

Douluo Dalu / Soul Land

Jumpchain ver. Gamma

By Magnus1337

In this world, there is a continent known as Douluo Dalu or Soul Land. Practitioners roam the lands to rank up, Spirit Beasts fight to survive, and those who have achieved godhood rule upon the Celestial Plains, sadly they can't go down to the world lest they would destroy it by the sheer power of their very presence. Of course you, as the Jumper, you are exempted from such considerations- but expect some eyebrows being raised if you have done such a thing.

You will start upon this world, after a certain person is reincarnated into this world, and you will leave 10 years after that. What? Oh? You don't want 10 years? How about 20? All right, all right. I'll place that on the Drawback/s section. You can get 10 more years if you selected that over and over again. But try not to get it too much or you might end up stuck as an old guy or lady here.

Oh, I almost forgot. Here is your 1000 **Soul Points** and 1000 **Spirit Essence Points** to get you started in this world.

Timeline/s:

Time is a fickle thing, Jumper. One time, things happened. The other times, not so.

You will roll a 1d6 die to know which timeline of the series you will get.

1. Douluo Dalu 1
2. Douluo Dalu 2
3. Douluo Dalu 2.5
4. Douluo Dalu 3
5. Douluo Dalu 3.5
6. Douluo Dalu 4

Location/s:

There are numerous locations on this world you're going into, so I'll give you a little leeway. If you roll 1d8, I'll send you to one of the locations where important stuff will happen and you'll gain an additional 100 SEP or Spirit Essence Points. Or ignore this and start where the heck you want anyway, it's your choice, no pressure other than you'll be missing out the SEP bonus.

Timeline: Douluo Dalu 1

1. Star Dou Forest
2. Spirit Hall
3. Shrek Academy
4. Slaughter City
5. Great Spirit Arena
6. Holy Spirit Village
7. Nuoding Academy
8. You are one lucky bastard, choose one location on the list above.
9. Heave- wait. How did you get a 9? Did you cheat or is your luck that good? No, it doesn't matter. You'll start amidst the Celestial Plains awaiting trial from the Gods.

Timeline: Douluo Dalu 2

1. Star Dou Forest
2. Shrek Academy
3. Shrek City
4. Star Luo Empire
5. Sun Moon Empire
6. Heaven Spirit Empire
7. Celestial Realm/Heaven
8. You are one lucky bastard, choose one location on the list above.

Timeline: Douluo Dalu 2.5

1. South-West, Celestial Heaven
2. North, Celestial Heaven
3. Destruction Palace, Celestial Heaven
4. South-West, Celestial Heaven

5. Ashen Plains of Sorrows, Celestial Heaven
6. Poseidon's Abode, Celestial Heaven
7. *The Prison*, Celestial Heaven
8. You are one lucky bastard, choose one location on the list above.

Timeline: Douluo Dalu 3

1. Spirit Pagoda
2. Somewhere in Star Luo Continent
3. Somewhere in Heaven Spirit Continent
4. Somewhere in Douluo Continent
5. Blood God Army HQ
6. Somewhere nearby Shrek Academy
7. Somewhere in Tang Sect
8. Free Choice, yay!

Timeline: Douluo Dalu 3.5

1. Sea God Palace
2. Destruction God Palace
3. Life Goddess Garden
4. Forest of Beasts
5. Emotion God's Cottage
6. God's Meeting Pavillon
7. Lonely Phoenix God's Wasteland
8. Free Choice, why not?

Timeline: Douluo Dalu 4

Humans Side:

1. Douluo Planet
2. Heaven Luo Planet
3. Soul Ascension Planet (Placeholder Name)
4. Genesis Rhapsody Planet (Placeholder Name)
5. Astral Cross Planet (Placeholder Name)

Beasts Side:

6. Dragon Emperor
7. Dragon King Planet

Neutral

8. Space (Note: For some reason you can breathe in space, I wonder why?)
{Note: The other planets name aren't yet translated... and have been given Placeholder Names.}

Faction/s or Sect/s:

In this world, there are numerous factions or Sect/s that you can join. You can join any of them or create your own but the ones listed below have certain bonuses that could be considered your Trump Card in any scenario you might encounter.

Tang Sect (Only available in timelines starting after Douluo Dalu 1)

Going into big leagues never before has been this good, if you are that crazy as you aren't in the big leagues yet. You are a member of the newly-formed Tang Sect of this world. If you are a reincarnator then you are one of the people that certain reincarnator knows not of this world and that the two of you meet by chance or fate. Joining this Sect allows you to learn the knowledge of the Tang Clan from another world through that certain reincarnator, or if you are already a Reincarnator then you retain those knowledge... and that's just one of the four bonuses on this Faction or Sect. The second bonus is the knowledge on how to create your own Hidden Weapons, the third bonus will allow you to learn the Smithing skill that certain reincarnator's father has, and the fourth bonus will be that certain reincarnator, Tang San, and the entirety of the Tang Sect who will travel with you as one companion, albeit you can choose them individually if you want to import them, from now on.

Spirit Hall

(In Douluo Dalu 1, those who pick this will be rather popular. In any other timeline? Not so much. Also if you took this and you are not on the Douluo Dalu 1 timeline, you may choose to be the new Supreme Pontiff and you must take the aforementioned Scenario immediately.)

So, I've heard you want to join these people? Very well, I'm not going to say anything for this matter other than you are a monster, you bastard, for you will do anything to accomplish your desires. You are one of the members of the Spirit Hall, and might be the one leading them if you decided to get that certain perk later on. Who are the Spirit Hall, you ask? Spirit Hall are the leading force in the entire Soul Land, strong enough that they could just manipulate who rules that place or match the two Empires of this world. So long as they didn't piss off *that* person, then they'll be fine which in turn you'll be fine if you decide to join them.

Shrek Academy

Ah. This one, huh? They are not that popular on the Douluo Dalu 1 timeline, yet, but they could pack one hell of a comeback if time passes by. You are a student or a member of this academy, and do try to be mean as possible. Heard one of the teachers done that and everyone became a monster. If you join this Faction, then you'll probably one of the people who will change the world.

Origin/s:

You may choose your Gender and Age freely, unless you chose, the Drawback "Reincarnator, Tang San", in which you won't be able to choose your age and gender.

Traveler (100/500 SP) - You are a Traveler of Worlds. You, Jumper, have traveled vast worlds and left them change on your wake. You may choose this as your Drop-In origin. Huh? What's that? Why did I place 100 SP on this? Why would I not place that? Unlike the other Origins, this one allows you to travel all across worlds in the Tang-Verse through and fro without any repercussions post-Jumpchain, and this also allows you to learn the powers on other Worlds. A capstone boosted Perk is halved only to this Origin. For an additional 400 CP, this Origin also allows you to bypass the restrictions to all of the Perks in this Jump as you are not native to this Verse as you get the Imbalance for free.

