

WARLOCK OF THE MAGUS WORLD:



Welcome to this setting, you arrive just as Fang Ming is reincarnated into the body of one Leylin Farlier and begins his journey into becoming a rank 9 being.

This setting is divided into multiple different worlds each one different and myriad. In this place there are 2 major worlds, the world of Magi and the world of the Gods long ago a war arose between the 2 worlds resulting in the rank 8 existences of both worlds falling into a deep sleep. However, there are rumours, rumblings of a final war approaching. You Gain 1,000 CP.

Origin

Choose your age, sex, and gender. The chosen values must be within valid parameters.

Drop-In: You wake up at the location of your choosing, with the clothes on your back and a couple days worth of rations, there is some paper in your pocket that claims you're originally from some remote island. You have no history, family nor clan to back you up but that's okay because another child running away from home is just another common story. Due to the nature of your existence, you are automatically initiated on the path of the Magus/Wizard, your rank is Acolyte Rank 1/Wizard Rank 1.

Mortal (+300 CP): Well, well, look who we have here, a nobody, be it a dirty plebian or a bratty noble, y'all the same, cattle waiting for the slaughter. But maybe there is some hope for you, you seem to have some potential. Close to where you are is one of the caravans of the great magus, go beg them to let you in and maybe you end up becoming something not completely worthless... if you survive the journey that is you start with nothing, like the dirty mongrel you are.

Acolyte (100 CP): Your childhood stories are not quite glamorous nor it is captivating. Maybe except for one instance when a Wizard of unknown fame came to your village one day, discovered that you have some talent in the way of the Wizard. Requesting your parents to send you with them to study, they gladly agree, to your dismay. Years later, under their tutelage, you finally become a Rank 4 Wizard but the shock from the breakthrough awakens your memories.

Old Monster (200 CP): The stories of an acolyte becoming a Magus are a rare one, especially to one like you, but you have obtained it, not without bloodshed and lifelong grudges. You run away to a new land, one that doesn't know much about your past and history; maybe stumble upon a few inheritances and legacies while discovering new love and true friendship. Well, one could hope. As you walk to the town beyond the horizon you trip on a rock and smash your head in the dirt and leave a giant dent in the ground, awakening your memories. Begin at rank 1 Magus/Rank 5 Wizard.

Locations

Choose your location for free, or roll d12 for it and gain 50CP.

Magus World

1. Chernobyl Island

The Chernobyl Islands are referred to as the Barren Islands by the outside world, due to its lack of ability to produce any of the materials needed by a magus. In fact, only a few Acolytes and Magi in seclusion are found on the entire continent.

2. South Coast

The South Coast is a small continent that was isolated from the rest of the Magus World, due to the pathways leading to this place being too harsh that even Rank 3 Magi cannot pass through. Also because the elemental particles in this continent to be too little as compared to the Central Continent and lacking in resources, Morning Star Magi did not get too interested in this continent. With the exception of Great Magus Serholm, a Morning Star Warlock who stayed here in order to find ways to break through his bloodline shackles.

3. Twilight Zone

It is a part of the first level of the Subterranean World, isolated due to a battle between two Morning Star Magi destroying the path between the First Level of the Subterranean World. With the only way being the one found by Kubler's ancestors.

4. Central continent

The most prosperous region of the Magus World, filled with resources. It has started to regain the glory of the Ancient Magi and started exploration of other worlds for resources and power.

World of Gods

5. Prime Material Plane

The biggest of the planes of the World of Gods, where almost all gods have come from. You will default to Faulen Island though I'm not sure if it is named that yet. But as this world is quite big you can choose a different location to travel to. Such as Outer Sea Islands, Pirates' Cove, Baltic Archipelago, Eastern Archipelago, Dambrath Capital, Emon City, Gloomwood Castle, Silverymoon City, Yorkshire, Underdark, West Desert.

6. Nine Hells of Baator

The Nine Hells of Baator, the endless abyss, the everlasting Underdark. It was speculated to be a part of the Abyss that split apart from it. The ones who inhabit this place are mostly Devils and few Humans, but some Gods have set their Divine Realms here. Avernus, Dis, Minauros, Phlegethos, Estigia, Malbolge, Maladomini, Cania, Nessus. Each level of Hell has their own rulers governing them as well as a few public regions. Any beings of chaotic or good will be attacked by the Devils and those of lawful evil alignment will receive a slight buff to powers.

7. Abyss

Is the plane where Demons come from, the number of levels in this plane is still unknown as there are many powerful demons who live here.

8. Various Other Planes

Due to the World of Gods consisting of a cluster of small worlds and planes as well as some big worlds merged together, one cannot hope to list them all. You get to choose which plane you will arrive at or already lived in.

Other Worlds

9. Steel Lava World

Steel Knights are said to be from the Steel Lava World, which is located close to the Magus World. Ancient Magi were inspired to alter their bodies with some methods that they got after conquering the Steel Lava World. This allows them to evolve to a state similar to Steel Knights. This does come at the cost of possibly being permanently stuck at their current strength.

10. Blackrain World

Inhabited by the Quark tribe, who are born with multiple arms, have rough skin and horn on their head. They don't have a meditation technique since they are born with great strength, though they do have a training method similar to Branded Swordsman or Steel Knights to improve their strength. This world has already experienced three incursions by the Magi before, but still not have a protector or a Magus laying claim to it.

11. Lava World

The largest continent is called 'Blazing Crown' within the Sea of Lava. All other land masses can be considered to be only small islands. There seems to be a different set of laws of physics in this world and spiritual force from the Magus World is almost unusable without alterations made.

12. Various Other Worlds.

There are still too many to even count on how many dimensions and worlds out there. You get randomly placed in one of them, including World of God, Magus World, Other Worlds. It may be a pleasant world full of flowers and honey, or in the middle of a Blood War battle between Hell/Devil and Abyss/Demon, or straight to Purgatory. It's your luck that decides your journey now.

Perks

General Perk

Magus Cultivation (FREE.): In this world there are 12 ranks that a being can achieve, 3 Acolyte ranks and 9 Magus ranks. To improve and advance through the ranks of Acolytes, an Acolyte must improve their spiritual force to reach a certain number and have to construct mind runes with each level increasing the number of mind runes being needed. To advance to a rank 1 Magus, an Acolyte requires their spiritual force to reach a certain number, a rank 1 spell model and either Grine water or a high-grade meditation technique. From Magus rank 1 to 2 a Magus's spiritual force must reach 80 and their elemental conversion must reach over 80%, with 99% being the maximum being reached. To advance further from rank 2-6 can simply be done by improving spiritual and soul force. From 6-8 is done by comprehending different laws and smelting those laws into their own and finding your own path. Then comprehending the laws of space and time into your own path to reach rank 9. What many do not know is that there is a 10th rank that can only be reached by creating a greater law.

Acolytes start out at rank 3 Acolyte, Old Monster start out at rank 1 Magus, Drop-In starts out at Acolyte rank 1 and Mortals start out with nothing.

Wizard Cultivation (Free): In the World of Gods, there exist many different classes and many ways to reach stronger tiers of power. There are also ranks and tiers, to become stronger a being must reach rank 20 to become Legendary and from there can advance from a Demigod to a Greater God and eventually can become an Overgod.

The most powerful class here are Wizards, magic casters who utilize the Weave, a creation of one of the Greater Gods. The way Wizards work is by paying spiritual force to the Goddess Of The Weave to buy the authority to use magic, this manifests as spell slots. Each Wizard gains an additional spell slot as they advance in rank, with them gaining access to deeper levels of the Weave as they reach certain milestones. However, as soon as they use the spells, they lose the memory of the spell models. Drop-In starts out at Wizard Rank 1, Acolyte's Wizard Rank 4, Old Monster Rank 6 and Mortals start out with nothing.

Before you get too excited, Wizards come with drawbacks you see. As you are using spiritual energy to pay for spell models to insert into the spell slots. It doesn't matter how much spiritual force you possess as the same amount is needed to pay for all the different ranks of spells. If you use all the spells and have none left, you will be powerless unless you

use scrolls. Also as soon as you have, cast the spells, the spell models you see within the Weave are forgotten.

For 2

00 CP, whether as a result of luck or bloodline you are not a Wizard but an Arcanist, an attempt by Ancient Magi to merge the power of a Wizard and a Magi. Arcanists are the founding fathers of Wizardry, able to supersede the Weave's restrictions. By perceiving the energies in the environment and utilizing the elemental particles in the air, they can draw it to form arcane spells. So long as an Arcanist has enough arcane energy and the correct spell models, any spell under the legendary realm can be cast (that limitation is only if the Arcanist themselves are not in the legendary realm). They also possess the passive ability to amplify arcane energy by 10-20% when they cast spells. Arcanists can also remember any and all spell models within the Weave.

Now, if you think that isn't worth 300 CP, there is something you should know Arcanists aren't simply battle spellcasters an Arcanist can do anything a Magi can; alchemy, enchanting, force-fields Arcanists are Magi with the ability to utilize the Weave and are not suppressed by the World Of The Gods.

In order for an Arcanist, to advance requires they're spiritual/soul force to grow as well as comprehension and sensing of arcane energy.

Now, you are probably thinking that isn't good enough especially the Wizard option and you would be right so for just an extra **100 CP** you are not tied to Mystra's weave anyone but to your very own. Just like Shar has her Shadow Weave, you now have the Jumper Weave (name totally your decision). This weave possesses all the spells and features Mystra's Weave have but is totally under your control giving you access to every inch of it. Unlike Mystra's, your Weave is linked to every jump you go to from now or from the past to the future allowing you access to it whenever and wherever. Oh and don't worry about it getting destroyed no one will ever notice it.

Dual Cultivation (200 CP): Like Leylin, you split your true soul into two one making its way into the World Of Magi and one being reborn in the World Of The Gods. As they are both parts of you, a link exists between your two fragments allowing communication between the two of you, as well as allowing energy to be sent to support one another. Furthermore at the end of the jump or when the final war arises (whichever is first) you two can choose to merge together into one being. (You can choose whether this clone is created at the beginning or later on).

To put into perspective, the powers of Demigods and Gods in this world go into notes.

Good-Looking (100 CP): It's funny isn't it how every protagonist is either born good-looking or becomes it and how every single person is all over them. It's unfair isn't it. I mean what about you. But have no fear, because with this perk you have become devilishly good-looking to the point where those of both the opposite and same gender, with just one look to you, will become instantly enthralled and your face will forever remain within their minds unable to be forgotten. This also comes with a free permanent appearance changer to those who wish for a new look.

