

Imparting My Cultivation To Beasts Gets Me 10,000X In Return!

By Sentry342

Lin Bai transmigrated to an eastern fantasy world where everyone cultivates. On the day he transmigrated, he received an Impart Returns System. As long as he imparted his cultivation to a pet beast, the system would return him a random reward that could be anything between twice the amount he imparted or even up to 10,000 thousand times.

[3 years of cultivation imparted to White Cat. 10X returned. You now have 30 years of cultivation!] [White Cat has activated the genes of the ancient White Tiger! White Cat has evolved into White Tiger!] [5 years of cultivation imparted to Green Snake. 100X returned. You now have 500 years of cultivation!] [Green Snake has activated the genes of the wild Green Dragon! Green Snake has evolved into Green Dragon!] [8 years of cultivation imparted to Firefinch. 1000X returned. You now have 8000 years of cultivation!] [Firefinch has activated the genes of the ancient Phoenix! Firefinch has evolved into Phoenix!] [10 years of cultivation imparted to Spirit Fox. 10000X returned. You now have 100000 years of cultivation!] [Spirit Fox has activated the genes of the Nine-tailed Fox! Spirit Fox has evolved into Nine-tailed Fox!]

Before imparting, everyone always says, "My goodness! This guy's pet beasts are so powerful!" After imparting, everyone always says, "Good god! This guy is way more ridiculously powerful compared to his pet beasts!" Take these **1000 Cultivation Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.

Location

You can either choose one of the locations below or roll d4 and receive +100 CP to let the whims of fate decide your path.

1.) The Awakening Hall

The Awakening Hall is a location that is used to awaken the powers of younger individuals. Bin Lai will soon arrive here for his final attempt at awakening and receive his personal power. You will start outside of the Awakening Hall. There really isn't much special in the area aside from it being the home of the protagonist.

2.) Crimson Phoenix Peak

Crimson Phoenix Peak is the property that was given to Lin Bai after he won the competition for Wind and Rain Dojo. The area has a large amount of energy compared to the surrounding territories. This peak is also home to a Red Luan with the bloodline of a Phoenix. If you don't care about the plot you could purchase this area claiming it for yourself.

3.) The Capital

The capital is the most important city on the eastern continent. It is where the major clans, the royal family, and many other important beings live. In addition this city is also home to the headquarters of Alchemy Association. Perhaps you could explore the greater city that wasn't shown or you could simply wait for Lin Bai to show up. The city will become a lot more chaotic in a few weeks once the main events catch up.

4.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

The Underdog - Free

Interesting you are an otherwise normal individual for the most part. You were not born into power or given any major advantages. You however, are one of the beings with the potential to change the world should you wish to grasp the threads of destiny.

The Gifted - Free

Some beings are blessed with great fortune from birth. This could be due to their innate talent or it could be due to a position they are granted. Regardless of what you have received you can now be counted amongst these individuals. You will have a much easier time than others, but remember in the end hard work is often the deciding factor here.

The Alchemist - Free

Alchemists are only one of the many professions that exist in this world, but they tend to receive the highest amount of respect. This is due to their sheer value. No matter who you are or what you do more than likely you will need the aid of an alchemist at some point. Well you might not since you are one of them. You could be a new trainee or a veteran who has already proven themselves. Optionally you may choose to be a part of a different profession if you wish.

The Beast - Free

For the most part demonic beasts are only viewed as allies to beast masters, but there are many cases where they can become respected. In some areas the powerful beasts are viewed as hegemonic lords or even gods. This option allows you to become a demonic beast though the specifics will be decided later. Lastly, you will receive a discount on the Demonic Species racial option since you have to be one of them.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Human - Free

Humans are the most numerous race in this world. They may not have the special traits that the other races do, but their sheer potential is unrivaled. This potential coupled with their birth rate allows them to produce many legendary geniuses allowing them to stand above the other races. By choosing this option you will be one of the countless beings who stand under humanity's bastion.

Demons - 200 CP

Demons are a race of powerful warriors that plague the universe. They primarily invade other worlds in the hopes of devouring their inhabitants and bringing ruin in their wake. While Demons can cultivate normally like most other races they also possess the ability to turn other beings into their nutrients. This allows them to rapidly grow in power by consuming others. This has no negative effects on the Demons although the amount of energy they require tends to grow as they get stronger. In addition, they possess a number of special powers that they unlock as they grow stronger. For example demons are able to make contracts that grant them control over their servants' souls. This allows them to resurrect their servants endlessly.

Demonic Beast - Varies

There are innumerable amounts of different demonic beasts that exist within this universe. These species greatly vary in power and appearance. By using this option you may become one of the mighty demonic beasts that roam this world. The exact power will depend on what you are willing to pay. The cost system will be based around the Star Potential system used in the story. If you try to choose any of the unique beasts you will be paying for their full potential. So

Vermillion Bird



Azure Dragon



White Tiger



if you purchase Little Green they will cost as much as a Nine Star demonic beast due to the Azure Dragon Bloodline. For Free you can choose anything up to a three Star demonic beast. This covers most of the weaker demonic beasts and some of the mid level creatures. For 100 CP you can choose any species between four and six stars. This is the ranking that the most common useful Pet Beast tends to possess. This is enough for you to have a high degree of power, but still not be overwhelmingly rare. For 300 CP you can choose any species that is seven or eight stars. Most of these are the common powerhouses and some of the more powerful mythical beasts. The final option is to pay 400 CP to become a Nine Star demonic beast. This is the level of a true divine beast. Should you reach adulthood you will become incredibly powerful simply due to your species traits alone.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Human x Demon hybrid would cost 300 CP (Free + 100 + (100*2) = 300). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Cultivation - Varies

Cultivation refers to the strengthening process that the beings of this world use to grow stronger. This is also the main skill that you are probably here for. A large portion of the population is incapable of cultivation, but Jumpers do not belong to this category. For free you may gain the ability to cultivate. You will start out at stage one Houtain. For 100 CP you may advance to the Xiantian stage. This will place you above a majority of the weaker cultivators, but you will be far from the peak. For 200 CP you may reach the Grandmaster stage. This is the level that most true warriors and some weaker elders are at. For 400 CP you can become a True Grandmaster. There is no proper name for this level so I call it True Grandmaster. For 600 CP you can become an Immortal or a Demon Emperor. Even the entirety of the human and demon races only have around ten of these beings. Lastly, for 800 CP you can become a Heavenly Monarch. This is the true peak of cultivation here. In order to create a Demon this strong the Demon race had to sacrifice their entire world in a ritual.

Professions - Varies

There are a number of different professions in this world. Generally each individual will awaken one profession though there are some who awaken a second profession later on. Lastly there are the truly rare geniuses who awaken a third profession. You may choose one profession for Free and pay an additional 100 CP to unlock as many professions as you wish. Awakening a profession gives you an average degree of talent in one of your chosen professions and the ability to use any of the skills from that field.

- **Beast Masters:** Beastmaster focuses on building a connection with all things, turning them into their own use, and growing together. They possess a number of abilities from their bonded beasts. They are able to telepathically communicate with their pet beast from any distance. Second, they are able to use any ability possessed by their pet beasts. For example Lin Bai uses the flame of his phoenix to refine his alchemic pills. Lastly there is no limit to how many pet beasts you can bind with. Though most people choose a small number based on the amount of resources needed to cultivate them.