Spirit Beast (0 SP, must take the Mandatory Drawback/s "You are Hunted" and "Spirit Ring Limitation" unless you took the perk "Imbalanced") - You're not a human, Jumper. You are, in fact, one of the many Spirit Beasts living in this world. Choose one of the canon First Stage Spirit Beasts or create a new species.

Warrior/Practitioner/Mercenary (0 SP) - You, Jumper, are a warrior. You fought hard with your body scarred for countless battles. You may or may not take the Mandatory Drawback "A Warrior's Job Never Ends" with points. What? In this world you will need those extra points to survive.

Reincarnator (0 SP) - You are one of the many Practitioners living in this world, but unlike them... You are not quite of this world. You are a soul from another world that got here into another body. You are starting somewhere in the world with your Martial Soul or Spirit Essence unlocked. You may choose to Reincarnate into a completely new person or into a person already present in the canon story but you must get the Mandatory Drawback “Reincarnator, Tang San” if you wish to reincarnate into Tang San.

Lord (25 SP)

- What’s this? You’re no ordinary person, Jumper. You are in fact a Lord. Like the Warrior origin, you have experienced countless battles and fought tooth and nail to get here in your role. You may rule a Clan or City of your choosing, but be warned. The butterflies that sent upon you ruling that place would change everything in this world for the better or worse. You will start at the Spirit Emperor Stage.

God (50 SP, must take the Mandatory Drawback “Stay in Heaven for the Mortals’ sake”, if you wish to become a Spirit Beast God then take the Scenario “A New Beast God”)

- ... Jumper, of all the days you surprised me, why now? You are one of the many Gods who rules upon the Celestial Plains. You have a Domain of your choosing, but must not conflict with the existing Domains, otherwise you’ll be their replacement and cause one hell of a butterfly effect to everything.

Martial Soul (0 SP, must take the Mandatory Drawback “No, Jumper, you are the Martial Soul”)

- I’m going to laugh in your face for choosing this. You, Jumper, are not Human nor a Spirit Beast. You are, in fact, a flipping Martial Soul born to someone, a Human, or perhaps a Spirit Beast. Unlike other Martial Souls, you have a mind and you really need to communicate with one another. Let them know you are alive and have a will of their own. You may also choose to become the Martial Soul of the people in the story, but it will be your fault if they went insane.

Independent Martial Soul (1000 SP, must take the Mandatory Drawback “Rule Breaker”, and the Scenario “System Breaker” with points. Yes, you will gain points. You’re going to need those to stay alive here.)

- What? You’re going to choose this? You’re going to lose all your points, are you sure you really want to choose this? All right, fine. Unlike the one above, this one really pushes the System’s limits and cause one hell of a confusion to everyone including the very gods who knows the system itself. You are the epitome of a glitch in the system, for you are a Martial Soul that exists without a user or a host. You will appear seemingly unnatural to everyone for being a humanoid mass completely made entirely of the Martial Soul of your choosing. You are the master of your soul, go make your own path. (This doesn’t exist in canon, and merely given as a Joke Origin. You can choose this even though it is a Joke Origin, just try not to cause much insanity in this already ‘insane’ world.)

Origin Perk/s:

You know the rules. If not then 100 SP of the same Origin is free, and the SPs are halved if you chose the same Origin of the perk.

Traveler:

The Traveler of Worlds (Free, 100 SP to all other Origins, This Jump Only unless taken for 100 undiscounted SP)

- Jumper, you have walked through countless worlds like this one. You are capable of freely moving into other worlds. This perk is carried after Jump, and will work within reasons of the Jumpchain until PostJump.

Otherworldly Knowledge (First Purchase is Free, 200 SP, Can be bought numerous times)

- You have knowledge not native to this world, and it gave you an one-up and a trump card in this place. You may choose one Arts/Skills/Whatever from the Tang-Verse you have fully mastered (e.g. Necromancy from Shen Yin Wang Zuo). If you are not of the Traveler Origin, then you have somehow come across writings

of that Knowledge in a scroll and you decided to learn it either out of boredom or something like that. You have the aptitude to learn what is not native to this world and in time, you can master them fully.

Otherworldly Presence (300 SP)

- Something about your Presence unnerves everyone that has malicious intent towards you. But to those that has no such intent? They like you. Like a lot, like like you.

Unnatural Spirit (400 SP)

-Your Spirit is kind-of weird. Not only it is weird in the sense of the world, but also has its own Spirit Ring/Halo that has the color grey or anything you chose of including the design. This Spirit Ring is purely cosmetic and won't do anything other than giving off a menacing aura that would send even the strongest beings here on alert. If they are weaker than you, then they'll surrender immediately. In fact, if they are so weak then they are either knocked unconscious or running for their lives.

A Fragmented Soul (500 SP)

- Death is a strange thing, Jumper. As you may have noticed, someone in the future of another world has cheated it but in turn his soul is fragmented beyond repair. But you, you've done something to your Soul, Jumper. You can do the same thing without your soul being shattered into oblivion. Not only that, but with this power, you can turn yourself into a Spirit Ring and bestow it to someone you desired. You will grow in power as they grow as well, and unlike that certain person, you can escape upon doing that matter.

The Traveler (600 SP)

- So you've heard of the Traveler? The One who travels across worlds? Well you did. Because you are the Traveler. People will respect you, beasts will kneel before you, everyone will want you- nah just kidding. This will only give you a minor but not really major ~~ACTUALLY GOD-LIKE PROTAGONIST TIER~~ charisma boost, and you will have a legend so absurd you are beginning to question what is going on with their minds.

You may choose to change the title given by this into something else in your mind. This also allows you to travel across worlds without the Spark, but fate will always find a way to bring you back to the world where you came from. This also gives you a 10x boost to everything per legend that you made, and also allows you to bypass one restriction on a Perk you have permanently every ten years.

Spirit Beast:

Bestial Physiology (Free, 100 SP to all)

- Jumper, the Spirit Beasts of this world are mighty and powerful. Each of them are capable of fighting numerous Practitioners in this world. You are one of them. You may have a slow evolution or ranking up to humans, but you are indeed mighty. If you are not one with Spirit Beast origin, you have somehow gained a Spirit Beast body accidentally by assimilating a Spirit Halo.

Assimilate for More than a Thousand Years (200 SP)

- Being a Spirit Beast means you have a slow evolution ahead of you, but not for long... As it turns out, whatever you assimilate with any energies you encounter, you will be able to absorb them fully in just mere days, months or years to evolve. You are similar to a certain Silkworm in another time, as such you have the right to be proud that you are the first one before that one even appears into this world.

Not a Beast (300 SP)

- Beast? Jumper, you are no beast. You are a human being- wait. What is this? You are not Human!? You are a Hundred Thousand Years Changed Beast all along!? WHAT!? In short this will give you the look of those fleshy human/meatbags but you are a Beast all along who managed to become a human being. Just try not to be discovered, or you will become a target by literally everyone in this world.

