



Kung Fu Panda

Version 1.1 by SpazzWave

Welcome to the Kung Fu Panda universe, a world of martial arts and anthropomorphic animals where Kung Fu is a way of life, a path to enlightenment, and occasionally the solution to every problem. This is a setting where even a clumsy panda can achieve greater things if he trains hard enough and where dedicated training can let you run up walls, catch arrows mid-flight, and punch through solid stone.

You're getting dropped into the Valley of Peace, which, despite the name, has terrible luck with staying peaceful. You're starting one month before Po is chosen as the Dragon Warrior, which gives you a lot of leeway to choose how your life will unfold here. You could end up as a warrior training at the Jade Palace, a master teaching your own students, a villager living a quiet life, or something else entirely. The choice is yours, along with what species of animal you want to be, because yes, everyone here is an anthropomorphic animal. Don't think about it too hard.

Here, take these **1000 AP** (Awesomeness Points), and good luck!

Origins



Choose your path to awesomeness:

Student (Drop-In)

You arrive in this world as a complete newcomer to kung fu, dropped into the Valley of Peace with nothing but an amount of money to survive for one month and next to a place that can get you a job. You start with enthusiasm and potential to achieve great things but not much else. You will need to learn kung fu from scratch, but if a panda can become the Dragon Warrior, then anything is possible.

Warrior

You're an established warrior in this world, having trained for years and earning your place through discipline and dedication. You might not be legendary yet, but you're competent, respected, and continuing to grow. You have a history here, with teachers who trained you, rivals who challenged you, and a reputation to maintain or build upon.

Master [200]

You're a kung fu master, whether teaching at a prestigious academy, guarding an important location, or wandering the land dispensing wisdom and spinning kicks. You've dedicated your life to understanding the profundity of Kung Fu, and years of training have taught you patience, humility, and wisdom. Patience is your greatest ability. You are no longer defined by how hard you strike but by the restraint you show, the lessons you impart, and the balance you maintain.

General Perks



Wushu [Free]

You gain the natural abilities of your species in this world. If you're a tiger, you get strength and claws. If you're a crane, you get flight and precision. If you're a mantis, you get speed and the ability to be surprisingly intimidating despite your size. If you're a panda, you get natural durability, surprising bounciness, and yes, an appreciation for dumplings. If you're a snow leopard, you get stealth and raw power. You also gain the cartoon durability common to this world, letting you survive a lot of things that would pulverize normal humans.

Skadoosh [600]

You've mastered the Wuxi Finger Hold, the legendary technique that strikes fear into the hearts of warriors across China. The technique itself is deceptively simple: you flex your pinkie while holding your opponent's hand in a specific grip. What happens next is simple: a golden shockwave of pure chi erupts outward, and your opponent is instantly banished to the Spirit Realm. A contest of chi is done between you and the one you are using this technique on, meaning that the more chi you have and the more skilled you are in it, the more powerful this technique is.

Your Soul is Mine [800]

You possess the shapeshifting abilities of the Chameleon, one of the most dangerous powers in kung fu. You can transform into any form you desire, from animal shapes to completely mixing their characteristics together in any way you want, to even increasing your size to towering proportions. Your transformations are also perfect, copying not just appearance but voice, scent, and mannerisms. But your most incredible ability is to drain the martial arts of others through contact and force of will, stealing their knowledge, techniques, and fighting style. Your victims lose their kung fu abilities permanently, leaving them practically helpless. You can maintain multiple stolen martial arts and can switch them at will.

Chi Predator [800]

You have learned Kai's forbidden technique: what can be given can also be taken. You can steal the chi of others near you in a contest of wills, crystallizing them into small jade totems of power. These totems contain the essence of those you've taken chi from, improving all your physical abilities and power. You can also use these jade totems to create jade zombies, physical manifestations infused with the stolen chi that loyally follow your orders and possess the same abilities the original person had. These jade warriors are fearless, utterly obedient, and you can perceive through their senses, making them perfect scouts and spies. Those whose chi you've stolen remain as jade totems until you're defeated or willingly release them.