Grades (Free/100 CP/+100 CP.): A being's aptitude toward the arts of a Magus are divided into attributes based on their chances of becoming official Magus. The highest attribute is 5th grade with an acolyte having a 90% chance of becoming a Magus, 4th grade having a 50%, 3rd having 10%, 2nd 2-3% and 1st 0.1%.

You start the jump with a 4th grade aptitude and a 50% chance of becoming a Magus but with 100 CP your grade instead is upgraded to a 5th grade. However, if you want extra-CP then you can decrease your aptitude for 100 CP per grade decrease.

Post Jump this translates as increased talent for other cultivation jumps as well as increased aptitude for all things magical.

Affinities (100 CP/First Purchase Free): Each being is attributed towards specific elements, some Dark and Shadow, others Life some Water, Light and Earth, each person has their own specific elemental affinity. This affinity allows a Magus to cast spells of that specific element far quicker and with a greater boost in power. However, if that Magus cast a spell of the opposite affinity. The spell would not just 'cost' more but also be far weaker. You have a high affinity of your choice. But for 100 CP per affinity, you can buy as many as you want. An affinity also increases a Magus's comprehension of laws to do with the affinity. For example: a Magus with an affinity to fire will have an increased rate of comprehension to the law of fire than one who doesn't possess the affinity. But be warned, the increased rate doesn't mean all it takes is one meditation session to completely comprehend them, it just makes you twice as fast.

For those who are curious, Leylin's elements are Darkness, Shadow, Fire & Plant. The element he used in elemental essence conversion was Darkness.

First Time Ever (100 CP): Potions in this world are incredibly useful tools to both help and breakthrough bottlenecks. With potions a Magus can do almost anything, however, as good as they are, all potions suffer from one thing, the more a Magus takes them, the less effective they become.

Well, for Magi other than you really. With this purchase the effects of every potion you take will have the same effect as they did when you took it the first time, so no longer will you have to look for other potions when the ones you took no longer affect you in quite the

same way. So long as you wish, those potions will always be effective no matter how powerful you become and don't worry this only applies to potions you WANT to remain effective. Your body, like all Magi, will grow resistant to poisons and other such harmful substances. Unlike other Magi, you don't have to worry about your body or spiritual force having any impurities due to the potion use, as if by magic your body naturally rids itself of all such impurities. But be warned, this does not prevent any potion side-effects.

Enhanced Stats (100 CP): Pretty self-explanatory don't you think. Per purchase, all your stats barring spiritual force will be increased by 2, your spiritual force will be increased by 50 and your soul force by 5 (when you get it i.e. you will get it but it will unlock when you reach rank 4). Can be purchased multiple times also you do not have to worry about the spiritual and soul force purchase damaging your body your benefactor will seal the spiritual force and what you will have is the max that your body can handle and as your vitality increases the seal will loosen more and more. (For those who have the chip will be able to see both the force you have and the amount you can have when the seal is gone). For the World Of Gods this enhances all the stats barring spiritual force by 0.5 and spiritual force by 50.

Knights (100/200 CP): In the world as it is now there are 2 main paths to follow, Knights and Magus. Knights are warriors that rely on physical training and stimulating their inner energy in order to grow stronger, eventually culminating in being twice as stronger than the average adult. Anyone can be a knight. Few can be Magus. For an extra **100 CP** you instead have become a Grand Knight vastly stronger than a normal knight could ever hope to be.

Rank 2 Warlock (200 CP): Before you get too excited this isn't a promotion perk, what this perk does is help Warlocks reach rank 2. You see, in order for Warlocks to advance not only does their spiritual force and elemental essence conversation have to reach a certain level. They must also burn large amounts of spiritual force in order to stimulate their meditation technique and to build that spiritual force up can take a very long time. But, who has that time so instead of waiting, I'll give you this perk what this does is upon reaching the prerequisites and wishing to advance to rank 2 you can activate this perk (it's your choice) and as if by magic your technique will be stimulated without the need for the spiritual force and you will advance without problem or issue within an instant.

Beast Spirit Mastery (200 CP): A subclass of ancient Magi now rendered extinct in the Magi world. Beast Spirit Masters were those who possessed the ability to extract souls from dying beasts, sealing those souls and binding them to their own, a Beast Spirit Master's body and soul would be nourished by the beast spirit. Which meant that just by lying around, the Master's strength would increase as well as allowing a Beast spirit Master

to display the full strength of the original Beast Spirit. Once the limit of the beast spirit was reached, a Master only had to seal another and the cycle would continue. Of course, this is not without its drawbacks, the greater the beast spirit you wish to seal the higher the level of soul sealing spell formation you need to carve onto your body. Once that is done, a contest has to occur between your soul and the spirit you wish to seal. Now, you are probably thinking why should I pay for this when I can get it In-Jump? Well, as you are paying CP for this, you gain access to a sealing formation that will allow you to seal spirit of all ranks, as well as allow you to seal the spirit into your soul without a contest being needed.

With Me Always (200 CP): The A.I chip of Leylin wasn't originally part of Leylin's being. Originally, it was an item created in another world and when he was killed, the chip merged with his soul becoming one with him, less of an item and more of a power. Whether through research, experimentation or just good luck, you have found a way to accomplish this act. Whenever you desire, you can destroy any item and merge it with your soul, becoming one and the same. Allowing you to possess all the abilities the item once possessed. Remember as Leylin grew stronger so did the chip, now so do any items that you merge with your soul. In addition you can reverse the merger of any such items at will.

Bloodline (100/200/400 CP/100 CP is free to Old Monsters): During the era of the ancient magi, there were some that sought power by infusing the blood of powerful beasts into themselves and Warlocks were born. Due to their bloodline, Warlocks are far stronger than the average Magus. The innate spells of a Warlock are based on the creature their bloodline is descended to, gaining in strength with every rank increase, and new spells being gained as well. The greater the purity of the bloodline, the more powerful the Warlock. The stronger the bloodline, the greater the amplification of the innate spell's power.

Upon reaching the Morning Star realm, Warlock gains the ability to transform into their bloodline beast. Unlike the Magi, when a Warlock has a child, they also pass on their bloodline as well. However, becoming a Warlock is not all advantages you see, a Warlock while being able to reach the strength of their bloodline beast, in time they cannot go past the level of that beast because of what is called bloodline shackles. Due to these shackles, a Warlock can never again advance, unless they gain the blood of the progenitor of their bloodline, becoming a progenitor of their very own.

You may choose canon examples of bloodline, create your own or use a magical race from outside of this jump to become your bloodline.

For **100 CP**: You have gained a bloodline that allows you to reach a certain rank based upon the creature you chose, the max rank being rank 6. However, you will still be bound to the bloodline shackles and can never again improve. Unless you consume “Blood of the Progenitor” that is.

For **200 CP**: Your bloodline has originated from a far stronger creature, one that while still bound by bloodline shackles, was able to dig into the roots of its own genes, evolving the bloodline further pushing the bar higher as you’d say. This has given you the chance to reach one rank higher than your previous limit.

For **400 CP**: You are not just any Warlock but one that has become a progenitor of your own bloodline. Whether through luck or through active pursuit, you have been lucky enough to ingest the Progenitor’s blood of your bloodline and have now become one yourself. Cutting off all those descended from you from the previous progenitor, allowing you to push past your limits and have no limit to the rank you can reach. Basically, this breaks the bloodline shackles. You can choose to hide your progenitor status from others of your line so if you don’t want them to know of your status they won’t.

Normally the further your descendants are away from you, the more diluted their bloodline is and without intermarriage they would become weaker and weaker. But you are special, now your descendants, no matter how many generations they are away from you, would still have purity in their bloodline that is second only to you. And as a measure, your bloodline shackles against your descendants are fiat-backed unbreakable, preventing them from rebelling from you unless you set them free with your own will.

No matter which option you pick, your bloodline will be at the utmost purity that is possible at that option, with the 100 CP option being equal to the original bloodline. The 200 CP option being greater than the 100, as to quote the wiki, everything in the bloodline will be removed leaving only the primal strength of the bloodline behind. Also, as your bloodline is the purest version like Leylin, when you reach rank 1 Magus you will gain 2 innate spell models.

Now, only one bloodline can be inherited. So if you purchase more than one, you get the additional bloodline not inserted into you but as an item instead, you also get the meditation techniques for the bloodlines for free.

Branded Swordsman (300 CP): A more advanced version of a Knight/Grand Knight. Reached through alchemical runes, a spell formation is branded onto their bodies. Branded Swordsman possess physical power equivalent to that of a Rank 1 Magus. Through this formation, the strength of nature can be poured inside their bodies allowing Branded

Swordsman to utilize that energy, and allow it to erupt forth. Regardless of the reasons 'how', you have become one of the Branded Swordsman, a being that is equal to a Magi. Now, normally you would be stuck at the rank 1 level, but with an additional **200 CP** certain runes have been added to your brand, allowing you to instead reach the strength of a rank 4 Magus. You also know the alchemical runes and the spell formation that allows one to reach such strength. But be warned that like the Branded Swordsman are limited to a maximum strength level, for you this is rank 1/4. For those not into tattoos they can choose to just have the abilities without the need for the formation to be branded into them not on body or soul etc. Also, just because you cannot advance as a Branded Swordsman doesn't mean you can't improve your stats.

Potion Grandmaster (300 CP): Potioneer is the art of using ingredients both from the natural world and from the body of powerful beasts to create powerful concoctions with an incredible range of effects. From increasing spiritual force, to creating powerful attacks that can be combined to create stronger attacks, to poisons that can kill Magus of a higher rank before they can even notice, to elixirs that can help increase vitality or help to purify a Warlock's bloodline. With time and ingredients, a potioneer grandmaster can create potions for every situation and event. From Acolytes to Rank 9 Magus all Magi of each rank require potions.

You are as the name suggests now, a Grandmaster of the art with a masterful aptitude to potion making as well as the knowledge of how a wide variety of ingredients interact. Allowing you to make leaps in the process of potion making as well as creating new or re-making old ones that would for other potioneers take decades of mind-breaking work. Of course, you wouldn't be a grandmaster with just knowledge, would you? So this comes with a 100 years of actual experience in the art, as well as a host of knowledge of all recipes found in this world barring those lost to the world. But hell maybe you can find them one day.

For another **300 CP** you also gain the knowledge and skills of an Alchemical Grandmaster, which are experts in the creation of all kinds of magical items. From defensive items that protect from attacks of other mages, to one shot attacks that contain far greater power than the actual creator. But remember, the quality of an item is not just dependent on the creator but the materials as well.