- **Martial Artist:** Martial artists value individual strength, training their bodies, practicing weapons, practicing martial arts, and other methods that increase their personal power. Martial artists practice a number of techniques that grant them varying powers. This profession is more focused on arcane manipulation over the elements and grants more refined control when compared to some of the other professions.
- **Body Cultivator:** Body cultivators are those who wish to turn themselves into weapons. True body cultivators do not need weapons and armor as their bodies are even stronger than any equipment they could use. They undergo immense physical training and often perform exercises that would be considered self torture to anyone else. This profession lacks some of the special traits offered by the others, but they more than make up for it in sheer survivability.
- **Alchemist:** Alchemists are individuals who possess the skill and knowledge needed to make pills. By working with powerful herbs and magical flames. The effects of these pills can range from simple healing pills all the way to powerful pills that can directly make you an Immortal. For the most part Alchemist serve as a supplemental force though they still can possess high degrees of combat prowess.
- **Sword Practitioner:** Sword Practitioners are warriors who train in the art of the sword. Their goal is to gain true mastery over the sword. When it comes to sheer damage output the Sword Practitioners wield the greatest output on average. The only weakness they possess is that they will often lose the majority of their combat power if their swords are taken.
- **Talisman Cultivator:** Talisman Cultivators essentially fill in the jack of all trades role. Talisman Cultivators are a crafting profession that can make items called talismans with a variety of effects. Some effects of Talismans include storing powerful attacks, defensive barriers, and some other unique features. They don't necessarily possess an overwhelming area like the other professions, but they also have the smallest amount of weaknesses in comparison.

You're a Wonderful Actor - 100 CP

When Lin Bai and Bai Xi are plotting to deal with the City Lord they create a complicated plot. One of the most important steps was to remove any suspicion from Bai Xi. Due to her incredible acting skills she is able to fool him and prove her "innocence". You possess equally grand skills when it comes to deception. Even an extremely skilled spy would be unable to tell when you are lying. This will also grant you the control needed to ensure that you never break your cover. If you reveal yourself it will only occur due to your conscious desire to.

Hidden Tools - 100 CP

Many of the paranoid beings here have a habit of hiding pills inside their mouths. When they encounter a sufficient emergency they can swallow the pill. Some choose to hide an energy boosting pill to give them a second wind while others use suicide capsules to prevent information leaks. You have learned how to conceal similar items on your person and how to avoid detection. It will be impossible for anyone to locate any items that are capable of being concealed in any area on your body. This will include small weapons and other useful items as well if you aren't interested in concealing pills.

The Traps Didn't Activate - 100 CP

Little Treasure is a special treasure seeking mouse with a number of special abilities. One of his greatest powers is his to bypass any trap or formation he encounters. This could be due to his small size or it may be a unique skill. You are capable of the same feat. You are capable of literally walking through traps without triggering them. For some reason the formations simply don't recognize you as a threat. Just remember your friends don't share this perk so don't bring them along.

Under Thirty Years - 100 CP

The physical appearance of a cultivator can be deceiving. Many individuals who are thousands of years old will often resemble twenty year olds if not even younger beings. This means that important tests and qualifications will be based on one's bone age. For example in order to enter most inheritances and valuable secret realms the owners will prevent anyone who is too old or too strong from entering. You however, have found a way to retain the benefits of your youth despite your age. No matter how old you become you will retain the qualities you had in your prime. This means your joints will never become stiff, you will be able to pass any age based test, and you will retain your looks even when you are in your final year. Lastly, this will not negatively affect any powers based on aging. So if you have a power that improves with time it will still grow stronger.

Stop Danger!! - 100 CP

The final skill that Little Treasure has is the ability to sense anything that poses a danger to his life. This includes ambushes, traps, other creatures, and anything else that can threaten him. The sense becomes stronger when the danger increases. You now possess the same ability, allowing you to protect yourself. For clarification the strength of your sense will be based around the actual danger to you. So if your senses give you a powerful feeling you will genuinely be in a large amount of danger.

I Can Restore It - 200 CP

When the nine star pill is on the verge of being corrupted by demonic energy Lin Bai uses a large amount of energy to restore the damage. This act saves the pill and turns the

situation around. You have learned a similar skill. By injecting your energy into other beings and objects you can restore their conditions. The amount of energy this takes depends on the severity of the injury and the power of the object in question. For example restoring a divine weapon that was snapped in half would take far more energy than a normal blade that was cracked.

Wasn't She A Guy? - 200 CP

One of the characters named Bai Xi bizarrely changes gender midway through the story. Originally Bai Xi was a swordsman who was defeated by Lin Bai, but later he suddenly becomes a woman instead. No explanation for this is given and it may have somehow been a translation error. Regardless of the reasoning you may now do this as well. You may alter the gender of any character in the setting. This change could occur retroactively ensuring that nothing important changes. Alternatively you could make the change sudden and watch the chaos unfold.

Blacklisted - 200 CP

Unfortunately whenever you offend a powerful being they often won't even need to do anything to deal with you. Eager subordinates, neutral beings looking for a way in, and even your enemies who simply wish to take advantage of the situation can all become threats. This perk ensures that whenever someone greatly offends you, you may blacklist them. No one will be willing to assist them in any way to avoid offending you and many of them will deal with the being if they can. Since you are paying for this with CP this perk will guarantee that no one will end becoming a bigger threat due to this. That way if some down on their luck protagonist offends you they won't somehow become destined to defeat you.

Small and Fast - 200 CP

An interesting power used by the Demon warriors is the ability to compress themselves. Their bodies are approximately twenty meters tall when standing straight. They compress themselves to around two meters or the height of an average person. This increases their speed exponentially as they get smaller while still retaining the strength of their larger forms. You can now apply this effect to your body and alt forms. You may shrink your body and receive a corresponding boost to your agility. If you possess a larger alt form you may apply a similar boost to your current body.



Soaring Cloud - 200 CP

Soaring Cloud is a power that allows the target's agility and speed. This ability can be used on yourself and others. Regardless of the target's power their speed will undergo an incredible boost. While the exact boost is not given it appears to be five times the user's normal maximum speed and agility. The ability lasts for a short period of time equivalent to a few minutes on average. If you want to you can supercharge the duration by increasing the amount of power behind the ability.

Beauty and Grace - 100/200/300 CP

An interesting trait is that seemingly everyone in this world is considered to be attractive and this effect seemingly grows as the beings here become stronger. There are a number of benefits that you will receive regardless of which level you purchase. First, you will find that as you grow stronger you will find that your body becomes more attractive since your body is being purified. The second benefit is that your charisma will also be boosted as well. You can try to deny it, but attractive people are generally treated better, and favored more often. There are three stages that you can purchase for this perk. The first will enhance your appearance so that you become a perfect ten out of ten. This will also remove any imperfections in your appearance.

- The second level is available for an additional 100 CP. There are some individuals who stand out amongst the rest. Their very appearance alone is said to halt anyone in their tracks. These individuals are typically referred to as heavenly beauties or sons of heavens. The second level will boost your appearance so that it is on par with these rare individuals.
- The final option is to increase your appearance one step further for a final 100 CP increase. You will be considered to be the most attractive person in the world. At this level you will be capable of entralling almost anyone and making them do whatever you desire.



Secret Skills - 300 CP

Secret skills are special techniques that grant the user overwhelming power typically at some sort of cost. After the technique has been used the cultivator will be weakened in some way. You have gained a similar ability. By using this power you will temporarily erupt with power far beyond your normal limits. This will allow you to easily fight against and even kill beings more powerful than you. You will be able to push this

technique even farther, but this will increase the amount of damage you receive in turn. The amount of time you are weakened will depend on how far you and how long you push this technique.

Armor Transformation - 300 CP

An interesting ability that Lin Bai possesses is the ability to transform his pet beasts into equipment. An example of this is when he turns the Black Turtle into a set of body armor. Exactly how this works is unclear, but somehow you learned to mimic it. You are capable of merging with other items and beings to turn them into equipment. This allows you to take on the characteristics of the item. For example doing this with the Azure Dragon would grant you incredible speed, the ability to travel underwater, and the offensive power of the dragon's claws. There are effectively no limits to this ability aside from the quality of the item and your imagination.