Student Perks



Unbreakable Spirit [100]

You have the willpower to handle any training regimen, no matter how harsh, brutal, or seemingly impossible. Where others break down, give up, or burn out, you endure. In fact, you genuinely enjoy training and kung fu so much that you never get discouraged no matter what happens. Failed a technique for the hundredth time? You're excited to try the hundred-and-first. Training dummy broke your ribs? Can't wait to go again once you heal. This mental fortitude also extends beyond training, helping you deal with personal tragedies or setbacks in life. Sure, these things might hurt you emotionally, but they can't break your spirit or make you give up on what matters to you. You get back up, every single time, because that's who you are.

Improvised Fu [200]

You can turn anything into effective kung fu because you're not bound by traditional thinking. Fighting in a kitchen? Woks, ladles, and dumplings become weapons and shields. Fighting on a rope bridge? The ropes, planks, and supports all become part of your arsenal. You instinctively know how to use anything around you for attack, defense, or mobility. A bamboo stick can become a staff, a cart becomes a battering ram, and somehow you can kung fu fight while holding dumplings without dropping them. This improvisation also extends to your techniques, letting you adapt moves, combine styles in unorthodox ways, or even create new techniques that are really just creative applications of basics.

There is No Secret Ingredient [400]

Greatness isn't found in ancient techniques or mystical revelations; it comes from believing in yourself and recognizing that you're already enough. You internalized that lesson, and now you are immune to imposter syndrome, self-doubt, and arrogance. You no longer measure yourself against legends or expectations, nor do you chase validation from others. You simply walk your path with a clear mind and an honest heart, grounded in who you are rather than who you are expected to be.

I Figured It Out [600]

You possess the ability to learn techniques that are used on you. Someone attempts to put you in a joint lock? You understand how it works and can replicate it. A master demonstrates a pressure point technique on you? You can figure out how to do it yourself. This doesn't give you mastery, only an intuitive understanding of how the technique functions. As you can imagine, this lets you learn any technique taught to you in practical ways at extreme speeds, including learning techniques mid-combat. Anyone who fights with you will be disturbed at you showing them their own techniques.

Enlightenment in Simplicity [600]

You can find profound enlightenment in the smallest words, simplest situations, and most mundane moments. Hearing a casual phrase can become a life-changing revelation. A simple training exercise reveals deep truths about yourself and kung fu. Watching leaves fall teaches you about letting go. You also grow in the directions you want to grow, developing the traits and skills you value while never degrading or losing yourself to corruption. You won't become callous when you seek strength, or weak when you seek compassion. Also, all these moments of enlightenment also improve you in every aspect in small ways: your kung fu becomes smoother, your understanding deepens, and your wisdom grows. For you, there's no need to seek power; only understanding.



Warrior Perks



Diligence [100]

You understand how to train effectively, never wasting effort on useless exercises or incorrect form. When you practice any physical skill, you instinctively know whether you're doing it right, what needs correction, and what exercises will improve specific weaknesses. You can also look at your own performance and identify exactly what's holding you back, then design training to fix it. Your body also responds better to training than normal: if average people need a month to see results, you only need three weeks. Nothing incredible, but it adds up fast.

Iron Body [200]

You've spent years punching ironwood trees, breaking stones, and conditioning your body through brutal training regimens that would cripple normal practitioners. As a result, your body has developed a hardness and resistance that surpasses any normal kung fu warrior. Strikes that would break normal warriors hands simply bounce off you, and weapons that would cut others hardly penetrate your skin. Your conditioning also makes your strikes devastatingly powerful, with your hardened fists and feet breaking through stone, metal, and defenses that would stop others.

Nerve Strike [400]

You have learned the unique art of nerve strikes, capable of disrupting an opponent's chi flow and nervous system with precise attacks. Strike the right point, and you can paralyze a limb, cause crippling pain, disrupt balance, or even knock someone unconscious without causing permanent damage. You also instinctively know where every pressure point is located on any humanoid or animal body type, and your strikes naturally find these points in combat without conscious thought.

Suffering Breeds Strength [600]

Your rate of learning and improvement grows exponentially the harder you push yourself through brutal training. Training until your bones crack, pushing past your limits until you collapse, and enduring pain that would make others quit increase your training and growth speeds to explosive levels. Where normal training might take months to show results, your extreme methods produce noticeable improvements in weeks or even days. This also protects your body from any type of permanent damage that might occur with your extreme training, letting you safely torture yourself for your growth.