Dreamscape Alterations (400/600/1000 CP): Whether through natural evolution, genetic engineering or large-scale exposure to dreamforce. Your body was altered and branded with a layer of runes, increasing your bodies adaptability to dreamforce, allowing you to utilize dreamforce to cast and create dreamforce based spells. Due to these alterations,

your body has gained an affinity to dreamforce as well as a dream ability -illusory dream increasing the strength of all illusory - type spells by 50% and increasing your resistance to illusions by 35%. And by practising enough, you can one day create a dream forcefield around yourself, letting you bewitch those around you. However, before you get too excited, the dreamforce based spells will be dependent on actual dreamforce, so you will need some source of dreamforce. But for **200 more CP**, you are like the bloodline of the Alabaster Devil Snake, capable of drawing Dreamforce into yourself straight from the Dreamscape itself.

However be warned, there will be times the Dreamscape sometimes seals itself off, entering a weakening phase where there is little to no Dreamforce available.

However, for a **final 400 CP** you have been bestowed the Nightmare Absorbing Physique, a bloodline created by the World Will of the Dreamscape. This bloodline, like all others, affects both the body and soul, granting the holder the ability to draw forth the origin energy of the Dreamscape. Allowing them to draw dreamforce even during the weakening phase. This bloodline allows the holder to see through the dreamscape, into the souls of others, with nothing in this multiverse able to hide from your eyes. The physique also allows you to take in all emotional forces aimed at them e.g. rage, fear, even faith. So long as it has to do with the bloodline holder it can be absorbed, strengthening the holder immensely. And when used to absorb faith, this can be done far more efficiently than anything the Gods of WOG can do. Also, unlike canon, there will be no risk of contamination occurring.

The bloodline also comes with the ability to see the souls of others, as well as the bloodline ability called Dream Eater. This allows the user to enter a being's dream world, construct an illusion, causing the target's true soul to degenerate. The user can then absorb the dream world and devour everything, gaining everything about the target including their power, experiences and laws. However, this ability is a battle between souls, so if the wielder's soul is weaker than the target they will die. This skill can only be used every 10 days.

The physique also grants you an additional 20% to all illusion based spells. Now, normally the World Will would be able to control and kill you, since you are paying for this, the bloodline is yours now and forever. And as you are paying CP, you have now gained Nightmare Force, the peak of the Dreamscape World Will's essence, the most powerful form of Dreamforce and at the maximum amount possible. **(Note: The Nightmare Force can be used to complete Magi's foundation and allow advancing to Rank 8).**

One last thing you should know, this physique also comes with it's own customary form. When used, the abilities of the bloodline are enhanced but you become a 3-metre tall giant, your body has red scales and patterns over it, and there will be a slight crack on your forehead. Buuut, as you are paying CP, you can choose to not to have this form at all, but all

the advantages i.e. the enhanced power are still with you without having the form. But the advantages are with you regardless of whether you are in the form or not or lastly, keep it as is.

Life Long Goal (600 CP): In this world, advancing through the ranks is just as much luck as it is actual talent and resources, such things are fickle to all but you. With this, whether its fate, luck or destiny, all are on your side so long as you have a goal to work toward. Whether to bring someone back to life or to become truly immortal, luck and destiny will always be on your side. So long as you have the will and the goal, there is nothing that can stop you, and given enough time you can even reach rank 10.

So long as you have that goal in your heart, situations will arise that will greatly increase your progress. If you manage to survive these situations, you will find your progression towards your goal will increase, fulfilling whatever requirements are needed to see your goal completed, even those you didn't know existed. Outside that, you find luck favours you a lot more than any others and if you do manage to encounter life-threatening situations, you always seem to manage to survive, though not always fully intact, but you will always be able to find ways to heal fully in time.

However, I should warn you that you will not go far without taking risks and be deep in conflict every once in a while. After all no risk, no reward.

Power Of Law (800 CP): How did you do this? This should be impossible but somehow before you even stepped into the ranks of Magi. You have gained comprehension into a law and have control over all that law encompasses. Now, laws are incredibly powerful things and to advance past rank 6, a Magus must comprehend a law. Through whatever means, you have gained a start in a law of your choice, to put into perspective you have gained 10% comprehension. Can be purchased multiple times and yes you can purchase the laws of space and time. Post-Jump in cultivation jump this represents the highest level talent possible in that law/dao.

A.I. Chip (600/1000 CP): The source of Leylin's strength, this chip was created in another world in another time but that no longer matters. Through metaphysical means, this chip has now fully merged with your soul and became one with your being. These are two of its primary functions: Data Storage and Analysis.

The A.I. Chip stores everything you experience through your senses and records it down, analyzing data, gathering samples, importing and organizing your memory, running any types of simulations based on that data.

For example, using data from a target, the A.I. chip can simulate a path to victory against that enemy, the greater the data the easier it would be one example of a potential result would be fighting an opponent without taking any damage as well as analysing the probability of injury occurring. Estimate wind, trajectory and analysing orbital shooting, and A.R.(Augmented Reality) assist giving a high-100% chance to hit the target.

With this chip Leylin was able to create potions as a master when he was just an Acolyte, optimise an ancient knight breathing technique, refine the bloodline of a Giant Kemoyin Serpent from its descendents, a very pure bloodline equal to that of a first-generation warlock, analyze different layers of the Weave allowing him to gain all spell models of each layer.

The Chip can also scan, analyze and create spell models that would take others months in days and transfer it straight into your memory, simulating creation of your own spell models based on data analyzed.

Scanning you and others and you will get the statistics such as Strength, Agility, Vitality, Spiritual Force, Magical Power, Current Status, Skills, Elements Affinity, Feats, Specialties. This is only an example. You can freely change how your stats are categorized, and what the number represents. If you have access to Mana, Qi, Ki, Chi, Aura, Psionic, Esoteric Energies and such, the A.I. Chip will recognize and establish records about it and for others in future worlds.

The A.I. Chip is also able warn you against danger, when your stats changed, undesired status afflictions, act as a firewall for your mind, perform surgery on your body, expel poisons, formulate cures for curses, improve recipes, control your energies, detect energy undulations, assist in breakthroughs, can connect to and interact with both magical and scientific technology, get rid of abnormal status, scan down to the sub-atomic level and observe antimatter, controlling your clones, etc.

The A.I. Chip's capabilities improve as you and your soul grow stronger, those mentioned here are just PART of what the chip is capable of.

Your chip starts out with the processing power of 10 supercomputers, enough to turn 10 years of research into 2 hours. It comes with a maximum scanning range of 10km. Both the A.I. Chip and its scanning ability is undetectable by any means, though it has a difficulty scanning those immensely stronger than you, and some are even able to prevent you from scanning them.

You automatically know how to use your A.I. Chip to the best of its abilities. While a regular chip can store 10,000 years worth of memories, yours has infinite memory storage and as the A.I. Chip is bonded to your soul, everything in its memory is directly accessible to you wherever you desire it to be. Include basic scientific knowledge of Leylin's old world.

For **1000 CP**, the A.I. Chip is upgraded to gain all the same features at the same level of power Leylin's was at at the end of the novel, to the point that it could simulate and analyse universes and Daos of reality, and know everything there is in this verse. You still can upgrade it with the ease of a regular one, just not as much gain until you reach Rank 9/Overgod level.

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The A.I. Chip does not have any intelligence of its own, but you can import an already existing A.I. into the chip.

Drop-In

Suck Up (100 CP - Free Drop-In): It seems that in every cultivator jump there are people who make it their job to brown nose to the most powerful being there is. Those stuck-up miserable toadies, and the good news is you are now one of them. Whether just inborn talent, previous experience or being taught by your seniors, you are now a master suck up with the ability to ingratiate yourself to even the most black-hearted and disposable people in this verse. With this perk, you are now able to appease even the most evil of people, making yourself seem indispensable to them all the while doing absolutely nothing. But be warned there is only so far compliments and shameless begging can go.

My Student (200 CP - Discount Drop-In): In Xuanhuan, you cannot always do everything by yourself; that's why every protagonist has one thing in common: A teacher. One who points the way forward and gives them the resources they need to advance farther on this path. Like them, you have the ability or should I say skill to always find incredibly powerful and knowledgeable people, ones who are incredibly willing to teach you everything they know. Of course, this doesn't mean that you will immediately take to the training and if you happen to be particularly hopeless they will abandon you. After all, personal power is everything.

True Nature (200 CP - Discount Drop-In): People here hide who they truly are behind masks and pleasant lies, and most often than not you simply cannot tell who they truly are; well, everyone but you. Within just a few minutes of meeting someone you know them inside out, who they truly are and what they are trying to hide. Within your gaze not even the most consummate liar of their time could hide their true selves.

I Am Here (400 CP - Discount Drop-In): This world like so many other xuanhuan are full of absolute d***heads and there's so much that's wrong with it. However, you have the ability to make it at least a little bit better. What you possess is an incredible ability to redeem others and make them better versions of themselves. Prolonged interaction with you can help wipe away any and all issues a being has whether they are psychotic, sadistic or just plain arrogant. Interaction with you wipes everything away leaving behind a genuinely good person. However, the worse the issue the longer the interaction. But this interaction will erode all issues of a person even if the person themselves don't want to get better, this forces them to. Of course, this can be used in the opposite fashion if you so desire. It also has a toggle built in in case you don't want to use it on someone.

Luck Of Xuanhuan (600 CP - Discount Drop-In): Some cultivators are full of talent while others are full of wisdom; but what every cultivator has in common is there for need for treasure. Treasures can be the life of cultivators determining life and death in battle, and you have the unique luck to find all sorts of treasures and then making it out alive, as if they seek you out of their own volition. You possess the sort of luck that finding a centuries old plant that can easily help you break through would be a regular weekly occurrence, gaining access to a uniquely ancient flying city that could destroy Gods, well... you would find something along those lines once every few years, gaining an incredible item that could bind to your soul and help advance to beyond what those of the same world are capable of, now that would be a once in a jump opportunity.

Mortal

Underestimated (100 CP - Free Mortal): Puny mortal, puny rank 3, puny Breaking Dawn, terms that seem almost universal in this verse. It seems with power comes arrogance in this verse and even people who should know better still fall into its clutches. However, with you, it seems that all your enemies have fallen into its clutches and seem to disregard any possibility of you being a threat to them, it doesn't even matter if they have heard of your achievements or your skills, have seen you fight before, regardless of what it is your enemies will never think you a threat to them nor their plans. However, if you are two ranks higher than them this will not work.

