strength immediately.

To be clear, **Death-Dodging Luck** should be treated as a 1-Up.

Items

Purchasing the **Divine Lotus Seeds and Refreshing Spring Water** and the **Inner Lotus World** has a synergistic effect: the **Inner Lotus World** gains a Bubbling Spring of **Refreshing Spring Water**. In addition to giving you a more convenient source of the water, the water silently wears away at potential bottlenecks to your cultivation (as you are, in effect, continuously drinking it) and it vivifies your **Inner Lotus World**, making it an excellent landscape to cultivate spiritual plants.

If you and a Companion both purchase an **Inner Lotus World**, you can choose to have the two of them connected to one another like Song Shuhang’s and Senior White 2’s.

Cinemagic’s movies star you, but you can choose whether you remember acting in the movies or if the movies seem to appear out of nowhere. When the movie is initially released, you’ll be roughly as famous as Senior White was following the release of Apocalypse War, but where your fame goes from there depends on you.

Medley of Life-Preserving ‘Life Talismans’ is meant to give conditional 1-Ups rather than being an exercise in coming up with the broadest methods of death and the most limited drawbacks. The examples provided are a rough estimate of how useful a given talisman should be, with the idea being that having a variety of talismans makes it fairly likely that one of them will be applicable unless someone keeps coming after you. The talismans can work by keeping you from dying, causing you to be reborn immediately in another location, or something else which is equally interesting.

If your **Life-bound Talisman** is not a weapon or armor, you can choose similar benefits (scaling up in effectiveness with you) as appropriate for the tool’s form.

You can divide your weekly haul from **Convenient Boxes of Ingredients** however you would like. If you went all in for ingredients, it would give you enough to make as many meals in a week as you could receive from **Fairy Bie Xue, Do You Do Takeout?**, but you would have to make it yourself, or pay someone else to do so.

Feel free to share the **Armor Talismans, Sword Talismans, and Evil-Warding Talismans!** with others. Anyone can activate them, regardless of their cultivation. Any Light of Virtue earned by using your Evil-Warding Talismans will at least partly go to you.

The elder and expert services provided by ~~Shady~~ **Divinations!** will update into something appropriate in future settings.

Companions

A **Canon Companion** that is the Will of the World doesn't take that with them into future jumps. The Will is tied to the world, and it seems that stepping down involves something to do with creating cut-off worlds anyways.

You may choose to import an existing Companion into an **Animated Light of Virtue** or **Ghost Spirit Companion**, but know that it is a closer bond than the typical Companion bond, akin to a Klyntar symbiote from Marvel Comics.

A **Ghost Spirit Companion's** ability to channel your abilities and borrow your strengths means that it can do things like cast spells which you have memorized and use your "mana" or "health" to fuel abilities. It does not gain a separate copy of any of your abilities (though it can be imported into future jumps and gain additional abilities of its own).

Awakened Life-bound Talisman normally requires the purchase of a **Life-bound Talisman** from this jump to act as the "body" for the artifact spirit. If you have an appropriate/interesting fiat-backed item from another jump to act as the body, then you can use that item instead.

Drawbacks

Lack of Inborn True Qi (the drawback) is not the same thing as lack of inborn true qi (the in-setting phenomenon). As Song Shuhang demonstrates, it's possible to be a Modern Man lacking inborn true qi and have no problems shooting up in cultivation. A Modern Man who wants a fiat-backed disadvantage to improving in cultivation has the option to take **White-Haired Grandpa**.

The perks which count as "luck perks" for **Cursed Luck** are **White Idol**, **Stressed by a Mountain of Luck?**, and **Death-Dodging Luck**.