Genius of Hard Work [600]

Your martial arts have reached a level of technical refinement that borders on the supernatural. Every movement you make in combat is executed with absolute precision and efficiency; your strikes land exactly where you intend them with exactly the force you want, and even your footwork is flawless. You simply do not waste energy or commit a mistake like normal practitioners.



Master Perks



Master Jumper [100]

Your name and deeds are known far and wide. Thanks to your accomplishments, your name is spoken in teahouses, training halls, and mountain temples alike. This opens doors, gets you meetings with important people, and makes others acknowledge whatever you say. The downside is that enemies also know about you, some people will expect too much, and you'll never have true anonymity again. This starts out deactivated, but once activated, it cannot be undone until you leave your jump.

Teaching Greatness [200]

You have an innate talent for teaching and bringing out the potential in others. When you train someone, you instinctively understand what methods will work for them specifically and how to best teach them to achieve their potential. You can also see the potential of others, and you know when to be strict and when to show compassion. This doesn't make your students automatically great, but it means you'll never waste their potential through bad teaching. You're the kind of mentor who can turn a clumsy panda into the Dragon Warrior, or a group of orphans into legendary warriors.

Master's Wisdom [400]

You possess genuine wisdom that goes beyond knowledge or intelligence. You understand people, situations, and the flow of events with remarkable clarity that requires decades of experience from others. You can identify what others truly need, predict how situations will develop based on understanding human nature and cause-and-effect, and offer guidance that proves correct in retrospect. Your advice cuts through confusion and self-deception, and sometimes you seem to know things you shouldn't. In the end, what seems like impossible intuition to others is simply clarity earned through wisdom.

Inner Peace [600]

You've achieved complete inner peace, the supreme accomplishment in kung fu. Your mind is perfectly calm, completely undisturbed by fear, doubt, anger, or desire. Your spirit is also untroubled, existing in harmony with yourself and the universe. Thanks to this enlightenment, you have gained the ability to redirect and deflect the force of any attack that touches your body, with your inner peace acting as a buffer. You also gained control of your internal chi, being able to channel it to heal others of their wounds or even make a plant bloom. Through harmony with the universe, you have become untouchable.

To See the Unseen [600]

You have the ability to perceive glimpses of possible futures, receiving visions about events relevant to you or to others you touch. These visions come spontaneously, and they are not set in stone, showing you moments that may come to pass. You can also perceive the path of others, seeing their destiny, potential, and likely future based on their current trajectory. With this you could identify hidden potential (like recognizing a panda could become the Dragon Warrior) and see darkness waiting to emerge (foreseeing a student's potential to fall to evil). These visions become clearer and more detailed as your wisdom grows, and you cannot force them; you can only see what you need to see.



Items



You have a 300 AP stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier. Discounted 50 AP and 100 AP items become free. The items scale to your size.

Action Figures [Free]

You receive a set of hand-crafted action figures depicting famous kung fu masters, yourself, and all your companions. They're surprisingly well-made, with articulated limbs and detailed features that capture everyone's likeness perfectly. They come with a small display case and miniature props.

Jade Palace Map [50]

A detailed map of the Valley of Peace along with the surrounding regions. Includes secret passages, training areas, meditation spots, and good restaurant locations. It updates whenever you travel to new areas, and also automatically detects any locations relevant to you.

The Traveler's Hat [50]

A distinctive conical rice hat, perfect for the wandering warrior aesthetic. This hat is more useful than it appears: it provides perfect sun protection without limiting your vision, sheds rain like it's coated in oil, and somehow never falls off even during intense acrobatic combat. The hat also has a unique characteristic: when wearing it, you're easily forgotten and overlooked when you want to be. Perfect for the warrior who wishes to travel without constantly being recognized or challenged. Plus, it's just a really good hat.

Legendary Artifacts Guide [100]

A book documenting various legendary kung fu artifacts, their powers, their locations (if known), and warnings about their dangers. Includes entries on the Dragon Scroll, Sword of Heroes, Urn of Whispering Warriors, and many others. Essential reading for avoiding cursed swords, possessed armor, and artifacts that corrupt their wielders. Updates if you encounter new legendary items.