Limitless Reserves - 500 CP

When it comes to battles between opponents of equal skill the fight is often decided by the amount of energy they possess. This could be the result of attrition or it could be due to one of them pumping all of their energy into one attack. Regardless of the reasoning, having a large reserve of power is useful no matter what you are doing. You are incredibly large reserves that can truly be called limitless. There is seemingly no limit to how much energy your body can store and dish out. This effect will apply to any energy reserves or cores that you possess. The main limits you will have to deal with are how much energy you can actively unleash at once and mental exhaustion. This means that even if you have unlimited energy you might not be able to use a massive amount in a single burst. In addition, while your body will never get exhausted, the mental weight can still drag you down. Over time you can deal with both of these limits should you bother to train them.

The Underdog

How About \$50,000 - 100 CP

When Lin Bai is still lacking funds he is forced to head to the stalls and deal with the hawkers. In the end he found a stall with a hidden gem and managed to negotiate the price to 10% of the listed offer. While part of this was due to the area they were in, the other was due to Lin Bai's negotiation skill. You are capable of getting similarly good deals when negotiating with others. This could be due pity or you could simply be that good at negotiating.



Inhuman Will - 100 CP

There are many moments where an individual requires an ironclad will. For example many body cultivators undergo immense pain when they strengthen their bodies. You have an incredible amount of willpower similar to many of the beings who go on to become powerhouses. No matter how much pain you are in or any similar conditions you undergo you will never lose control of yourself.

Martial Arts Associate - 200 CP

The Martial Arts Association is a group of powerful warriors and skilled body practitioners. Each of their members possess high degrees of prowess in agility, strength, and other areas. For example, when testing prospective members they are required to carry a box that weighs a few hundred pounds across a fist wide bridge over a lake. If they fall in the water they fail the test. Your physical abilities will be boosted to a high degree. This boost will be the equivalent to the difference between normal people and the veteran members of the Martial Arts Association.

A Proper Foundation - 200 CP

Regardless of what profession you practice, everyone is required to cultivate the same basic technique before they choose a personal technique. This is done to ensure that everyone forms a proper foundation. If you rush and fail to construct a proper foundation it may become impossible for you to advance or your cultivation may even collapse. You however, have formed a perfect foundation. You will find that you will be able to advance as fast as you want and your foundation will never be shaken. This will also ensure that you never encounter any bottlenecks as you advance.



Master Tamer - 400 CP

Beast Tamers are generally given more respect if they contract with more powerful pet beasts. Though more powerful pet beasts also tend to be more difficult to train. You however, seem to have a way with dangerous animals. Powerful creatures and even divine beasts will be naturally submissive to you. Even creatures that normally would refuse to submit will be willing to bow to you. This also gives you a comprehensive understanding of how to care for these creatures. You will be aware of behaviors, exercises, and other unique characteristics of each individual species.

Walking Two Paths - 400 CP

Normally someone will only choose to cultivate one main profession due to the amount of time and resources they need. Some individuals however, are incredibly talented and capable of cultivating multiple

fields at once. This perk will ensure that your talent is not lacking in any field. Your talent in every field that you practice will be equal to the field that you are most talented in. If you want a clearer explanation then let's practice three fields. If you had a numeric talent of 10, 40, and 100 in these fields then this perk would give you a talent of 100 in all three fields.

10,000 Times Return System - 600 CP

The 10,000 Times Return System can transfer the bound person's cultivation to their spiritual pet or another being. The system will randomly return it, ranging from two times to 10,000 times. The amount of time you can transfer depends on how long you spend training. For example if you trained for ten days then you could transfer this to your target. You will receive anywhere from 20 to 100,000 days worth of cultivation. The amount of time you receive depends on your luck. The average amount tends to be somewhere from twenty to one hundred though luckier individuals will receive the higher end of the spectrum more often. No matter you will never receive a loss from this, any attempt will return a minimum of double what you gave away. In addition there is no limit on how many times you can do this with someone. The only limit is the buildup time after you do this since the returns are reset. Though this same post can be given to multiple beings. For example after

cultivating for five days Lin Bai was able to transfer it to all of his pets. Lastly the final bonus of the system is that this can also awaken bloodlines and other powers in your target. For example Lin Bai has a pet Green Snake that eventually awakened the bloodline of the Azure Dragon.

One Man's Trash is Another Man's Treasure - 600 CP

Frankly it is amazing just how many legendary treasures get thrown in the trash. Though I suppose all of the protagonists are thankful for this, given this is one of the most common methods for them to acquire their Deus Ex Machina relics. By taking this perk you will also be able to benefit from this as well. You will find yourself stumbling upon legendary artifacts and grand inheritances with unbelievable ease. You might pick up a dull blade from a street vendor only to learn that it contained the soul of the primordial creation god who wants to pass on their knowledge. Should you keep your eyes open you could easily gather a large assortment of divine relics for cheap.

The Gifted

Who Dares to Kill My Child - 100 CP

Admittedly most of the powerful clans and families are incredibly arrogant, but few are willing to create a death feud with them. One of the biggest reasons for this is the ability possessed by many clans allowing them to mark anyone who opposes them. These methods can vary; some are able to take a picture of the beings final moments while others place a soul bound marking on the killer allowing them to be tracked anywhere. You now possess a similar ability. You can track and identify anyone who has slain a member of your forces. This will bypass any disguises or similar methods that could be used to trick you. If someone close to you is slain you will be given the opportunity to take vengeance for them.

You Call This Scraping - 100 CP

To hit a target from a great distance you must be both accurate and strong. Accuracy is important so that you can hit your targets in critical areas while strength is important to ensure that your blow pierces through their armor. The Martial Arts Associations requires its students to perform a test where they must pierce a slab of black iron with a sliver of wood. This allows them to determine which of their applicants possess these qualities. You have a remarkable aim on par with experienced marksmen and have the strength to ensure that you do damage. Any ranged weapon including thrown weapons will have a piercing effect allowing them to blast straight through armor that would normally be capable of blocking them.

I Will Honor Our Deal - 200 CP

The biggest problem when you work with villains is their tendency to lie and betray you after you accomplish their desires. Something about you however, stands out to them. Perhaps you have some sort of inner darkness or they see you as a powerful figure worthy of standing next to them. Regardless, whenever you make a deal or pact with another being this contact will be upheld. The intent you use to make the deal will be just as binding as the wording. So if a villain promises endless power, wealth, and women they will actually have to give this to you. Second, as mentioned villains will be far more accepting of you. Depending on your strength you could be a superb minion, a worthy successor, or a true rival to these dark figures. Should you be willingly to stray from the light, the darkness will be more than welcoming to you.

This is my Son-in-Law - 200 CP

Every now and then truly talented individuals will be discovered. Major factions will do everything in their power to recruit these individuals. For example the Wind and Cloud Dojo

master declared Lin Bai his son-in-law to prevent others from recruiting him. You will find that powerful organizations and individuals will do their best to recruit you. They will provide you with excellent conditions and benefits to entice you. This could include exclusive techniques, teachings from their best experts, betrothal offers, and access to any other unique resources they possess. This effect will only grow as the amount of talent you show off increases.

Sealing Arts - 400 CP

Sealing Arts are a rare group of techniques that are designed to seal powerful beings and certain attributes. Sealing masters excel at weakening and devastating stronger opponents. For example the ancient consciousness on the demonic battlefield was too powerful to be slain so instead powerful seal masters imprisoned it. Aside from this there are a number of other special seals such as gravity seals, storage seals, and other unique seals. These arts are similar to formations though they typically are used as a single individual and focus less on amplifying combat power. This will give you a high degree of talent on par with the founder of the sealing arts. You will be able to progress incredibly fast when you are being trained in sealing arts or similar professions. Lastly you will gain a comprehensive understanding of the sealing techniques used throughout the jump.