Peaceful Existence (200 CP- Discount Mortal): No one ever seems to think of the mortals do they? Most of the time, they are just there living their own lives, ants in the shadow of giants. In this world, mortals are screwed more than most, either they are killed, raped, sold into slavery, used in immoral experiments all the while completely helpless to do anything, and by some miracle this doesn't happen, they are wiped out during a battle between Magi, it's unfair I tell you. Well unfair to all but you, because with this perk you can now live an absolutely peaceful life, ignored by all the powerful denizens of this world. The way it works is simple, you stay out of their way they won't notice you. To explain further, this perk makes it that when Magi are looking for mortals for whatever reason, they will always seemingly ignore you and whomever you're with, as if you are too pathetic for them to pick. Well, not really but that is what will be going through their minds. However, when it comes to big battles, this will not protect you from their attacks or aftershocks, nor will it hide you from a Magi that is specifically after you, so no going after Magi and expecting this to hide you from them. This simply prevents Magi from making your life a living hell.

Forgetful (200 CP - Discount Mortal): With this perk, you become absolutely forgettable to everyone who has ever seen you and met you in their life, your image, name everything about you slips from their mind, only returning when you desire them to. No matter how powerful an entity is or what they try to do, those memories will not return until you decide for them to. So e.g. if you ran from an extremely powerful Magus family then a month later were in the same room as the most powerful expert of that family they would not even recognize you. Of course, this does not affect any pictures, descriptions etc only memory. You can selectively toggle who this works on or not.

The Straw Millionaire (400 CP - Discount Mortal): The world operates on the law of Equivalent Exchange. None will work for free so if one were to want something, they must first offer something equal to the value of the thing they want be it company, titles, aids,

magical ingredients, artifacts or just simply gold. But you seem to just get a little bit more than normal. With 1 gold, you can always exchange it for something that is greater than the amount it worth, maybe just 1 gold and 50 copper or maybe even more. This effect comes after any discount, bargain, taxes, etc... never will your exchange leave you with less or equal assets value than the amount you start with. Walking through a market with nothing but a rock and you'll still come out of it a millionaire.

Old Devil's Soul (600CP - Discount Mortal): When it comes to the complexity of the mind and heart Devils wrote the book. But you? You invent the entire genre. Your usage of trickery, bluffs and misdirection with such masterfully refined skills of manipulation that even devils could be made to seem like foolish mortal children. There is nothing that anyone can hide from you, not even Gods can hide their darkest deepest secret, all lay bare to your charismatic and silvery tongue. Turn lifelong enemies into eternal allies with a sentence? Parlour trick. Corrupt the brightest and purest souls into becoming a devil incarnate? Child's play. Create and sustain an entire fanatic cult that dedicates itself to you without them gaining any benefit from you? Barely worth mentioning. Throw you into hell, and you will rule an entire layer within a decade. The Archdukes of Hell could only hope to match your devilish charms, charisma, knowledge and control of the hearts, the minds and the souls.

Acolyte

Multilingual (100 CP - Free Acolyte): I have got to ask why magic is always cast in ancient languages long dead. I mean, what's so bad about the modern day English. But oh well, if you must insist on learning them take this why don't you. With this purchase, you have now become fluent in every single language that has ever/will ever exist in this and future settings reading, writing and all. It's almost as if someone immensely powerful implanted that knowledge directly into your head now the only time you will not be able to understand something is if it's written in code or just pure gibberish but then again didn't all languages start off like that.

Benefits of Strength (200 CP - Discount Acolyte): In this world strength is everything, the stronger you are, the farther you go, and the more people flock and give. But to you specifically, it seems to be overkill. When you are among the inferiors, they all begin to flock to you as if there is some invisible magnetic field around you pulling all weaker than you closer to you. Another benefit of this perk is that all those people attracted to you by your strength seem to fall over themselves giving you everything they possess, regardless of its rarity or meaning even the clothes of their backs can be yours with just a look.

No Oath Can Hold Me (200 CP - Discount Acolyte): In this world, oaths are everything. Without them Magi and Devils as a whole could not survive. When Magi of a weaker rank require cooperation with one another, they swear an oath to the Trial's Eye, a rank 8 denizen of the Purgatory World, to bear witness to their oaths of cooperation. Upon breaking such oaths, the Trial's Eye would annihilate the oath breakers with no chance of survival. While the Devils of the 9 layers of Hell require more traditional means with a way of a contract. There is only one known way of breaking such contracts and that is with the power of the Nefarious Filthbird, another rank 8 beings but one who has comprehended the law of Chaos, the anathema to the Trials Eye, who has comprehended the law of Order. With the power of the Nefarious Filthbird, all contracts enforced by the Trial's Eye are broken, and the potential punishments are rendered void. However, there are no known ways to deal with the Devils Contract. At least, those were the only ways for those other than you. Because whether due to your Jumper biology, cosmic blessing or something stranger altogether, you are now immune to the outcome of any deal and contract you ever sign regardless of the power behind it. To you it no longer matters if you sign a contract with The Devil or make a deal in the presence of Trial's Eye because regardless of what occurs, the outcome of reneging on your deals no longer happens. Allowing you to, for example betray your comrades even though a few minutes ago you swore that if you did may you be struck down. Now and forever more, you remain free. However, this doesn't

affect contracts where you gave your soul in exchange for something else, but would work if it states you would lose your soul if you break your contract.

Power Equals Lust (400 CP - Discount Acolyte): Contrary to reason, people of your chosen gender/s find you attractive regardless of the fact that you hardly talk to them and when you do, you can be a bit of an ass. By just flashing your power or taking parts in acts of depravity e.g. destroying entire guilds, you can inspire instant affection towards you. The greater the difference in power the greater the effect. However, all of this has its limits, flashing your power will universally work to acquire affection however, the acts of depravity will only help to acquire results from a cultivator, doing so to a mortal will acquire less than ideal results and while this can work toward all those of your preference, if they have any reason to hate you this will reduce the chances of this working, the stronger the hatred the less chance of them falling for you.

Still though, the effects of this perk can last for thousands of years if not longer, just be careful you picked the right ones.

Once In A Lifetime (600 CP - Discount Acolyte): Maybe you haven't the same motivation as him, but there is only one other like you in this world and like him, you are a monster above monsters. One who is an absolute monster in the art of cultivation and comprehension of the laws of the universe, others need decades and hundreds of years in order to advance. But you, well... you are a monster such a monster that all you would need to do is enter secluded meditation and if you possess the resources present, break through rank after rank. Even the prerequisites that would require time will occur far quicker, as if time moves faster inside of you. Becoming a rank 1 Magus with 99% elemental essence conversion would take you at least a year, completely comprehending a law below rank 6 would take you at least 30 years and reaching rank 9 is more of an inevitability rather than anything else. You also possess the ability to master any spell after seeing it just once and become an expert of any field in months rather than the decades it would take others.

Old Monster

Demi-human (100 CP - Free Old Monster): You've lived for quite a long while and learned from quite a few different teachers. One of which was a master of transfiguration and more than happy to teach you a trick or two. While not a master of transfiguration, you are certainly skilled at the art, evidenced by your ability to transform into a demi human form. While within this form your speed, durability and strength are greatly increased, allowing you to fight on even grounds with those far more powerful than yourself. The exact appearance on the form is up to you and yes, if you choose one with wings then you can fly. The exact increase in power is not enough for you to fight on equal ground with those one rank higher but only at the beginning e.g. a rank 2 Magus upon transforming can escape from a rank 3 Magus who has only just advanced and not yet reached the vapour phase.

Always Fluid (200 CP - Discount Old Monster): Unlike normal Magi, Warlocks are reliant on the power of their bloodlines. Through constant refinements and mutations, a Warlocks power can grow ever stronger. But as the saying goes, easier said than done. Mutating a bloodline requires immense research in bloodlines with incredibly rare and valuable ingredients to refine them. One example comes to mind being a Lamia Bone, which produces radiation that can constantly refine and purify the bloodline of the Giant Kemoyin Serpent. However, for you it is as easy as breathing, whether as a by-product of your constant multiversal jumps or simply a git of your biology. Your bloodline is easily mutable, growing in strength and purity the longer you exist, seemingly refining itself within your form, increasing your strength, speed, vitality and spiritual force by 0.5 per month (when you unlock soul force this will also increase that as well by the same amount). However, before you get too excited, this won't help you reach rank 9. What it does is strengthen your body and soul, so you can't use this to break through bloodline shackles.

Always Sharp (200 CP - Discount Old Monster): Due to their long lifespans, Magi can spend decades in meditation being completely and utterly still. However, this comes with a drawback of course. Take away their power and wisdom. Magi are still human and no matter how powerful they get are still bound by SOME limits, one of which is the limit of muscle memory. You see, the longer a person goes on without practising something, the less they become able to do so and regardless of what Magi say, they too are bound by this. Well, not you anyway as with this perk you could meditate for a 1000 years completely, sit down and come back out slinging spells, wielding weapons with the same instincts and skill you possessed 1000 years prior. Your skills now never go down for you there is only up.

Teacher (400 CP - Discount Old Monster): As a Magus, death is always around the corner, whether through lifespan's running out, experiments going wrong or just plain old Magi v Magi attacks. Either way, you realised early on that you needed a legacy, someone to pass down your teachings to, a long line of disciples that will carry on your will and teachings to the future generations. Now, the question is how do you know if your future students are good or not. Many in Xuanhuan, as you are aware, do not pick the right people. Either they pick someone who will backstab them in the back once they are taught everything or someone who's talent tapers off later on. However, this will NEVER affect you. Whatever student you take on will blossom in your care, allowing them to reach their fullest potential and with time, go way beyond it. If you wanted to and had the time, you could help an acolyte with grade 1 reach rank 5 Magus in a matter of a century, where before they had no chance of reaching even rank 1. Of course that doesn't mean that your students have a limit though, the greater the heights you want them to reach, the more time is required. Of course, if you don't want your students to surpass you, you can place a metaphysical limit onto them, preventing them from ever reaching your level. This also allows you to impart years of knowledge in the span of a few weeks.

Old Monster (600 CP - Discount Old Monster): You have walked this path for so long and while this isn't seen through your power, it is through your mind. Like so many other 'old monsters', you too are an old hand in the field of planning. However, compared to you the rest are mere kittens. You well... you are a lion. You have the ability to make grand all-encompassing plans, plans that can span for whatever length of time you desire. An eon, a century, a week, the exact length of time is up to you. What they all have in common is that the longer your plans go on, the harder it becomes to disrupt and stop them. Furthermore, every plan you create has multiple back-up plans running alongside your main plan, allowing you to take into account every single variable there is. While puppet masters are busy planning behind the scenes, you are busy planning behind the puppet masters, even a being possessing a superhuman computer system bound to their soul wouldn't be able to tell they are dancing to your tune until it's too late.

Items

You gain 2 100 CP purchases for free, 3 200 CP items discounted, 3 400 CP items discounted, 2 600 CP items discounted and 2 800 CP items discounted.