Traveling Pack [100]

A sturdy backpack that contains everything a wandering warrior needs for life on the road. It includes a bedroll that's comfortable on any surface, a water container that purifies whatever you put in it, basic camping supplies, and a small medical kit. Most importantly, the pack has numerous hidden pockets and compartments that you'll keep discovering over time, each containing something useful you didn't know you had: emergency rations, basic tools, rope, a fire-starting kit, and so on. It's like the pack knows what you'll need and makes sure it's there.

Noodle Bowl of Awesomeness [100]

A beautifully crafted ceramic bowl that contains the most delicious noodle soup you've ever tasted. The remarkable thing about this bowl is that it never empties: as soon as you finish eating, it refills with fresh, hot noodles and broth. It also varies its types, making sure you are always discovering a new type of flavor.

The Traveling Dumpling Cart [100]

A humble mobile food cart. It comes fully stocked with ingredients that replenish overnight, basic cooking equipment that never wears out, and a small heating element that works without visible fuel. You can prepare and sell food from this cart anywhere, and the food you make will be consistently delicious even if you're not a trained chef (though actual skill makes it even better). The food also makes people feel comforted and happy, and the cart somehow never gets stolen even if you leave it unattended.

Training Dummy [100]

An incredibly durable training dummy that can withstand any powerful strike without breaking. Its height and configuration are adjustable, and the dummy even provides feedback about your strikes (making you feel if they were properly executed or sloppy).

Training Montage Soundtrack [100]

A magical scroll that plays epic training music when you practice kung fu. The music is perfectly timed to your movements, builds dramatically as you improve, and it only makes you more motivated. The music is only audible to you unless you choose to share it.

Mr. Ping's Secret Recipes [100]

Mr. Ping was wrong: there is a secret ingredient. This is the actual recipe for Mr. Ping's along with dozens of other dishes. The recipes are genuinely excellent, and food cooked following them tastes amazing. The recipes also contain wisdom about cooking as a meditative practice and the importance of putting love and care into food. The food made using these recipes also has a property of satisfying any type of hunger, no matter how big it is.

Healing Herbal Kit [200]

A comprehensive collection of medicinal herbs, salves, and remedies used in traditional Chinese medicine. Includes treatments for injuries, poisons, diseases, and exhaustion. The kit replenishes itself slowly, and you gain basic knowledge of how to use these medicines effectively.

Dragon Scroll [200]

A blank scroll with a reflective surface, showing only yourself and nothing else. Looking into the scroll reminds you that the power was inside you all along, granting you motivation, clarity about your path and helping you understand there is no secret ingredient. The scroll also serves as a badge of legitimacy: those who understand its meaning will recognize you as someone worthy.

Fireworks Cart [200]

A large, ornate cart absolutely stuffed with festival fireworks of every variety imaginable. Rockets, fountains, firecrackers, sparklers, and explosive charges that could light up the sky for miles. The cart refills its entire stock once per month, or automatically fills up just before any celebration or festival (somehow it knows when parties are happening). But here's the really special part: once per jump (or once every 10 years if you're staying somewhere long-term), you can activate the cart's ultimate function: climb on top, set your destination in mind, and watch as the entire stock of fireworks detonates and launches you to your destination like the world's most festive rocket. The catch is that the more distant and difficult the distance is, the more chaotic the journey will become. The next town over? Smooth sailing with a beautiful view. Trying to reach another continent? You're going to experience aerial loops, unexpected detours through thunderclouds, possibly clipping a mountain, and definitely screaming at some point. Trying to reach another dimension? Well, the universe will get you there, but the ride is going to be absolutely insane, and you'll have stories that nobody will believe. This cart offers absolutely no protection during transit, so if you decide to aim for another world or reality, it is highly recommended that you settle your affairs and write down your life legacy beforehand.