Heart of the Sword - 400 CP

To a true Swordmaster it does not matter whether they wield a master crafted blade or a branch taken off the ground. They have reached such a deep connection with the concept of swordsmanship that they can throw anything with, but a single slash. You are one of the few people who has reached this level. By applying this power you can use a number of abilities. First, you are capable of controlling sword energy and manipulating it in different ways. This will be far more effective with a real blade, but you will never be defenseless. Second, you gain a powerful bond with swords allowing you to control them and even make them extensions of yourself. For example the Sword Immortal was capable of fighting with a thousand blades at once with the same skill he displayed with his personal blade. Third, you can awaken the spirit of your weapons. This gives them the potential to grow and enhances their power manifold. Given time your weapons may



even assume their own humanoid forms to fight alongside you. Lastly as mentioned before you will be capable of bringing out the immense power regardless of what you wield. When you pick up a blade you will be capable of unleashing its full might regardless of whether this is simple wooden sword, or a world famous blade.

Slaying Gods and Demons - 600 CP

There are many traits that determine the value and threat level of an individual. There however is one critical factor that determines the rise and fall of factions. That factor is the overwhelming combat power and strength wielded by certain individuals. For example there are some who can easily kill those who are entire realms beyond them. This effect becomes far more terrifying as the strength of the beings in question increases. This perk grants you unmatched combat prowess. You are naturally blessed with strength on par with legendary warriors who wield fearsome techniques. Should you find a suitable technique and reach a high enough level of strength you may be truly unmatched in this world. Let all who dare face you fall against a single swing of your blade.

Tempered Through Battle - 600 CP

There are some individuals who thrive in battle becoming stronger when they encounter powerful opponents. They are able to constantly break through in battle, especially when they are pushed to the brink of life-and-death. When they are in danger, potential is stimulated allowing them to push on. You are one of these individuals. The closer you are to death the more your potential will be stimulated. For example if you were fighting for your life dancing on the edge of death you would rapidly gain epiphanies that would normally take centuries to do in seconds. In addition whenever you recover from grievous injuries your power will skyrocket. It wouldn't be inaccurate to say that you could easily crush your previous self. Just make sure that you don't actually fall when you balance on the edge.

The Alchemist

Everyone's Friend - 100 CP

Regardless of where they go, alchemists are always treated well and respected by everyone. After all you never know when you are going to get sick or reach a bottleneck in your cultivation. This effect is even more noticeable with truly skilled alchemists. People will go out of their way to offer them valuable gifts and herbs in the hopes of cultivating a friendship with them. You seem to receive a similar type of treatment from others. Almost everyone regardless of their power and station wishes to leave a friendly impression on you. This effect becomes more powerful as your reputation and skills grow.

Eat Another Pill - 100 CP

While pills are incredibly useful they can also be dangerous if you consume an excessive amount of them. For example, rapidly consuming energy restoration pills can actually cripple the consumer if they don't wait a sufficient amount of time between consumptions. Your body is capable of processing pills and similar items with seemingly no consequences. This means that you can use as many pills as you wish to cultivate or heal yourself. This will also affect other similar items that would normally build up in your body or have some sort of detrimental effect.

Purifying Energy - 200 CP

There are a number of beings and diseases that are related to corruptive and demonic energies. Beings with this energy excel at corrupting and taking control of others through various methods. As a result one of the best ways to deal with them is to use purifying energies or pills. Your energy has purifying effects and is incredibly effective against any beings that are considered to have a negative alignment. In addition it is also impossible for you to be possessed, cursed, or infected by any methods using this since your body will purify it automatically. Lastly, you can use this to protect others. For example your energy would be capable of purifying the corruption that infects the City Lord.

Flame Control - 200 CP

While alchemists primarily focus on refining pills they also possess extraordinary combat prowess due to the heavenly flames they wield. Many of these flames however, are volatile and must be controlled by their wielders. Wielding a powerful flame requires incredible levels of control to ensure the correct temperature is used and to reach a high enough temperature for concoctions. You seem to have an unnaturally high degree of control over flames and your energy. Your control could be considered perfect and functioning at peak efficiency. You could even concoct a pill in the middle of a fight with no loss in purity.

Not Good Enough - 400 CP

By following the instructions even a beginner has the potential to accomplish a task, but to improve something you need a special touch. You are an innovator capable of surpassing the so-called best. Why bother sticking to the tried and true method when you can create something even better. There are two main ways that you do this. First you are capable of finding ways to improve the creation process allowing a product to be forged that surpasses the original. At a minimum the improvements will be noticeable and this can be done continuously. The alternative method is to redesign the process entirely by taking the best parts of the old method and combining it with your own designs. This will be more difficult and time consuming, but the product will be worth it. If the previous product was good then your new innovation would produce a master work. This can be applied to any form of crafting or creation that you possess regardless of scale.

Formation Masters - 400 CP

Formations are techniques that normally either require a group of cultivators or items to create a special effect. For example most team based formations allow groups of cultivators to fight and even kill beings far stronger than themselves. You are a veritable formation master capable of standing at the top of the universe with your knowledge. The only restriction you have on what you can do is your cultivation level. You have mastered every formation that has been created in this jump and you could easily develop your own unique formations.

Divine Alchemist - 600 CP

There are some rare individuals who possess an incomparable amount of talent for alchemy. Even if they were never taught or given advice they can create perfect pills of a higher quality than should be possible. By taking this you will receive this level of talent in alchemy and similar crafting systems. First, even without any instruction you would be capable of crafting virtually any pill perfectly. The second ability is that you will be able to extract all of the essence from your ingredients ensuring that every pill you make is of the highest grade possible. Third, is that you will be able to learn and develop alchemy skills at an unrivaled rate. Given enough time perhaps you could even discover a new level of alchemy for the world.

All the World's Evils - 600 CP

Deep within the capital of the Eastern Continent there is an ancient battlefield. This battlefield was forged with the blood of countless beings both demon and human. It is even said that the battlefield was bathed with the blood of immortals. After a certain period of time this battlefield gave birth to a being of pure evil made from the collective negative

energy left to ferment on the forbidden land. By taking this perk another being will have been baptized with this forbidden power resulting in you.

This has resulted in you gaining a number of powerful abilities. First, as you were born from the resentment of the Demons and Humans it is impossible for your progenitor species to kill you. Any fatal blow struck by a human or a demon will fail to kill you. Second, you gain corruptive powers allowing you to infect and dominate the wills of others. Generally this is done by making a cut on someone and pushing a bit of your essence into them. If anyone is injured by you and doesn't purify their bodies they will become a loyal thrall. They will retain their personalities, powers, and knowledge, but they will now serve you with fanatic devotion. The stronger someone's willpower the longer this process will take. Third, you can empower yourself using sins and negative energy generated by other beings. The greater the sin the more power you'll gain. Lastly, only significantly more powerful beings and those who possess holy abilities can truly kill you permanently. A normal injury such as cutting you in half will only result in you forming a second body due to your regeneration. Any bodies created using this method will all under your control in a hivemind structure.



Beast

Two Inner Cores - 100 CP

An inner core is the manifestation of a demonic beast's power. As they grow stronger their cores are refined allowing them to exert greater power. By taking this perk you will gain a second inner core like the Howling Moon Celestial Wolf that Lin Bai rescued. This will grant you a number of boons. First, your total energy reserves will be doubled allowing you to possess an incredibly high amount of energy. Second, given that your body will have more energy the power of your attacks and your body's strength will be higher than normal. Third, there are some other unlisted benefits to this as well when you approach the higher realms. Lastly, you may purchase this as many times as you can afford granting you more cores.