All Origins gain 600 CP for items.

Bag of Holding (100CP): A World of Gods magic item, though it looks like an ordinary bag on the outside, it acted as an opening to an extradimensional space. While the space inside the bag is normally about 10 cubic metres of space, you can store as much as you want and without increasing the weight of the bag. The bag enjoys the protection of Jumpchain, if lost or destroyed will return to you within a week, without any items in it missing.

Magic Crystals (100 CP): The currency for the magic world these magic crystals are used to pay for everything among Magi and markets in the world. For 100 CP you can purchase 10,000 magic crystals which you will gain on a monthly basis and can be purchased multiple times. Post-Jump this can be converted to the common currency of the current jump if you want.

Jumper of the Magus World (100 CP): It's unfair that those protagonists have their adventures written down isn't it, well look no further, with this item all your adventures now, in the past and in the future will be immediately published as well written xuanhuan books in whatever format you desire. This includes a copy of the original.

Confining Spirit Sphere (100 CP): An incredibly common item in the Magus World with this artifact, spirit bodies can be easily captured and stored within with no possibility of escape. Also, unlike canon versions yours is indestructible and can hold an infinite number of Spirit Bodies.

Crystal Phase Magus' Spiritual Force Crystals (100 CP): This is not really useful whatsoever in the world with only Warlocks requiring them. You see, Warlocks require these crystals for bloodline ignition. Only the Spiritual Force fire produced by these crystals can burn the bloodlines and convert it into energy that would serve as the driving force for the Warlock's advancement. You gain 100 crystals which recharge weekly. Also, don't worry regardless of your rank you will always be able to effectively use them.

Bloodline Crystals (200 CP): Crystals imbued with the ability to strengthen and purify bloodlines with just one crystal the degradation of bloodlines can be halted for 100 years. Can be purchased multiple times.

You gain one (or more depending on earlier purchase) per jump or every 10 years which comes first, this can be used to remove impurities and problems on one's biology like removing cancers or weak physique even degradation in DNA is also possible.

Vitality Fruitvine (200 CP): The fruit vine a treasure of the dark elves of the Twilight Zone these frutivines holds vast amounts of lifeforce and can be used to replenish lifeforce, treat injuries and so long as there is a spark of life in a being bring them back.

Thousand Eyed Starfish (200 CP): A being long dead, this thousand eyed starfish is a magical creature from the ancient era of Magi whether due to luck or the inheritance left behind by your ancestor you have come into possession of its corpse. The flesh of a thousand eyed starfish contains incredibly rich life energy and can help with the regeneration of limbs and even give a being at the brink of death another chance at life. With just a gram of the starfish's flesh, the rate of an organ's adaptability can be increased by two levels and increase any organ modification needed which to Warlocks who require their bodies to be remodelled to become similar to their bloodline progenitor in order to grow stronger is a once in a lifetime treasure. Will return in a week.

Book Of Giant Jumper (200 CP): Formerly belonging to a Morning Star Magus of your bloodline, this book contains lifetimes of information painstakingly cultivated. Within its pages are 12 rank 1 spell models, 3 rank 2 spell models as well as the travelling experiences, lab experiments and potion recipes of a Morning Star.

Leylin's Research on Spirit Bodies (200 CP): Self-explanatory really, this is the total research of spirit bodies compiled by Leylin throughout his journey into a rank 9 magus. This includes information into creating them, using their tears, trapping them, reinforcing items with the spirit bodies. Everything Leylin learned is here up to you. Can be imported into A.I Chip.

Lich Ring (200 CP/Discounted to WOG): The abilities of this ring are that it allows a single addition to all the Wizard's spell slots e.g. if a Wizard possesses 7 rank 1 spell slots with this ring it's now 8.

Perfect Grine Water (200CP): After reaching the final stage of Acolyte, one needs to reach a requirement of Spiritual Force and Grine Water to become Magus Rank 1. The effect of Grine Water is a terrible one, needing to sacrifice life force in exchange for the future, and

to obtain it you must sign a contract with a bunch of old men. But you don't have to worry about it anymore, you are a premium user now. In your hand is the bottle of Grine Water that allows you to reach Magus without sacrificing anything for it. You also get a recipe for the Perfect Grine Water, and anyone can use it, after reaching the minimum required, to become a Magus without fail.

Energy Particles (200 CP): Elemental particles utilised by Magi to cast spells. Now, these things aren't very valuable above rank 2 hence the price but who they are valuable to are Rank 1 Magi especially those who are undergoing their elemental essence conversion by undergoing this conversion in the element they have the greatest affinity towards the conversion increases the power of the spells of that element cast e.g. with a conversion of 50% the power of a spell of that element is increased by 50%. Now you have come into contact with a never-ending supply of elemental particles geared toward a specific element of your choice with which you can do anything you desire. If you do use them for your elemental essence conversion, you will not have to worry about any untold side-effects. The conversion will go about smoothly and who knows you may reach 99%. If however you want to sell them, well that's good too. How they come is up to you and can be purchased multiple times also unlike the canon versions these won't cause any side effects when used and will never stop being useful.

Hide-Away Ring (200 CP): There comes a time when you need to hide away and in this world that is incredibly difficult especially regarding that Magi can sense one another well for Magi who don't possess this object. Upon putting this ring everything about you will be hidden, your rank, your power, your affinity upon donning this ring it will seem as if you are just a mortal. Even rank 9 Magi will be fooled with this ring. However, if you want certain things not to be hidden e.g. your power you can choose for it to be exposed. Also, if you wish to hide your rank and power but not seem like a mortal e.g. if you are rank 1 but want to seem like a rank 2 acolyte instead this ring will make it so

Astral Gate And Stone (300 CP): The only known way for Magi to travel and view the entirety of creation. With the power of this gate and the astral stone, a Magi can either choose to physically step into the gate and travel through or utilize their spiritual force to create a probe or avatar; you could say one that is linked to you allowing you to see, hear, sense etc. through it. A more safer way of travel however the downside being that this is spiritually expensive. You gain an Astral Stone that unlike canon versions will never run out and if your gate is ever destroyed will rebuild itself fully within 24 hours.

Spell Models (50/100/150/200/300): In this world before a Magus can cast a spell, they must first comprehend a spell model. To put it into perspective, the spiritual force is the

primer, and the spell model is the catalyst. The primer remains the same, but under the effect of different catalysts, different types of energy particles will be attracted to it to form a different spell. Nowadays, spell models are very hard to find in this day and age especially if you do not possess any backing and it would be so rude if you were to be sent to a world as dangerous as this without any protection wouldn't it so for the prices set above you can purchase spell models.

For **50 CP** you can purchase **rank 0-1** spell models.

For **100 CP** you can purchase **rank 2-3** spell models.

For **150 CP** you can purchase **rank 4-5** spell models.

For **200 CP** you can purchase **rank 6-7** spell models.

For **300 CP** you can purchase **rank 8-9** spell models.

With each purchase you can buy 5 spells e.g. for 50 CP you can buy 5 rank 1 or 2 spells. Of course, you can purchase Wizard/Arcanist spell models here too.

Or for a cost of 600 you may gain a book with every single spell ever developed in this setting, unfortunately it will not update in future jumps. This applies to WOG as well.

For the rank 3 spell formations which you need to advance through the ranks of rank 3 e.g. Crystal phase spell formation which you need to advance to Crystal phase you can purchase them all for 100 CP.

Potion Recipes (400 CP): With Magi knowledge is power and in the way of potioning there can be no greater source of knowledge than potion recipes. With this purchase, you have gained access to every single potion recipe existing in this setting, in every world these recipes include both current recipes and the ancient ones lost to time. This repository also updates to include future recipes now and in future jumps. Oh and don't worry about those potions whose ingredients no longer exist, you will gain recipes with appropriate replacements that will produce the same exact thing.

High Grade Meditation Technique (200/400 CP): When it comes to advancing into an official Magus there are two ways this can happen either through Grine water or a high-grade meditation technique. The difference between the two being that through the former you could turn a spell 1 model of your choice into your own innate one however with this method when you wished to advance later on if the spell model you chose was incompatible with your earlier ones it could result in the Magus's death as well as the fact the Grine water damages the Magus's spiritual force preventing further advancement, the latter using techniques is far greater as the technique itself provides the Magus with innate

complementary spell models. With this perk, you can purchase your own meditation techniques whether canon or one you thought of yourself and yes this includes Warlock techniques. You can purchase as many as you wish for 200/400 CP each.

For 200 CP: The technique will be limited to the Breaking Dawn Realm or Rank 6 Magus/Warlock and with just this technique you will no longer be able to advance further as Rank 7 Magus/Warlock and higher needs to comprehend Laws to advance.

For 400 CP: Normally meditation techniques would be useless at Rank 7 Magus/Warlock and higher but this one is special as it compliments your elemental affinities allowing you to gain comprehension on the laws based on your elemental affinities thus allowing you to reach and become a Rank 9 Magus/Warlock. There is no limit to the rank you will be able to reach with this one day reach rank 9 of course, just because you have the way doesn't mean you WILL reach it after all talent is everything and for rank 9 you still require comprehension of space and time this method only gives you a path to that rank that will never cripple you.

Post-Jump meditation techniques works in cultivation jumps as its equivalent to the highest-quality version of cultivation techniques, for 200 CP version it would only allow you to reach half of the cultivation path meaning if there are 12 ranks you can only reach peak of Rank 6, for 400 CP version would allow you to reach Rank 12 or the highest level of Cultivation. You can choose (if you cannot name specific techniques) a type of technique e.g. a body tempering one or a element based on or a precognitive one etc.

If there are two or more cultivations paths like cultivating the body and ki, the meditation techniques would become a two in one that cultivates both body and ki, if there are more cultivating path like body, mind, soul and ki, the meditation techniques would become a four in one that cultivates all paths.

(For canon techniques you receive a complete error free version of the technique same with Warlock techniques you can use more than one technique without worrying about them hindering your growth and power and these techniques don't have to be ones used in the magus world you can choose any technique found in any world e.g. the fireplume technique from the Lava World)

Bio-Booster (400 CP): A branch of the ancient Magi, these Bio-Booster's relied on Bio-boosting armour. After obtaining the armour, a Bio Booster's strength would rise sharply, and after fusing, the armour would automatically change the body of the host, this strengthened them continuously. The armour also contains experience and knowledge. A

sort of A.I in the armour can communicate with you. If you have bought the A.I Chip, you can decide for the consciousness in the Booster to have been devoured by the chip. This will unlike the canon version scale with you growing in strength as you do oh and by the way the scale of the boost is such that you will be invincible against others in the same rank as you. Also, what the armour looks like is up to you.