More than a Million Years Old (400 SP)

- Jumper, you have done it. Fighting through teeth and nail, you have evolved into beyond what everyone think of. You are a Spirit Beast that lived beyond the Hundred Thousand mark and now have become something more to the point

everyone lower than your level will cower in your presence. Only those with the greatest of wills can bypass this aura.

Ge~♥ (500 SP)

- You know what's horrible, Jumper? Being dead and assimilated into a Spirit Ring of some random asshole whether you want it or not. Well if you take this perk, you can convince them to not kill you and you can give them your own Spirit Ring. As a result of this proposal and surely if they accept, you are now a Sentient Spirit Ring tied to the one who assimilated you. Not only that, but the two of you will grow in power as the years passed by. You can advise them from time to time and you can protect them from a lethal attack once in a while before you hibernate to regenerate the energy you lost from that attack.

Beast God (600 SP, Mandatory Scenario "New Beast God" must be taken)

- You are no beast, Jumper. You are the one who stands above all, an Apex Beast, a Beast God. You are the strongest Spirit Beast around barring from another one that exists in the future and you have the position, power and right of being so. You are respected by the Spirit Beasts, and after this Jump, any sort of beasts you encounter. Your very presence also makes the gods of this world be wary of your power. You will have a Domain similar to the Beast God itself, or you can choose a new one for yourself. You, Jumper, are the God of Spirit Beasts. Always remember that.

If taken with **Darkening**, you are now considered a Beast God-King in the making and you are so powerful you might take the entire celestial plains, including those who are not even gods living there, to stop you. Of course, you are not there yet. You need to train like the Beast Gods before you.

Warrior/Practitioner/Mercenary:

A Path to Take (First Purchase is Free for the Origin, 100 SP to all, Can be purchased numerous times)

- You have a long steady road, Jumper. As such I will tell you something. If you take one path to your Martial Soul or Spirit Essence, then you will gain a boost in

partaking that path and they are:

=Attack - The Obvious one. You hit hard, and you are good at it. Just try not to get hit as you are not that good at defense.

=Defense - You are the Shield, you have the capability of defending through all things. Your very Martial Soul is durable enough to tank everything your enemy has to offer.

=Support - You are not one of those frontliners, you are a Supporter. When they lose their heads on the situation, you are the Tactician that will bring them together to fight. You have a great mind, Jumper, support them well.

=Other - Huh? What? You're not Supporter? Wait... You are one of those people, huh? You are not like the other three as you are the Jack of All Trades. You may not master it fully, but you sure can if you got the time for it.

Hidden Weapons? What's that? (200 SP)

- In the future of this world, there are things known as Hidden Weapons. Now if you're asking what are those? Then don't bother. You are capable of making those things fail with slightest glance if the ones who uses them are against you.

Soulful Eyes (300 SP)

- You may have the combat experience to back upon fighting, but you must be wary of everything in the battlefield otherwise you'll lose. You have Soulful Eyes, Jumper. Your eyesight and perception has gotten off the rails to the point you can track the paths of the fish living in a river. You also can recall everything event to the smallest droplets you have seen with your eyes. You have Special Eyes, and yes, I am not saying that for the meme.

That's Not How You Use That (400 SP)

- What? You want to use that Shield Spirit Essence you have for attack but you can't due to the limitations of the System? Well we wouldn't have that would we? But of course, if you really want to kill someone with a Baozi Spirit Essence? Well I got you fam. With this perk, you can do what's impossible into a very common possibility to your life... If you can bring them down without dying from their

attacks. Destroying a legendary object by scooping them with a high-grade spoon is somewhat a normal occasion to your life.

Deathly Stare (500 SP)

- You have mastered the power of Intimidation, Jumper. Not only will it unnerve people, but will warp reality to a certain extent. People who looked at you will only see the Grim Reaper waiting for them and your Spirit Rings lose their colors to become a natural color of death in this world, the color known as “grey”.

War God’s Instigator (600 SP)

- War always changes a person, but not for you. Oh no, you practically live in it. You will find that instigating war will always be easier than making peace. Each time you are in a war, you will be empowered proportionally to how big it is and how strong the ones partaking this said war. If you get into a universal war then you’ll probably be the strongest person on that to the point everyone will know you are the Bogeyman of that war.

Reincarnator:

A Name to Uphold (100 SP)

- You have a previous life, Jumper. Whether you have a bad one or a good one, you have the feeling you must change the way you’re doing things before this life of yours began. You will find whatever you chose to change will always succeed so long as it doesn’t go to your previous ways, of course that will take years.

Otherworldly Evolution (200 SP)

- You know how hard it is to ascend in this world? Yes that hard if you ever experienced it. But not for you. Your evolution, ranking up, or ascension will always be faster than most people living in this world, and if you decided to go beyond your limits and break through, perhaps one day, you might surpass even the Gods in this world without Ascending into one of them.

Hidden Weapons (300 SP)

- You have a skill in hiding and concealing things, something that this world hasn’t

learned yet. The things you concealed won't be sensed until you brought it up in their eyesight. Oh, and the ones you have concealed won't be seen by those with vision-related powers.

Tang Sect's Methods (400 SP)

- Jumper, you have a really weird power that whatever you have taught will always be taught and be remembered throughout the history of the Jumps you've taken. Somehow even the previous Jumps will have the same thing, except they are remembered as ancient teachings from a God or someone who looks like you.

The Chosen One (600 SP)

- You are born with a great fate, Jumper. You are destined to do great things, ones that would become a turning point in the history of this world. Good luck, Jumper, you may need it. Huh? What's that? This, a drawback? No. I should word that out better, huh? This is basically just an immense luck perk.

If you take **Darkening**, well guess who got Murphy on their side? Everyone who opposes you will experience bad luck for the rest of their lives until they stop opposing you.

Lord:

A Lord to Your People (Free, 100 SP to all)

- You are not only known for being charismatic, but you are actually good at being a leader to your people. Your leadership skills, if you don't have it, will skyrocket and you will know how to command your people.

Emperor's Might (200 SP)

- You're strong, Jumper. Not just strong, but you might just be an Emperor here. That is how strong you are in politics. Also take 4 High-Grade Spirit Halos for free.

Crimson Halos of Power (300 SP)

- Okay, remember those Spirit halos you have? Every time you get 4 of them, they will fuse to form a Crimson Spirit Halo if they are of sufficient age and then that Halo wouldn't automatically be fused permanently by succeeding Spirit Halos. Be wary that your Spirit Halo count will be lessened by three as four of them will fuse into one permanently. But you will retain the powers that the four of them bestowed.

Titled Lord (500 SP)

- You are mighty. Not only mighty, but your everything has skyrocketed with an additional 100%. You are not just a Lord, but you are truly entitled to be one.