Treasure Seeker - 100 CP

There is a rare pet beast known as the Treasure Hunting Rat. This rat has the innate ability to sense treasures nearby. They are an extremely popular pet beast due to this as they are perfect for exploring secret realms. You somehow have acquired this ability as well. You can sense items that can be considered treasures such as weapons, rare herbs, valuable crystals, and other special items. As you grow stronger the area you will be able to sense will grow. The more valuable an item is, the greater its presence will be in your senses. You may optionally disable this if it becomes irritating.

Bind - 200 CP

Bind is a skill that allows the user to temporarily control the opponent. An opponent targeted with Bind will be completely unable to move. Given that the battlefield was constantly changing experts can easily take advantage of this to deal a massive amount of damage. The amount of time that an opponent is bound will depend on how strong the opponent is compared to you. For example someone significantly stronger than you will probably only be bound a single second.

Bloodline Purity - 200 CP

Bloodlines are one of the most important qualities that a monster can possess. Their bloodlines grant them special abilities and can provide an advantage even in the case of weaker monsters. The boost that a monster receives primarily depends on the purity of their bloodline. For example a snake with a pure blooded dragon bloodline would have far more potential than a flood dragon with a weak bloodline. This perk will purify any bloodline you possess allowing you to have an unrivaled purity. This means that if you were descended from a bloodline related to a dragon yours would be just as pure as your original ancestor. Lastly, this will also allow you to use bloodline suppression against those of your

lineage. For example a Dragon could suppress any animal, but it would be particularly effective against reptiles.

Scales Like Steel - 400 CP

The body of a demonic beast will far surpass the body of a cultivator of the same level on average. It is due to this that cultivators typically work in groups or only fight beasts weaker than themselves. Your body is incredibly resilient even for the standards of a demonic beast. Even the outer skin of your body is comparable to weapons of the same grade. This grants you incredible resilience and strength for your level of power. Even Wang Meng would admit inferiority against you. Just be careful as this also means that your body could be used to forge unparalleled weapons for cultivators.

Strike Like Lightning - 400 CP

Speed based fighters are some of the most feared types of fighters. This is due to them being able to strike their opponents before anyone can react. Perhaps you have undergone the training needed to become a speed type fighter or you simply are abnormally fast. Compared to others at your level you are a blur. This is true regarding your general speed as well as your reflexes in combat. You would be capable of fighting multiple opponents of equal strength simply due to your speed allowing you to react to them all at once.

The Greatest of Them All - 600 CP

There are some beings who are exemplary members of their species. These individuals are significantly larger and more powerful than other members of their species. They are often referred to by various titles such as alpha, mutant, or prime. You are one of these beings and you are far more powerful than average members of your species. For example if you were a Dragon then you would be closer to a Dragon King. Should you already have a similar perk then this will boost you even further making you an alpha among alphas.

Beast of Legend - 600 CP

There are many powerful beings who stand at the peak of the world simply due to their bloodlines. The most common example of this is the various divine beasts. Some notable beasts include the Azure Dragon, the White Tiger, the Vermillion Bird, the Black Tortoise, the Phoenix, and the Nine-Tailed Fox. Each of these creatures wield overwhelming power compared to others and are capable of commanding the laws of the universe. Each time you purchase this perk you may gain one bloodline of your choice. Each of these bloodlines will be capable of fusing with each other ensuring that you do not suffer from any conflicting powers. Lastly these bloodlines will come with a number of memories passed down from your ancestors. These memories include techniques, ancient knowledge, and other useful information.

Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

General Items

Monthly Stipend - 50 CP

While getting enough to live on isn't that hard, actually getting real training can be extremely expensive. The cost of tools, elixirs and training itself all add up really quickly. To help you deal with that you can purchase this and receive a monthly stipend. The amount you receive will be equivalent to \$10,000 or 10,000 crystals which I'm assuming are the same value. You may purchase this multiple times and add a zero to the total amount you receive each month.

Training Facilities - 200 CP

There are a number of facilities used to train various attributes. For example, the Martial Arts Association uses a room filled with traps and robots that attack anyone who comes close to them. This facility is filled with numerous rooms containing various equipment. You could perform practically any exercise you can imagine here. In addition this equipment will adjust so that all of the equipment grows with you ensuring that you can train no matter what. This equipment will be just as effective for a Houtian ranked warrior as a Grandmaster ranked warrior.

Backroom Connections - 200 CP

One of the characters named Jin Daya is a mysterious merchant who specializes in gathering rare items. For example he is known for locating animals with divine lineages and other valuable treasures. By purchasing this you will gain access to a black market trader who can acquire rare and unique items for you. You may have to pay a bit more depending on the item, but this merchant will be capable of locating any item in the setting that you desire. Post jump their stock will expand allowing you to purchase new items from the jump. As long as you have the money you will be capable of affording any item you can ask for.

Heavenly Flames - 100/200/300 CP

Heavenly flames are powerful flames that have surpassed normal flames. These flames are powerful tools used by alchemists and some powerful warriors. These flames come

in a variety of different levels. The quality of your flame will depend on the amount you are willing to pay. For 100 CP you can acquire anything up to a three star flame. For 200 CP you can acquire a higher level flame up until a six star flame. This level would allow you to purchase something like the Eye of the Netherworld. For 300 CP you can acquire any type of flame including nine star flames. For example the flames of a True Dragon and a Phoenix are classified as nine star flames.

Demon Erasing Pills - 300 CP

The Demon Erasing Pills are a unique treasure crafted by Fool Li. They clear any foreign from the consumer's body and make them immune to corruption. For example when Bai Xi consumes the pill the City Lords powers have no effect and could not influence her in any way. Keep in mind this only stops things such as corruptive effects and demonic influence. You won't become immune to demonic attacks simply by consuming the pill. You will receive a small pill vial with approximately fifty pills. The vial will be refilled the next day.

Alchemic Encyclopedia - 300 CP

The foundations of an alchemy is built on their theory and understanding of the ingredients they work with. Even if someone lacks an understanding of theory they still must be capable of following or piecing together a recipe. This is a book containing detailed descriptions of alchemy theory and an unlimited amount of recipes. You will continuously unlock more advanced knowledge as your understanding grows. Eventually you could learn every recipe that has been made in this world and even learn some from other worlds. A final boon this offers is that it will be capable of giving you recipes in an emergency. For example if someone was given a unique poison then the book could reveal a recipe to cure it.

Dragon Elephant Sacred Scroll - 300 CP

It is rumored that the Dragon Elephant Sacred Scroll has nine levels in total. If one cultivates to the ninth level, they would be capable of unleashing endless dragon elephant power. The user's body would be virtually indestructible due to the combined might of the dragon and the elephant together. Even lava would be unable to damage the cultivator's body. A clear demonstration of this was when Wang Meng ignored the Phoenix fire and Dragon breath due to the strength of his physique. In addition the user can manifest a dragon elephant to amplify the power of their attacks. Lastly, this also grants the user a powerful healing factor. Anything short of a lethal wound will simply disappear in a few seconds.

Heaven Devouring Myriad Phase Art - 300 CP

The Heaven Devouring Myriad Phase Art is a powerful technique that grants the cultivator overwhelming power compared to others of the same level. The only downside of this technique is that it requires a massive amount of energy. The most powerful cultivator who trained this technique ended up bankrupting a high level clan due to his resource requirement. The level of strength gathered is typically measured in elephants and dragons at a higher level. For reference a dragon in this case is ten elephants and the upper known limit is said to be 10,000 dragons. At least this is the highest that anyone reached to their resource limitations.