Coin Of Destiny (400 CP): Created by Leylin within the subterranean world this coin possesses the ability to view the results of an action whether it is positive or negative. Now, normally the stronger the being involved in the act the greater the damage that would occur to the coin however, your version will instead allow you to view the outcome of an act regardless of the power of those involved without it crumbling into pieces.

Devilblood Dagger (400 CP): Created by the Devil Beelzebub this dagger possesses the power of a devil. When stabbed into a being this dagger absorbs a target's life and souls to increase the wielder's own power. When used and blood is shed onto the blade layer upon layer of veins begin to squirm on the handle swallowing the blood on the surface. Upon killing someone, the wielder absorbs the targets strength, vitality, spiritual force and even the target's bloodline and bestows the bloodline and raises the wielder's stats. Now, as you are paying CP for this, your dagger will not convert you into a devil, quite unbreakable and will never stop being useful to you.

Primordial Magic Robe (400 CP): When worn this robe can increase the power of your magic by 230% but this can only be for one element of your choice but if you buy more than one then you can merge them together into one to have it work for multiple elements.

Pendant Of Divine Force (400 CP): The material of divinity itself in order to become a God this material is required. However, this isn't all it can do upon being taken by any not of divinity this increases their stats and in the world of Gods increases their rank. With this you can be sure the increase will never end.

Blazing Sceptre (400 CP): Once used to imprison a soul of a powerful legendary dragon this staff was modified and within it was imprisoned the soul of divinity. This staff as a legendary artifact possesses immense power unto its wielder allowing the wielder to contain spells, 1 rank 9, 3 rank 7, 5 rank 5. This staff also possesses 4 additional abilities: 1): Fire immunity, 2): A legendary spell- Blazing Skyfire, 3): Domain of terror and 4): Absorbing the strength of divine souls.

Bloodline Research (400 CP): This is research of all types of bloodlines experimentation from reconstructing long lost bloodlines from the descendants of those creatures, merging bloodlines together and even ways of enhancing already existing bloodlines.

Manderhawke Plate (600 CP): Found by the Gluttony King Beelzebub. This plate has the extraordinary effect of stopping the suppressive effects of a world boundary. What this means is that, in this and future worlds where the world/dimension tries to suppress and weaken you, this plate prevents that occurring. E.g. if you wished to transmit your power into another world whereby normally you would be taxed 90% of your power with this plate it would be 10%. This plate also possesses the ability to extinguish barriers between worlds, barriers such as for example the barrier encompassing the World Of God's.

Beast Spirits (400/600/800 CP/Discounted to Beast Spirit Masters): A soul of an incredibly powerful beast extracted from its dead body. For **400 CP** you have gained access to a Beast Spirit of a rank 3 Beast equal to a rank 3 Magus. For **600 CP** you have gained access to a Morning Star Beast and for **800 CP** a Radiant Moon Beast Spirit. Can be purchased multiple times.

Magus Tower/Wizard Tower (600 CP): While a normal Tower allows a Magi/Wizard to become stronger than others Magi/Wizard of their level while in the vicinity of the tower. Yours allow you to punch up, way, way up, beyond your level. You even could fight against a Morning Star as an Acolyte, and actively upgrade itself as you become stronger and reach new rank.

With a defensive spell protection that will successfully block and attack any unauthorized personnel, it is quite a self-sufficient place, having almost all that you ever need. Such as experimental laboratories, libraries, residential areas, etc. As well as an elemental pools, increasing the number of elemental magic particles inside the tower, making it beneficial for those inside to train.

The management of the tower is left for the Genie, an artificial intelligence being that is only loyal to its master, which is you now, though you can set secondary users but their order will never supersede yours. There are also residence golems, minimum equivalent to Rank 1 Magus, both, like the Tower, becoming stronger as you do and can assist in any activity you require, such as item creation, potion brewing, magical enchanting, etc. both magical and technological, even without your supervision. Of course, if you already possess an A.I or the chip you can decide to import that one in.

The Tower normally resides within your Warehouse/Personal Reality, but you can freely place it anywhere in the real world at will. While it is quite resistant toward destruction, if the unthinkable happen then it will reappear in your Warehouse/Personal Reality undamaged. The Genie and Golems also enjoy such protection, with the Genie practically indestructible and the Golems simply respawning after a couple of days.

If you have the A.I. Chip, then it can also connect to the Tower. Allowing you to freely control the Tower remotely and letting you access the laboratories and experiment and creating items remotely anytime, any place.

The Wizard Tower also allows the Magi/Wizard to view all events occurring within a kilometre of your tower and as you grow stronger this range will increase.

Land Of Plenty (600/Discounted to Alchemical Grandmaster CP): A land of plenty indeed, you have gained access to a personal pocket dimension home to every type of plant and material needed for an alchemist to concoct wonders for themselves, Unlike other versions your personal store does not require your hand to grow and as if by magic will grow to their utmost perfection without any effort required. This land, however comes with one minor drawback the rarer the material the less of it will be present in the land. Of course, if you manage to find a rare material in jump and plant it in the land then it will be part of the land forever and don't worry about running out all materials will be refilled within a week of use however, the rarer the ingredient the greater the time (max 1 month).

Phoenix Egg (600 CP): The egg of an ancient Phoenix, exposure to the unique essence of this egg drastically enhances the soul, increasing a Magus's spiritual/soul force as well as increasing a person's fireplume level. Now, normally the Phoenix egg possesses limited essence and once it's run out the egg and the Phoenix inside are destroyed however, you get one egg chock full of essence and positive soul force which can be absorbed 24/7 without any trouble from you or the egg. **Now, with one purchase you only get one egg with no Phoenix inside but if you desire one with an actual Phoenix inside then you can acquire that with a second purchase.**

However, if you don't desire a Phoenix and long for another type of ancient beast then you can purchase that beast's egg and as you are paying CP the beast will possess the advantages of the Phoenix too.

The Great Library (800 CP): The Great Library is located in your Warehouse, and is set up above a gigantic spell formation and is being managed by a sentient spirit genie, which obviously is totally loyal to you and you alone. It's in charge of all management, and while there aren't any guards stationed here, there will never be any incident happen here. The huge library could be said to have everything. Its information was not limited to that about

the Magus World and World of Gods; there was data about other worlds as well. There was a large bright hall past the entrance that could hold over a thousand people without becoming crowded. At the middle were hundreds of tables, and what looked like terminals, of which one can use to browse through the information the library has. Further in from the data terminals and the hall was the gigantic library that resembled a palace. Some sort of technique had been employed to expand the space within. At a glimpse, one would see bookshelves as massive as mountains, all so densely packed and numerous that there seemed to be no end.

Upon visiting any Worlds/Jumps/Dimensions, the library also updates to contain every public information, including any data that you can easily acquire if you put your mind to it, of that Worlds and its neighbor, which include other dimensions. And will continuously update, self-correct and improve any information it has. As long as it's information that the spirit genie has a backup of, it can be duplicated as anything you want, such as books, scrolls, data pad, storage drive, etc. as long as you have the materials required. It can contain an immeasurable amount of data and will never forget it. Even if the data has already been updated and improved or even if the timeline changes, it will still contain the old versions.

You can place the Great Library in the real world, letting in all kinds of people to exchange for information, you can freely set the payment. Such as making it so that to obtain information inside, one needs to give it information that the library did not have, paying your preferred currencies to view it, or doing some mission you set out to gain access to it. It will be completely normal for everyone, and won't trigger any red flag, taxes, government authority, copyright infringement, Gods, World Will, etc. You can freely set which information is public, which requires payment, and which is never to be seen by the public. Its information can never be copied, stolen or otherwise accessed without your permission and knowledge.

If it somehow is destroyed, it will return to your Warehouse/Personal Reality with none worse for the wear. Those other than you and your companions cannot use the library to access your Warehouse/Personal Reality.

If you have the A.I. Chip, then it can always be connected to the Great Library. Allowing you to control the Great Library remotely while providing you with it continuously updating and self-correcting information anytime, anyplace. Or if you wish you can choose for the library to become virtual and stored in your chip.

Arcanist Floating City (800 CP): This is really a fortress which can rival that of a Divine Kingdom. It has a Pure Energy membrane, capable of blocking and killing any intruder. 3 Dimensional Cannon of Law of secondary energy; 347 magic missiles cannon with automatic calibration, each capable of obliterating a Legend and that without any Legendary Arcanist working on it; 239,812 other various cannons. Arcane Gardens, automatically grow and harvest magical ingredients using Magi-Tech, should you ever need anything for any potion, you probably can find it here. And on top of that, it can adapt to any foe that attacks it, the weapons and defences growing to become ever more lethal to your enemies and the defences becoming ever harder to penetrate.

Mise Core Energy. Rumours have it that any item that touches it will be hit with something like a legendary disjunction spell and crumble into numerous particles. While its energy output was already terrifying to the Gods, yours is even more so as it is capable of outputting endless amounts of energy, powering everything in the City without ever needing to rest or recharged.

Magic Golems, top secret of Netheril, a Magi-Technology, even Wizards cannot create imitation of it. There are countless numbers of Golems, from rank 1 to Legendary. With Legendary Golems have, Extreme Gravity Engine that can manipulate gravity in its surroundings. Nuclear Furnace situated at the chest area of the Golem, its heat capable of melting even Legendary Artifacts. Speed so fast that it looks like teleportation. Durability that blocks even the most powerful attack from Legend Realm. Strength that can kill a fully defended Legendary Lich with one punch. While its intelligence is that of pre programmed A.I., it is still capable of adapting to its opponent.

Intellectual Core, while you can set a secondary user, it's loyal to you alone. Even without the A.I. help, you could easily control the entire Floating City, reaching the proficiency level of the original owner. It contains numerous spell formation, allowing you to achieve a myriad of effects, such as flight, concealing, spatial location confusion, teleporting you to the City from anywhere, and to anyplace in the City. Even capable of moving the entire City between Dimensions. If you already possess an A.I, you can choose to import it in.

Contains the entire knowledge of the Ancient Arcanist civilization Netheril, including all Magi-Tech, secrets, ancient Arcane Spell Models. If you took the Library item then you can decide for that to be added to it. You can also choose for the Magi/Wizard Tower to be integrated into the city.

Bleak Eternity of Gehenna (800 CP): The four layers of Gehenna are Khalas, Chamada, Mungoth, Krangath, with each extending indefinitely, and all elements within are balanced.

With gravity at a forty-five-degree angle to the ground, making travelers feel as if they were on the side of a mountain with no base or peak. Home to Yugoloth/Daemon, Barghests, Nightmares, Imps, Manes, Pyroclastic Dragon, Lesser Devils, Archdevils, Achaierai and the exile of the World of Gods. The weakest being of this Plane is Rank 1 and the Strongest is only second to you.