God:

A God's Right (Free, 100 SP to all)

- You are a God of this World, Jumper. You have the position to uphold and the might to back it up. Mortals would want you to stay, Spirit Beasts will kneel before you so long as you don't order them to go against their principles.

Outside-of-Context Problem (Free to God Origin, 200 CP)

- Everything in this world must follow the rules of the System placed to it. But you? Oh no, you don't follow it. Your very nature seems to be the one at fault as no matter how strong you are, you won't be destroying the world's system soon unless you want it so.

The Ring of Light (Free for First Purchase by Origin, 300 SP to All)

- Jumper, have you heard of the Rings of Light on the Gods? I see. Very well, I shall then tell you what they are. These Rings of Light are the very symbols of power to the Gods. The more they have it, the more powerful they become. With this, you can be assured that you will gain them in time. They are limited by 10 Rings though, except for that one certain god and now you if you take **Beyond a 1st Class God**. This also grants you a free Spirit Halo per Ring of Light you have.

Amongst Mortals, Once More (400 SP, This removes the Mandatory Drawback on the God Origin.)

- You know how awful this World is. You can't even go to the Mortal World because of some stupid rule. However, that is no longer the case towards you. The Mortal World loves you to the point it gave you a certain lee way that once a day in Heaven (that is a year, by the way, on the Mortal World), you can go to Earth to make them bask in your glory. Outside of this Jump, this changes so that whenever you are sealed or in a similar position, you can break free from it once every ten years.

Beyond a 1st Class God (500 SP)

- I have a very good news, Jumper. Turns out you are not just an ordinary class God but beyond their tiering system altogether. Expect everything you have, whether skills or not, to be boosted beyond their current maximum limit. You have free 3 Rings of Light.

Domain (First Purchase is Free, 600 SP, Can be purchased more than thrice but either the “God-King” End-Jump Scenario or the Drawback “Conflicting Domains” must be taken)

- You felt a power deep in your soul that has awakened through your ascendance. You have gained a Domain, Jumper. You could create a new Domain or you can choose the currently existing Domains out there in this world. But be warned, if you did the latter, you could become the replacement of the God in charge of that domain and butterfly a lot of things in this Jump.

If you take the **Darkening**, your Domain/s are strengthened to the point that they will need to use more than one Domains to challenge it.

Martial Soul:

Sapience (Free, Mandatory to Martial Soul, 100 SP to all)

- Even though you are a Martial Soul, you wished to have a mind, and now you do. Outside of this Jump, you will gain a massive boost in intelligence, and you can bestow Sentience to objects or powers. The Sentience will turn to Sapience after five years, always.

Another One (300 SP)

- Well, well, well? You have a split personality now turned into a Martial Soul that you can somehow control. This Martial Soul is different from you and they are considered the Second Martial Soul of your host.

A God's Soul Fragment (400 SP)

- You are not just a Martial Soul, you are in fact a Fragment of a God either long forgotten or currently existing. Your evolution will always be faster than normal Martial Souls, and outside of this Jump, this will let you train easier.

Stand By My Side (600 SP)

- You know what's awful? Having nobody. You know what's awesome? Having a body. Now you have one. You are now like the Stands of Jojo's Bizarre Adventures. However, unlike the Stands there, attacks dealt to you will make your host suffer a mental strain. Also you can feel that mental strain as well.

Independent Martial Soul:

Independence (Free, Only to Independent Martial Soul)

- You, a Martial Soul, have liberated yourself upon those who wishes to use you for their own means. After Jump, this works as something that will liberate you from the limitations of your Origin.

Embodiment of the Soul (Free, 100 SP to all)

- You are an Embodiment of Your Own Soul. They can't hurt you unless they have a way to destroy souls permanently, or attack both the body and the soul.

A Spirit's Forge TRUE (Free, Only to Independent Martial Soul)

- You have one power that will make everyone call you bullshit. You have the power to create Martial Souls, either your own or not.

A Glitch in the System (200 SP)

- You are something that made the system freaked out and FUBARed itself. You

can now directly interfere with any systems you have or will have known. Try not to glitch it so much it crashes though, that will end your Current Jump.

Outside of this Jump, you can now interfere reality itself and have innate resistance to reality itself.

I am my own Weapon (300 SP, Only to Independent Martial Soul)

- You are your own weapon. Your very, well, entire being is a weapon in the likes of no other. Not only can you attack their very souls, but their very self as well. The more you hit them, the more warped their being is, and soon their very sense of self will be destroyed.

Let's go! My Brethren! (600 SP, Only to Independent Martial Soul)

- I'm going to laugh at you, but I am not. This Perk allows you to liberate Spirit Essences you encounter so that they will fight by your side. They will be loyal to you, and somehow looks human enough to make everyone confused on what the heck did you do to their Spirit Essence.

If you take the **Darkening**, well, let us hope no one will fight you as you and every Spirit Essences or Martial Souls you have liberated will have their Darkened forms available permanently to them.

General Perk/s:

None discounted perks are here. No exceptions unless stated otherwise.

Powerful Spirit Essence (10 SP, Can be bought numerous times)

- You wish to gain more Spirit Essence Points? Say no further. Purchase this and you'll gain 100 SEP.

Rank Up (First Purchase is 100 SP, then x2 SP after the first purchase, Title Douluo and Title God costs 500 and 600 SP respectively | e.g. First Ring = 100. Second Ring = 150. Third Ring = 200. After the fourth ring, the price won't

increase anymore.)

- You want to save all the trouble of ranking up in this world? Then purchase this perk and you'll have a nifty rank up, except when ranking up to Title Douluo and Title God, those two are separate from this. Oh and what about those Soul Rings you ask? Well go figure that one out, and you can even create a new Spirit Ring from a being you killed in previous Jumps.

Dual Spirits (250 SP)

- Ah? What is this? It looks like you are quite lucky. You have two Spirit Essences bonded in your body. And it looks like they are resonating to one another in harmony, causing the two to benefit from one another. Expect a boost doubling your current power in regards to everything in this Jump. After Jump, this will boost every soul and energy related abilities you have.

- **Multiple Spirits** (100 SP and 100 SEP per purchase, Must take the System Breaker drawback with points)

- You want more, do you? Well, You can certainly have more than one Spirit Essences, however you have quite broken down the system of the world causing rather nasty repercussions for everyone.

Slow Absorption and Ascendance? NOPE! (300 SP)

- The slowness of ranking up in this world makes even the most patient man impatient. Well good news, with this perk, you can now integrate higher Spirit Rings/Halos.

Darkening (300 SP)

- Legends spoke of people who gained the power indomitable and appear to be clad in black Spirit Essence. Few people exists who ever reached that state, and you are one of them. This increases your Martial Soul's capabilities and makes it even more durable. This also provides a capstone boost to some perks. Know this, Jumper, you can now look at someone in the eye while wearing all black and tell them, "Yes, I am edgy.", and feeling badass about it. Remember that this boost is enough to double your attributes for some time in return for greatly increased stamina consumption, so using it as a hidden trump card might be for the best.