The Undying Ghost Technique - 300 CP

The Undying Ghost Technique is an incredibly dangerous technique that is used by the demonized City Lord. This technique allows the user to create shadow like clones of themselves anywhere within a short distance of the user. Though this distance can be increased with training. The clones will possess approximately 80% of the users full power. The dangerous part is that they take a minuscule amount of energy to create and they can be revived if they are destroyed, effectively turning the user into a small army. In addition they can be generated anywhere within the users range. This means that you could simultaneously be battling someone and create a clone behind them attacking them from both directions. Lastly, there is a special ability called Netherworld Prison that can be used to trap your foes in an area with your clones. Each time a clone is slain here they will get slightly smaller and their numbers will double. These copies will still possess the same amount of power allowing you to overwhelm your opponents. This technique however, requires a massive amount of energy and the cost increases with each individual that you trap.

Heaven and Earth Society - 600 CP

The Heaven and Earth Society is a mysterious group of extremely talented individuals and powerful experts. This group is made up of specialists and beings blessed by fate. They primarily work to protect humanity by dealing with issues in the shadows. For example when the demonic invasion in the capital started they dispatched an agent to handle it, but Lin Bai managed to resolve it before their arrival. By purchasing this you may take command over the organization. You may freely call on the services of its members and its power such as their unfathomable information network. Lastly post jump you may expand this organization with similar individuals from your new jump. For example if you went to Warhammer 40K you would gain members like Malcador the Sigillite, Farseer Eldrad, and Belisarius Cawl.

The Underdog

Discounts for the Strong - 100/200 CP

Members of the Martial Arts Association receive a number of privileges from businesses and even countries. One of the simplest, but most beneficial is a universal discount on any purchases they make. The first level allows you to receive a 10% discount. If you purchase the second level you will be able to acquire a 40% discount similar to the senior members.

Mystical Villa - 200 CP

Many of the powerful and rich individuals in the setting tend to own a massive villa even if they never actually use it themselves. They primarily end up as clan compounds and strongholds for some of their forces. This is a massive villa similar to Crimson Phoenix Peak. The area has an abundant amount of energy on par with a heavenly blessed land. In addition to the ambient energy the area contains a number of powerful creatures that will defend the area and its inhabitants. At least one of these individuals will possess the bloodline of a divine beast like a phoenix. This villa will expand as needed to hold the inhabitants.



Evil Purification Bead - 400 CP

The Evil Purification Bead is a special treasure possessed by the Alchemist Association. The bead absorbs the essence of the Sun and Moon of the world. This grants it a natural suppressive and purifying effect on corruptive energy like evil qi. The bead draws out the corruptive energy and purifies it. The bead is primarily limited by the strength of its wielder. For example an Immortal would be capable of devouring a true devil, but a grandmaster cultivator could struggle against an evil spirit with it. Lastly, you will be able to absorb the purified energy gathered from the bead as well to improve your own strength.

Secret Realm - 600 CP

Secret Realms are special dimensions that can be born naturally by the world or created by cultivators. For example the Mystic Essence Secret Realm was created when the Grandmaster of Sword Cultivation failed his tribulation. The essence released by his body turned into a powerful secret realm. This option will grant you a secret realm of your very own. This realm will contain numerous resources including treasures, demonic beasts, and even some inheritances. The realm will grow based on your power and with it the quality of the items within. The realm will always be equivalent to one realm higher than your current ranking. This ensures that every trip into the realm is beneficial. In addition, the realm will also grow in size as it becomes stronger. If you wish you may optionally allow others into the realm for training.



The Gifted

Spiritual Robes - 100 CP

Spiritual robes are special robes typically sewn from the monster materials such as the fur of a fire dragon beast. These robes are heavily resistant to damage from weapons such as swords and spears. In addition the robe is nearly invulnerable to water and fire based element attacks. This robe will grow in power with you ensuring that it is always useful for you. Lastly you may choose different elements for the robe. The resistances will depend on the chosen material. For example a earth element monster will provide resistance to Earth and Lightning based elemental attacks.



The Ring - 200 CP

To unearth a being's potential it needs to be drawn out through combat. This is a ring designed to hold intense battles. It is capable of providing conditions and a changing environment to suit your desires. The biggest benefit of this ring is that you can ensure that no one is killed in the area. This will allow

you to fight to your heart's content, but it will prevent any fatal blows from being struck. You may optionally disable this feature if you wish or instead turn this ring into a death battle arena.

Natal Weapon - 400 CP

Natal weapons are special pieces of equipment bound to the user's soul. Due to this bond it is impossible for anyone else to use the weapon and you may summon it at will. They are nourished by the user's soul as they grow in power increasing their strength. In addition since these weapons are constantly nourished by their user they possess perfect synergy and can amplify any of the users powers. This weapon will multiply the strength of any attack made with it. You may choose any type of weapon. If you choose a ranged weapon it will come with unlimited ammo. When you first acquire this weapon it will be on par with the Ruoshui sword.

Honored Clan - 600 CP

Many of the powerful beings who stand at the peak of the world were capable of reaching this point due to support from their clans. This option allows you to create a clan of your very own. Strength wise this clan will be equal to any of the other major forces in the world with the appropriate members and resources that they would be expected to have. You may freely design one special ability that this clan may possess such as abnormally high energy reserves or a high degree of talent for a specific profession. Lastly, you may freely choose the attitude, demographics, and other details of this clan if you wish. You will be the heir of this clan by default. If you do not wish to take command then a powerful being will be placed in charge and handle these matters for you. More than likely this individual will also be one of your parents or a close relative.



The Alchemist

Alchemist Badge - 100 CP

The alchemist badge is an item granted to every alchemist after they officially join the organization. This badge is coded to you alone and can not be replicated. This grants you access to all of the facilities possessed by the association and will garner you the appropriate respect that you deserve if anyone looks at your badge. You may optionally combine this with any other forms of identification you have to create a multifunction ID.

Herb Garden - 200 CP

There are many rare and extremely valuable plants that are needed to create high level pills. Unfortunately many of these plants require extremely specific conditions to grow in. This is a special garden capable of providing the conditions needed for any plant to grow in perfect condition. This will come with an initial stock of common plants which will also update post jump. You may add additional plants to this and the garden will expand to hold them. The garden has a time dilation effect making everything grow ten times faster inside its area. Lastly, the garden will come with a number of caretakers who will harvest and seed new plants whenever they are ready.



Pill Cauldron - 400 CP

Alchemists are a highly respected profession due to their ability to craft medicinal pills. These pills can range in effect from restoring your energy all the way to enhancing your innate talent. To make these pills however an alchemist requires a number of tools one of the most important ones is a cauldron that can withstand the high temperatures of a heavenly flame. This is a cauldron of unparalleled quality that possesses a number of special effects. First, this cauldron is capable of withstanding any temperature no matter how hot. Second, this cauldron will stabilize the pills as they are being formed. This will correct minor mistakes you make and increase the quality. The final effect is that the cauldron will refine any ingredient and pill made with it greatly improving the quality of your product. Alternatively if you do not want this tailor made cauldron you may purchase the small cauldron used by Lin Bai.

Alchemist Association - 600 CP

The Alchemist Association that we see in the story is merely a fragment of its former self having lost most of its power due to the death of the Alchemy Immortal and internal corruption. The Alchemist Association at its peak was a sight to see and by purchasing this you may acquire something of equal grandeur. This option will allow you to create an organization on par with Alchemist Association at its best. This organization will be spread throughout the continent and have an Immortal cultivator leading it. It will also be filled with experts and students sufficient to manage the entire organization. You may purchase this option multiple times to create different associations if you wish.