The Gehenna siphon off souls of the dead from the worlds it connected to. Those souls deemed as selfish, greedy, disloyal and such like the neutral evil alignment; corrupting them into a native of this plane, turning them into the weakest Daemon with little to no memory of their past life. You don't have to worry about the disloyalty, as the native and the exile living here are and will be completely loyal to you and you alone, no matter how powerful they are. Though you can control the effect of loyalty branding and let those you consider friends live here without being corrupted into your slave.

Those that are native to your Plane will not stay idle, often going through the gate to other worlds, offering their service to the highest bidder, regardless of background or other characteristics. Often as mercenaries, but they would do any job regardless of its moral or ethical nature. They exploit every possible loophole in their contracts, with deception skills, manipulation ability and machination of plans that would make Devils look like a dumb child, and total willingness to betray their employer for better rewards. Their mercantile capability is nothing to scoff at either. Unless killed in Gehenna, they will simply reconstitute themselves in Gehenna.

The Bleak Eternity of Gehenna is your own Outer Plane, letting you create your own divine kingdom with this like Leylin did. You have absolute control over the Gehenna's World Origin Force, allowing you to promote, demote, kill and resurrect any inhabitants you want, changing the topography at will. As the owner of Gehenna, while within it you are Nigh-Unstoppable.

The gate in Gehenna can connect to any and all planes, but due to the nature of its existence the location it is connected to are always changing. While you can easily predict when the locations changed and where to, your personal gate will let you come here and return from whence you came at will.

After this jump, Gehenna will situate itself outside of any dimensional planes, letting you come and go as you please to your current jump universe and its other planes/dimensions, if any. While the Gehenna Plane inherently Neutral Evil, as you are paying CP, you can choose the exact nature of the denizens, with changes also changing the type of souls the

Plane will siphon off from the worlds and what kinds of creatures they become. Or, you can choose for there to be no denizens; it's entirely up to you.

Law Comprehension Crystals (800 CP): This crystal contains a former magus's understanding of laws and even some of their experiences and memories, each stone can increase a Magus's comprehension of a law by 10%. Can be purchased multiple times. Post-Jump you gained one per jump or one every 10 years (more than one if you purchased more here) which comes first and this is compatible with any Cultivation Jumps where one needs to comprehend Dao's or Laws or something similar when the jumper used it would increase their comprehension and understanding of their Law/Dao by 10%.

World Origin Force (800 CP): The energy representing a world itself akin to magus world and WOG world by absorbing this force a magus can comprehend the laws present in the origin force as well as using it to increase comprehension of their own to the point where comprehension can be lowered from 1,000 years for example to a little less than 100. You can choose for this to be a cultivation chamber either connected to your warehouse or a property of your own. Don't worry about this running out, the energy of this will always be one rank above your own.

Companions

Companion of the Magus World (50 CP) - Import or create one Companion. They get 800 CP to spend.

Party of the Magus World (300 CP) - Import or create up to eight Companions. They get 800 CP to spend.

Canon Character (Free.) - Choose one character that exists in the setting. Upon purchasing this, you would meet that canon character that you choose several times throughout the jump in favorable situations. If this individual accepts to accompany you along your Jumpchain, they become a companion.

Pet of the Magus World (Free/Various, CP) - Choose one animal that exists within the setting. That animal will from now on accompany you along your chain and respawn after death, similar to a companion. Furthermore, it will never attack you, anyone or objects you do not want it to attack. For **100 CP** this animal can be one of those magical creatures that you hear so much about. And this price increases by 100 CP for each Rank the creature possesses. If you possess the Phoenix Egg and wish to hatch it that becomes your Pet.

Lifelong Companion – 300cp

A companion of the opposite or same gender of you, the two of you would be spending the rest of your lives together. Several weeks into the jump the two of you would meet and would fall in love with each other. Their love for you or your love for them is eternal to the point that it won't wane and be manipulated by powers and time along with them being your equal and always be the same level as you. They are willing to be at your side even if they have to defy and fight their family or country. The same can be said to you; they have the exact appearance, disposition, alignment, and personality of your preference. This Companion can be purchased multiple times for 150cp after the first purchase, and if purchased more than one, they are willing to share and open minded to become part of your harem and work with synergy with each other. They have 1,000cp to purchase origin, perks, items and gain freebies or stipend and can take drawbacks for additional cp, but cannot take or purchase additional companions.

Drawbacks

You can take as many drawbacks as you want.

Is This... Reincarnation (Free.): Waking up with a killer headache, you still clearly remembered the dazzling flames from the energy reactor's explosion, one that was impossible to survive with your lack of protection. Oh wait, that's not your memory, it Fang Ming's. Whatever is going on, it seems like you are taking the place of Fang Ming, or rather Leylin Farlier now. A.I. Chip not included. Fang Ming's memories, ruthlessness and psychopathy/sociopathy optional.

- Or you insert yourself as Leylin Farlier, the original one, and when you are about to get a beating that results in your death, you suddenly regain your memories and abilities. **Mortal Only.**
- Or Insert yourself into the deceased body of Leylin Farlier when he gets beaten to death. Fang Ming spirit then either possesses another body or finally walks into the light. **Drop-In Only. (Downgrade obligatory)**
- **Old Monster's cannot take this.**

To be more specific this isn't insert but more to the fact you replace the original Leylin. What this means the moment you insert as the original Leylin the body will change to what you actually look like (if you want) and the world retroactively changes and people will think he always looked like that. If you are a female jumper it will change so everyone thinks Leylin was a woman. But the name will not change.

Also, for those who chose WOG or dual cultivation they can choose to also replace Leylin Faulen. This will change the timeline of the WOG.

Never Ending (Free.): Upon reaching the end of 10 years, you will get an option to choose either move forward with your chain or continue to tread the path. By choosing to continue, you'll get to live in this world for an undetermined time and only get the choice again upon reaching a new Rank. If you somehow get stuck and cannot advance anymore, you can 'cripple' your 'cultivation' to restart and achieve Acolyte/Wizard Rank 1, the option then will show itself again.

Alternative Date (Free.): Normally, you would arrive/awaken your memories on the same day as Fang Ming possessing Leylin body, but maybe you want to participate in the War between Magus and Gods, or when Leylin's reincarnation into the World of Gods, or when he starts a pirate crews. You get to choose a different date to reincarnate/arrive in.

Fanfiction Toggle (Free.): Rather than the standard story of Warlock of The Magus World, this option allows you to jump into other stories based on this verse setting.

Downgrade (50 CP each): What, you want to get your rank down for more CP? Well serve yourself but don't come crying later when you get mopped. This drawback takes away the rank of your backstory and gives you CP for it, for the greedy ones or those that want the complete experience.

Extended Stay (100 CP): For every purchase the time you get to stay is increased by 10 year. Can be purchased multiple times.

The Nightmare Hydra (200CP): Your arrival here has caused irreparable changes in the timeline, and End Novel Leylin has picked up on it. Though there is some force that blocks him from going back in time and tries to end you, he still influences the current Leylin to stop you permanently by any means necessary.

- **800CP:** There is no force stopping him now. Leylin is scouring the entire timeline to find you and capture you, to learn your secrets. Should he be successful, he will replace you in your chain and your fate is his to decide, probably a nice decoration in his nightstand?

This is your rival (100/200/300): You get your own rival, but considering how the Magus world works this is not going to be a friendly one, this guy will be harassing you whenever he get away with it but will never be something serious with the only exception of the outside, if you are in a bad position he may try to kill you but since you will be technically equal in grade and rank at least at the start this can be easily reversed, at this level the depending of their stance about this matters the clan/academy will do nothing if the two of you are discrete about it. For 100 more he is stronger than you, may that be because he has a better grade or rank than you and may have a pair of goons weaker than you that follow him everywhere, this one will need preparation to get rid of but is not imposible, or he will be of a minor clan, he won't have the capability of using physical violence inside the academy, but he will be much more shameless in is harassment, and this time you won't be able to just murder him in a random mission and just say that you know nothing, you will need to have a proper alibi or his clan will be free to execute you. For 100 more he will have both upgrades and killing him without being marked for dead will be almost impossible.

My teacher has it on for me (100/200/400): Just that this time it's true, maybe you disrespected him or his pupil or maybe it was just a misunderstanding, but either way one of your superiors in the clan or a teacher in your academy is going to be a constant

nuisance for you, he will be constantly bad mouthing you in front of other magus and in general will be trying to hinder you whenever possible. For 200 more he is either your own professor or is your rival's professor, which means that will be constantly encouraging him to harass you even harder and will give him a treasure. For 200 more he is going to be your's and your rival's professor.

Target in your back (400/600): Maybe you offended a high-ranking member of an academy or clan; either way you have been marked as kill on sight. This means that if they find you in their territory they will chase you down, this doesn't make you more important than the leaders of your academy/clan in case of open conflict but you will be more important than those of the same rank that you. For 200 more they will have bounties for your head in all the regions, so yeah, you better prepare or hole yourself in your academy.

Locked items (400): You lose access to your Out-of-Jump items along with your warehouse access for the jump.

Memory Loss (400): You forget all meta-information, including access to the novels so good luck not remembering that the south coast will start its overpopulation cleanse soon.

Rejection of World's Will (600): It seems that something went wrong and the World's Will is actively suppressing your Out-of-Jump powers; which World's Will? All of them. Well, sucks for you I suppose. Here are some CP so you don't cry about it. You cannot use any of your perks and powers of others jumps in this Jump.

Ending

<-Return Home-----
----->Stay Here<-----
-----Move On->

Notes

These are the differences between Magus and the WOG's ranks.

Magus World Rank:

Acolyte
Rank 1 Magus
Rank 2 Magus
Rank 3 Magus
Rank 4 Morning Star Magus
Rank 5 Radiant Moon Magus
Rank 6 Breaking Dawn Magus
Peak Rank 6
Half Rank 7
Rank 7 Magus Being of Law
Rank 8 Magus
Peak Rank 8
Half Rank 9
True Rank 9
Rank 10 High Exarch

WOG:

Rank 1-4
Rank 5-9
Rank 10-14
Rank 15-20
Legend
High-Rank Legend
Divine Being
Avatar Of Gods
Demigods
Lesser Gods (Rank 1-8)
Intermediate God (Rank 9-17)
Greater God (Rank 18+)
Overgod
???
???

Affinities

fire, water, ice, air, earth, metal, lightning, light, darkness, plant, death, life, soul, illusion (mind?), nature element, blood, positive/negative energy, etc.