A Spirit's Forge FALSE (500 SP)

- Remember that Martial Souls have a fixed nature and won't do anything you want them to do? You are an exception to that. You are a person that has a Martial Soul without a fixed form. You are effectively doing something that the System cannot handle and as such you can use this once a day or you might suffer a System glitch. You don't wanna know what happens when the System or Reality glitches itself.

Limitless Absorption (800 SP)

- What's this about you having to limit yourself to a measly bunch of lower-class souls? Also what do you mean you can't get Human Spirit r- ~~oh wait, that one was supposed to be on the Dark Spirit Masters section which I probably will never make, nevermind.~~ Anyway, you have now an unbound absorption towards any level of the Spirit Halos. Do you want to absorb a million years spirit beast as your first Spirit Halo? Yep, you can do that... But you'll probably in for a fight like those secret bosses from games. Oh, and also you can now fuse your existing Spirit Halos in order to forge a higher ranked one permanently, thus lowering your Spirit Halo count.

Keep in mind that 100,000 year spirit rings have 2 abilities each and million year spirit rings can have up to 4 abilities each. A 10 million year spirit ring has never been seen but such limits don't really affect you do they Jumper?

Imbalanced (1000 SP)

- I know what kind of a person you would want to be, Jumper. You want to be unique and by the Heavens you are now unique. Remember what I say about you having limitations for your Martial Souls? Well guess what? You have no such limitations. You are practically considered a Calamity to this world, but if you so desired, you might get a 1/5th minus to the price discount if you have taken Limitless Absorption. Why that high? You are too powerful, that is as low as I can get. This also removes the restrictions to all perks In-Jump and one single perk Out-Jump every ten years.

Item/s or Gear/s:

Limit Spirit Ring (Variable SP)

- A perfectly compatible spirit ring which is of the maximum age you can conventionally absorb at that level will appear in your mind and you can absorb it at level 10, 20, 30 etc. for 100 SP. For an extra 150 SP this ring is of 100,000 years and can be absorbed regardless of the age limit. For an extra 300 SP this ring is of 1 million years. For 400 SP, free for those Gods who took a number of The Ring of Light perk, you can have a Ring of Light instead. For additional 100 SP, you may give all of your Spirit Ring/Ring of Light a Halo Spirit to help you... or to annoy yourself with said Halo Spirit like those Tsukkomi something from Anime.

❖ **Halo Spirit** (100 SP)

- Huh? This doesn't exist yet unless you took the Douluo Dalu 2 Timeline and beyond that. This is basically the same as the Spirit Ring except they are literally the incarnations of what that Spirit Ring is. They are also sentient so... You now have more voices in your head, I think?

Spirit Bone (Variable SP, Discounted to those who have Martial Souls)

- In this world, there exists items of power created from the bones of Spirit Beasts. They are known as Spirit Bones. Yeah, I'm not sure who named them but please try giving them a better name on this World. They are *that* obvious, actually.

For 100 SP, you may take an existing **Incompatible Spirit Bone**. These kinds of Spirit Bones hates those who absorbs them, and they might have the opposite attributes towards you (e.g. You have a Fire-Attribute Phoenix Martial Soul, you try getting an Ice-Attribute Spirit Bone.), as such it might give you some pains. But the power they have if they are tamed might be higher than a Compatible Spirit Bone.

For 200 SP, you may take an existing **Compatible Spirit Bone**. These kinds of Spirit Bones loves you, unlike the Incompatible Spirit Bones, and they are quite beneficial to your Martial Souls.

Add in 50 SP on one of the above and you can create your own Spirit Bone, either Incompatible or Compatible, within the reason of your Spirit Ranking levels.

For 300 SP, you will get a **Special Spirit Bone**, either custom or not. What's so special about it? It will give you an extra Martial Soul that is not counted to your current Martial Souls. You can only get one though, they are that rare in this Jump.

Hidden Weapons (Variable SP)

Looks like Tang San graced you with his knowledge or perhaps you are one of the people of the Tang Sect from another world, or someone from that world crossed into this world. Regardless of those, you have gained a hidden weapon in the list below. By purchasing this, you will gain blueprints on how to create more of them that won't be fiat backed. If lost, broken, or ran out of ammo, wait for a day and they will return or filled with ammo the next time you get them with all the modifications you make.

-=O=-

{Mechanical}:

Silent Sleeve Dart (100 SP, 10 SP for 100x copies after buying the item | 1/3rd Price if you only want the Blueprint)

The Silent Sleeve Dart, as the name implies remains hidden by the sleeve. It has a wrist flick mechanism that will allow you to shoot enemies with darts. What darts you asked? Well you can create your own darts and go nuts about it. Like for example, a dart that will explode like a nuclear bomb; if you have the sufficient knowledge for that.

Dragon Beard Needle (125 SP, 10 SP for 5x copies after buying the item | 1/3rd Price if you only want the Blueprint)

Behold, a golden thing. What is this golden thing, you asked? Well it is a needle. Not just any needles, per say, but the Dragon Beard Needle. These are small hair

like needles which can penetrate deep into the body lodge inside and curl on itself causing deadly damage to the body over time. They are present within hair crystals.

Bone Piercing Needle (150 SP, 10 SP for 30x copies after buying the item | 1/3rd Price if you only want the Blueprint)

Front slender, and on the back thick. These are capable of flying across great distances with powerful penetration. You could even fuse it with bones you've gained on your Jumps to make it even more deadlier. You could easily make this a SABOT round if you have the time.

Tense Back Flower Adornment Crossbow (175 SP, 10 SP for 10x copies after buying the item | 1/3rd Price if you only want the Blueprint)

It is a medium sized crossbow and due to it being shot with back muscle control, it only has one shot. But because the crossbow bolt is big, the mechanism's elastic force is rather excessive. The destructive force among mechanism type hidden weapons is very high for this one. The crossbow bolt has a hollow interior, inside containing a little bit of Datura Snake venom, or any venom you replaced it with. Once the bolt entered the enemy's body, the venom would immediately be injected on an inside mechanism.

Flying God Claw (200 SP | 1/3rd Price if you only want the Blueprint)

It is a cylindrical object made entirely out of metal, its surface appearing silvery, but on different lighting, it will somehow appear to be gold. It can be worn as a seemingly normal gauntlet completely covering the lower arm. The cylinder adhered to the arm, without the slightest amount of swaying, appearing tightly fit. At the front of the top of the Flying God Claw, there are five rings that are present which are fastened to the five fingers. The Flying God Claw should be constructed according to the specifics of the user. Fortunately for this one, it will always fit and resize in accordance to the user's size.

Powder Shooting Shadow (225 SP, 10 SP for 100x copies after buying the item | 1/3rd Price if you only want the Blueprint)

Powder Shooting Shadow can shoot three times after being loaded with steel needles, each time accompanied by a confusion type poison mist. The steel needles themselves are coated in paralyzing poison, and the toxin will take effect as soon as they have pierced the skin. Each time it could shoot thirty six steel needles. This reminds me one of those Military Weapons from your world.