The Beast

Jumper's Necessities - 100 CP

There are a few basic items that are owned by every wild demonic beast and their pet beast counterparts. This is a set of these items that will be given to you. This includes food, a bed, and some tools to train with. The food consists of some basic food that can sustain you. It might not be particularly delicious, but you will never go hungry with this. This is the best bed you will ever find providing the perfect sleep for you. This bed will shift depending on your alt forms and it expands if you have a partner that stays with you as well. Lastly, the training tools will allow you to exercise your body and practice basic techniques. This equipment might not be capable of handling high level techniques, but it can function perfectly for basic training.

Spiritual Water - 200 CP

Spiritual Water is a special treasure used to nurture pet beasts. The water is capable of effectively improving the quality of the pet beast in all aspects. The liquid refines their bodies and is effective on any being in sufficient quantities. This will grant you a large gourd filled with Spiritual Water. This water is modified so that it maintains the same effectiveness regardless of level. Lastly, whenever you use up the liquid in the gourd it will be refilled a week later.

Beast Library - 400 CP

As most demonic beasts grow stronger they will unlock new abilities. Some of these come from their bloodline memories while others are developed through their new powers. Human Beastmasters have developed special books that can directly teach demonic beast new skills regardless of their classification. This is a large library filled with copies of the techniques used in the jump. You may study these techniques to learn them. The difficulty will depend on the power of the techniques and your own comprehensive abilities.

Sovereigns Domain - 600 CP

If you are going to become a ruler amongst demonic beasts you need a territory to command. After all, what king doesn't have their own kingdom. This is a large territory on par with any of the kingdoms controlled by the humans. This territory is filled with numerous different demonic beast species. This forest will include every species in the jump though their population will depend on the power they possess. For example there will only be one or two members of each divine species, but there could be thousands of the common species. Post jump this territory will grow larger to accommodate more species and it will gain new species from the jump. If these creatures require special conditions the territory will create unique biomes for them to live in.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Sword Slave - 100 CP (Free Underdog)

A sword slave is a individual who has devoted themselves to serving another typically a sword practioner. They learn from their master and will assist them in any way they can. This option allows you to recruit or create a sword slave for yourself. They are a relatively powerful individual and have a number of kills allowing them to assist you. In the event that they are stronger than you they will probably be a sword slave who served your teacher and pledged themselves to you as well. If you gain a student of your own then you may pass down the sword you used. The sword slave is incapable of harming the wielder of the sword and will follow them. You may freely customize the appearance and personality of this individual. Lastly if you do not wish to receive a sword slave you may acquire someone with a similar role.

Opposites Attract - 100 CP (Free Gifted)

Often the path to the top is lonely. Due to the amount of time that most geniuses spend cultivating and their status it can be difficult to find long term friends. You however seem to have acquired a friendly rival who is just as talented as you. This individual is a good natured person who constantly tries to compete with you. The special thing about them is that they are your opposite. This is mainly demonstrated in their cultivation techniques. For example if you practice fire elemental techniques then they will practice water based techniques. If you wish you may alter the exact nature of your rivalry and your specific

relationship. Lastly, you may freely customize the appearance and personality of this individual as well.

Talented Youth - 100 CP (Free Alchemist)

After an alchemist has reached a high enough level or reached the farthest that their talent will allow they will normally take on an apprentice. These apprentices will do their best to learn from you as they assist you in various matters. You however, seem to have found a talented seedling. This individual soaks up any knowledge you impart to them and is incredibly gifted in a field you possess. You may freely customize the appearance and personality of this individual as well.

Pack Mates - 100/200 CP (Free Beast)

Very few demonic beasts are solitary and they generally spend their time in packs. Even the divine beasts will stay together or with their lesser kin if they can. This option will allow you to recruit a group of beings that are either the same species as you or a lesser variant. All options may pay 100 CP to receive additional members of their species with the exception of divine beasts. If your species belongs to a divine beast then you will have to pay an additional 100 CP for this group. You will receive three members of your species or a dozen lesser relatives. You may optionally choose if these beings are members of your actual family or random demonic beast that you befriended. Lastly, you may freely customize the appearance and personality of these individuals.

The Pantheon - 300/500 CP

Many of the divine beasts are a part of sets or specific groupings such as the four great beasts. This option allows you to recruit a group of divine beasts. The reason that this option is more expensive is due to the unique synergy between these creatures. For example when the Vermillion Bird, the White Tiger, the Azure Dragon, and the Black Turtle come together they can utilize a powerful formation unleashing unbelievable power. The 300 CP option will allow you to recruit a group of juvenile divine beasts. Each of them have the potential to become incredibly powerful, but they need time to grow at the moment. For an additional 200 CP you may instead recruit or create a group of adult divine beasts. These beings are worthy of being called true divine beasts wielding great power. In addition due to their age they have mastered their powers and can use them in a number of ways you may not have considered.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Early Departure - 0 CP

The exact duration of the story is unclear, but it appears to take place over the course of a year or so. By taking this drawback you may optionally leave once the story is finished if you wish.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.



Men Over Women +100 CP

In a world like this there generally isn't a high degree of sexism given that women can easily become powerhouses as well. In fact there are many groups that are led in a matriarchal style or made entirely of female members. Despite this there are some groups who believe in the dominance of one gender over the other. An example of this is the He clan. The clan head of the He family believes in patriarchal succession and is even willingly to ignore his daughter to pass down his position to He Linsheng. In the end He Xueyao chose to work with Lin Bai in order to remove Linsheng as a competitor, but that is a story for another time. By taking this scenario we will have to deal with similar issues. Perhaps

you are a part of a clan only led by members of the opposite gender. This will effect you regardless of your sex. This means that you could be a male in a matriarchal clan or a female in a patriarchal clan. Most of these issues won't be incredibly deliberating, but they will certainly cause you some issues.

Pride of the Strong +100 CP

Many powerful beings such as Dragons refuse to admit weakness in any way. On the other side they also wish to prove themselves in any way they can. One of the most common ways they do this is by challenging powerful opponents. You will find that whenever you encounter a powerful individual you will be compelled to fight against them. This also makes it so that you cannot turn down a challenge from your opponent. The only benefit is that this will only appear to people within your strength range. This means that you won't challenge a supreme god as a mortal if you meet.

Do I Look Like a Fat Sheep? +100 CP

Regardless of where you go it seems that money makes the world go around or at the very least it makes your job much easier. You are a poor individual and will not have access to a large amount of funds for the duration of your stay. You are still allowed to have nice things and you may buy gifts for others, but you are not allowed to spend significant amounts of money on yourself. The only exception is if you are dying and need to pay for treatment.

Weak Body +200 CP

The main restriction on a number of professions is the strength of the individual. As a result those who possess weak physiques are not suitable for martial artists. You unfortunately are one of these individuals. Your body is noticeably weaker compared to an average individual and you will find that strengthening techniques are not as effective as they would be normally. This will also affect any body strengthening perks and skills you have. You are going to be on the weaker end of the spectrum for the duration of your stay.

Unhappy Honeymoon +200 CP

Sometimes clans will have a marriage proposal between important members of their families to tie them together. This can be a joyous occasion, but sometimes this can be a depressing act. Particularly when the marriage is being forced by a larger faction to prevent the extinction of another clan. By taking this drawback you will be placed in some sort of forced marriage. This doesn't have to be as bad as the previous example, but your fiancé is extremely aggravating in some way. As a guy perhaps you are engaged to a frigid beauty that hates the arrangement. Maybe you are instead taking the role of beauty who's been engaged to an handsome yet arrogant young master. You are allowed to choose the exact circumstances for yourself as a small mercy. Should you have somehow resolved things with your new spouse or somehow made them work you can take them as a Free

companion once the jump ends. You may take this drawback multiple times if you want to end up in a really awkward situation.