Astral (like magic reflection and divination)

- World of Gods is a ripoff of Dungeons and Dragons Forgotten Realms, and the Prime Material Plane is presumably Faerun.
- Baator: First level is the frontline of battle. Ruler of the second layer is Beelzebub Lord of Gluttony, third is Mammon Lord of Greed, fourth Samuel Lord of Wrath, fifth Levistus Lord of Pride, sixth Hag Countess Lord of Lust, seventh Baalzebul Lord of Sloth, eighth Mephistopheles Lord of Envy, ninth Asmodeus the embodiment of pure evil.
- For more information about the inhabitants and properties of Gehenna items, check the forgotten realms wiki.

- For those who chose dual-cultivation they can choose which items each clone has e.g. the magi counterpart can choose to have the Gehenna item but the WOG can have the ancient city. But the great library item if you imported into the chip they both have it.
- The good-looking perk's free appearance change is based off of Leylin's look change when he became a Warlock. Yes you can choose to look like Warlock Leylin.
- Post-Jump the radiation Magi passively release will either disappear or be completely controlled by your choice. Also, any future magi won't have problems with radiation.
- The average human's stats are at 1 knights stats are at 3 which is three times greater than the top humans grand knights stats being double that at 6 (besides spiritual sense and besides them and magi all humans and even knights possess spiritual sense is 1.0 and a grade 2 acolyte having spiritual sense at 4.0) of course all stats can be improved with training or potions those stats are just the minimum a knight and grand knight will have. Now, regardless of the stats in the book if you purchase these books you will get the stats that it says in the doc. However, for WOG it isn't known what those stats are like so you will have to fanwank.
- If you didn't purchase knight or grand knight the stats would be for Acolytes would be 2 (spiritual force 4). Old Monster 5, Mortals and Drop-Ins 1. As for the spiritual force for old monsters go on the wiki it will be at the bottom of rank 1's.
- For canon technique examples and having error free versions e.g. Sacred Flame your version will allow more than one person to train in it and won't have any insanity issues.
- You also don't have to worry about anyone trying to control you through your high grade techniques e.g. the phoenix in fireplume technique. Also, if you do get the fireplume art you can fuse it like Leylin did, but without the A.I chip it'll take a while. With the technique option you can also choose and cultivate multi limb strength as well just as in canon by cultivating this technique this can cause a permanent increase in vitality by 0.5 and in just 21 days this can cause your vitality to increase by 6.7 and your strength by 2.1 but remember when Leylin used that technique his stats were already incredibly high so who knows how strong you will be by using this at your level. Also the increase is passive, your strength will further increase when you actively activate the technique.

- Some examples of the first purchase of Bloodlines is the Sun's child, Kaemoyin Serpent, Phoenix, Red Dragon. Also, for those who pick the phoenix bloodline your soul forces and point mass will most likely passively increase with time as with just the essence of a phoenix Leylin was able to increase both with a large margin. You can use the bloodlines purchased here for bloodline ignition-burning other bloodlines in order to strengthen your own however you require crystal phase magus's spiritual power only this is enough to burn the bloodlines which you can purchase in items. However, unless you purchase the bloodline research item it will take time for you to learn how to do it. BTW, the Warlock emotional instability doesn't affect you or anyone who inherits your bloodline UNLESS YOU WANT IT TO AFFECT THE FUTURE GENERATIONS.
- For the 400 CP bloodline purchase as you get stronger the bloodline will mutate and strengthen itself just like Leylins bloodline mutated into the Nine-Headed Nightmare Hydra when he became rank 8 and merged all his laws together. Before anyone asks yes you can choose the Targaryen serpent bloodline that would one day be Leylins.
- The Weave doesn't possess every spell there is, after all Wizards have produced custom spell slots through experimentation so gaining access to levels of the weave will give you every spell of that level barring singular creations but variations of existing models does not count as singular, the Weave also has different layers with rank 0 spells being the weakest and rank 9 being the highest. You also keep past jump spell models.
- The A.I chip possesses all the functions that Leylin has and will gain all the functions that his did as he improved.
- The perk No Oath Can Hold Me affects every kind of oath, contract, soul bond etc. Also, normally when you make a Trial Eye contract the contract can remain on your body in a sort of metaphysical way this won't happen to you and so now and in future jumps if there is a Mark left behind by signing a contract or taking part in a deal etc there won't be any on you regardless if it's on your body, soul etc.
- In future worlds the Dreamscape and the Weave follow you jump to jump both attaching themselves to the local multiverse the latter adding new spells with each new jump each spell model based on how magic works in each world and yes you using the models in each verse you can create new ones. Now one thing for you to know about Dreamscape it's a dimension created by the dreams of intelligent beings

and links every world so if you have a way of safely travelling through it e.g. a certain physique you could potentially travel to any world BUT this won't make to a native of the world so the world will could suppress you. Post-Jump without your permission no one will be able to enter the dreamscape you will be it's lord and master.

- Exposure to the direct essence of a Phoenix egg also enhances affinity to Fire particles (or others depending on the egg) however remember this if your soul/spiritual force/soul force grows too powerful and your vitality is too low your body will be damaged and be destroyed over time.
- Like Leylin, comprehending the laws can increase not just your elemental affinity but also your soul aptitude as well.
- Yes you can use the law comprehension crystals to increase the comprehension of the laws you purchased.
- For rank 5 Magus when their soul force reaches full moon in order to advance to rank 6 soul force a rank 5 Magus must change their soul force from negative to positive energy normally it takes centuries of work to do so. Leylin was able to blitz past it due to the essence of the egg which possesses positive energy and yes in the same way you can use the egg to do the same. Also, the egg is also beneficial to Breaking dawn Magus as well due to the abundance of positive soul force in the egg.
- When it comes to Breaking Dawn Magi once comprehension of a law crosses 50% those Magi will descend into a dormant state and undergo a terrifying qualitative change where all their stats increase by a large amount. However If the law comprehension cannot be completed to rank 7 (100%) they will die. Now Leylin managed to bypass this by devouring Beelzebub's comprehension of laws which got him to 99% comprehension and yes, if you use law comprehension crystals you can bypass this. Or you can use devour law if you purchased it to do what Leylin did.
- There are a lot of items here that you can import an A.I in, it can be the same A.I taking control of it all.
- For Warlock Jumpers who use the thousand eyed starfish this will increase the remodelling of their heart and not only will the remodelling increase the elemental essence conversion when completed it also enhances the stats. Leylin at elemental essence conversion 70% his strength went from 7.1-21.1, Agility from 6.7-14.4, vitality

8.5-27.7 and spiritual force from 58.9-85.6 and his essence conversion to 99%. Pretty sure this increase is less if your strength is higher.

- Also, for those who want to walk the path of original sin like Leylin and if you purchase the power of law perks for all of them you won't need Asmodeus to stabilise them like he did your path will be perfect. But for jump comprehension you will need it.

World Of Gods

Now, The Weave rank 9 of it is the limit of the outer layer. The inner layer can only be accessed by Legendaries, the inner layer is the domain of the Gods basically it is a way for them to send down blessings and spells much more easily. Yes if the jumper becomes legendary and gains access, the chip can scan it too.

WOG stats are different with having 1 in all stats being the property of all regular beings but upon reaching 10 in every stats a being gains the - **elementary Perfect Body which as it says is when the host's genes have gone through their initial upgrades, host has obtained a quality unique to exceptional creatures in the World of Gods. Body now possesses elementary resistances to poison, fire, cold, and corrosion. Endurance in various environments has increased and of course after obtaining a Perfect Body a being's spirit also breaks through a bottleneck increasing a beings rate of improvement and their innate talent this gets greater as your stats increase.**

The way stats work in the WOG's is that after 10 is that everytime you increase your stats by 1 it is equivalent to the sum effects of all your previous advancements. When reaching 15 in all stats bestows an **intermediate Perfect Body this is when the Host's genes have been optimised. Characteristics of exemplary beings have been strengthened, and the host has obtained mid-rank resistance to toxins, fire, cold, and corrosion. Endurance in varying environments has been increased by a large degree.** In the WOG's that is the max stats that can be reached as in order to reach 20 in stats a being has to become a Demigod (remember the stats 20 will be equal to that of half-rank 7 Magus. Now lesser Gods stats vary between 30-45 they and demigods are immune to all physical damage below the legendary rank same with magic.

Now, the way god's works here is that a true god has to comprehend one law completely. From there, they can ignite their godfire to join the ranks of the other true gods, a process improving comprehension of laws as they grasped them. With the power of faith, comprehension of the laws can be hastened. The power of laws possessed after becoming a true god can also be boosted through faith.

Now divine force is the material to form divinity only by forming divinity and digesting it can a being ignite their godfire and become a god. To give extra info, godfire is a transformation of divinity once it's been accumulated to an extent. Once a being becomes a Demigod they become immune to all spells below legendary rank. As for domains they are the true power of God, they use them to connect with the faith of their worshippers and transform it into their own strength however, to comprehend a domain one must make it grow through related actions i.e. death domain you must analyse a great number of souls or with massacre domain where you must kill. Of course, like laws, domains must be compatible only then will they synergize their power will increase. True Gods also possess the power to Warp Reality- By consuming divine force, anything can be changed in their presence, even the laws of different planes.

Also, normally Gods no matter how powerful they are they can only reply back to so much prayers and bless so much people at a time but for those who possess the A.I Chip they can do it all and more hear and catalogue the prayers of millions while at the same time sending blessings and magic where needed.

Arcanists- as you know they utilize arcane energy but upon reaching legendary rank the arcane energy is changed to origin force which as the name suggests is the world's origin force.

Legendary Rank- Upon reaching this rank they can sense the faith of any of their worshippers and even respond. Of course with the nightmare physique they can grasp the power of faith and dreams even easier and can see the actions of every person that chants their name, their joys, sorrows etc. However, legendaries can only vaguely respond and ONLY upon becoming a Demigod can they bestow divine spells. However, again with the nightmare physique their sensitivity to faith is greater than some weaker gods amplifying the signals they get and the power of emotions is actually a stronger power source than some true gods have but weaker than faith.

ChangeLog:

- Changed Price of A.I Chip
- Added Enhanced Stats Perk
- Added Rank 2 Warlock Perk
- Added extra info to spell models made spell formations for rank 3 available
- Added extra info to hide-away ring
- New Drawbacks
- Changed Always Fluid stat increase to 0.5
- Added Leylin's research into spirit bodies item

- Added info on to notes on why the fish item is useful
- Added Crystal Phase crystals
- Changed pricing of Arcanist, Jumper Weave & Dual-cultivation by 100 each
- Added further annotations to notes.