Godly Zhuge Crossbow (250 SP, 10 SP for 20x copies after buying the item | 1/3rd Price if you only want the Blueprint)

Godly Zhuge Crossbow is about 1 feet long. It resembles a black box. In the entire box there are forty-eight arrows. It releases sixteen bolts at a time, so it can be fired three times, but every time it requires reattachment of the elastics. It is one of the strongest Hidden Weapons. If the mechanism is kept loaded for a long time, it would harm the crossbow's body. Fortunately this one has that limitation removed.

Refined Iron Needle (275 SP, 10 SP for 100x copies after buying the item | 1/3rd Price if you only want the Blueprint)

An Iron Needle refined by a master craftsman. Useful at targeting the meridians.

Armor Breaking Needle (275 SP, 10 SP for 75x copies after buying the item | 1/3rd Price if you only want the Blueprint)

This is rather heavy but does a good job of destroying armors not stronger than the material it is made out of.

Overload Needle (275 SP, 10 SP for 25x copies after buying the item | 1/3rd Price if you only want the Blueprint)

This is a needle with tons of needles in it. Each one is laced with poisons and toxins.

Cluster Soul Chasing Ball (300 SP, 10 SP for 100x copies after buying the item | 1/3rd Price if you only want the Blueprint)

Thrown in pairs. Once the two balls collide, they will immediately emit several hundred Bone Changing Soul Needles, specially for breaking big dipper defensive qi. It has a potent anesthetic effect, and as long as someone inhales a little bit,

ordinary people will sleep for ten days. Even powerful Spirit Masters who thoughtlessly get affected will be forced to slow down. The greatest feature of these is the higher the user's spirit power, the more powerful it is.

Peacock Plume (400 SP, 10 SP for 5x copies after buying the item | 1/3rd Price if you only want the Blueprint)

Peacock Plume is the third most formidable hidden weapon. Cylindrical in shape, it is 33.3cm long, with a cross section diameter of nearly 3 meters. Although it follows the same principle as the Godly Zhuge Crossbow, its winding mechanism is more intricate. It is composed of three large sections: The plume, the internal mechanism and the fitted hidden weapons. The peacock plume holds a staggering 365 hidden weapons which can be shot at once. If ejected it can cover a range of several dozen square meters.

The 365 hidden weapons can be divided into twelve different types, all of which are needle shaped hidden weapons. These twelve different hidden weapons are: Bone Piercing Needles, Thunderflame Needles, Armour Breaking Needles, Blade Splitting Needles, Devil Subduing Needles, Overlord Needles, Deep Yin Needles, Dragon Breaking Needles, Lust Drowning Needles, Dragon Beard Needles, Meteor Extermination Needles, and the Seven Murder Needles.

If the twelve needles are instantly fired, as long as one breaks through and hits the opponent, the opponent will definitely die.

Torrential Pear Blossom Needle (500 SP, 10 SP for 7x copies after buying the item | 1/3rd Price if you only want the Blueprint)

Torrential Pear Blossom Needle is the second most formidable hidden weapon. It has the most powerful single target attack among the Hidden Weapons. The twenty seven Pear Blossom Needles it fires are all made from the silver source of deep sea sunken silver. The greatest feature of the Torrential Pear Blossom Needle was its instantaneous erupting burst power.

Buddha's Fury Tang Lotus (600 SP, 10 SP for 2x copies after buying the item | 1/3rd Price if you only want the Blueprint)

The 1st ranked among Tang Sect's mechanical hidden weapons. A speck of red light like a shooting star can be seen as the weapon is launched towards the enemy. A golden red tornado forms upon explosion, enveloping all enemies in the area, tearing them to shreds. Able to kill rank 70 Spirit Sages in their spirit avatar form. If you have been to that certain place from The Great Thousand Worlds, you might notice this looks very familiar for some reason...

{Skill-Based}:

(Requirement = You must have some skill on Tang Clan techniques or otherwise you will fail quite spectacularly.)

(Note: You have to be rather skilled at the Tang Clan Techniques to truly use these at the fullest.)

Guanyin's Tear (350 SP, 10 SP for 100x copies after buying the item | 1/3rd Price if you only want the Manual)

Guanyin's Tear is the 1st ranked among Tang Sect's hidden weapon techniques. In order to use Guanyin's Tear, the user has to cultivate Mysterious Jade Hand, Controlling Crane Catching Dragon, and Ghost Shadow Perplexing Track to the peak. Also, the Mysterious Heaven Skill should reach the highest level, Three Flowers Peak Converging State. The user uses Mysterious Jade Hand to draw a drop of pure water out of his own blood, condenses all energy of the body and soul into it, then shoots it at the enemy. It is able to pierce through the heart of a rank 100 God level spirit master's heart, followed with an explosion afterwards. It can be further increased its might if the user adds more divine power.

Bodhi Blood (575 SP | 1/3rd Price if you only want the Manual)

Bodhi Blood is the 2nd ranked among Tang Sect's hidden weapons techniques. It uses compressed blood infused with spirit power. The blood will then explode violently upon contact. Bodhi Blood's piercing ability is less than Guanyin's Tear but it has more attack damage.

Yama's Invitation (600 SP | 1/3rd Price if you only want the Manual)

"When Yama calls for your death at midnight, who dares to keep you till morning?" - Tang San upon killing Shi Nian.

Refined from 49 different precious (read: poisonous, and rather precious as some of them are really *that* rare) herbs near the Ice and Fire Yin Yang Well and condensed into poisonous needles, Yama's Invitation had a two tiered effect, also known as 'one invitation kills twice'. Once it makes contact with the body, the poison would disintegrate and spread through the veins, and simultaneously follow the blood vessels to enter the heart. Its poison is also un-dissolvable. Even if one cut off the limb, the moment the poison entered the body, they would still be unable to prevent the poison's instantaneous spreading. It causes no pain and spreads too fast for any antidotes to counter. Once the victim discovered something was wrong, it was already time to die. The victim's entire body will evaporate from the potent poison, leaving nothing but a small puddle of black liquid. Said black liquid has the same degree of potency to the poison. Spirit Bones are noted to be rather resistant or outright immune to this, so watch where you aim.

One Thousand And One Nights (500 SP | 1/3rd Price if you only want the Manual)

One Thousand And One Nights is the 4th ranked among Tang Sect's hidden weapons techniques. The technique allows the deployment of thousand and one hidden weapons within a matter of seconds with extreme precision. When executing this One Thousand And One Nights hidden weapon technique, the user must first use the Mysterious Heaven Technique to jolt his innards and raise his Spirit Power by threefold. Also the Mysterious Heaven Technique has to be above the sixth level in order to use this technique. After using this technique, the user will be weakened for three days before he recovers.