Young Master Syndrome +200 CP

One of the most overused and often irritating traits displayed by individuals in cultivation stories is the arrogant young master. By taking this drawback you will become one of the beings in question. You will become incredibly arrogant and feel a powerful urge to get back at anyone who slights you. This is practically guaranteed to earn you a large number of enemies. You will be capable of controlling yourself occasionally, but it will be difficult. You should try not to offend someone too powerful.

You Are Here By Exiled +200 CP

After Lin Bai was tricked into entering the Forbidden Area of the Alchemy Association he was punished by the President. In the end his punishment was exile, banishing him from the organization and he was badly injured. By taking this drawback you have been exiled from a large organization in the jump. This will have a number of negative effects. For example if you were exiled from the alchemy association you would not be welcome in any of their businesses making it far more difficult to get pills. In addition it will be far more difficult for you to join other organizations since most people are exiled for a reason.

Do You Dare Kill Me +400 CP

One of the most irritating staples of a cultivation world is the immense arrogance possessed by various young masters. Whenever these individuals are killed their families and servants inevitably come in order to offend them. This cycle continues until the killer (typically the protagonist) kills the entire clan wiping them from existence. By taking this drawback you will now find that these individuals will appear far more commonly. They are insignificant on their own, but dealing with them will result in many irritating events. I hope you are prepared to either submit in every situation or to build an ever growing pile of bodies.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going

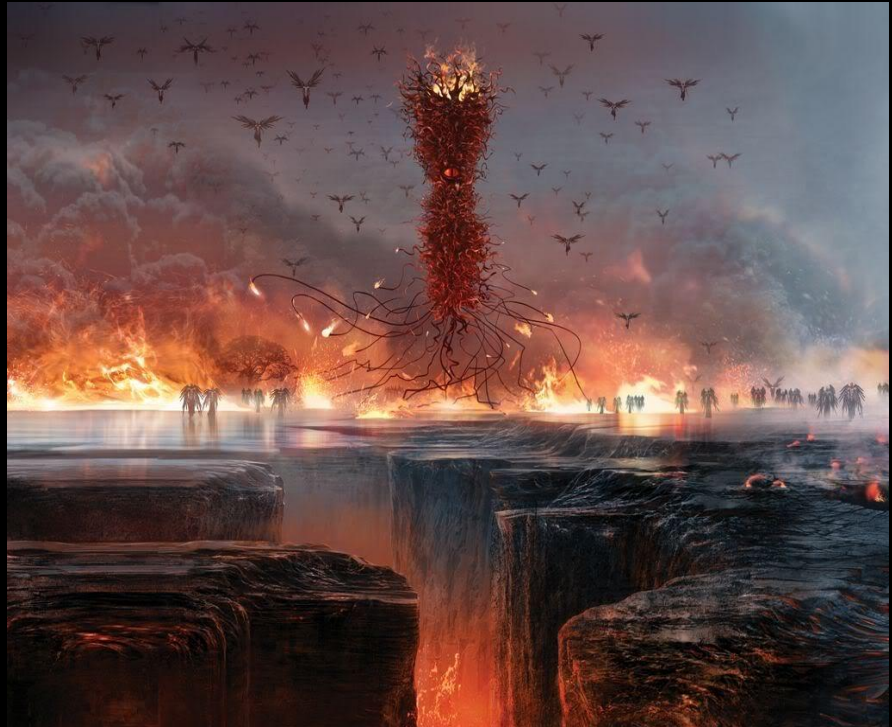
to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from other cultivation jumps such as Library of Heaven's Path, I Shall Seal the Heavens, and the Ancient Godly Monarch.

A Worthy Rival +600 CP

One of the staples of a cultivation world is that there is always a higher level. You seem to have found someone who proves this in the worst way possible. This being has an incredibly fast growth rate allowing them to keep up with you no matter how much potential you have. They are determined to do everything in their power to kill you. Should you kill this being they will somehow revive and grow stronger to challenge you again. They will continue to hunt you until the end of the jump. Good luck in dealing with your persistent foe.

Demonic Incursion +600 CP

While Lin Bai is in the capital it is thrown into chaos due to the events occurring in the background. The spirit from the demonic battlefield was preparing to break through the seals that were holding it in place. Normally Lin Bai would stop this and prevent the city demons from invading, but that will change if you take this drawback. Now the demons will have opened their portal using the altar and unleashed their hordes. In a short period of time they will completely



annihilate the eastern continent before moving to take over the rest of the world. This isn't a good thing for the demons either. Their culture is ripe with fierce competition and demons are more than happy to kill each other. Given that some of the more powerful demons will be arriving it is possible for anyone to die so good luck surviving the apocalypse.

Grave Misunderstandings +600 CP

After Lin Bai received the inheritance of the Sword Immortal Leng Yue should have become his backer and assistant since she was the Sword Immortal's Sword Slave. Instead due to a small misunderstanding she starts to believe that Lin Bai must have somehow stolen her

master's legacy and was perverting it. This causes her to desperately try to kill Lin Bai and she refuses to assist him in any way. The only reason she couldn't actually kill him was due to her bond with the Ruoshui sword. The bond made it impossible for a Sword Slave to harm their master. To be honest her logic is incredibly stupid and her master would probably kill her himself since she is actively trying to "save" his legacy.

Regardless, that is a story for another time, but you have now been caught up in a similar instance. Your most closest and powerful companion has been corrupted. They have been brainwashed and believe that you are a pretender who stole the status as a jumper from their friend. They will not be able to directly kill you themselves, but they will do everything in their power to ensure your death before the jump ends. It is possible to snap them out of this, but it will be incredibly difficult. They will constantly evade any attempts you make to capture them. If you have failed to rescue them by the end of the jump they will be released and return to normal. This however could have some consequences on their psyche after they realize what they did. Heroic and particularly honorable companions will take this especially hard. I hope the points were worth the therapy they'll now require.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500 CP as well to spend on the document upon completion.

Hero of our Time

Congratulations, you are now the protagonist of our story. That's right you will be replacing Lin Bai. The jump will last until the story ends canonically or you die. You will face all of the challenges that Lin Bai did. You will start out with all of Lin Bai's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as they did however should you follow their path. Lastly you will receive their memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Story Link

- [Imparting My Cultivation To Beasts Gets Me 10000X In Return! - Novel](#)

Story Ending

- Unfortunately it appears the author lost interest in continuing the story. The final chapter is a summary of the future events that would have taken place. If this was written completely the story would probably be over a thousand chapters instead of 400.

Pet Rankings and Powers

The list below gives a broad summary of the stars. For the most part the amount of stars is used to determine the innate potential of a being rather than actual power.

- 1 Star - Normal Animals
- 2 Star - Some special abilities/slightly above Human levels
- 3 Star - p
- 4 Star - Town Level
- 5 Star - h
- 6 Star - o
- 7 Star - Elemental Beings (ThunderBird)
- 8 Star - Mythical Beast (Sea Dragons, Qulins, etc...)
- 9 Star - Divine Beast (Azure Dragon, Vermillion Phoenix, etc...)

Cultivation

- Houtian 1-9
- Xiantian 1-9
- Grandmaster 1-9 (Heavenly Man Unity)

Professions

- Beast Trainer
- Body Cultivator
- Alchemist
- Sword Practitioner
- Talisman Cultivator

Alternate Heaven and Blessed Lands Rankings

- Unrated
- Yellow
- Mystic
- Earth
- Heaven

Pill Rankings

- Normal
- Small Fortune
- Great Fortune
- Supreme Fortune

Changelog

- Jump in Progress
- V1 jump completed