Mr. Ping's Noodle Shop [200]

This is a restaurant identical to the Noodle Shop run by Po's father. It is a complete establishment with a full kitchen, dining area, living quarters, and all the ambiance of a beloved family restaurant. The restaurant also has special qualities: first, any cooking here happens faster and better, with you rarely burning up anything. Second, the restaurant has a way to attract customers, and word of mouth spreads faster than it should. Third, the atmosphere of the place encourages a community, and people linger to chat and become friends with strangers. Fourth, it comes fully stocked with ingredients that replenish daily, and the shop can survive attacks and natural disasters. You don't get Mr. Ping's secret ingredient soup recipe (that's separate), but you do get his soup pot, which makes any soup taste better than it should. Some things are just magic, and a father's cooking pot is one of them.

Spirit Realm Staff [400]

A mystical staff that allows you to open a gate to the Spirit Realm. Inside there, you can commune with deceased kung-fu masters, seek wisdom from spiritual beings, and train without fear of the physical world. Time here flows differently, with a day being equivalent to only a few hours in the physical world. The staff also cannot be stolen from you, always returning to your hand.

Training Weights [400]

Extremely heavy training weights that can be worn on your limbs, torso, or carried. Training while wearing these weights improves your physical attributes, and they grow heavier as you grow stronger.

Legendary Weapon [400]

You receive a weapon of exceptional quality and legendary reputation. This could be a sword, staff, spear, or any traditional Chinese weapon that suits your fighting style. The weapon is perfectly balanced, indestructible, and seems to respond to your intentions almost like it's alive. It also channels your internal energies effortlessly, making it ideal for advanced techniques. The weapon is bonded to you and cannot be permanently lost or destroyed. As you grow stronger, the weapons grow with you, becoming more effective.

Some say the greatest weapons choose their wielders. This one chose you.

The Scroll of the Seeking Dragon [400]

An ancient scroll that doesn't contain techniques itself, but rather leads you to them. Once per month, you can meditate with this scroll, and it will guide you toward a lost martial arts technique, forgotten style, or secret scroll hidden somewhere in the world. The techniques you find also scale with your current skill level, ensuring that the journey is never wasted and that there is always something new and worthwhile to learn.

Army [600]

You command a loyal army of highly trained warriors, of any anthropomorphic race and gender you desire. This army consists of approximately 200 members, all trained in martial arts and military tactics. They're equipped with armor, weapons, and even siege equipment. They are fiercely loyal to you and are professional soldiers with discipline and focus.

The Jade Palace [600]

You own a magnificent palace dedicated to kung fu training and spiritual cultivation. The palace is a beautiful structure of traditional architecture, and it has a breathtaking view. It includes living quarters for masters and students, dining halls, meditation chambers, an entire library filled with martial arts scrolls, and, most importantly, an entire dedicated room for maximum martial arts training. This training hall is enormous, with high ceilings, durable floors that can withstand the most intense combat, adjustable training equipment, meditation platforms, and everything needed to train warriors from beginner to master level. Also, training here is more effective than normal; meditation comes easier, and the atmosphere promotes spiritual growth. The palace repairs and cleans itself automatically.

Peach Tree of Heavenly Wisdom [600]

A mystical peach tree that produces fruit once per season. The peaches grant whoever eats them enhanced spiritual clarity, accelerated learning, and temporary elevation of consciousness. Eating a peach doesn't grant instant enlightenment, but it makes the path clearer and easier to walk. The tree is also beautiful, requires minimal care, and has a peaceful aura that makes it a perfect meditation spot. The tree can be planted in your Jade Palace or carried as a potted version that grows full-sized when planted.



Companions



Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 AP for 1, 200 AP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with **600 AP** to spend. They do not get Item Stipends. You can also import any companion you bought here for an **AP** stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Tigress [50]

Master Tigress spent her entire childhood training to be worthy of something she could never quite define. Abandoned as a cub for unknown reasons, she was taken in by Shifu and spent every waking moment trying to prove she deserved to exist. She trained until her paws bled. She pushed herself past exhaustion. She became so disciplined and controlled that she could shatter stone without breaking a sweat, all in desperate pursuit of approval that came in small, careful doses if it came at all.

Now she's one of the most formidable warriors in China, with strength that can rival the physically largest opponents and technique refined to near perfection. She's the kind of fighter who can take on entire armies and win through sheer disciplined ferocity, but beneath all of that lies a person who never learned how to exist without a purpose carved into her by suffering. All she needs is someone willing to meet her on her own terms and stay.