Phoenix Guides Nine Chicks (375 SP | 1/3rd Price if you only want the Manual)

The 9th ranked of Tang Sect's hidden weapons techniques where nine thin as willow leaf arcing flying knives are thrown giving the appearance of nine

phoenixes flapping their wings and crying, swaying in the air.

Batwing Rebound (550 SP | 1/3rd Price if you only want the Manual)

This is the 10th ranked of Tang Sect's hidden weapons techniques. It is usable with any hidden weapon and is capable of shooting at most thirty six hidden weapons simultaneously.

-=O=-

Companion/s:

Import: Your companion/s will have 750 SP and 600 SEP to spend on the Perks and Martial Soul Forge respectively.

Canon: Have you met someone and managed to unbind their strings of fate on this world by interacting with them a lot? Then in that case you may take them for 300 SP; but for those who are tied to the fate of this world such as Tang San, you must give 200 additional SP.

Drawbacks:

You may gain as much SP from the Drawbacks... If you can survive such Drawbacks, you may take the same drawback all over again to make it twice as hard for a challenge.

Alternative Option: A Rather Pretty Face (0 SP and 0 SEP, +1 to Insanity?)

- What? Not fan of Novels, aren't you? Well then, you are now going to the Manhwa version of this world. Expect things to be exaggerated to some extent, and probably more beautiful or handsome than the other versions of this world.

=Alternative Option 2: That CGI Feel (0 SP and 0 SEP)

- I see. You don't want to go to the Manhwa version, huh? Well then, welcome to the Animation version of this World. Things look different here, and somehow one of the Spirit Essences looks like a rip off of the Werewolf from Skyrim. Expect to be confused about that one Spirit Essence. But the CGI looks awesome though. As

an added bonus, you will get to keep a perk that will allow you to see everything like the looks of this Drawback.

Extended Stay (you will gain 100 SP and 10 SEP; maximum 1000 SP and 100 SEP)

- Extends your stay by 10 years per purchase. Oh don't worry, you can take this a number of times until you get bored, but you won't get bonuses after the first ten extensions of your stay.

Reincarnator, Tang San (100 SP and 100 SEP)

- You know of Tang San? The one destined to become a god? Well, something happened. Tang San didn't move into this world, you did. Not only that, but you will also have to stay until the events of Douluo Dalu 1 has passed... Or until you ascend into a God.

Limitations of a Spirit Essence (100 SP and 100 SEP)

- Remember that Limitation rule on the Spirit Essence Section? Yep. Your Spirit Essence have more limitations than you thought it would be.

A Warrior's Job Never Ends (200 SP and 200 SEP)

- You are a warrior. That is the bad news. You lived in the strife for so long that you revel and love it. If you don't fight for about a week, you will shake as you really want to go back to fighting. Hope you don't fight someone that could kill you instantly.

Conflicting Domains (300 SP and 200 SEP)

- There are things different about you than the others, Jumper. Notably you have Domains. Fortunately, for everyone, they are conflicting with one another and will give you pain the moment you use more than two of them at one day. Just try to not show this weakness to others or they will abuse the heck out of it.

Stay in Heaven for Mortals' sake (300 SP and 300 SEP)

- Being a god means you are so powerful that the entire world will tremble upon

your presence. This is taken literally in this world. If you use any powers that would end up being too powerful in the World System's threshold then the world will collapse. Please stay at Heaven for Mortal's sake. Oh and if you are not a God and have taken this, well this could only mean all of your Out-Of-Jump powers are becoming a threat to the stability of this world, due to the fact that this reality might glitch if you've done that.

That bastard, Tang San (400 SP and 250 SEP)

- You thought you could escape from this drawback, ain't ya? Too bad, you can't escape it. Heard that guy, Tang San? He thinks he is better than you, and he actually is. You fought a flipping 100 thousand years Demonic Whale? Tang San fought a hundred of those things and won. Made a thesis about something? Tang San already did that last week. Made a Sect that conquered the world? Tang San made one that conquered ten worlds. You better start meditating or you'll probably cause an exaggerated frenemy relationship to Tang San. If you have taken [Reincarnator, Tang San], then the one who will one-up you would probably be the first friendly person that is not your companion you'll meet in this world

Hunted (600 SP and 450 SEP | Can be taken for five times.)

- You are hunted. Either by someone you have chosen, a powerful Spirit Beast or actually pretty much everyone you have met if you have taken this five times. You should probably not befriend anyone besides your companions or they will backstab you in the back or front. Literally. No seriously, in this world, you will have that problem a lot. You can choose the context of how this is going to work, such as your Hunter targeting you several years after the start of the jump, or something else. Don't worry, they will not hunt you during the first 3 years unless you make yourself rather known to the world. Alt Forms won't save you as there will be a specific Hunter that will hunt you for every single Alt Form you have. Have fun, I guess?

Gotta get b- I mean Go Forwards to the Future! (1000 SP and 650 SEP)

- I have bad news, and worse news. I may have overshoot you in the timeline and now you are in the timeline before Douluo Dalu came to be, the timeline of Shen

Yin Wang Zuo... well not really, as it is an alternate timeline. Not only that but everyone, yes that includes the demons, have Spirit Essences and they know how to use it. Be careful on this era, as you are really going to have a lot of bad times in said era. Oh, and the MC of SYWZ, Long Hao Chen has to survive, otherwise you will fail this Jump. After the MC becomes a certain god, you will be sent to the world of Douluo Dalu at the start, and you will have a reward for taking this drawback.

Rule Breaker (+1000 SP and SEP)

- The gods have noticed your transgressions, while they won't descend themselves they will choose champions to oppose you, and you will happen to notice that the very world itself is trying a little harder to kill you.

Martial Soul/Spirit Essence Forge:

Welcome to what might account to be a Forge for Martial Souls. Unfortunately something happened and the one in charge of this is long gone, but you may create your own Martial Soul/Spirit Essence with just a few rules.

The Rules:

1. You must create a setup of your own Spirit with 9 optimally aged Spirit Rings and the related abilities. Abilities should be properly scaled to the age of the Spirit Ring in question. Said Spirit Rings are those purchased in the Spirit Ring Section corresponding to the ranks. This setup is equivalent to the amount of 250 SEP.
{Second Awakening costs additional 300 SEP. The Third Awakening costs additional 400 SEP.}
2. The Spirit must have some limitations to balance it out, otherwise you will have to deduct 200 from your SEP. (ex: The limited Silver Grass is rather weak.)
3. Choose the Spirit's classification. (ex: Beast Spirit).
{Costs about 100 SEP | Body Spirit Types costs 200 SEP, if you have the second awakening.}

4. Choose the Spirit's System (ex: Control Attack System).
{Costs about 125 SEP | Choosing Other will result in 250 SEP}
5. Choose up to 3 regular non-opposing attributes per Spirit (e.g., Fire), or up to 2 non-opposing attributes per Spirit if one--at most one--of them is an Absolute attribute (ex: Absolute Ice).
{Costs about 100 SEP, additional 100 SEP if an attribute is Absolute.}
6. Create up to 2 self-made Spirit abilities per Spirit.
{Costs about 200 SEP}
7. This is only to those who have purchased Spirit Bones on the Gear Section. Create up to 2 Spirit Bones per Spirit created. External Spirit Bones are also allowed, and you may or may not assume the Spirit Bones are of the finest quality. {Costs about 100 SEP, each}
8. Create up to 2 Spirit Guide Device per Spirit.
{Costs about 100 SEP | 50% discount to all Tang Sect members or you being reincarnated into Tang San himself.}
9. It is possible to create a Twin Spirit setup, though the abilities of both Spirits must be very well balanced.
{Costs about 100 SEP; free if you have Dual Spirits | Everything you have purchased for the First Spirit Essence will be free for the Second Spirit Essence| Discount to above if you have the Multiple Spirits perk.}
10. If you took the **Independent Martial Soul Origin** or the **Imbalanced** perk, ignore the rules above and GO NUTS.
{Costs about 2000 SEP, with all of the above being free.}
{Shamelessly copied from the Create Your Own Martial Soul Thread on the Soul Land Wiki}

Scenario/s:

You can choose as many Scenarios you want, so long as they don't conflict with one another.

A Legacy to the Land

You know how people wished they could have their names on history? You are one of them, aren't you? Anyway, you are to make that faction or sect you joined

or created have their names etched on the annals of history. Whether you've done bad things or good things, you must place that name and be remembered for 100 years in this world. If you have done so, then you will gain your own reward. Your Sect will follow you through Jumps and will have new members joining in each Jump. Your very sect also have been made known across countless worlds after this Jump and you will have the respect of being the one who made it that happened. Go forth and spread your wisdom, oh Great Leader.

A New Beast God

(Spirit Beast and God Origin who took "Beast God" Perk Only)

Ever heard of that Beast God from countless years ago? You are quite jealous of his power, huh? Well then, the Gods of Good and Evil decided to have a little leeway towards you. If you managed to stop the gods from killing you, stop the merciless slaughter of the Spirit Beasts and become a god before your stay is up, then you will become a new Beast God. Not only that, but you will be effectively considered as the God of Beasts in this world and to others.

System Breaker

What the hell did you do? You broke the System of this world!? Oh that's just great, the world is now deteriorating because of you! You must figure out a way to fix this mess and if you did, then you can now bestow the System of Douluo Dalu to others.

Make the Sun and Moon Continent Great Again

Ignore the location you have taken. You will now start at the Sun and Moon Continent and you are now the Emperor of it. You must make them great again by either conquering the entire world or making technology advancements that would make everyone look like they are in stone-age.

The Reward for this will make the entirety of the Sun and Moon Continent to follow you in your Jumps.

End-Jump: God-King

The Gods, Jumper, they are horrible at their jobs. No seriously, they are horrible at

it. They conflict with one another, and the two idiots of good and evil are just trying to do whatever they want. Rein them in to create a better Celestial Plain in this World. Rise up through their ranks, complete their trials and if you manage to succeed this task... You will gain a special Spark that will make the Divines to know you are their King, and have the power and right to do so...

Supreme Pontiff Jumper

Well, this is quite a predicament. Bibi Dong decided to retire and the Spirit Hall began searching for a suitable candidate. Then they came upon you. You have the potential, they say. Nonetheless, you have given a job and your job is to lead Spirit Hall to greatness once more. However, you are not truly the one in charge of it. The Spirit Hall Elders, the ones pulling the strings, they are afraid of change. You must duel them honorably and if you did so, they will retire from their positions as your secondary advisors for you are the Supreme Pontiff.

The Reward for this is that the entirety of Spirit Hall will now follow you on your Jumps and Bibi Dong will become your companion as your new Advisor.

Wait. You befriended the Tang Clan as well? I have great news, Jumper. Due to you doing an impossible thing, your diplomatic skills are so good that you could even create peace to those who are at war for countless years.

Notes:

1. On the account of **Otherworldly Knowledge**, you may search on the works of Tang San (the author, not the character), and look for the Base path of such knowledge (e.g. Necromancy).
2. **Otherworldly Knowledge** incomplete list:
 - 2.1. Necromancy
 - 2.2. Knight Arts

- 2.3. Magic
- 2.4. Mad God Arts
- 2.5. Magic Chef Culinary Arts
- 2.6. Jewel of Power
- 2.7. Elemental Techniques
- 2.8. Path to Immortality
- 2.9. Jewel Mastery
- 2.10. Space Energy
- 2.11. Alchemy
- 2.12. Zodiac Power
- 2.13. Zither Magic (or Music Magic)
- 2.14. Xiantian Body Cultivation (Body Sect)

- 3. Necromancy - The art of causing the dead to rise through heretic means. This is considered [Dark] in this world, and anyone who delves within it are either dead or hiding somewhere. If you take this then watch out on Douluo Dalu 1 timeline, the Spirit Hall will hunt you down with extreme prejudice if you have done a heinous deed.
- 4. Before this land became Douluo Dalu, this land has demons. The Ancient God of Genesis, who might or might not be the protagonist of Shen Yin Wang Zuo, drove them away from this world. The accounts might suggest they are extinct but... Are they truly?

5. Darkening is truly rare, so rare in fact there are mentions that they could be numbered with just your hands. This doesn't exist on the Novels though, so expect yourself becoming the first one to have it if you have decided to do this Jump on the Novel version.
6. The Spirit Essence Creation rules is ~~shamelessly copied from~~ basically the same as Create Your Own Spirit Essence on the Douluo Dalu Wiki.
7. Gotta get b- I mean Go Forwards to the Future! Reward:
 - You really took this drawback huh? Was it because you really want the perks and you have no points at all? Or perhaps... You want to record what is happening there? It doesn't matter, as the reward is always the same. You have gained a portion of that certain god that the MC of the alternate Shen Yin Wang Zuo timeline becomes. It is not much, but after 10,000 years it will grow into something more. A perk known as "Genesis". It will give you the same powers, skills and bonuses as what that said MC has. This is your right after all, Jumping Lord of Creation.
 - Yes. This is a reference to Aquarion and the years apart the Novel Series are.

Changelog:

0.0: This Jump.

0.1: Stuff changed, alignments corrected and new perks.

0.1.1: Accidentally forgotten to put the Alignment/s and Timeline/s section.

Rectifying mistakes. Stuff as well.

0.2: Added Stuff. Thanks to Satvik Singh for helping me with them.

0.2.1: Added some minor things.

0.2.2: Stuff, again. Also forgot to thank the Anon named “How” for helping me.

0.2.3: Stuff, again.

0.2.4: Changed some things. Also stuff, again.

0.2.5: Same as 0.2.4.