If you become her ally, you'll get someone who will stand between you and any threat like an unshakeable wall. She will push you to be better because she cares too much to let you settle for mediocrity. And she'll train with you until you both collapse from exhaustion, then get up and do it again because that's how you get stronger.

And in those rare quiet moments, you might even see the softer side she usually keeps hidden.



Tai Lung [50]

Tai Lung had everything mapped out. He was going to be the Dragon Warrior, inherit Shifu's legacy, and become the greatest kung fu master in history. He trained harder than anyone, mastered every technique in the Jade Palace scrolls, and genuinely believed he was destined for greatness. Then Oogway said no, and twenty years of dedication shattered in a single moment.

So he snapped. He tore through the Valley of Peace, fought his way through a thousand warriors, and ended up spending two decades in prison thinking about what went wrong. Plenty of time to realize that maybe, just maybe, obsessing over a scroll and his master's approval wasn't actually the path to enlightenment. Who knew?

Now he's out, and he's rebuilt himself from the ground up. He's still one of the most dangerous martial artists alive, capable of nerve strikes that can paralyze with a touch and techniques that can shatter stone like glass. His speed and strength are legendary, his technique is flawless, and his tactical mind has been sharpened by years of reflection. But the arrogance has been tempered into something more focused. He's not looking for validation anymore. He's looking for purpose.

If you give him a genuine chance, you'll get his loyalty that's been forged in failure and tested in isolation. He's chosen to walk a different path now, and he's chosen to walk it with you. He still has a temper when disrespected and carries himself with the confidence of someone who knows exactly how dangerous he is. But beneath all that? There is someone who's learned that destiny isn't something you're given; it's something you build.

Just don't expect him to be humble about his martial arts skills; he did work hard for that, after all.



Oogway [50]

Master Oogway has been alive for over a thousand years, which means he's spent approximately nine hundred of them perfecting the art of being cryptic and frustrating. He's the Spiritual Leader of the Jade Palace, a legendary warrior who once saved the Valley of Peace from countless threats, and the turtle who founded the entire kung fu tradition that everyone practices today. He's also the same turtle who speaks exclusively in proverbs, refuses to give straight answers, and genuinely believes that "there are no accidents" even when things very obviously are accidents.

Here's the thing about Oogway: he's not being mysterious to mess with you (well, not entirely). He's genuinely achieved a level of enlightenment where he perceives time, fate, and the universe differently than everyone else. He can sense chi flows, predict future events with disturbing accuracy, and has mastered techniques that border on the supernatural.

But wisdom comes with quirks. Oogway moves at the pace of a philosophical glacier, refuses to explain anything directly when a parable will do, and has a habit of dropping life-changing wisdom at the worst possible moments. He's also got a mischievous streak a mile wide, taking genuine pleasure in watching people figure things out the hard way because "the journey is more important than the destination" or whatever.

If you're willing to put up with the cryptic nonsense and the infuriatingly slow walking speed, you'll get a mentor with literally a millennium of wisdom, combat experience that borders on mythical, and insights into chi and the universe that nobody else possesses. He'll guide you toward enlightenment, teach you techniques that shouldn't be possible, and occasionally hit you with his staff when you're being dense.

Just don't ask him for a straight answer. He physically cannot give you one. It's been a thousand years, and if he was going to start being direct, he would have done it by now.

Zhen [50]

Zhen started as a street thief in Juniper City, which is a polite way of saying she survived by stealing, conning, and generally being too quick and clever for anyone to catch. She learned early that the world doesn't give handouts to orphaned foxes, so she took what she needed and stayed one step ahead of the consequences. She was so good at it she almost forgot there might be another way to live.

Then she met you. You didn't lecture her or tell her what she should be; you simply gave her a choice. You saw potential beyond the thief she thought she was and offered a real chance to be something more. Whatever path brought her here, it's because of you. And now, she's decided to try this whole "being better" thing, even though it goes against every survival instinct she's spent years honing.

Now she's trying to be a hero, which is complicated when your entire skill set is based on theft, deception, and running away really fast. Zhen is quick, agile, and can pick locks, pockets, and escape routes with equal efficiency. She's street-smart in ways that martial artists aren't, and her fighting style is completely unorthodox with a lot of dirty tricks.

What makes Zhen interesting is that she's still figuring out who she wants to be. She's chosen to be better, but she's got years of survival instincts telling her to look out for herself first. She's loyal to those who've earned it (you're at the top of that very short list), but she's also practical enough to know when to cut losses and run.

What matters is that she is one of the best companions you shall have. She'll watch your back, pick your locks, and occasionally steal your snacks (old habits die hard). She's working on being heroic, but she's still much better at being clever.

Just don't expect her to be comfortable with the whole "honor and destiny" thing yet. She's still figuring out how to be a good guy without losing the skills that kept her alive as a bad one.



Drawbacks

Legends of Awesomeness [Free]

The events of the TV series are now canon, which means you'll be dealing with a constant stream of threats, challenges, and bizarre situations that somehow all resolve within a reasonable timeframe but keep happening week after week.

Have fun!

Unwritten Journeys [Free]

You can choose to enter any fanfiction, alternate universe, crossover, or non-canon interpretation related to Kung Fu Panda. You are also fully aware that choosing this option means that whatever you're entering may be poorly written, wildly out of character, and absolutely overpowered.

Canon Character [Free]

You can assume the life of any character that matches your origin.

Starting From Zero [Free]

All your out-of-jump powers are disabled. All you have now are your wits, your body, and whatever you bought here.

Clumsy As a Panda [+100]

You have the subtlety of a panda in a china shop. Every time you try to sneak, you knock something over, step on something that creaks, or somehow alert everyone to your presence. Also, every time you walk through a crowded area, you bump into things, trip over objects, and create minor chaos in your wake. At this point, bells would be quieter.

The Mighty Panda [+200]

You're a panda (instead of your race choice). You love food (especially dumplings), you're naturally rounder and less naturally athletic than other species, and you tire more easily during intensive training. You'll need to work harder to develop kung fu skills, people will consistently underestimate you, and finding clothes that fit properly is challenging.

Destined for Greatness [+200]

You've got a horrible flaw in a world of martial arts: overwhelming pride. You have become obsessed with external validation and recognition of your greatness, and when you don't get that, you take it personally. Very personally. Every setback will feel like a cosmic injustice, every rival's success will feel like a theft of what should be yours, and when someone dares to tell you "no", or that you're not ready, or that greatness isn't about external validation? That's when the rage comes. You can defeat this, but it will be a hard path for you to follow.

Completely Untrained [+200]

You start with absolutely no kung fu skills whatsoever. Zero. Nothing. You don't know basic forms, you've never thrown a proper punch, and your understanding of chi is purely theoretical at best. If you're a student, this makes your journey even harder, for you must train twice as hard and twice as long to see results that others achieve with normal effort. The journey from nothing to something may be the hardest path, but it's the most rewarding for character growth.

The Bumbling Apprentice [+200]

Congratulations, you have a student! Unfortunately, they're enthusiastic, loyal, well-meaning, and completely incompetent. They desperately want to learn from you and make you proud, but they have the coordination of a newborn giraffe and the attention span of a goldfish on caffeine. Your apprentice will try their best, but their best includes accidentally destroying training equipment, misunderstanding instructions in creative ways, attempting techniques they're nowhere near ready for, and generally creating chaos wherever they go. They also have a talent for getting into trouble that requires rescue, usually at the worst possible times. You cannot abandon them, and training them will test your patience in ways that fighting villains never could. On the bright side, watching them slowly improve is genuinely rewarding, and their unique perspective sometimes reveals truths you've overlooked. Even a peach can defeat a master if you are willing to guide it.

Fragile Like Tofu [+400]

Remember the cartoon durability that makes people survive hard landings into concrete and getting punched sky high? You do not have that. Getting punched through a wall means broken bones now. Have fun trying to survive when others are powerful enough to destroy buildings.

There Are No Accidents [+400]

Master Oogway wasn't just being cryptic when he said, "there are no accidents." In this universe, fate is real, karma is a fundamental force of nature, and the universe is actively paying attention to what you do. Every action has consequences that ripple through the fabric of destiny itself, and if you choose to do evil, the universe will personally ensure you get exactly what you deserve. Steal some dumplings? You'll probably trip and face-plant in front of someone you wanted to impress. Betray a friend? Expect an old enemy to show up at the worst possible moment with a grudge and reinforcements. Commit genuine atrocities? The universe will orchestrate your downfall. The only way to survive this is to not commit any evil at all. Be better, and the universe will have your back.

The Past Defines You [+400]

You can't escape what happened. Maybe it was a tragedy, a betrayal, a loss, or a crime committed against you or your loved ones. Whatever it was, it's carved into your soul so deeply that it defines everything you are. Now every goal you pursue traces back to that one moment, and you will do everything in your power for revenge. People will try to reach you, but you will reject them because accepting help means admitting that you are wrong. And the only way to escape this is to confront and resolve your past through a painful spiritual journey, genuine forgiveness (of yourself and others), and accepting help from the people you've pushed away.

Shadow of the Warriors [+400]

You have a personal connection to a powerful villain in the series (Tai Lung, Lord Shen, Kai, or the Chameleon). Maybe they're a former friend, fallen master, family member, or someone you wronged. Either way, they're obsessed with you and will seek you periodically for confrontations. They know your weaknesses, and until you resolve this relationship (through redemption or defeat), you will be hunted forever.

The Hermit's Path [+600]

You must (and will be forced) to find inner peace the hard way: meditating for ten years in a cave or isolated location without the slightest taste of food or water, sustained only by your chi and spiritual discipline. This is an extreme ascetic practice that tests your body, mind, and spirit to their absolute limits. You cannot leave the cave except in dire emergencies (and even that might break your meditation), you cannot interact with others except perhaps brief visits from a master who checks on your progress, and you must maintain constant meditation and spiritual focus. If you do not have the potential or cannot find peace during this journey, your entire decade will be wasted, and this extends your stay in this world to twenty years total. This is the hardest path to enlightenment, but potentially the most rewarding.

The Return of Legends [+600]

The dead aren't staying dead, and it's becoming a problem. Ancient warriors who fell in legendary battles are finding their way back from the Spirit Realm. Some return as spirits seeking to complete unfinished business. Others manage to manifest physical forms. A few have even figured out how to possess living beings or create bodies from jade and stolen chi. This will cause complete chaos in the material world, and you'll need to deal with this crisis either by defeating them, finding a way to send them back permanently, or convincing them to return willingly.



Ending



Your time in the Valley of Peace has come to a close. The techniques you've learned, the friendships you've forged, and the battles you've won have all shaped you in ways you never expected. But now you must make a choice about your future.

Stay [+500]

The Valley of Peace has become your home, and you've found your place among its warriors and villagers. Perhaps you've opened your own school, teaching the next generation of kung fu masters. Maybe you've joined the Jade Palace as one of its protectors, or you've chosen a quieter life running a noodle shop while secretly being one of the most dangerous fighters in China. Whatever path you choose, you'll spend the rest of your days in this world of martial arts, dumplings, and inner peace. Here, take these **500 AP** to help you settle in your new life. Your chain ends here, but it's not a bad place to end it.

Go Home

You've learned what you came to learn and experienced what you needed to experience. It's time to return to the world you left behind, bringing with you all the wisdom, techniques, and inner peace you've gained. The Dragon Warrior's legacy will live on in your original world, though you'll have to explain where you learned to catch cannonballs with your bare hands and redirect them with perfect precision.

Go Forward

The universe is vast, and your journey is far from over. You've mastered kung fu and found inner peace, but there are infinite worlds waiting beyond this one, each with their own challenges and lessons to teach. Carry the spirit of the Dragon Warrior forward, and good luck.

Changelog and Notes

V1.0 - First Edition.

V1.1 - Small fixes, added the Starting From Zero drawback, rewritten Zhen to not have Kung Fu Panda 4 references.

Edit: Well, the Army, I guess, in which case I have a question: Is the "siege equipment" mentioned gunpowder stuff or not?
Possibly a significant difference.

Yes, the siege equipment is gunpowder.